

Pokémon Battle
Revolution

THE OFFICIAL GUIDE FROM **NINTENDO POWER**

Wii™

nintendo
Wi-Fi
connection



Pokémon

Battle Revolution



THE OFFICIAL
Nintendo
PLAYER'S GUIDE

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POKÉMON[®]

Battle Revolution

Official Nintendo Player's Guide



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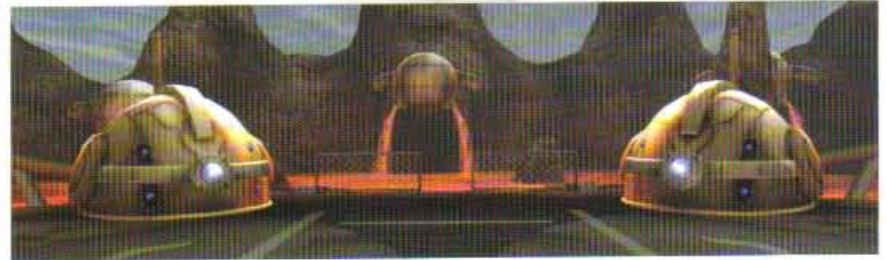


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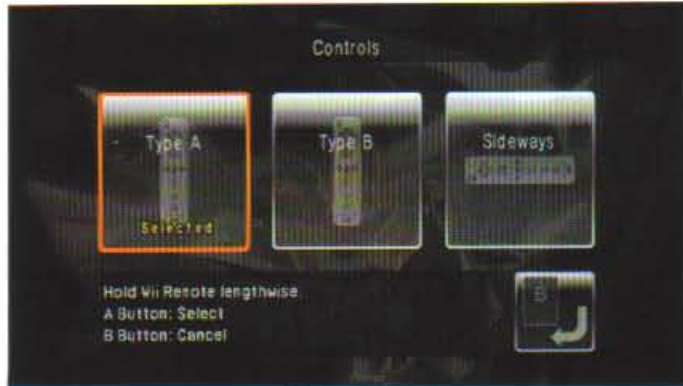
Basic Operation



You can use the versatile Wii Remote as a laser pointer or hold it sideways for a more traditional Control Pad feel.

▶ Navigating with Type A and Type B

The Type A and Type B control schemes use an onscreen pointer to make selections from game menus. Point the Wii remote at the screen and move the blue Poké Ball icon onto whichever menu entry you wish to select, and press the A or B Button to confirm (the button functions vary by control type). You may also use the Control Pad to navigate through menus.

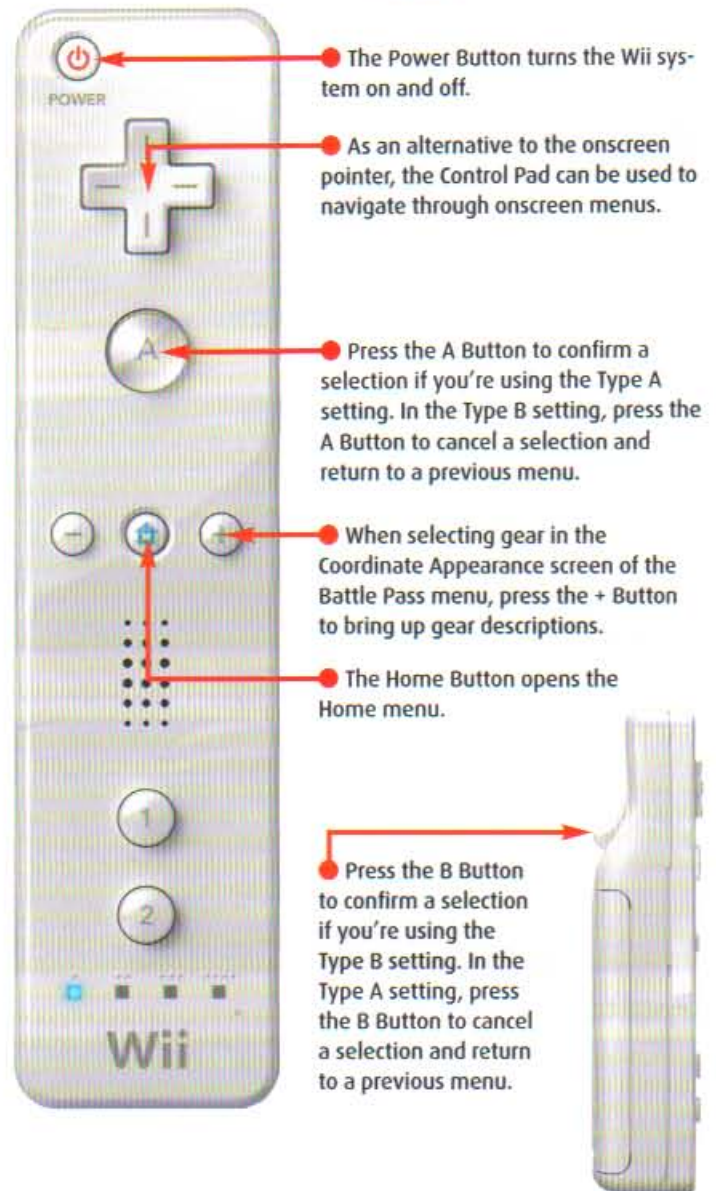
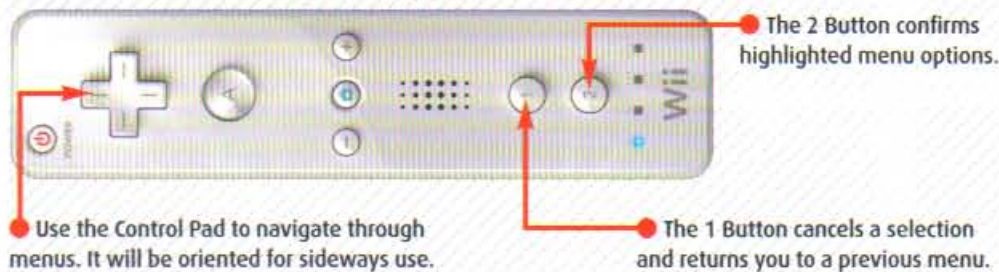


Selecting a Control Style

You can switch between the three possible control types (Type A, Type B, and Sideways) by selecting Options at the Choose a Game Mode screen. The Options menu also lets you toggle the announcer's voice on and off.

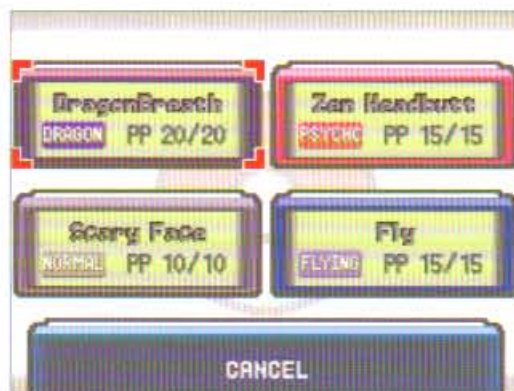
SIDEWAYS CONTROLS

The Sideways control setting is ideal for players who would prefer to hold the Wii remote like a traditional controller. You can navigate menus with the Control Pad only, and make your selections with the 2 and 1 Buttons. The onscreen pointer is disabled in this mode, but the Power, Home, +, and - Buttons function the same as they do in the Type A and Type B settings (see the diagram to the right).



▶ Using a DS in Pokémon Battle Revolution

When challenging other players in DS Battle mode (selectable from Pokémon Battle Revolution's main menu screen), up to four players can use their Nintendo DS systems as wireless controllers. By selecting commands and moves from the touch screens of the DS systems, players can easily conceal their move lists from their opponents. But while you use your DS to make decisions, the results will play out beautifully on your Wii, in whichever Pokémon Battle Revolution Colosseum you have selected. See page 17 for more information about the DS Battle mode.



Select a move on the DS's touch screen (shown on the left) to have your Pokémon perform the move on your TV!

Before entering Colosseum mode or DS Battle mode, you can select Options from the Choose a Game Mode screen. Here you may select a control scheme for all game modes, and either turn on or shut off the announcer's commentary that plays during battles. After making your selections, press the B Button (in the Type A setting), A Button (in the Type B setting), or 1 Button (in the Sideways setting) to return to the main menu. You will then be asked to confirm your selection. You cannot change these options during gameplay, so you must save your game and reset (with the Home Button) to reach the Options menu again.



Colosseum Mode

Colosseum mode allows a single player to challenge the 10 Colosseums in the world of Pokétopia.

Welcome to Pokétopia

When you begin a new game in Colosseum mode, you'll be asked to create a profile. Each profile can be linked with a single DS Pokémon game, and you can use those Pokémon to create Battle Passes for challenging the Colosseums of Pokétopia. If you don't have a Nintendo DS Pokémon game, you can acquire Rental Passes that offer pre-selected teams, and use those instead.

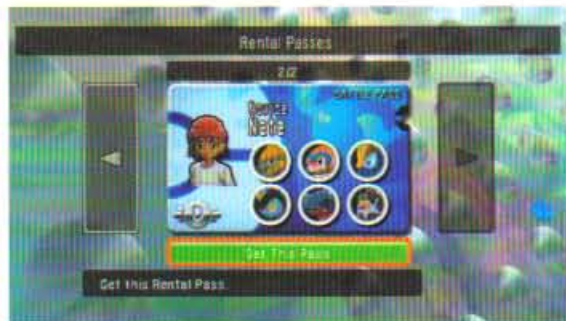


Create or Borrow a Battle Pass

A Battle Pass is a Trainer card that registers one Trainer and his or her team of six Pokémon. When you want to edit your team, dress up your Trainer, or change your battle catchphrases, you can do so by editing your Battle Pass. You can either create your own Custom Passes or borrow Rental Passes from the receptionist.

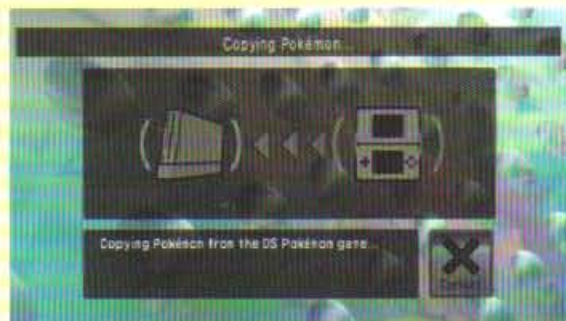
Rental Pass

When you begin a new game, you will be offered a choice between two free Rental Passes. You may earn additional passes later at the Gateway Colosseum. You can't swap Pokémon on a Rental Pass roster with those in storage, but you can swap Pokémon from one Rental Pass to another. You may change the name, appearance, and catchphrases (but not the character type) of Battle Pass Trainers.



Custom Pass

If you have a Nintendo DS Pokémon game, you can copy your collected Pokémon to a Pokémon Battle Revolution save file and use them to compose Battle Passes of your own design. You can edit the roster on a Custom Pass at any time between Colosseum challenges. The game will automatically copy every Pokémon in your DS party or in a storage box, so you'll have plenty of candidates to choose from!



The Colosseum Menu

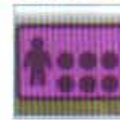
After accepting your free Rental Pass and learning how to make Custom Passes, you'll be taken to a menu screen with seven options.

Storage



This option allows you to copy Pokémon from a DS Pokémon game or examine the Pokémon that you've already copied over. See page 17 to learn more about managing and updating stored Pokémon.

Battle Pass



The Battle Pass option allows you to view your collected Battle Passes and edit their Trainers and Pokémon rosters. See page 7 to learn more about types of Battle Passes and how to edit them.

Battle



Choose Battle to begin a single-player Colosseum challenge or engage in a quick Free Battle with a friend or computer opponent. You may also view a battle tutorial to brush up on your combat skills.

Nintendo WFC



This option allows you to use Nintendo Wi-Fi Connection to challenge friends around the world. You can also select this option to view your friend roster or enter friend codes. See page 16 for more information.

Shop



At the Pokétopia shop, you can use Poké Coupons earned in battle to purchase gear for your Trainer and Mystery Gifts for the Pokémon in your DS game. See page 15 to learn more about the shop.

Profile



The Profile option allows you to edit your profile (which consists of your birthdate, your location, and an introductory message) and view the records of your achievements in Pokémon Battle Revolution.

Save



Save your progress often, or you'll lose everything you've unlocked since the last time you saved! Under the Save menu you'll also find an option to save a Battle Pass to a Wii remote so you can bring it to a friend's house.

▶ How Colosseum Battles Work

Pokétopia is home to 10 Colosseums where a Pokémon Trainer can battle a variety of opponents in traditional team fights or under unusual conditions that test one's ability to improvise. You may enter a single Battle Pass in each Colosseum, and you will have access to the six Pokémon registered on that pass when the battles begin. Most Colosseums feature six rounds of combat followed by a final battle with a Colosseum Master, but others use a tournament bracket system to select a winner from among 16 different Trainers.

Colosseum Rules and Restrictions

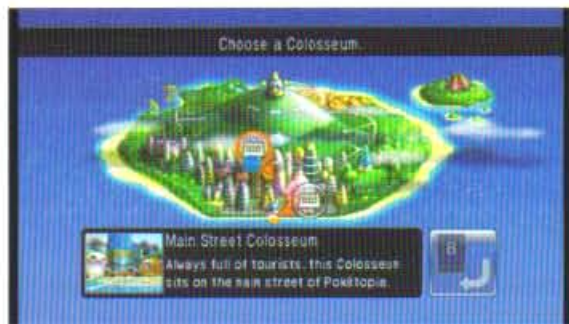
Each Colosseum has its own set of rules and customs that give it a unique flavor. Some Colosseums have a unique battle type, like Waterfall Colosseum, which uses randomly assigned one-on-one fights with no switching allowed, and Neon Colosseum, which combines the Pokémon on the competitors' Battle Passes and redistributes them based on a spin of the wheel. Other Colosseums restrict which Pokémon can enter, or require you to fight in Double Battles exclusively.

Game Progress and Rewards

When you triumph in a Colosseum, you will unlock all sorts of rewards. You'll usually receive a new Battle Pass design, a piece of gear you can use when dressing up your Trainer, and Poké Coupons to spend at the store. You may also unlock new Colosseums, Rental Passes, and shop stock. If you beat a Colosseum that you have already cleared, you won't earn gear prizes, but you'll earn greater numbers of Poké Coupons.

1 Choose a Colosseum and Battle Pass

At the start of the game, only the Gateway and Main Street Colosseums will be open for business, but new Colosseums will open their doors as you prove yourself in battle. After selecting a Colosseum to challenge, you'll be asked to choose a Battle Pass full of Pokémon to enter as challengers. You may enter a Rental Pass or a Custom Pass. (Note that Gateway Colosseum is for Rental Passes only.)



2 Select a Pokémon Team for Battle

In a typical Colosseum battle, you will see your foe's Battle Pass, and then both you and your foe will be asked to choose three Pokémon (four for Double Battles) to enter in that round. You will not see which Pokémon your foe has chosen until you face them in battle. However, certain Colosseums have special rules that affect which Pokémon you have access to. They may redistribute Pokémon between the players or force you to fight with a roster provided by the Colosseum!



3 Defeat Your Opponent to Win!

The first Pokémon you selected (the first two in Double Battles) will begin on the field. You may then order it to use a move, or replace it with one of your other selected Pokémon, if possible. If a Pokémon is KO'd, you will usually be able to choose another of your selected Pokémon to replace it. If you can defeat all of your opponent's Pokémon before your opponent defeats all of yours, you'll win the battle! After each round, all of your Pokémon will be returned to full health and full PP.



DS Battle Mode

DS Battle mode allows players to host multiplayer DS Pokémon matches at a Wii Colosseum.



▶ A Custom Tournament with your Friends

After selecting DS Battle mode, up to four players can start up a Nintendo DS Pokémon game and choose Connect to Wii from the main menu of their games. When everyone is connected, the player with the Wii remote must select their names and choose Start. He may then select a Colosseum, choose the terms of the battle, and activate special rules that set time limits, ban duplicate Pokémon or items, or restrict the power of certain moves.



Keeping Your Strategy Secret

Once the battle begins, every player will choose their roster order and moves on their own Nintendo DS. This way, no one will know what their opponents are planning until everyone has confirmed their selections and the action unfolds on the TV screen. The battles will continue until someone scores a victory or every player selects the Give In command.



DS BATTLE ROSTER

When playing in DS Battle mode, every player's Battle roster will consist of the Trainer the player chose at the beginning of his DS game and the Pokémon that are currently in his DS party. Isn't it great to see your DS hero and your Pokémon party in full 3-D?



Battle Pass

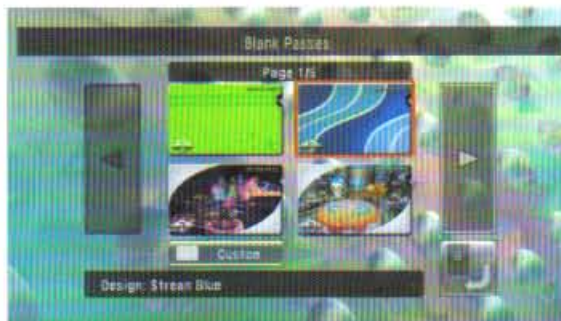
Your Battle Pass is your identity in Pokétopia. It holds your Trainer, your team, and even your style and personality!

Create and Edit a Custom Pass

You can rent Battle Passes or receive them from friends, but the best way to put together the team of your dreams is to import your Pokémon data and create a Custom Pass. This will allow you to choose a character style, assemble a team from your DS roster, and customize everything about your hero—from clothes to catchphrases to face paint!

1 Blank Pass and Pass Design

To get started, select Battle Pass from the main menu, and then choose Custom Pass. Select the Blank option, and you'll be presented with a catalog of pass designs. Only three designs are available at the start of the game, but you can unlock up to 29 additional designs as you progress. (See page 182 for a complete list of pass designs and instructions on how to unlock each one.) If you get one you like better, you can always update your current design.



2 Choose a Name and Character Style

The next step is to choose from one of six character styles, each with three possible skin tones. The Trainer you select will represent you in battle and be pictured on your Battle Pass. Once you've made your selection, you'll be asked to name your Trainer. Each character style has a default name, but feel free to change it. Once you confirm your name, you'll be issued a freshly printed Battle Pass!

Edit Your Appearance

To edit your Trainer, select his portrait to bring up a list of options. The Appearance menu allows you to change your character's name and style, as well as its headgear, hair color, face paint, glasses, clothes, handwear, shoes, badges, and bag. Each character comes with a basic costume, but you can replace it with gear purchased at the shop or won at the Colosseum. Many articles of gear match only one character style, so make sure the item you want is a fit before you waste your Poké Coupons at the shop. For details, refer to the gear catalog beginning on page 188.



Choose a category to pull up a list of gear that you own. To see how your character would look in that gear (if he can wear it), press the + Button. Just your style? Select Put On to make it official.

Character Styles 1-3

Young Boy



Character Styles 4-6

Cool Boy



Character Styles 7-9

Muscle Man



Character Styles 10-12

Young Girl



Character Styles 13-15

Cool Girl



Character Styles 16-18

Little Girl



Edit Your Trainer's Catchphrases

There are six categories of dialogue that you can customize for your Trainer. Each Trainer title has different preset catchphrases, but you can always use the Custom Catchphrases option to create one of your own.



You can support your Pokémon with words of encouragement or use your moments in the spotlight to taunt your foes instead.



Concede defeat with a graceful exit or take one last verbal shot at the Trainer who beat you.

Edit Picture Type

You can select Full Body instead of Head Shot if you'd prefer to see your whole character (with all gear equipped) on your Battle Pass.



Change Your Pass Design

Swap the background image on your Battle Pass with one of 32 pass designs. Most of these are unlockables that you'll earn as you progress through the game.



Edit Trainer Title

Like pass designs, Trainer titles unlock as you progress through the game. When you change your Trainer title, your preset catchphrases will also change (but not your custom ones). Pick a title that matches your style!

3 Choosing a Pokémon Team

The six empty slots in the lower-right corner of the Battle Pass are for your Pokémon roster. You can press the Set DS Pokémon Party button if you had a good party when you downloaded your data, but you're also free to fill in the slots one by one from your storage menu. Don't stress about getting all of your all-stars onto one Battle Pass; you can make multiple Custom Passes or customize your roster between Colosseums if you like.



Pokémon Storage and Information

When you transfer Pokémon from a DS game, the entire contents of the PC storage system will be sent to Pokémon Battle Revolution. That's 18 boxes of up to 30 Pokémon each, plus the six in your party. You can compose several different Battle Card teams out of this bounty of Pokémon, but each Pokémon can be on only a single pass at a time.



Your Pokémon will be in the exact same places they are in your DS game. However, you cannot move your Pokémon from box to box within Pokémon Battle Revolution, so you may want to organize your Pokémon in your DS game first. For easier access, put all of your Colosseum contenders in a single box. (You can reorganize and recopy your storage file as often as you like to update your Pokémon data.)



You can view a stored Pokémon's stats by checking its Summary screen. There you can review its level, type, Abilities, Ability scores, held item, and moves. Select an individual move to see the usual description and stats, as well as a box that shows what types it's super effective against (marked with a double circle), normally effective against (circle), weak against (triangle), and ineffective against (X).

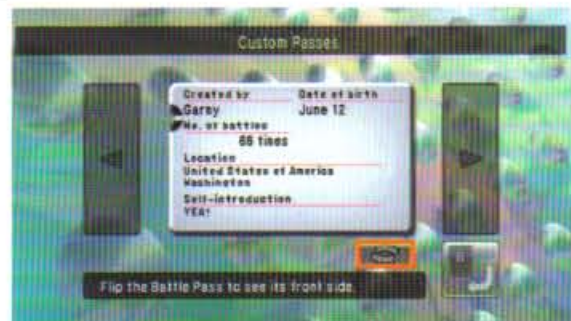
SEARCHING FOR POKÉMON

If you're having a hard time finding the right Pokémon for your team, select the magnifying glass from the storage-box menu. You'll pull up a screen where you can view a list of your Pokémon ordered by highest level, lowest level, or type. The search buttons on the left side of the screen allow you to seek out a Pokémon based on its name or nickname, view all Pokémon within a certain level range or type, or seek out Pokémon by the items they hold. You can also pull up lists of Pokémon that have a certain gender or marking symbol.



4 The Back Side of the Battle Pass

That completes the front of your pass, but what about the back? Select the double-arrow icon to flip over your pass. On the back you'll see your name, a tally of the battles you've fought, and space for your date of birth, your location, and a short self-introduction. To fill in this information, return to the main menu and select the Profile option. Fill in those last three fields and you'll have a handy calling card to leave with your online and real-world friends alike.



Rental Passes

When you begin a new game you'll choose whether you want the Rental Pass Red or Blue, and you can unlock the other by borrowing it at Gateway Colosseum and using it to defeat all of the Trainers and the Colosseum Master. Once you unlock the other four, you can acquire them through the same method. You can trade Pokémon between two Rental Passes, but not from Pokémon in storage.



Unlocking Rental Passes

Rental Pass Purple Cool Boy	Complete Waterfall Colosseum to unlock this pass at Gateway Colosseum.
Rental Pass Green Cool Girl	Complete Waterfall Colosseum to unlock this pass at Gateway Colosseum.
Rental Pass Gray Muscle Man	Complete Sunny Park Colosseum to unlock this pass at Gateway Colosseum.
Rental Pass Yellow Little Girl	Complete Sunny Park Colosseum to unlock this pass at Gateway Colosseum.

Rental Pass Blue
Young Boy

Grotle Grass

Pokémon Moves

- Razor Leaf
- Rock Smash
- Leech Seed
- Bite

Monferno Fire Fighting

Pokémon Moves

- Fire Punch
- Grass Knot
- Mach Punch
- Sunny Day

Prinplup Water

Pokémon Moves

- Water Pulse
- Pluck
- Metal Claw
- Rain Dance

Luxio Electric

Pokémon Moves

- Spark
- Quick Attack
- Charge
- Bite

Gabite Dragon Ground

Pokémon Moves

- Dragon Pulse
- Aerial Ace
- Sand Tomb
- Sand-Attack

Staravia Normal Flying

Pokémon Moves

- Aerial Ace
- Take Down
- U-turn
- Defog

Rental Pass Red
Young Girl

Ivysaur Grass Poison

Pokémon Moves

- Magical Leaf
- Leech Seed
- Toxic
- Cut

Charmeleon Fire

Pokémon Moves

- Fire Fang
- Sunny Day
- Dragon Rage
- Bite

Wartortle Water

Pokémon Moves

- Water Pulse
- Rain Dance
- Rock Smash
- Yawn

Dragonair Dragon

Pokémon Moves

- DragonBreath
- Twister
- Thunder Wave
- Shock Wave

Rhyhorn Ground Rock

Pokémon Moves

- Dig
- Ice Fang
- Horn Attack
- Protect

Pidgeot Normal Flying

Pokémon Moves

- Aerial Ace
- Tailwind
- Facade
- Sand-Attack

Rental Pass Purple
Cool Boy

Sandslash Ground

Pokémon Moves

- Dig
- Aerial Ace
- Rock Tomb
- Sandstorm

Haunter Ghost Poison

Pokémon Moves

- Hypnosis
- Curse
- Sludge Bomb
- Giga Drain

Metang Steel Psychic

Pokémon Moves

- Metal Claw
- Magnet Rise
- Take Down
- Psychic

Bibarel Normal Water

Pokémon Moves

- Waterfall
- Double Team
- Hyper Fang
- Swagger

Rotom Electric Ghost

Pokémon Moves

- Charge Beam
- Confuse Ray
- Ominous Wind
- Reflect

Mightyena Dark

Pokémon Moves

- Bite
- Ice Fang
- Protect
- Fire Fang

Rental Pass Green
Cool Girl

Beautifly Bug Flying

Pokémon Moves

- Gust
- SolarBeam
- Silver Wind
- Roost

Golbat Poison Flying

Pokémon Moves

- Wing Attack
- Bite
- Zen Headbutt
- U-turn

Bellosom Grass

Pokémon Moves

- Energy Ball
- Sunny Day
- Protect
- Sludge Bomb

Sneasel Dark Ice

Pokémon Moves

- Ice Punch
- Counter
- Bite
- X-Scissor

Lopunny Normal

Pokémon Moves

- Dizzy Punch
- Mirror Coat
- Defense Curl
- Drain Punch

Lumineon Water

Pokémon Moves

- Surf
- Rain Dance
- Captivate
- Psybeam

Rental Pass Gray
Muscle Man

Machoke Fighting

Pokémon Moves

- DynamicPunch
- Seismic Toss
- Foresight
- Ice Punch

Sudowoodo Rock

Pokémon Moves

- Rock Slide
- Sandstorm
- Stealth Rock
- Fire Punch

Piloswine Ice Ground

Pokémon Moves

- Ice Fang
- Hail
- Body Slam
- Earthquake

Hypno Psychic

Pokémon Moves

- Hypnosis
- Ice Punch
- Zen Headbutt
- Fire Punch

Camerupt Fire Ground

Pokémon Moves

- Magnitude
- Lava Plume
- Will-O-Wisp
- Yawn

Muk Poison

Pokémon Moves

- Sludge
- Brick Break
- Shadow Punch
- Curse

Rental Pass Yellow
Little Girl

Seadra Water

Pokémon Moves

- BubbleBeam
- Focus Energy
- Flash Cannon
- Aurora Beam

Togetic Normal Flying

Pokémon Moves

- Follow Me
- AncientPower
- Flamethrower
- Silver Wind

Pikachu Electric

Pokémon Moves

- Discharge
- Protect
- Brick Break
- Fake Out

Dugtrio Ground

Pokémon Moves

- Magnitude
- Slash
- Shadow Claw
- Double Team

Vespiquen Bug Flying

Pokémon Moves

- Confuse Ray
- Attack Order
- Heal Order
- Aerial Ace

Cherrim Grass

Pokémon Moves

- SolarBeam
- Sunny Day
- Helping Hand
- Worry Seed

Friend Passes

If you exchange Custom Passes with friends by saving them to Wii remotes, they'll appear as Friend Passes. You can also acquire Friend Passes by exchanging them after a Wi-Fi battle. You can't swap Friend Pass Pokémon or use them in most Colosseums, but you can use them in Free Battles.

TRADING CUSTOM PASSES

If you save a favorite Custom Pass to your Wii remote and bring it to a friend's house, you can give it to that friend as a Friend Pass by selecting Load Battle Pass from the Save menu.

Pokémon Battles

The basic tactics of Pokémon combat remain unchanged, but Pokémon Battle Revolution offers a few strategic twists.



The Fundamentals of Pokémon Combat

Pokémon Battle Revolution is all about combat. The rules differ from one Colosseum to the next, but the fundamentals remain the same: select a strong team whose moves include a wide variety of attack types, deploy the Pokémon that will have the biggest advantage against your foe, and select moves of a type that will be especially effective against each target.

Turn-Based Battles

The battles in Pokémon Battle Revolution are turn-based, so you'll be given all the time you desire to select each command. When both Trainers select a move, the order in which the moves occur will be decided by the Speed scores of the active Pokémon (moves and Abilities may also affect who gets to go first). At the beginning of each turn you'll be presented with three options: Fight, Pokémon, and Give In.

Fight

Choosing a Move

When you choose Fight, you'll pull up your active Pokémon's move list. When choosing a move, consider how the move type interacts with the target Pokémon's type—that will affect how much damage the move deals, as well as

the base stats and Abilities of each participant in combat. For example, a physical attack deals damage based on the attacking Pokémon's Attack score and the defending Pokémon's Defense score, while a special attack uses Special Attack and Special Defense stats instead. The Speed scores of the participating Pokémon is also a factor when choosing moves, since some moves are better used as a first strike (ones that can make a foe Flinch, for example), while others are more effective as a counterattack. Many Pokémon have Abilities that make them resistant or invulnerable to certain attack types or status effects as well. You can learn more about moves, types, and status conditions in the pages that follow.

Pokémon

Switching in Battle

Knowing when to rotate a Pokémon in or out of battle can be the key to victory in a Colosseum. If your currently deployed Pokémon isn't the best possible combatant to defeat your foe's currently deployed Pokémon, select the Pokémon option to replace it with another from your bench. Switching Pokémon uses up a turn, so this will most likely give your opponent a free attack—make sure it's worth the sacrifice! You may also want to switch Pokémon to get a wounded combatant out of danger (before it keeps you from earning a Perfect Point) or to clear status conditions like Confuse. When your deployed Pokémon is knocked out, you may switch in a replacement without losing a turn.

Give In

Concede a Match

If a battle has gone so badly that you know you are going to lose (or if you just want to quit playing), choose Give In to concede the match. You'll move on to the next match if it's a three-out-of-five tournament like in Waterfall Colosseum, but in most cases you'll be sent to the Continue menu, where you can quit to the main menu or spend a Perfect Point to try again. If you try again, you can choose a new team and new tactics and make sure you do better on the second try.



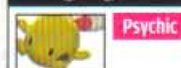
SPECIAL COLOSSEUM RULES

The basic rules of combat, explained above, may be overridden by Colosseum-specific rules. For example, Waterfall Colosseum pits your Pokémon against your opponent's Pokémon in one-on-one duels in which no switching is allowed. In such cases, the Pokémon command does nothing. If an unfortunate pairing leaves you with no way to damage your foe, use the Give In command!



Where possible, we've listed the moves of each enemy Trainer's Pokémon. A series of question marks indicates a randomly selected move from a Pokémon's move list.

Chingling



Psychic

Pokémon Moves

- Confusion
- Uproar
- ??????
- ??????

Rules Changes in Pokémon Battle Revolution

Longtime Pokémon players may notice a few differences in how battles unfold in Colosseums. The most significant change is that when you KO a foe, you do not get to switch Pokémon for free. Unless your Pokémon is knocked out, you will always sacrifice a turn when voluntarily making a switch.

▶ Pokémon Base Stats

Six simple stats determine how much damage your Pokémon can deal and how much it can endure. Although stats may not be as memorable as flashy moves or Abilities, they can mean the difference between success and failure. View a Pokémon's stats summary before determining if that Pokémon is worth using.

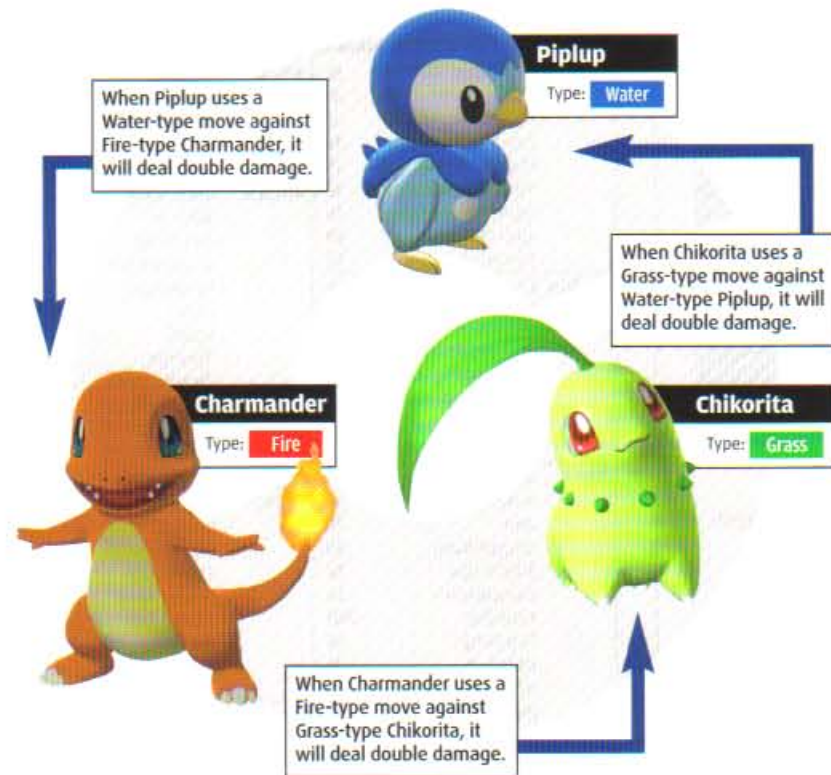
HP	When a Pokémon is damaged, it loses HP. When its HP runs out, it faints and can no longer fight.
Attack	The higher a Pokémon's Attack stat, the more damage it inflicts with physical attacks.
Defense	The higher a Pokémon's Defense stat, the less damage it suffers from physical attacks.
Special Attack	The higher a Pokémon's Special Attack stat, the more damage it inflicts with special attacks.
Special Defense	The higher a Pokémon's Special Defense stat, the less damage it suffers from special attacks.
Speed	The higher a Pokémon's Speed, the more likely the Pokémon will get to act before its opponent in battle.

▶ Type-Trumping Basics

The most important strategy in battles is to pick the right type of Pokémon to defeat each opponent. Every Pokémon has a type (or two) that makes it vulnerable to foes of certain types but gives it an edge when battling against foes of other types. Learn this system well!

A Type-Trumping Example

When a Pokémon uses a move that is especially effective against its target's type, we call it type-trumping. Here are a few examples.



DUAL-TYPE POKÉMON

Having dual types mitigates some vulnerabilities but increases others. For example, Water-type Pokémon are weak to Grass-type moves, while Flying-type Pokémon are resistant to them—that means a Grass-type attack will deal normal damage to a Water-and-Flying-type Pokémon like Wingull. But both Water-type and Flying-type Pokémon are vulnerable to Electric-type moves, so an Electric-type move would hit Wingull for *quadruple* damage. Ouch!

▶ Damage Multipliers

Damage bonuses involve not just the move's type and the target's type, but also the user's type. A Pokémon gets a 50% damage bonus when using a move whose type matches the type of the user. This bonus is in addition to all of the other bonuses! Other damage multipliers include randomly occurring critical hits, weather effects that enhance the power of certain move types, and Abilities that provide a boost in certain situations.

The Combat Chart

This chart is the greatest weapon in a Pokémon Trainer's arsenal. If you use the right attacks to exploit a Pokémon's weaknesses, even your opponent's highest-level Pokémon won't last more than a few turns. Much of it is common sense: Fire melts Ice, for example, while Water douses Fire. Other type relations are more complicated, so refer to this chart often.

		Opponent's Pokémon Type																
		NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
Your Attack Type	NORMAL																	
	FIRE	-	-		+	+								+	-		-	+
	WATER	+	-		-					+				+			-	
	ELECTRIC			+	-	-				=	+						-	
	GRASS	-	+		-					+	-			+			-	-
	ICE	-	-		+	-				+	+						+	-
	FIGHTING	+					+			-		-	-	+	=		+	+
	POISON					+				-	-				-			=
	GROUND		+		+	-				+		=		-	+			+
	FLYING				-	+			+					+	-			-
	PSYCHIC								+	+			-					=
	BUG	-			+				-	-	-	+			-		+	-
	ROCK	+					+		-		-	+		+				-
	GHOST	=											+		+		-	-
	DRAGON															+		-
	DARK									-			+		+		-	-
	STEEL		-	-	-		+							+				-

Damage Multipliers	
x2	Damage for + attacks
x2	Extra damage from randomly occurring critical hits
x1.5	Damage when the attack type matches the attacking Pokémon's type
x0.5	Damage for - attacks
x0	Damage for = attacks

Damage Multipliers in Action

The bonuses of type-trumping can be huge, allowing even the weaker, lower-level Pokémon to dispatch tougher opponents easily. For example, Electrike is an Electric-type Pokémon using an Electric-type move. Assuming Spark scores a normal hit, it will deal x3 damage to Finneon and x6 (!) damage to poor Gyarados. A critical hit would get an additional x2 bonus.

Electrike

Attacks opponent with Spark (an Electric-type attack)

Finneon	Multipliers Example
	Electric-type move vs. Water-type Pokémon x2
	Move type matches attacking Pokémon's type x1.5
	Total damage x3

Gyarados	Multipliers Example
	Electric-type move vs. Water-type Pokémon x2
	Electric-type move vs. Flying-type Pokémon x2
	Move type matches attacking Pokémon's type x1.5
	Total damage x6

Moves

A Pokémon can possess only four battle moves at one time. When viewing moves in a Pokémon's Check Moves summary screen, highlight each move to see its category (see "Move Categories" below) and its Power, Accuracy, and PP stats. These stats combine with the Pokémon's base stats to determine the move's damage and odds of connecting with its target.

Power Power determines the base amount of damage an attack will inflict. This number is then modified by the Pokémon's Attack or Special Attack (depending on the move's category) and damage modifiers to determine how effective the move will be.

Accuracy It doesn't matter how powerful a move is if it doesn't hit its target! Each Pokémon should know at least one high-Accuracy move (the max Accuracy is 100) to ensure a hit against Pokémon that are near fainting, or to give you a fighting chance at hitting Pokémon who have used a move to increase their Evasiveness (a hidden combat stat that lowers an attacker's Accuracy).

PP (Power Points) Power Points show how many times a Pokémon can use a move before the move is tapped out. PP are of little importance in Pokémon Battle Revolution, however, since all of a Pokémon's PP are completely refilled between rounds.

Move Categories

Each move falls in one of three categories that determine which base stats it uses to calculate damage. The third category, status moves, typically ignore all of a Pokémon's stats and are equally effective for any Pokémon.



Physical moves derive their power from the user's Attack stat and the target's Defense stat. These are typically close-range fighting moves in which the attacker strikes the defender physically.



Special moves derive their power from the user's Special Attack stat and the target's Special Defense stat. These are typically long-range moves in which the attacker unleashes some sort of damaging energy.



Status moves heal wounded Pokémon, alter stats, inflict conditions, change weather, and cause other effects. This category also includes unconventional attacks that deal damage based on stats other than Attack, Defense, Special Attack, and Special Defense.

Using Unusual Moves Efficiently

Every move has a purpose, and strange effects that initially seem like drawbacks can work to your advantage in the right situation or in combination with other moves. Expert Trainers should experiment with these moves to discover their true strengths and weaknesses.

• **Recurring attacks**—Some moves, like Ice Ball or Rollout, do damage over a few turns while keeping a foe trapped or building up power.

• **Health-stealing moves**—Moves like Leech Seed or Giga Drain draw health from your opponent and add it to your Pokémon's HP.

• **Fly, Dig, and Dive**—These cause the attacker to leave the field for one turn and strike on the next. If you time the move correctly, factoring in your opponent's Speed, you can avoid an attack on the first turn.

• **Multiple-hit attacks**—A move like Fury Swipes can hit an enemy two to five times in one turn.

• **Confusion and trickery**—Swagger and Flatter confuse an opponent while boosting its Attack stats. It can backfire, but if the target turns its attacks on itself, it's in for a world of self-hurt.

• **Weather moves**—Many Pokémon have a weather-related move that boosts the power of same-type attacks.

• **Continuous-damage moves**—Moves like Fire Spin, Wrap, or Constrict deal continuous damage to a target and prevent it from escaping.

• **Level-based moves**—Night Shade and Seismic Toss are great for high-level Pokémon. They do damage equal to the user's level, regardless of type-based weaknesses and resistances.

• **Helping moves**—In Double Battles, you can have one Pokémon use Helping Hand or Follow Me to boost its partner's strength or protect it for the duration of the turn.

• **Mess with your opponent's moves**—Encore forces an opposing Pokémon to repeat its last move for a few turns. Conversely, Disable prevents the last move from being used again for a few turns.



KEEP A DIVERSE MOVE LIST

There are 17 types of Pokémon you can face, but you have room for only six Pokémon on your Battle Pass and you may get to use only half of them in any given battle. As a result, the best Pokémon are the ones that are prepared to deal with an array of enemy types. When building a roster or choosing from a Rental Pass, consider Pokémon with a variety of move types. An ideal Colosseum battler should have damage-dealing moves of three different types, each in that Pokémon's best category (for example, physical attacks for high-Attack-stat Pokémon).

Status Conditions

Damage isn't the only peril that a Pokémon may face in combat—many moves inflict status conditions that can sap a Pokémon's health or impair its ability to fight. Of course, your Pokémon can use these moves as well, and a clever strategist can use them to cripple difficult combatants.

Burn	Low	Lowers Attack strength and drains HP each turn
Confuse	Low	Pokémon sometimes attacks itself instead of the target
Flinch	Low	Can't use a move on the turn
Freeze	Low	Can't use moves until the condition is cleared
Infatuate	Low	If target is the opposite gender of the attacker, moves will fail 50% of the time
Paralyze	Low	Can't use moves 25% of the time, and Speed stat is lowered
Poison	Low	Drains HP each turn
Sleep	Low	Victim can't use most moves until the condition is cleared

Condition-Inflicting Moves

Condition	Move	Effect AC*	Condition	Move	Effect AC*	
Burn	Will-O-Wisp	75	Sleep	Dark Void	80	
	Confuse	Confuse Ray		100	GrassWhistle	55
		Supersonic		55	Hypnosis	70
		Sweet Kiss		75	Lovely Kiss	75
	Teeter Dance •	100		Sing	55	
Infatuate	Attract	100		Sleep Powder	75	
Paralyze	Glare	75		Spore	100	
	Stun Spore	75		Yawn •	100	
	Thunder Wave	100		Special	Psycho Shift	90
Poison	Poison Gas	55				
	PoisonPowder	75				
	Toxic **	85				
	Toxic Spikes •	100				

Damage- and Condition-Inflicting Moves

Effect	Move	Effect AC*	Effect	Move	Effect AC*	
Burn	Blaze Kick	10	Freeze	Blizzard	10	
	Ember	10		Ice Beam	10	
	Fire Blast	10		Ice Fang	10	
	Fire Punch	10		Ice Punch	10	
	Flame Wheel	10		Powder Snow	10	
	Flamethrower	10		Paralyze	Body Slam	30
	Heat Wave	10	Bounce		30	
	Lava Plume	30	Discharge		30	
	Sacred Fire	50	DragonBreath		30	
	Confuse	Chatter •	varies		Force Palm	30
		Confusion	10		Lick	30
		Dizzy Punch	20		Spark	30
		DynamicPunch	100	Thunder	30	
Psybeam		10	Thunderbolt	10		
Signal Beam		10	ThunderPunch	10		
Rock Climb		20	ThunderShock	10		
Water Pulse	20	Thunder Fang	10			
Flinch	Air Slash	30	Zap Cannon	100		
	Astonish	30	Poison	Cross Poison	10	
	Bite	30		Gunk Shot	30	
	Dragon Rush	20		Poison Fang •	30	
	Dark Pulse	20		Poison Jab	30	
	Extrasensory	10		Poison Sting	30	
	Fake Out •	100		Poison Tail	10	
	Fire Fang	10		Sludge	30	
	Headbutt	30		Sludge Bomb	30	
	Ice Fang	10		Smog	40	
	Iron Head	30		Special	Tri Attack ***	20
	Needle Arm	30	Secret Power ****		30	
	Rock Slide	30				
	Rolling Kick	30				
	Sky Attack	30				
	Snore •	30				
	Stomp	30				
Thunder Fang	10					
Twister	20					
Zen Headbutt	20					

* Effect AC (Accuracy) is the percent chance that the move will cause a status condition.

• Move has an additional effect or special usage condition

** Move afflicts target with more serious damage each turn

*** Move can cause a Paralyze, Freeze, or Burn condition randomly

**** Move effect changes by location

▶ Stat-Altering Moves

Some moves can temporarily affect a Pokémon's stats. While these moves are of little use in short fights, they can be part of a powerful strategy in longer, more-difficult battles. For example, by lowering an opponent's Defense, you effectively increase the power of all the physical attacks your team will use throughout the fight. Use stat-altering moves as early as possible for best results.

Moves that Raise the Attacker's Stats

Effect	Move
Attack +	Belly Drum •
	Howl
	Meditate
	Swords Dance
Defense +	Acid Armor
	Barrier
	Defend Order
	Defense Curl
	Harden
	Iron Defense
Special Attack +	Growth
	Nasty Plot
	Tail Glow
	Amnesia
Special Defense +	Amnesia
	Agility
	Rock Polish
	Tailwind
Attack + / Defense +	Bulk Up
	Curse •
Attack + / Speed +	Dragon Dance
Defense + / Special Defense +	Cosmic Power
Special Attack + / Special Defense +	Calm Mind
Evasion +	Double Team
	Minimize
Special	Acupressure
	Heart Swap
	Guard Swap
	Power Swap
	Power Trick
	Psych Up ••

Moves that Inflict Damage and Raise the Attacker's Stats

Effect	Move	Stat AC*
Attack +	Metal Claw	10
	Meteor Mash	20
Defense +	Skull Bash	100
	Steel Wing	10
Special Defense +	Charge Beam	70
All +	AncientPower	10
	Ominous Wind	10
	Silver Wind	10

Moves that Inflict Damage and Reduce the Attacker's Stats

Effect	Move	Stat AC*
Attack - / Defense -	Superpower	100
Special Attack -	Draco Meteor	100
	Leaf Storm	100
	Overheat	100
	Psycho Boost	100
Defense - / Special Defense -	Close Combat	100
Speed -	Hammer Arm	100

Moves that Reduce the Defender's Stats

Effect	Move	Stat AC*
Attack -	Charm	100
	FeatherDance	100
	Growl	100
Defense -	Leer	100
	Screech	85
	Tail Whip	100
Special Attack -	Captivate •	100
Special Defense -	Fake Tears	100
	Metal Sound	85
Speed -	Cotton Spore	85
	Scary Face	90
	String Shot	95
Attack - / Defense -	Tickle	100
Attack - / Special Attack -	Memento •	100
Accuracy -	Flash	70
	Kinesis	80
	Sand-Attack	100
	SmokeScreen	100
Evasion -	Sweet Scent	100

Moves that Inflict Damage and Reduce the Defender's Stats

Effect	Move	Stat AC*	
Attack -	Aurora Beam	10	
Defense -	Acid	10	
	Crush Claw	50	
	Iron Tail	30	
	Rock Smash	50	
Speed -	Bubble	10	
	BubbleBeam	10	
	Constrict	10	
	Icy Wind	100	
	Mud Shot	100	
	Rock Tomb	100	
Special Attack -	Mist Ball	50	
Special Defense -	Bug Buzz	10	
	Crunch	20	
	Earth Power	10	
Accuracy -	Energy Ball	10	
	Flash Cannon	10	
	Focus Blast	10	
	Luster Purge	50	
	Psychic	10	
	Shadow Ball	20	
	Mirror Shot	30	
	Mud Bomb	30	
	Muddy Water	30	
	Mud-Slap	100	
	Octazooka	50	

* Stat AC (Accuracy) is the percent chance that the move will affect a Pokémon's stats.

• Move has an additional effect or special usage condition

•• Duplicates the target's stat modifications

▶ Holding Berries and Items

Every Pokémon can hold a single item, and you'll be wasting an opportunity if you leave your Pokémon empty-handed. However, you cannot give Pokémon items once they're imported into Pokémon Battle Revolution; you must do so on your DS game before copying your data. Once imported to your Wii, held items will never disappear; even consumed berries will be returned to your Pokémon at the end of each battle.

▶ Abilities

Each individual Pokémon has a single Ability that gives it an advantage in a particular situation. Some of these Abilities provide a minor boost that rarely matters, whereas others may be a Pokémon's defining trait. You can view a description of each Pokémon's Ability on its Pokémon Skills summary screen.

▶ Switching Pokémon in Battle

Switching out your active Pokémon consumes a turn, but in many situations the sacrifice is worth it. A well-timed switch can save a wounded Pokémon or hasten an opponent's defeat.

Offensive Switching

Each member of a well-made team should have an advantage over a variety of types so that your team can handle all 17 opponent types. When battling difficult foes, it's worth wasting a turn to replace a vulnerable Pokémon with one that has a type advantage. But if the situation is truly dire, you may wish to let your active Pokémon get KO'd so your opponent doesn't get a free hit against your MVP.

Defensive Switching

When a crucial Pokémon is badly wounded, pulling it off the front lines is the best way to guarantee it doesn't get KO'd. Switching Pokémon is also a good way to shake temporary conditions like Confuse and Infatuated.

▶ Double Battles

Some Colosseums offer Double Battles in which each Trainer deploys two Pokémon at once for a two-on-two battle. Some moves and Abilities affect multiple Pokémon in Double Battles, so having your Pokémon work together opens up new areas of strategy.

Choose Your Pairs Wisely

Many moves affect both of your opponent's Pokémon, but a few—Discharge, Earthquake, Eruption, Magnitude, and Teeter Dance—hit everyone except the user, including the user's teammate! If you intend to use these moves, pair the user with a Pokémon that is expendable, type-resistant, or can save itself with a move like Protect.

Some Abilities Benefit Multiple Pokémon

In addition to its moves, every Pokémon has an innate Ability that may be able to affect multiple Pokémon. For example, Intimidate will reduce the Attack of all opponents, and Cloud Nine will protect both of your Pokémon from weather effects. Lightningrod and Storm Drain will draw Electric-type and Water-type attacks, respectively, away from your more vulnerable teammates. And you can mix Abilities that cause weather (for instance, Snow Warning, which causes hail) with Abilities that benefit from weather (such as Ice Body, which restores HP during hail) for easy team combos.

Wide-Area Attacks that Carry Status Effects

Status effects are especially powerful in Double Battles because they diminish the power of one opponent and allow you to concentrate on the other. Moves that may cause a status condition or stat alteration to multiple targets include Heat Wave, Lava Plume, Rock Slide, Twister, Powder Snow, Blizzard, Discharge, Muddy Water, Acid, Bubble, and Icy Wind.

Wide-Area Support Moves

Several of the stat-boosting, stat-lowering, and recovery moves can affect both Pokémon on a team. Examples include Aromatherapy, Gravity, Growl, Haze, Heal Bell, Imprison, Leer, Light Screen, Mist, Reflect, Sweet Scent, Tail Whip, and Tailwind.

COUNTERING STAT-ALTERING MOVES

The effects of stat-altering moves are temporary, so affected Pokémon will regain their normal stats at the end of the battle. If one of your Pokémon is severely weakened, swapping it out is usually the best solution, but there are a few moves that can restore reduced stats (such as Heal Bell or Haze).



▶ Move Combos

A Pokémon's moves, Abilities, and items can be used together to create battle combos. Clever strategists can string sequences of moves together over multiple turns or combine moves with items and Abilities to set up a larger attack over the course of a few turns in battle. Below are some standard combos.

Move-to-Move Combos

Create combos using a series of moves that can cause more damage or defend their user when used together. In the best move combos, each piece is effective by itself but has its power further magnified by other parts of the combo.

Move Combo	Results
Wrap + Toxic + Protect	Poison a foe and prevent it from switching while user defends
Defense Curl + Rollout / Ice Ball	Increase Rollout or Ice Ball's damage
Yawn + Focus Punch	Put opponent to sleep then hit it with Focus Punch
Substitute + Focus Punch	Protect self from foe's attack then hit it with Focus Punch
Spikes / Stealth Rock + Whirlwind	Force the opponent to switch, then damage switched Pokémon

Item-Effect Combos

Pokémon with held items can use them to enhance the moves you choose in battle. Some of the effects start immediately whereas others trigger after a move to negate the move's drawback.

Item Combo	Results
Focus Sash + Reversal / Flail	Raise Reversal or Flail's damage
Wide Lens + Hypnosis	Raise Accuracy of Hypnosis
Focus Sash + Endeavor + Quick Attack	Reduce foe's HP, then follow with Quick Attack
Focus Sash + Counter / Mirror Coat	Endure foe's attack, then make a counterattack
Rest + Chesto Berry	Restore HP with Rest, then awaken the Pokémon
Choice Scarf + Eruption	Increase Speed and Attack with full-power Eruption
Choice Band + Outrage	Repeated attacks with high Attack power

Ability-Linked Combos

Each Pokémon's inherent Ability can affect the outcome of its moves. For example, some moves have drawbacks that can be negated by an Ability. Other Abilities can enhance the power of certain attacks.

Ability Combo	Results
Rest + Natural Cure	Restore HP, then cure Sleep condition with Ability
Rain Dance + Rest + Hydration	Restore HP then cure Sleep condition with Ability
Rock Head + Head Smash	Hit the foe without incurring damage
Truant + Giga Impact	Slack off for one turn and then hit with Giga Impact
Magic Guard + Toxic Orb	Prevent Poison damage and other status conditions from Poison
Stockpile + Baton Pass + Simple	Greatly increase Defense and Special Defense
Technician + Fake Out + U-Turn	Hit the foe and take no damage
Thunder Wave + Serene Grace + Air Slash	Lower foe's Speed and provide a high probability of causing Flinch
Sandstorm + Sand Veil + Bright Powder	Greatly increase Evasiveness
Marvel Scale + Rest + Sleep Talk	Raise Defense with Sleep condition, then attack with Sleep Talk

Double-Battle Combos

In Double Battles, you can use two Pokémon together to perform combos. By using two moves together or combining Pokémon that have Abilities or items that help each other, you can pull off complicated combos in a single turn.

Move Combo	Results
Protect + Earthquake / Explosion	Prevent Earthquake or Explosion from damaging partner
Dry Skin / Water Absorb + Surf	Restore HP when partner uses Surf
Truant + Gastro Acid	Negate the effects of Truant
Perish Song + Shadow Tag	Prevent the foe from switching out and causes them to faint

Building a Pokémon Team

The six Pokémon on your Battle Pass are the only resources you have during a Colosseum challenge. Choose them wisely.



▶ Build a Well-Balanced Team

There are a number of factors to consider when forming a six-Pokémon team. First and foremost are their levels: in open-level bouts as you'll be paired against enemy Pokémon who are at the same level as your highest-level Pokémon. So all of your team members should be at roughly the same level. The next priority is to have a solution for all 17 types. You needn't know moves of all 17 types, but make sure you have at least one go-to Pokémon to deal with each of the possible types.

Single-Battle Teams

When fighting under Single Battle rules, you never know what your opponent will deploy, so it's important to choose Pokémon whose combination of types leaves them with few vulnerabilities (for example, a Water-and-Ground-type Pokémon has all except its Grass-type weakness negated by its combination of types). Such Pokémon can be deployed as your starting Pokémon—while their variety of attack types will give them an advantage against many foes, they will be vulnerable to only a few possible enemy attacks. Fast Pokémon are also very valuable in such situations, especially if they have a wide variety of attacks. If they can strike first with a type-trumping attack, their own vulnerabilities may never matter.

Double-Battle Teams

Double Battles allow the player to focus more on group dynamics. Create strong pairs that shore up each others' weaknesses so that if your opponent deploys a Pokémon that trumps one of your two, they can team up and KO the opponent before it has a chance to inflict much damage. Double Battles allow you to choose four Pokémon for each battle instead of three, making it much easier to ensure that you'll have a move that type-trumps any Pokémon your opponent deploys.

▶ A Sample Team

Here is an example of a balanced team that may be used for either Single or Double Battles. Each Pokémon is equipped with a variety of moves that complement both its own type and its category preference (i.e., physical attacks for strong attackers). Most have damage-dealing attacks of at least three types. Half of the team members have high Speed stats, so they may be able to attack first. A few can inflict status conditions, which is a nice option to have when facing an unusually difficult foe. This team is very offensively focused, however, so it doesn't have any solid defenders like the Water-and-Ground-type example mentioned under "Single-Battle Teams."

Garchomp Dragon Ground Pokémon Moves • Dragon Claw • Stone Edge • Earthquake • Swords Dance	Jumpluff Grass Flying Pokémon Moves • Sleep Powder • Stun Spore • Bounce • Silver Wind	Flareon Fire Pokémon Moves • Helping Hand • Fire Fang • Bite • Double Team
Electabuzz Electric Pokémon Moves • Thunderbolt • Protect • Thunder Wave • Psychic	Gengar Ghost Poison Pokémon Moves • Shadow Ball • Thunderbolt • Toxic • Focus Punch	Poliwrath Water Fighting Pokémon Moves • Surf • Brick Break • Ice Beam • Strength

In Double Battles, Garchomp combines nicely with Gengar or Jumpluff since both are immune to Garchomp's Earthquake attack. When Flareon's moves aren't going to be especially effective, it can devote its turn to increasing the power of its partner with Helping Hand.

▶ A Purpose for Each Teammate

When building a team, think about each Pokémon's role in battle. Is it a quick hitter intended to deal with a certain mix of enemy types? Is it a strong defender intended to start each round in play, giving you the best possible chance of having an advantage over your foe from the very first turn? Or is it a support Pokémon who can come in and put a tough combatant to sleep or hit it with Toxic when you have no way to type-trump it?

Starters

A starter should have decent Defense and Special Defense scores, at least three types of attack moves, and a combination of types that leaves it with one or no weaknesses (examples include Water-and-Electric-type, Water-and-Dragon-type, and Steel-and-Bug-type). When you don't know what your opponent is cooking up, deploying this Pokémon first will give you the best chance of a type advantage right off the bat.

Quick Hitters

Quick hitters should have good Speed scores, excel at Attack or Special Attack, and have a corresponding focus on physical or special attacks. In addition to powerful damage-dealing attacks within their own types, use TMs to teach them whatever powerful cross-type moves they're capable of learning. (A cross-type move is a move that is not of a Pokémon's type.) A good team should have several quick hitters, each specializing in a different mix of types.

Support Players

Supporting Pokémon should know moves with a high probability of causing a disabling status condition like Sleep or Paralyze, or a damage-dealing one like Poison (preferably Toxic). They'll need high Defense and Special Defense scores, or at least a good combination of types, to ensure that they can survive long enough to do their job. In Double Battles, a good support player can assist its teammates by using defensive moves like Reflect and LightScreen, or team-oriented moves like Helping Hand.

▶ Multiple Teams

In general, you should make a new Battle Pass for Pokémon that are at a different level from those in your current Custom Pass, but don't make multiple passes for Pokémon that are at the same level. Instead, you can swap them on and off of your Battle Pass between Colosseums so you can replace the ones that are underperforming while keeping your MVPs.

UPDATING YOUR FILES

Once you determine who your best Colosseum competitors are, you may want to go back to your DS game to give them items to hold, use Rare Candy to bump them all up to the same level, or boost their stats with things like Calcium. Remember that used berries "grow back" in Battle Revolution, so the lowly Sitrus Berry is among the best items in the game. But some Colosseums ban duplicate items, so give your team a wide variety of items to hold. Boost the longevity of your defenders with Leftovers, up the speed of your quick hitters with Quick Claws, or increase their accuracy with a Wide Lens. Items (like plates) that boost the power of a specific attack type are always solid as well. Once the changes are made, re-copy your data to update your combatants' Battle Revolution stats.

Shopping

The Pokétopia shop sells new clothes and accessories for your Trainers and Mystery Gifts for your DS Pokémon.

▶ Buy New Gear

Gear includes everything from pants to face paint for the Trainers on your Battle Passes. New stock becomes available whenever you beat a new Colosseum or beat an old one with a new Level Rule. The complete gear catalog begins on page 188.



The shop is organized into 10 categories (glasses, tops, hands, etc.). The kinds of Trainers who can equip each item are highlighted on a list to the left; make sure your favorite Trainer can wear it before you spend the Poké Coupons.



To equip your newly purchased items, go to the Battle Pass menu, highlight the Trainer you want to edit, and open the Current Appearance menu. Find your item by category and press the + Button to see how it looks.

▶ Mystery Gifts

Mystery Gifts can be purchased with Poké Coupons and sent to your DS Pokémon game. They're very expensive, but many of the presents include powerful TMs and items that are used in Pokémon Evolution.



SENDING MYSTERY GIFTS

After purchasing a Mystery Gift, you'll be prompted to save your game. Then you'll have three minutes to locate your DS Pokémon game and turn it on. Proceed to the main menu on the DS game and select the Receive Mystery Gift option. When prompted, select Receive from Wireless. Your DS game will then be able to download the item you purchased. To pick it up, have your DS hero visit any shop and speak to the delivery guy near the counter.



Nintendo WFC Connectivity

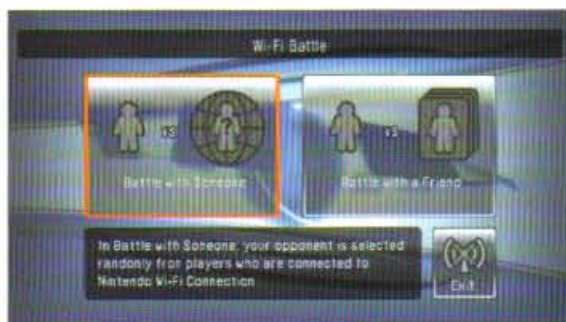
The Wii's Wi-Fi capabilities allow you to pit your Battle Pass team against real-life Pokémon Trainers around the world!

▶ Connect to Nintendo Wi-Fi Connection

Pokémon Battle Revolution is designed to work with the Nintendo Wi-Fi Connection, where players can meet and battle their pre-registered friends or challenge random Trainers anywhere in the world. To participate, you'll need wireless Internet access and a properly configured Wii. To learn more about setting up your Wii and connecting to the Internet, consult the Wii manual.

▶ Battle with Someone

After connecting to Nintendo Wi-Fi Connection, select Battle with Someone to search the Internet for available players. To keep things fair, the rules will always be set to Level 50 All, but the participants can choose Single Battle or Double Battle and select from a number of Colosseum locales. You may enter with either an unlocked Rental Pass or a Custom Pass.



After a battle, both players will be asked if they want a rematch. If one or both players say no, you'll be taken to the Friend Pass screen. If both players agree to exchange Friend Passes, you'll each receive a copy of the other's team to use in Free Battles.

Online Battle Restrictions

When using Battle with Someone to play with strangers online, Pokémon nicknames will not be displayed to other players, and Trainers will use their preset catchphrases in place of custom-created ones.

▶ Battle with a Friend

Select Battle with a Friend to view the status of the friends in your friend roster (see "Registering Friend Codes" below), and challenge an available friend to a battle. When battling with friends, you have much more flexibility in determining the rules and settings of combat; you can change the eligibility rules to allow Pokémon of any level (instead of having them all use their stats at Level 50) and even create special rules that prohibit Battle Passes with duplicate Pokémon or duplicate items, or that ban the use of certain moves.

Registering Friend Codes

To register friends, you must first exchange friend codes. To learn your friend code, select Friend Roster from the Nintendo WFC menu, and then [Your Name's] Friend Code. After a friend tells you his or her code, select Friend Code Entry to add it to your roster.



Managing Your Friend Roster

Your friend roster has room for up to 30 friends. To delete a friend, select it and choose Delete from Friend Roster.



FRIEND PASSES

At the end of a battle with a friend, both players will be prompted for a rematch. If either player refuses, Friend Passes will be exchanged automatically. Battling with friends is a great way to accumulate Friend Passes, and the more Friend Passes you accumulate, the more exclusive pass designs you'll unlock (new pass designs become available after you've collected 20, 40, and 60 Friend Passes). You can save a maximum of 60 Friend Passes per save file.



Connecting with a DS

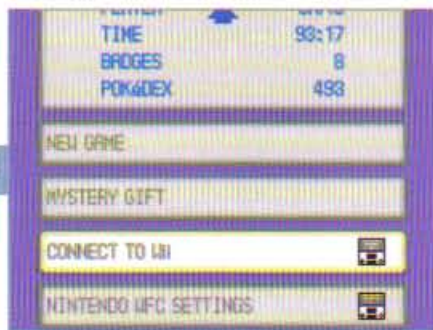
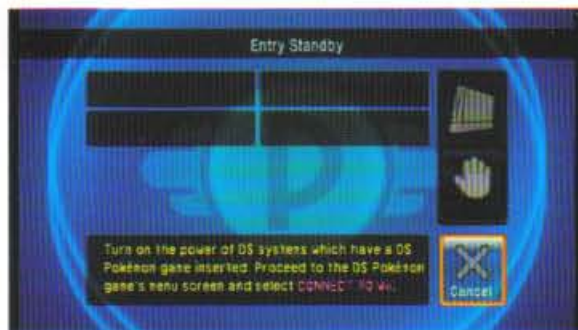
Connect wirelessly with a Nintendo DS to host multiplayer battles or copy Pokémon to your Wii storage.

▶ Using a DS with Pokémon Battle Revolution

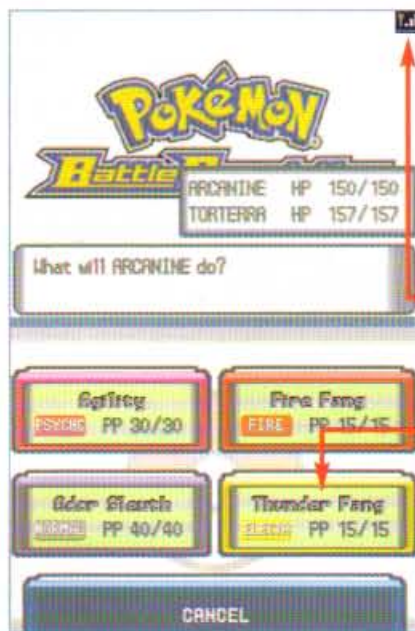
Pokémon Battle Revolution is designed to go hand-in-hand with the Pokémon DS games. The link between your Nintendo DS and your Wii is wireless, and players need not connect to Nintendo Pokémon Diamond and Pokémon Pearl Wi-Fi Connection. If you own a Nintendo DS and a DS Pokémon game, you can copy the Pokémon from your DS game or update your copied library with ease. If your friends bring their own Nintendo DS systems and DS Pokémon games to your house, you can use your Wii to host special DS battles for up to four players.

Challenge Friends to a DS Battle

To begin a DS Battle, select DS Battle Mode from the opening menu of Pokémon Battle Revolution. If you have already selected Colosseum Mode, you must press the Home Button and reset your game to return to this menu.



Select Start Entry to move to the Entry Standby screen. Now have all players start up their DS Pokémon games and go to Connect to Wii from the main menu of those games.



REQUIREMENTS

All players must have their own Nintendo DS and a copy of a DS Pokémon game. All players will enter battle with their current parties, so they should edit their parties before choosing Connect to Wii.

Check your connection status on this screen.

In battle, each player chooses commands on his own Nintendo DS. When everyone has selected a command, the battle will begin.



The battles are acted out on the Wii for all to see. Before battle, the holder of the Wii remote may set the rules and the style of battle, plus select the Colosseum. The same player will need to select Start on the Entry Standby screen after all players have successfully connected.

Pokémon Storage

To copy your Pokémon from a Nintendo DS with a DS Pokémon game, select Storage from the Pokémon Battle Revolution main menu. Then select Copy Pokémon twice to confirm. You will be prompted to turn on your DS Pokémon game and select Connect to Wii from that game's main menu. Your DS will then send copies of all of your Pokémon to your Wii.



In addition to copying the Pokémon in your current party, the entire Pokémon Storage section of your Nintendo DS will be copied to your Wii. Now you can make Custom Battle Passes out of all the Pokémon you've collected!



Once your Pokémon have been copied to your Wii, they cannot be changed. To level them up or change their held items, you must use your DS game, then re-transfer the Pokémon to your Wii.

UPDATING STORAGE

If you've made changes to your Pokémon in your DS game and want to update your Wii storage, simply repeat the process. All of the Pokémon in your Battle Passes will automatically be updated with their current levels, moves, and held items.

COLOSSEUM STRATEGY

GATEWAY COLOSSEUM



NEON COLOSSEUM



MAIN STREET COLOSSEUM



CRYSTAL COLOSSEUM



WATERFALL COLOSSEUM



SUNNY PARK COLOSSEUM



MAGMA COLOSSEUM



STARGAZER COLOSSEUM



SUNSET COLOSSEUM



COURTYARD COLOSSEUM



POKÉTOPIA

Enter Here





Gateway Colosseum



COLOSSEUM INFORMATION

• **TO UNLOCK:**
Available at the start

• **LEVEL RULE:**
Lv. 30 Open

• **BATTLE STYLE:**
Single Battle

• **BATTLES:**
7

• **CONTINUE:**
Yes

Floating on pontoons at the entrance to Pokétopia, Gateway Colosseum offers a beautiful view of the island.

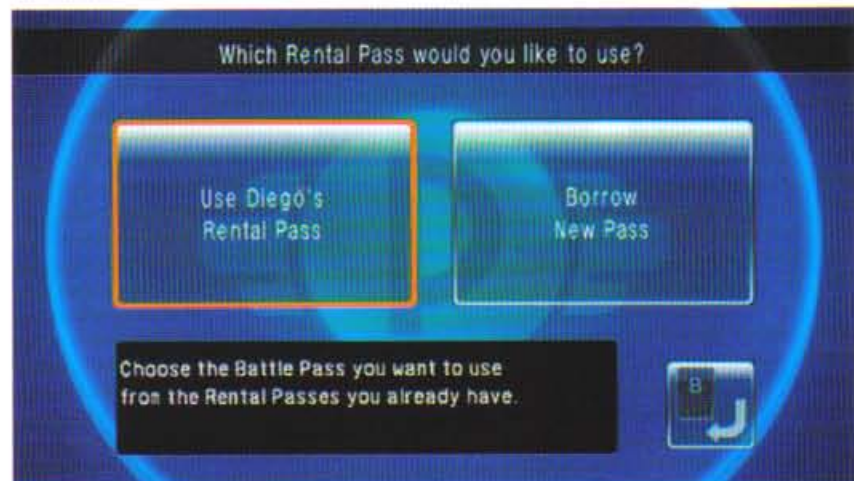
Colosseum Battle Rules

You can enter Gateway Colosseum only with a Rental Pass. But instead of using the one you chose at the beginning of the game, select Borrow New Pass to choose the other—if you win, you'll get to keep it! You can repeat this process as new Rental Passes become available, allowing you to collect them all. Initially Gateway Colosseum offers Single Battles only, so you'll choose a team of three at the start of each round.



▶ Collecting the Six Rental Passes

You'll receive your first Rental Pass at the start of the game. After beating Gateway Colosseum with a Rental Pass, you'll unlock an additional Rental Pass and will then be able to use it at any Colosseum in the future. Later in the game you'll unlock two additional pairs of passes, but you won't be able to enter them in other Colosseums until you borrow them and beat the Gateway Colosseum with each one.



Combining Rental Passes



Unlocking new Rental Passes doesn't just give you access to an alternate team; it gives you access to a whole new pool of replacement Pokémon. When you've unlocked multiple passes, you can edit them in the Battle Pass menu by choosing Rental Pass and dragging Pokémon from one pass to another. When you've unlocked all six passes, you'll have access to 36 different Pokémon, enough to make a dream team that's the equal of a well-made Custom Pass.

▶ Pokémon Rental Pass Strategy

Either of the Rental Passes will give you the tools you need to defeat this Colosseum full of status-condition-inflicting Pokémon. At the beginning of each match, make a three-Pokémon team with your Fire-type and your Flying-type, plus a third Pokémon that has an advantage against some of the other Pokémon on your opponent's team.

A Fire-Type at the Head of the Team



Both Rental Passes offer a Fire-type Pokémon with a variety of powerful attacks. Since Grass- and Bug-type Pokémon are common here and Water-, Ground-, and Rock-types are not, Fire-types usually make for safe starters in Gateway Colosseum.

Even Water-Types Can Throw a Punch



Many Trainers have a Normal-type Pokémon in their roster, and the second battle is against Normal-type foes exclusively. Only the Rental Pass Blue has a Fighting-type Pokémon (Monferno) with an advantage against the Normal-types, but you don't need to be a fighter to throw a punch—Rental Pass Red's Wartortle can hit hard with Fighting-type move Rock Smash.

Send Your Aerial Aces Skyward



With so many Grass- and Bug-types, Flying-type attacks come in extremely handy. And you can't beat Aerial Ace, since it hits hard and never misses. This fantastic move is known by Pidgeot on the Rental Pass Red and by Gabite and Staravia on the Rental Pass Blue.

Dealing with Status Conditions



With no access to items and moves, changing Pokémon is the only way to shake off status conditions. Swap out Confused Pokémon immediately (which will cure the condition); you may have to endure Paralyze and Poison conditions until the end of the battle.

Dragonair Can Shed a Nasty Condition



One of the stars of the Rental Pass Red team is Dragonair, whose Shed Skin Ability has a chance of clearing any status condition every turn. In this status-condition-heavy Colosseum, Dragonair's self-healing makes it a definite party MVP!

Colosseum Trainers

Trainer Information


The Trainers at Gateway Colosseum tend to use Pokémon that are associated with inflicting status conditions. Grass- and Bug-types are particularly common, so it's usually a good idea to include a Fire-type in your team. You'll also encounter a number of powerful Normal-types, so consider including Pokémon that have Fighting-type moves to combat the Trainers who have Lickitung, Spinda, or Aipom. (See page 10 for an explanation of the Trainer charts.)



BATTLE 1
Leader-in-Training
Marcel



Spinda
Normal



Pokémon Moves

- Faint Attack
- Uproar
- Teeter Dance
- ???????

Lickitung
Normal



Pokémon Moves

- Water Pulse
- Shock Wave
- Stomp
- ???????


Dustox
Bug
Poison



Pokémon Moves

- Confusion
- Moonlight
- Protect
- ???????

Skiploom
Grass
Flying



Pokémon Moves

- Mega Drain
- Sleep Powder
- Leech Seed
- ???????

Masquerain
Bug
Flying



Pokémon Moves

- Quick Attack
- Gust
- Sweet Scent
- ???????


Weepinbell
Grass
Poison



Pokémon Moves

- Vine Whip
- Acid
- Growth
- ???????

BATTLE 4
Hiking Girl
Annie



Silcoon
Bug



Pokémon Moves

- Tackle
- String Shot
- Poison Sting
- Harden

Kakuna
Bug
Poison



Pokémon Moves

- Poison Sting
- String Shot
- Harden

Rhyhorn
Ground
Rock



Pokémon Moves

- Rock Blast
- Stomp
- Scary Face
- ???????

Delibird
Ice
Flying



Pokémon Moves

- Present
- Aerial Ace
- Thief
- ???????


Sunflora
Grass



Pokémon Moves

- Giga Drain
- GrassWhistle
- Ingrain
- ???????

Loudred
Normal



Pokémon Moves

- Pound
- Supersonic
- Howl
- ???????

BATTLE 2
Ordinary Guy
Alec



Clefairy
Normal



Pokémon Moves

- Cosmic Power
- Wake-Up Slap
- DoubleSlap
- ???????

Aipom
Normal



Pokémon Moves

- Fury Swipes
- Agility
- Baton Pass
- ???????

Jigglypuff
Normal



Pokémon Moves

- Sing
- Body Slam
- Defense curl
- ???????

Lickitung
Normal



Pokémon Moves

- Water Pulse
- Shock Wave
- Stomp
- ???????

Spinda
Normal



Pokémon Moves

- Faint Attack
- Uproar
- Teeter Dance
- ???????

Delcatty
Normal



Pokémon Moves

- DoubleSlap
- Sing
- Fake Out
- ???????

BATTLE 5
Traveling Guy
Cedric



Luxio
Electric



Pokémon Moves

- Spark
- Bite
- Charge
- ???????

Vibrava
Ground
Dragon



Pokémon Moves

- DragonBreath
- Sand-Attack
- Sandstorm
- ???????

Aipom
Normal



Pokémon Moves

- Fury Swipes
- Agility
- Baton Pass
- ???????


Weepinbell
Grass
Poison



Pokémon Moves

- Vine Whip
- Acid
- Growth
- ???????

Kirlia
Psychic



Pokémon Moves

- Confusion
- Magical Leaf
- Calm Mind
- ???????

Pidgeotto
Normal
Flying



Pokémon Moves

- Quick Attack
- Twister
- Gust
- ???????

BATTLE 3
Tomboy
Brooke



Lombre
Water
Grass



Pokémon Moves

- Fake Out
- Fury Swipes
- Water Sport
- ???????

Aipom
Normal



Pokémon Moves

- Fury Swipes
- Agility
- Baton Pass
- ???????

Nidorina
Poison



Pokémon Moves

- Poison Sting
- Double Kick
- Bite
- ???????

Dustox
Bug
Poison



Pokémon Moves

- Confusion
- Moonlight
- Protect
- ???????

Rhyhorn
Ground
Rock



Pokémon Moves

- Rock Blast
- Stomp
- Scary Face
- ???????

Mawile
Steel




Pokémon Moves

- ViceGrip
- Faint Attack
- Iron Defense
- ???????

SEMIFINAL
Three Sisters
Crystal




Sableye
Dark
Ghost



Pokémon Moves

- Knock Off
- Astonish
- Leer
- ???????

Gloom
Grass
Poison



Pokémon Moves

- Mega Drain
- Acid
- PoisonPowder
- ???????

Vanma
Bug
Flying



Pokémon Moves

- Aerial Ace
- Detect
- SonicBoom
- ???????


Farfetch'd
Normal
Flying



Pokémon Moves

- Slash
- Aerial Ace
- Sand-Attack
- ???????

Skiploom
Grass
Flying



Pokémon Moves

- Mega Drain
- Sleep Powder
- Leech Seed
- ???????

Mothim
Bug
Flying



Pokémon Moves

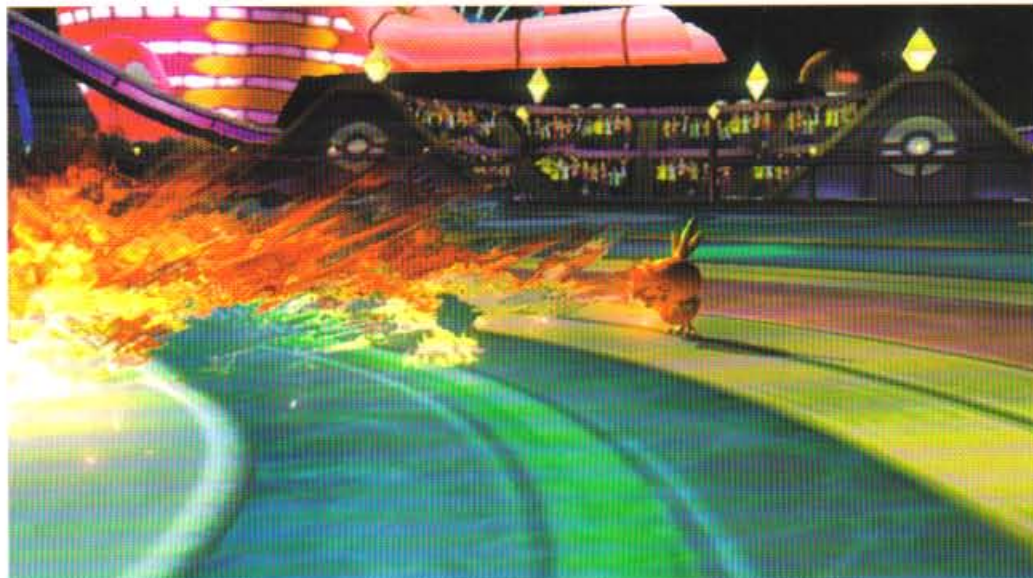
- Gust
- Confusion
- PoisonPowder
- ???????

FINAL BATTLE

Colosseum Master Joe



Colosseum Master Joe doesn't follow the theme of the other Trainers. His Pokémon span a wide variety of types and know some stunningly powerful moves. Pick three strong Pokémon that each have a good attack in at least two different types. This is a good opportunity to use strong Pokémon like Grotle and Prinplup that haven't seen a lot of use previously.



Some of Joe's Pokémon know extremely powerful attacks—like Torchic's Flamethrower and Delibird's Aurora Beam—that can score one-hit KOs, even against Pokémon who aren't weak to that move type. It's important to beat such Pokémon quickly by switching to whichever Pokémon has the best type advantage.

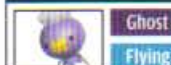
Spinda



Pokémon Moves

- Teeter Dance
- Psybeam
- Psycho Cut
- Dizzy Punch

Drifloon



Pokémon Moves

- Hypnosis
- Ominous Wind
- Calm Mind
- Shock Wave

Mudkip



Pokémon Moves

- Waterfall
- Endeavor
- Bite
- Bide

Torchic



Pokémon Moves

- Slash
- Flamethrower
- Rockslide
- Shadow Claw

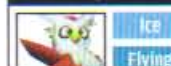
Trecko



Pokémon Moves

- Energy Ball
- DragonBreath
- Detect
- Captivate

Delibird



Pokémon Moves

- Present
- Pluck
- Aurora Beam
- Hail

Colosseum Unlockables

Whenever you beat a Colosseum you'll unlock a piece of gear that any Trainer can wear, a Battle Pass in the style of the Colosseum, some Poké Coupons, and a new batch of stock at the gear shop.

GEAR



• Bronze Badge

BATTLE PASS



• Gateway Colosseum

REPLAY INFORMATION

Rental Pass users will want to return to Gateway Colosseum periodically to check for new Rental Passes that they can unlock. You'll unlock the Rental Pass Green and Rental Pass Purple after clearing Waterfall Colosseum, and the Gray and Yellow ones after clearing Sunny Park Colosseum.



After you beat the game, Gateway Colosseum will switch to a Trade Battle format. After each victory, you'll be able to trade one of your Rental Pass Pokémon for one used by the defeated Trainer.



Main Street Colosseum



COLOSSEUM INFORMATION

• **TO UNLOCK:**
Available at the start

• **LEVEL RULE:**
Lv. 30 Open

• **BATTLE STYLE:**
Single Battle

• **BATTLES:**
7

• **CONTINUE:**
Yes

Always full of tourists, this Colosseum sits on the main street in Pokétopeia. Come join the fun!

Colosseum Battle Rules

Main Street Colosseum offers standard Knockout Battles like the ones you fought at Gateway Colosseum. After you beat the Trainers here once, you can opt to switch to Double Battles instead. If you choose Double Battles, you'll select four Pokémon at the start of each round instead of the usual three.



▶ Pokémon Rental Pass Strategy

If you've claimed both of the initially selectable Rental Passes by beating the Gateway Colosseum Trainers with a borrowed pass, you can now mix and match the Battle Pass Pokémon to make a dream team of your favorites from each pass. In Colosseums like this one, which have a diverse selection of foes, choose Pokémon such as Monferno and Rhyhorn, who have access to attack moves with a variety of types.

Wake Up and Smell the Dragonair



Once again you'll encounter several Pokémon who can inflict status conditions, and Sleep seems to be the most popular choice. Dragonair can wake itself with its Shed Skin ability, making it one of the MVPs of the Rental Pass Red. With access to strong Electric-type attacks as well, it has a natural advantage against the many Flying-type Pokémon in this Colosseum.



Plucking Berries out of Foes' Hands



The Trainers here often equip their Pokémon with life-recovery berries that will activate automatically when their Pokémon get low on health. Prinplup, from the Blue Rental Pass, can use Pluck to damage such foes and eat their berries itself!

The Substitute Colosseum



On Main Street, the favorite move seems to be Substitute. This move saps a bit of a Pokémon's HP to create a substitute that will take the next hit, protecting the user from further damage. Pidgeotto, Marill, Lombre, and Poliwhirl are among the Pokémon that use this move regularly. There isn't much you can do to work around it. Simply avoid using two-turn attacks like Dig or Fly, which will often be wasted on a substitute, and try to knock your foes into the low-HP zone quickly—Substitute will fail if they can't afford the HP.



Variety Is the Key



Monferno is a definite all-star against the uncertain foes in this gym: it can use Fire Punch against Grass-, Ice-, Bug-, and Steel-type Pokémon, Grass Knot against Water-, Ground-, and Rock-type Pokémon, and Mach Punch against Normal- and Dark-types.

▶ Pokémon Custom Pass Strategy

Making a Custom Pass allows you to tailor your team to defend against the strategies that your foes will employ. While the combatants in Main Street Colosseum don't favor any particular strategy, you can give yourself an edge by choosing Pokémon who resist popular tricks like the Sandstorm weather effect and Sleep-inflicting moves.

Riding Out the Sandstorm



Vibrava and Nosepass will use the Sandstorm move to cause a weather effect that damages all Pokémon except for Rock-, Steel-, or Ground-types. Use a few such Pokémon in the second battle to protect yourself.

No Time to Snooze



When preparing an outside team, consider the fact that your Main Street opponents will probably attempt to put your guys to sleep. Consider berries that awaken sleeping Pokémon, Sleep-preventing Abilities like Insomnia, and moves that can be used while asleep (such as Sleep Talk and Snore).


Colosseum Trainers

Trainer Information

The Trainers on Main Street show a lot of wisdom by building their teams out of a diverse array of types. But every team has some overlap that gives you a clue about which Pokémon to deploy. There are two Fire-types and three Flying-types in Battle 1, for example, so bring Pokémon with Electric- and Water-type attacks. Be sure to deploy a good Fire-, Fighting-, or Ground-type attacker against the tough Steel-types in the semifinals.



BATTLE 1
Passionate Rider
Zackary



Chimchar
Fire

Pokémon Moves

- Ember
- Fury Swipes
- ???????
- ???????

Ponyta
Fire

Pokémon Moves

- Ember
- Agility
- ???????
- ???????

Butterfree
Bug
Flying

Pokémon Moves

- Silver Wind
- Psybeam
- ???????
- ???????

Farfetch'd
Normal
Flying

Pokémon Moves

- Slash
- ???????
- Sand Attack
- ???????

Pidgeotto
Normal
Flying

Pokémon Moves

- Quick Attack
- Twister
- Gust
- ???????

Smeargle
Normal

Pokémon Moves

- Sketch
- Hidden Power
- Natural Gift
- Recycle

BATTLE 4
Picnic Girl
Elena



Chingling
Psychic

Pokémon Moves

- Confusion
- Uproar
- Last Resort
- ???????

Staravia
Normal
Flying

Pokémon Moves

- Aerial Ace
- Endeavor
- ???????
- ???????

Dustox
Bug
Poison

Pokémon Moves

- Confusion
- Moonlight
- Protect
- ???????

Marill
Water

Pokémon Moves

- Rollout
- Defense Curl
- BubbleBeam
- ???????

Beautifly
Bug
Flying

Pokémon Moves

- Mega Drain
- Gust
- Morning Sun
- ???????

Lickitung
Normal

Pokémon Moves

- Water Pulse
- Shock Wave
- ???????
- ???????

BATTLE 2
Three Brothers
Aric



Riolu
Fighting

Pokémon Moves

- Force Palm
- Quick Attack
- ???????
- ???????

Machop
Fighting

Pokémon Moves

- Karate Chop
- Revenge
- ???????
- ???????

Lombre
Water
Grass

Pokémon Moves

- Fake Out
- Fury Swipes
- Water Sport
- ???????

Nosepass
Rock

Pokémon Moves

- Tackle
- Thunder Wave
- Sandstorm
- ???????

Vibrava
Ground
Dragon

Pokémon Moves

- DragonBreath
- Sand-Attack
- Sandstorm
- ???????

Skiploom
Grass
Flying

Pokémon Moves

- Mega Drain
- Sleep Powder
- Leech Seed
- ???????

BATTLE 5
Youthful Couple
Ariel



Wormadam
Bug
Grass

Pokémon Moves

- Razor Leaf
- Hidden Power
- ???????
- ???????

Poliwhirl
Water

Pokémon Moves

- BubbleBeam
- Hypnosis
- Body Slam
- ???????

Corsola
Water
Rock

Pokémon Moves

- Rock Blast
- BubbleBeam
- Recover
- ???????

Gloom
Grass
Poison

Pokémon Moves

- Mega Drain
- Acid
- Sleep Powder
- ???????

Luvdisc
Water

Pokémon Moves


- Take Down
- ???????
- Attract
- Sweet Kiss

Weepinbell
Grass
Poison

Pokémon Moves

- Vine Whip
- ???????
- ???????
- ???????

BATTLE 3
Tomboy
Melody



Weepinbell
Grass
Poison

Pokémon Moves

- Vine Whip
- ???????
- ???????
- ???????

Smeargle
Normal

Pokémon Moves

- Sketch
- Hidden Power
- Natural Gift
- Recycle

Butterfree
Bug
Flying

Pokémon Moves

- Silver Wind
- Psybeam
- ???????
- ???????

Jigglypuff
Normal

Pokémon Moves

- Sing
- Body Slam
- Defense Curl
- ???????

Sealeo
Ice
Water

Pokémon Moves

- Aurora Beam
- ???????
- Water Pulse
- ???????

Machop
Fighting

Pokémon Moves

- Karate Chop
- Revenge
- ???????
- ???????

SEMIFINAL
Sci-Fi Maniac
Todd



Wormadam
Bug
Steel

Pokémon Moves

- Mirror Shot
- ???????
- Attract
- ???????

Mawile
Steel

Pokémon Moves

- ViceGrip
- Faint Attack
- Iron Defense
- ???????

Yanma
Bug
Flying

Pokémon Moves

- ???????
- Detect
- SonicBoom
- ???????

Lairon
Steel
Rock

Pokémon Moves

- Mud-Slap
- Metal Sound
- Roar
- ???????

Mothim
Bug
Flying

Pokémon Moves

- Gust
- ???????
- ???????
- ???????

Delcatty
Normal

Pokémon Moves

- DoubleSlap
- Sing
- Fake Out
- ???????

FINAL BATTLE

Colosseum Leader

Taylor



Taylor seems to be fondest of her Electric-type Pokémon, and both Luxio and Pachirisu know powerful Electric-type moves. Part-Ground-type Rhyhorn and Gabite are excellent here, since they're immune to Electric-type attacks. If your foe has chosen Jigglypuff, switch in Dragonair or a Custom Pass Pokémon with resistance to Jigglypuff's multiple Sleep-inducing moves!



While Dragon-, Grass-, and Ground-type Pokémon are effective against Electric-types like Luxio, Taylor has anticipated this strategy. Her Luxio also knows the Ice-type Ice Fang move, which is extremely effective against those three types. When facing Luxio, try to KO it quickly with a faster Pokémon.

Pachirisu



Pokémon Moves

- Spark
- Discharge
- Bite
- Thunder Wave

Luxio



Pokémon Moves

- Bite
- Ice Fang
- Spark
- Swagger

Luvdisc



Pokémon Moves

- Rain Dance
- Supersonic
- Water Pulse
- Attract

Jigglypuff



Pokémon Moves

- Sing
- Rest
- Sleep Talk
- Gyro Ball

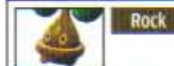
Kirlia



Pokémon Moves

- Calm Mind
- Confusion
- Magical Leaf
- Hypnosis

Bonsly



Pokémon Moves

- Rock Throw
- Faint Attack
- Fake Tears
- Rock Polish

Colosseum Unlockables

In addition to earning you a PIKACHU Badge and another pass design and badge, victory on Main Street will unlock your next challenge: Waterfall Colosseum.



GEAR

- PIKACHU Badge



COLOSSEUM

- Waterfall Colosseum

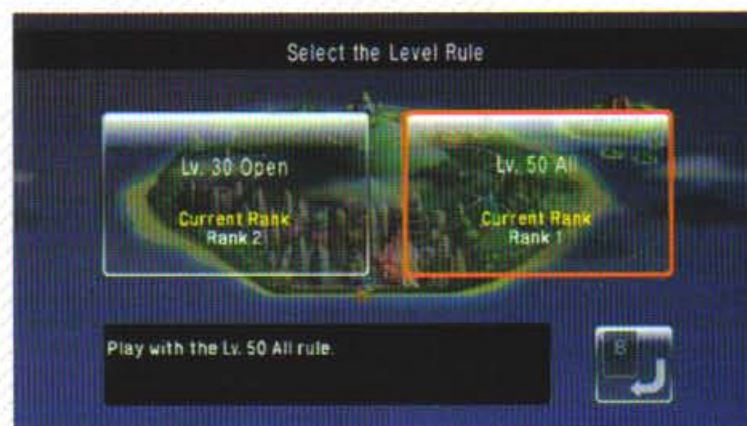
BATTLE PASS



- Main Street Colosseum

REPLAY INFORMATION

When you return to Main Street Colosseum after beating the game, you'll be able to select the new Level 50 All level rule. You'll face new Trainers when battling at this level, and will unlock a PACHIRISU Outfit and a new batch of shop stock when you win.



When using the Level 50 All rule, all of the Pokémon on both Battle Passes will be raised (or lowered) to Level 50 stats, but their known moves will not change.



Waterfall Colosseum



COLOSSEUM INFORMATION

• **TO UNLOCK:**
Defeat Main Street Colosseum

• **LEVEL RULE:**
Lv. 30 Open

• **BATTLE STYLE:**
Single Battle

• **BATTLES:**
7

• **CONTINUE:**
Yes

This ancient Colosseum is surrounded by waterfalls. Don't let its natural beauty diminish your passion for battle!

Colosseum Battle Rules

This unique Colosseum pits your Pokémon against your opponents' in single-elimination one-on-one fights. You must select five Pokémon from your Battle Pass at the beginning of each round (six in Double Battles); those Pokémon will be matched in order with the five chosen by your opponent. There are bound to be some bad matchups, but you need to win only three out of five to take the match and move on to the next Trainer.



► Pokémon Rental Pass Strategy

Before entering the Colosseum, combine the Rental Passes to form a dream team of Pokémon that have good damage-dealing moves in at least three different types. Select Pokémon who don't have a lot of weaknesses—which in the Rental Passes often means single-type Pokémon like Charmeleon, Prinplup, and Grotle. With relatively few weaknesses and the ability to trump several types, those Pokémon have the best odds of winning one-on-one fights against unknown foes.

It's a Guessing Game



The first few opponents have strong themes running through their teams, such as a preference for Electric-, Bug-, or Water-type Pokémon. Figure out which of your Pokémon is least effective against that type and bench it for the fight.



You'll have to use all of the remaining five Pokémon, but be sure to pick them in best-to-worst order. If you can win the first three fights in a row, you'll earn a Perfect Point for it.

Do What You Can with What You Have



There may be times when a matchup goes so wrong that you have to Give In, but fight to the end if there's any hope of victory. Your opponent will often use the wrong moves, giving you hope even when you're thoroughly type-trumped.



If you can't type-trump your opponent but you have moves that can cause negative status conditions, use them. They may be the only thing that keeps a powerful KO blow at bay while you steadily peck away at your foes with weak attacks.

► Pokémon Custom Pass Strategy

In this book's training section we discuss a "starter" team member. Starters have a combination of types that cancel out weaknesses (such as Bug-and-Steel or Water-and-Ground), leaving a Pokémon with only one or two vulnerabilities but the ability to effectively use attacks of many different types. You should use every starter Pokémon you can in this Colosseum, as they'll almost always be able to win. Don't forget about Dialga and Palkia, both of whom make excellent starters. Good single-type Pokémon with defensive types like Dragon, Ghost, Poison, and Electric are also golden here, provided they can use a wide variety of attack types. Even Normal-types work great!

They're Called "Legendary" for a Reason



Dialga's Steel-and-Dragon-type combination leaves it vulnerable to Fighting- and Ground-type moves but resistant to almost everything else. Palkia's dual Water-and-Dragon-type leaves it vulnerable only to Dragon-type moves, but doesn't provide much in the way of resistance. No matter; in a fair fight, what Pokémon stands a chance against Palkia?

Some Types Are Hard to Trump



You may run into a few Pokémon that can use simple Dark-type attacks like Bite, but a Ghost-type with strong attacks isn't likely to encounter any foes that trump it.



The only way to type-trump an Electric-type is with a Ground-type move, and those are extremely rare here. Any Electric-type Pokémon with a few good moves in other types can be a champion in this Colosseum.

Colosseum Trainers

Trainer Information

Most of the Trainers here have a favorite type that appears in at least three of their Pokémon, which should give you a clue about who to put in your number-one slot and who to leave on the bench. Fortunately, a lot of these Pokémon know subpar moves or use them poorly (sorry, Lombre—Fake Out just isn't going to work on turn two!), so you'll have a reasonable shot at victory even when you seem to be type-trumped.



BATTLE 1
PIKACHU Fan
Damon

Flaaffy
Electric

Pokémon Moves

- ThunderShock
- Cotton Spore
- Growl
- ???????

Sunflora
Grass

Pokémon Moves

- Giga Drain
- GrassWhistle
- Ingrain
- ???????

Lombre
Water
Grass

Pokémon Moves

- Fake Out
- Fury Swipes
- Water Sport
- ???????

Nuzleaf
Grass
Dark

Pokémon Moves

- Razor Leaf
- Faint Attack
- Swagger
- ???????

Luxio
Electric

Pokémon Moves

- Spark
- Bite
- ???????
- ???????

Pachirisu
Electric

Pokémon Moves

- Spark
- Quick Attack
- ???????
- ???????

BATTLE 4
Swimming Club Member
Sierra

Poliwhirl
Water

Pokémon Moves

- BubbleBeam
- Hypnosis
- Body Slam
- ???????

Sealeo
Ice
Water

Pokémon Moves

- Aurora Beam
- ???????
- Water Pulse
- ???????

Aipom
Normal

Pokémon Moves

- Fury Swipes
- Agility
- Baton Pass
- ???????

Ariados
Bug
Poison

Pokémon Moves

- Night Shade
- Sucker Punch
- Shadow Sneak
- ???????

Delibird
Ice
Flying

Pokémon Moves

- Present
- ???????
- ???????
- ???????

Mothim
Bug
Flying

Pokémon Moves

- Gust
- ???????
- ???????
- ???????

BATTLE 2
Bug-Catching Man
Harry

Butterfree
Bug
Flying

Pokémon Moves

- Silver Wind
- Psybeam
- ???????
- ???????

Wormadam
Bug
Ground

Pokémon Moves

- Sandstorm
- ???????
- Protect
- ???????

Beedrill
Bug
Poison

Pokémon Moves

- Pin Missile
- Rage
- ???????
- ???????

Yanma
Bug
Flying

Pokémon Moves

- ???????
- Detect
- SonicBoom
- ???????

Beautifly
Bug
Flying

Pokémon Moves

- Mega Drain
- Gust
- Morning Sun
- ???????

Silcoon
Bug

Pokémon Moves

- Tackle
- String Shot
- Poison Sting
- Harden

BATTLE 5
Passionate Rider
Ruben

Chimchar
Fire

Pokémon Moves

- Ember
- Fury Swipes
- ???????
- ???????

Riolu
Fighting

Pokémon Moves

- Force Palm
- Quick Attack
- ???????
- ???????

Luxio
Electric

Pokémon Moves

- Spark
- Bite
- ???????
- ???????

Ponyta
Fire

Pokémon Moves

- Ember
- Agility
- ???????
- ???????

Machop
Fighting

Pokémon Moves

- Karate Chop
- Revenge
- ???????
- ???????

Chingling
Psychic

Pokémon Moves

- Confusion
- Uproar
- Last Resort
- ???????

BATTLE 3
Leader-in-Training
Desiree

Luvdisc
Water

Pokémon Moves

- Take Down
- ???????
- Attract
- Sweet Kiss

Poliwhirl
Water

Pokémon Moves

- BubbleBeam
- Hypnosis
- Poison Slam
- ???????

Cascoon
Bug

Pokémon Moves

- Tackle
- String Shot
- Poison Sting
- Harden

Wormadam
Bug
Grass

Pokémon Moves

- Razor Leaf
- Hidden Power
- ???????
- ???????

Lombre
Water
Grass

Pokémon Moves

- Fake Out
- Fury Swipes
- Water Sport
- ???????

Nidorino
Poison

Pokémon Moves

- Horn Attack
- Thief
- ???????
- ???????

SEMIFINAL
Youthful Couple
River

Weepinbell
Grass
Poison

Pokémon Moves

- Vine Whip
- ???????
- ???????
- ???????

Skiploom
Grass
Flying

Pokémon Moves

- Mega Drain
- Sleep Powder
- Leech Seed
- ???????

Sealeo
Ice
Water

Pokémon Moves

- Aurora Beam
- ???????
- Water Pulse
- ???????

Lombre
Water
Grass

Pokémon Moves

- Fake Out
- Fury Swipes
- Water Sport
- ???????

Poliwhirl
Water

Pokémon Moves

- BubbleBeam
- Hypnosis
- Body Slam
- ???????

Marill
Water

Pokémon Moves

- Rollout
- Defense Curl
- BubbleBeam
- ???????

FINAL BATTLE

Colosseum Leader
Marina

Marina seems to have a preference for Water-types, so lead off with your Grass- and Electric-type move users, and follow them up with Dragon-types (who are at least Water-resistant). Fighting-type moves will come in handy against Aipom, and after that you can just throw in your best guys and hope to get lucky. Marina's Pokémon tend to use attacks and support moves in equal proportion, so even if your Pokémon is a poor match, an aggressive flurry of attacks could win the day.



A Grass-type Pokémon has a two-in-three shot of running into Corsola, Marill, Poliwhirl, or Bug-and-Ground-type Wormadam, which will result in a near-guaranteed win. Electric-types have the same odds of pairing off with a Water-type or Farfetch'd for an equally likely victory.

Corsola**Pokémon Moves**

- Mirror Coat
- Recover
- Stealth Rock
- Toxic

Marill**Pokémon Moves**

- Rollout
- Aqua Jet
- Brick Break
- Aqua Ring

Farfetch'd**Pokémon Moves**

- Slash
- Poison Jab
- Aerial Ace
- Swords Dance

Aipom**Pokémon Moves**

- Fury Swipes
- Tickle
- Fake Out
- Shadow Claw

Wormadam**Pokémon Moves**

- Rock Blast
- Dig
- Facade
- Attract

Poliwhirl**Pokémon Moves**

- Body Slam
- BubbleBeam
- Body Slam
- Dig

▶ **Colosseum Unlockables**

When you claim victory in Waterfall Colosseum, you'll unlock the next two Colosseums. But Rental Pass users should ignore them for now and instead pay a return visit to Gateway Colosseum, where you can borrow one of two new Rental Passes and beat the Colosseum to unlock them. Earn both and win 12 new Pokémon to play with!

**GEAR**

- Pikachu Paint

RENTAL PASS

- Daisy (New Star)

**COLOSSEUM**

- Neon Colosseum

BATTLE PASS

- Waterfall Colosseum

RENTAL PASS

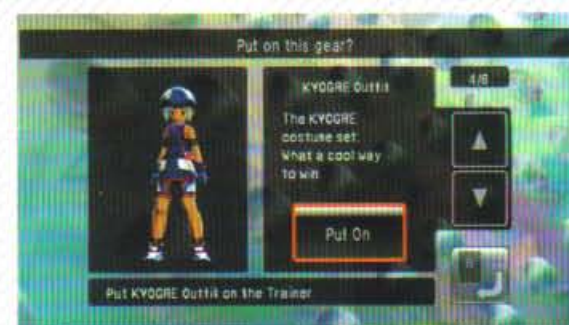
- Tommy (Beginning Trainer)

**COLOSSEUM**

- Crystal Colosseum

REPLAY INFORMATION

When you return to Waterfall Colosseum after beating the game, you'll be able to select the Level 50 All rule and engage in best-out-of-three Double Battles. In addition to a new batch of shop stock, you'll earn Marina's KYOGRE Outfit as a prize!



Now you can dress up your own Young Girl Trainers to look like Marina!



Neon Colosseum



COLOSSEUM INFORMATION

• **TO UNLOCK:**
Defeat Waterfall Colosseum

• **LEVEL RULE:**
Lv. 30 Open

• **BATTLE STYLE:**
Double Battle

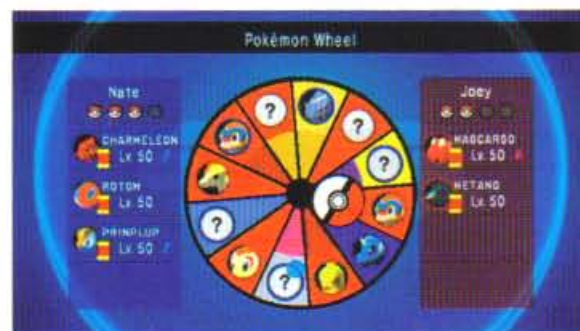
• **BATTLES:**
7

• **CONTINUE:**
Yes

Laced with pulsing neon, this Colosseum sits on a balcony high atop Pokétopia. Test your luck at the Fortune Wheel!

Colosseum Battle Rules

At the beginning of each round, the six Pokémon from both Battle Passes are placed on the Fortune Wheel. Players then take turns throwing Poké Balls at the wheel, and the Pokémon they hit will be added to their four-Pokémon Double Battle team. You can leave it to random chance (and possibly end up with a roster full of your opponents' Pokémon), but those who master the wheel's timing can get exactly the Pokémon they want.



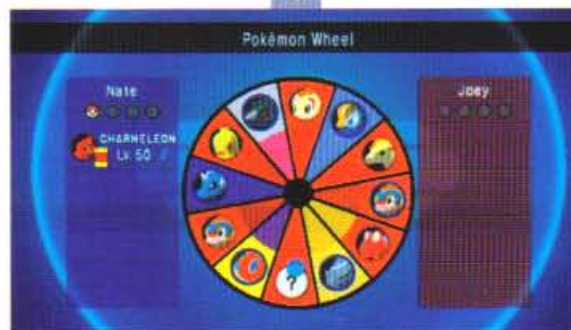
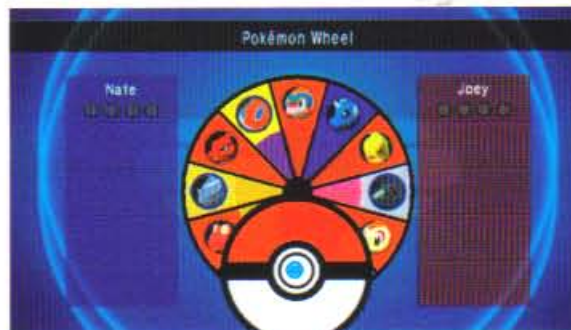
▶ Pokémon Rental Pass Strategy

It doesn't really matter which Rental Pass you choose for this Colosseum, since you won't necessarily end up using the Pokémon you bring in. If you choose to use Tommy's or Daisy's pass (after unlocking them at Gateway Colosseum) or a hybrid of your own creation, first study the Pokémon on your pass and learn which moves they have access to. If your opponent chooses a Dark-type on the wheel, for example, you'll need to know which of your Pokémon have access to Fighting- or Bug-type moves.



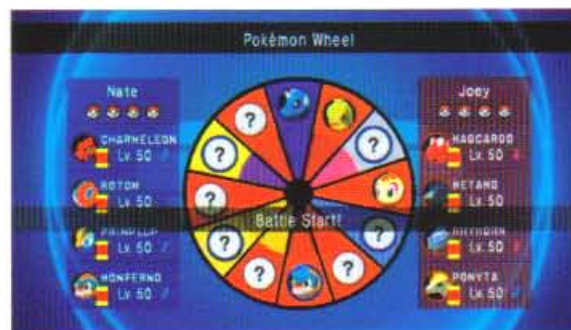
Newly available Rental Pass Pokémon like Mightyena, Golbat, and Sneasel offer strong attack moves in a wide variety of types. They're a great choice when you have first pick from the wheel.

Wheel of Pokémon!



The best way to hit the Pokémon you want is to keep your cursor at the same spot of the wheel at all times while your eyes focus on the spot three-quarters of a rotation earlier. For example, if you keep your cursor at the 6 o'clock position of the wheel, you'll want to hit the A Button to throw your Poké Ball when the Pokémon you desire passes through the 10 o'clock position. The wheel will rotate two-thirds of a turn before your Poké Ball lands, and that Pokémon will then be at the 6 o'clock position! It takes practice, but it's worth it.

Who to Go For

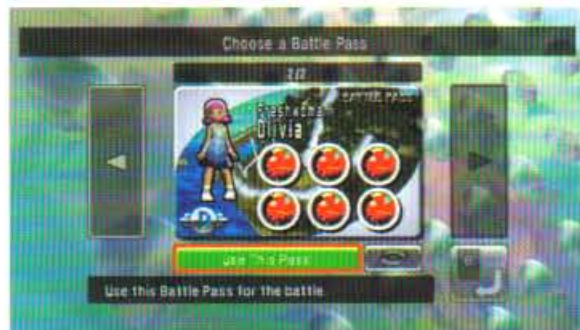


The best way to approach a Rental Pass battle is to watch the Pokémon your opponent chooses, and select one that beats it. If he takes Ponyta, you take Prinplup. If he takes Prinplup, you take Flaaffy. Don't be afraid to poach his best guys!

▶ Pokémon Custom Pass Strategy

There are all sorts of fun strategies Custom Pass users can employ to turn the Fortune Wheel to their advantage. If you're skilled at getting the Pokémon you want from the wheel, try intentionally making a terrible team and using your foe's Pokémon exclusively!

Nothin' But Magikarp



We don't often have an opportunity to recommend an all-Magikarp team. But now is Magikarp's time to shine! You can catch six Magikarp and slap them onto a Custom Pass within minutes. Then, if you're skilled with the wheel, target only your opponent's Pokémon and let their random hits fill your opponent's party with mostly Magikarp. While your opponents struggle with their Magikarp, knock out their one or two real Pokémon and coast to an easy win!

For Those Less Skilled at the Wheel...



You can do quite well in this Colosseum by using Pokémon who have only a few strong attacks and lots of situational support moves. By choosing the best moves while your opponent uses moves at random, you can easily outplay your foe.

Colosseum Trainers

Trainer Information

Before each round, examine your opponent's potential choices and figure out which of your Pokémon is best suited to defeating them. In the Fire-type-filled Battle 2, for example, the first combatant to secure your Water-type Pokémon will likely win the day. It's usually best to choose your own Pokémon over your foe's, since opposing Pokémon don't necessarily have strong same-type attacks.



BATTLE 1
PIKACHU Fan
Alyssa

Plusle
Electric

Pokémon Moves

- Encore
- Helping Hand
- Protect
- ???????

Luxio
Electric

Pokémon Moves

- Spark
- ???????
- ???????
- ???????

Beedrill
Bug
Poison

Pokémon Moves

- Toxic Spikes
- Pursuit
- Twineedle
- ???????

Snowdrill
Grass
Ice

Pokémon Moves

- Ice Shard
- Ingrain
- ???????
- ???????

Bastiodon
Rock
Steel

Pokémon Moves

- Rock Tomb
- Avalanche
- Taunt
- ???????

Carnivine
Grass

Pokémon Moves

- Ingrain
- Stockpile
- ???????

BATTLE 4
Swimming Club Member
Barrett

Corsola
Water
Rock

Pokémon Moves

- Rock Tomb
- Bubble
- Protect
- ???????

Poliwhirl
Water

Pokémon Moves

- Hypnosis
- Protect
- Water Pulse
- ???????

Unown
Psychic

Pokémon Moves

- Hidden Power

Metapod
Bug

Pokémon Moves

- Tackle
- String Shot
- Harden

Butterfree
Bug
Flying

Pokémon Moves

- Silver Wind
- Tailwind
- ???????
- ???????

Wigglytuff
Normal

Pokémon Moves

- Sing
- ???????
- ???????
- Flash

BATTLE 2
Passionate Man
Joey

Monferno
Fire
Fighting

Pokémon Moves

- Fire Spin
- Fury Swipes
- ???????
- ???????

Combusken
Fire
Fighting

Pokémon Moves

- Quick Attack
- ???????
- ???????
- ???????

Chimchar
Fire

Pokémon Moves

- Ember
- Fury Swipes
- ???????
- ???????

Ponyta
Fire

Pokémon Moves

- Ember
- Agility
- ???????
- ???????

Magcargo
Fire
Rock

Pokémon Moves

- Rock Throw
- Yawn
- Protect
- ???????

Charmeleon
Fire

Pokémon Moves

- Fire Spin
- Dragon Rage
- ???????
- ???????

BATTLE 5
Passionate Rider
Goldy

Chimchar
Fire

Pokémon Moves

- Ember
- Fury Swipes
- ???????
- ???????

Monferno
Fire
Fighting

Pokémon Moves

- Fire Spin
- Fury Swipes
- ???????
- ???????

Flaaffy
Electric

Pokémon Moves

- ThunderShock
- Growl
- Protect
- ???????

Corsola
Water
Rock

Pokémon Moves

- Rock Tomb
- Bubble
- Protect
- ???????

Butterfree
Bug
Flying

Pokémon Moves

- Silver Wind
- Tailwind
- ???????
- ???????

Wigglytuff
Normal

Pokémon Moves

- Sing
- ???????
- ???????
- Flash

BATTLE 3
Leader-in-Training
Jessica

Stunky
Poison
Dark

Pokémon Moves

- Fury Swipes
- Poison Gas
- ???????
- ???????

Roselia
Grass
Poison

Pokémon Moves

- Poison Sting
- Absorb
- Protect
- ???????

Kricketune
Bug

Pokémon Moves

- X-Scissor
- Sing
- ???????
- ???????

Pachirisu
Electric

Pokémon Moves

- Spark
- ???????
- ???????
- ???????

Butterfree
Bug
Flying

Pokémon Moves

- Silver Wind
- Tailwind
- ???????
- ???????

Wigglytuff
Normal

Pokémon Moves

- Sing
- ???????
- ???????
- Flash

SEMIFINAL
Close Siblings
Craig

Spinda
Normal

Pokémon Moves

- Teeter Dance
- Tackle
- Protect
- ???????

Pidgeotto
Normal
Flying

Pokémon Moves

- Thief
- Gust
- Whirlwind
- ???????

Butterfree
Bug
Flying

Pokémon Moves

- Silver Wind
- Tailwind
- ???????
- ???????

Aipom
Normal

Pokémon Moves

- Thief
- Astonish
- Protect
- ???????

Riolu
Fighting

Pokémon Moves

- Force Palm
- Quick Attack
- ???????
- ???????

Charmeleon
Fire

Pokémon Moves

- Fire Spin
- Dragon Rage
- ???????
- ???????

FINAL BATTLE

Colosseum Leader Rosie



Rosie has a mostly Grass-type team, so for your first picks aim at your own Pokémon who have Fire-, Ice-, Flying-, Bug-, or Poison-type moves. After you've secured the best Fire-type on the wheel and at least one other anti-Grass-type battler, change up your strategy to trump whatever Pokémon Rosie chooses.



Delcatty
 Normal
Pokémon Moves
 • Fake Out
 • Faint Attack
 • Helping Hand
 • Payback

Beautifly
 Bug
 Flying
Pokémon Moves
 • Silver Wind
 • Attract
 • Stun Spore
 • Energy Ball

Weepinbell
 Grass
 Poison
Pokémon Moves
 • Gastro Acid
 • Wring Out
 • Grass Knot
 • Knock Off

Skiploom
 Grass
 Flying
Pokémon Moves
 • Sleep Powder
 • Leech Seed
 • Sunny Day
 • SolarBeam

Sunflora
 Grass
Pokémon Moves
 • SolarBeam
 • Nature Power
 • Secret Power
 • Sunny Day

Roselia
 Grass
 Poison
Pokémon Moves
 • Stun Spore
 • Giga Drain
 • Captivate
 • Ingrain

Colosseum Unlockables

In addition to earning you a pair of Pikachu Gloves and a new Battle Pass, victory at Neon Colosseum will unlock the largest batch of shop stock yet: 56 pieces of gear that include Western, Formal, Pirate, and Space sets.

GEAR
 • **PIKACHU Gloves**

BATTLE PASS
 • **Neon Colosseum**

REPLAY INFORMATION

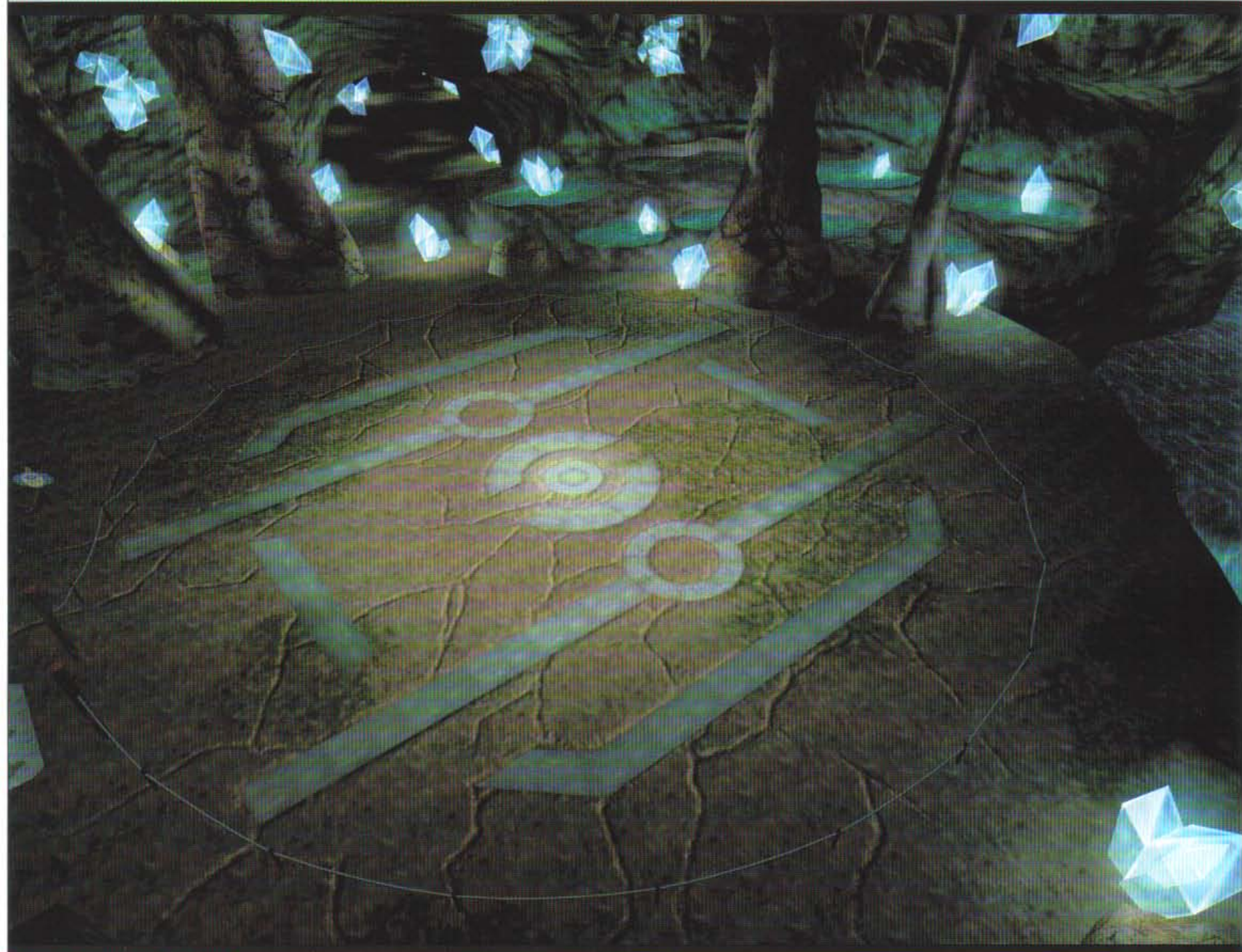
After beating the game you'll be able to challenge Neon Colosseum with the Level 50 All rule and select Single Battles instead of Double Battles. Those who beat the Colosseum at Level 50 All will earn Rosie's ROSERADE Outfit and unlock over 30 new Rose-themed pieces of gear at the shop.



You can get only three Pokémon from the wheel in a Single Battle, so selecting versatile battlers with a wide variety of move types is all the more important.



Crystal Colosseum



COLOSSEUM INFORMATION

• **TO UNLOCK:**
Defeat Waterfall Colosseum

• **LEVEL RULE:**
Lv. 30 Open

• **BATTLE STYLE:**
Double Battle

• **BATTLES:**
5

• **CONTINUE:**
No

Deep below Pokétopia, this Colosseum is lit by the pulsing crystals on its walls. Its underground tourneys are legendary.

Colosseum Battle Rules

Crystal Colosseum hosts 16-Trainer single-elimination tournaments. That translates to four rounds of combat (as the 16 are winnowed to 8, then 4, then 2) followed by a bout with Voldon, the Colosseum Leader. The first time you enter, the battles will be fixed on Double Battle style, in which you select four of your six Pokémon to fight two-on-two against your foe.



▶ Pokémon Rental Pass Strategy

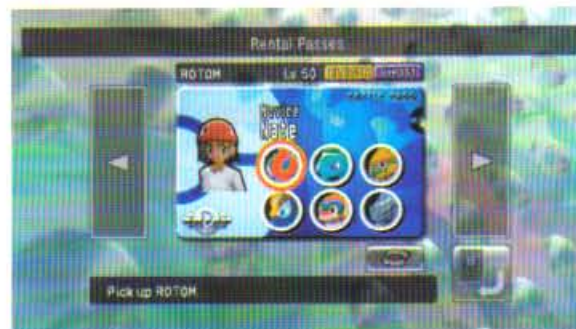
You never know who you'll battle in the later rounds of Crystal Colosseum (your opponents battle each other, with random results), but your first match at Rank 1 will always be against Larissa, and your second one will be against either Linda or Hayden, who employ similar strategies. And of course, you'll always fight Voldon in the final battle of the tournament. That knowledge gives you plenty to go on when building a team.

Prepare for Ice-, Ground-, and Rock-Types



In your first battle, you'll face Larissa and her team of mostly Ice-type Pokémon. Fire-types are the obvious solution, but not necessarily the best one; Fighting- and Rock-type moves are just as effective, and don't lose their potency against half-Water types like Sealeo. In Round 2 you could face Linda's team of Rock-types or Hayden's team of Ground-types. Either way, a Water- or Grass-type would have a significant advantage. Ice-, Rock-, and Ground-type Pokémon are popular in later rounds too, so make sure you're prepared!

A Good Team to Explore With



It's important to be ready for Ice-, Ground-, and Rock-type Pokémon, but it's even more important to maintain a diverse team. You can put together a good one from just the Rental Passes Red and Blue: Groble, Monferno, and Prinplup are clear MVPs.

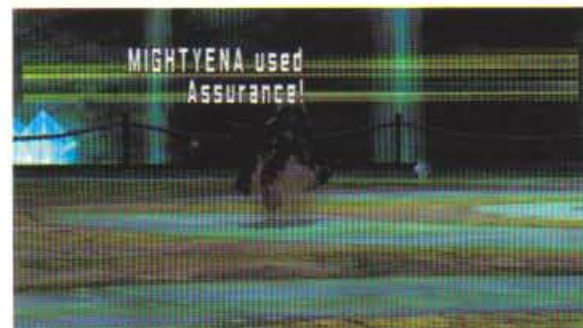


Grotle's Grass-type Razor Leaf will deal double damage to the many Ground- and Rock-types in this Colosseum. Better still, it hits both enemies in a Double Battle!

▶ Pokémon Custom Pass Strategy

You don't know exactly who you'll be battling here, but as mentioned, you can count on seeing a higher-than-average number of Ice-, Ground-, and Rock-type Pokémon. This is also the first Colosseum where you have Double Battles and the ability to pick your own Pokémon. Instead of merely reacting to your opponent's choices, consider choosing Pokémon with complementary moves or Abilities and setting up powerful Double Battle combos.

Double Battle Combos



One of the easiest Double Battle combos involves the Dark-type move Assurance, which deals double damage to a target that has already been damaged during the turn. To make the combo work, you need only pair the Assurance user with a quicker Pokémon (or one who uses a fast-striking move like Quick Attack) and have both hit the same target. Follow Me and Focus Punch make for another easy combo; one Pokémon uses Follow Me to absorb all the attacks, ensuring its partner's powerful Focus Punch hits without fail.

Turn Bad Weather against Your Foes

One thing the enemy Pokémon in this Colosseum share is a love of nasty weather. You'll face a lot of Sandstorms and Hail, which can be a hassle for most Pokémon but an asset to a select few. Consider making your own weather combos by composing Double Battle teams of Pokémon that cause Hail (either with the Hail move or the Snow Warning Ability) and Pokémon that benefit from it, such as Glalie and Froslass. You can use similar combos to take advantage of Sandstorms, such as combining Pokémon that can cause Sandstorms (like Hippowdon) with Pokémon who benefit from them (like a Sandslash with the Sand Veil Ability), or simply with any Rock-, Ground-, or Steel-type who is immune to the effects. These are fine combos by themselves, and even better when you can trick a foe into setting them up for you!



Abomasnow's Hail storms won't have any effect on the Ice-types in this Colosseum, but they will damage most other Pokémon heavily.



Glalie doesn't mind the Hail. Not only is Glalie immune as an Ice-type, but it gains free healing from its Ice Body Ability!

Colosseum Trainers

Trainer Information

In your first tournament you'll face Larissa's team of Ice-types in Round 1, and either Linda's Rock-types or Hayden's Ground-types in Round 2. But you could face anyone from Trainer 4 to Trainer 7 in Round 3, and from Trainer 8 to Trainer 15 in Round 4. Prepare with Larissa, Linda, Hayden, and Voldon in mind, but be ready for wild cards in Rounds 3 and 4!



TRAINER 1 Cool Beauty Larissa	Delibird Ice Flying	Sealeo Ice Water	Poochyena Dark	Snover Grass Ice	Castform Normal	Rhyhorn Ground Rock
TRAINER 2 Hardheaded Girl Linda	Nosepass Rock	Bastiodon Rock Steel	Lairon Steel Rock	Magcargo Fire Rock	Rhyhorn Ground Rock	Onix Rock Ground
TRAINER 3 Muddy Boy Hayden	Onix Rock Ground	Marshomp Water Ground	Gabite Dragon Ground	Wormadam Bug Ground	Hippopotas Ground	Vibrava Ground Dragon
TRAINER 4 Future Girl Karia	Bronzor Steel Psychic	Chimecho Psychic	Drifloon Ghost Flying	Quilava Fire	Butterfree Bug Flying	Wigglytuff Normal
TRAINER 5 Twin Brothers Milton	Graveler Rock Ground	Machoke Fighting	Staravia Normal Flying	Bonsly Rock	Butterfree Bug Flying	Wigglytuff Normal
TRAINER 6 Lone Wolf Graham	Graveler Rock Ground	Staravia Normal Flying	Machoke Fighting	Quilava Fire	Butterfree Bug Flying	Wigglytuff Normal
TRAINER 7 Icy Guy Cody	Snover Grass Ice	Delibird Ice Flying	Machoke Fighting	Sealeo Ice Water	Gible Dragon Ground	Chingling Psychic
TRAINER 8 Adult Couple Carissa	Flaaffy Electric	Rotom Electric Ghost	Snover Grass Ice	Sealeo Ice Water	Delibird Ice Flying	Luxio Electric
TRAINER 9 Stubborn Boy David	Corsola Water Rock	Lairon Steel Rock	Onix Rock Ground	Magcargo Fire Rock	Bonsly Rock	Graveler Rock Ground
TRAINER 10 Swimming Champ Marcus	Graveler Rock Ground	Wartortle Water	Marill Water	Seadra Water	Gible Dragon Ground	Rhyhorn Ground Rock
TRAINER 11 Sightseer Jose	Snover Grass Ice	Delibird Ice Flying	Kecleon Normal	Quilava Fire	Butterfree Bug Flying	Wigglytuff Normal
TRAINER 12 Tomboy Jamie	Igglypuff Normal	Grovyile Grass	Kricketune Bug	Rotom Electric Ghost	Volbeat Bug	Luxio Electric
TRAINER 13 Hiker Davon	Poochyena Dark	Kricketune Bug	Haunter Ghost Poison	Chimecho Psychic	Wigglytuff Normal	Butterfree Bug Flying
TRAINER 14 Traveling Lady Kaila	Delibird Ice Flying	Nosepass Rock	Flaaffy Electric	Rhyhorn Ground Rock	Butterfree Bug Flying	Wigglytuff Normal
TRAINER 15 Passionate Rider Lindsey	Bonsly Rock	Ponyta Fire	Nosepass Rock	Graveler Rock Ground	Chimchar Fire	Rhyhorn Ground Rock

FINAL BATTLE

Colosseum Leader
Voldon

Voldon has a strong team with a diverse selection of Pokémon. The only duplicate type is Electric, so lead off with a Ground-type Pokémon if you have one—it will be immune to many of the attacks from Electric-types Elekid and Rotom. Ground-type moves will deal extra damage not just to those two, but to Metang and Onix as well.



Metang may be Voldon's most powerful Pokémon. It has a lot of powerful attacks and a combination of types that leave it with only two weaknesses: Fire- and Ground-type attacks. Be sure to have Pokémon capable of using one or the other (or ideally, both) in your starting lineup, and make Metang your priority target when it hits the battlefield.

Machoke**Pokémon Moves**

- Rock Slide
- Submission
- Poison Jab
- Revenge

Onix**Pokémon Moves**

- Rock Blast
- Rage
- Taunt
- Stealth Rock

Metang**Pokémon Moves**

- Bullet Punch
- Magnet Rise
- Aerial Ace
- Pursuit

Elekid**Pokémon Moves**

- ThunderPunch
- Brick Break
- Fire Punch
- Swagger

Rotom**Pokémon Moves**

- Shockwave
- Shadow Ball
- Will-O-Wisp
- Protect

Carnivine**Pokémon Moves**

- Faint Attack
- Slam
- Grass Knot
- Swords Dance

▶ **Colosseum Unlockables**

When you complete Crystal Colosseum you'll unlock the usual prizes, as well as the doors to Sunny Park Colosseum (if you have also won in Neon Colosseum). Additionally, the shop will be updated with 29 new pieces of gear.

**GEAR**

- PIKACHU Belt

**COLOSSEUM**

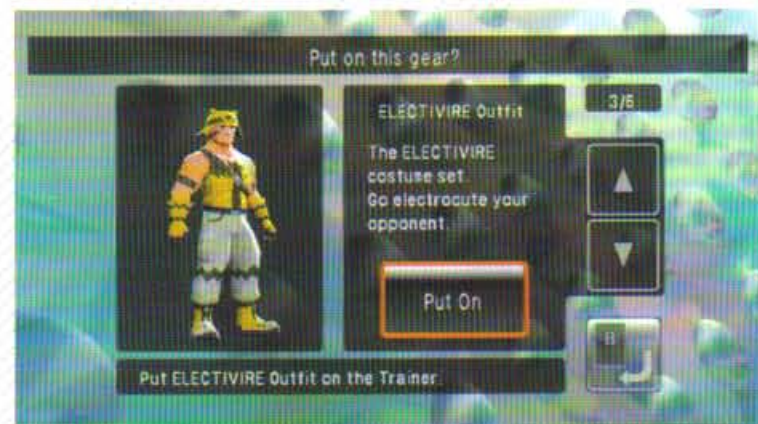
- Sunny Park Colosseum

BATTLE PASS

- Crystal Colosseum

REPLAY INFORMATION

After beating the game, you can re-enter the Crystal Colosseum tournament and switch to Level 50 All rules and a Single Battle style. The order of the brackets will be significantly shaken up, allowing you to face many of the seldom-seen Trainers on the right tournament bracket.



Beating Crystal Colosseum with the Level 50 All rule will earn you Voldon's ELECTIVIRE Outfit and unlock 30 new pieces of gear in the shop.



Sunny Park Colosseum



COLOSSEUM INFORMATION

• **TO UNLOCK:**
Defeat Crystal Colosseum

• **LEVEL RULE:**
Lv. 30 Open

• **BATTLE STYLE:**
Double Battle

• **BATTLES:**
7

• **CONTINUE:**
Yes

This outdoor Colosseum sits in the middle of a popular family park. What better place to spend a sunny afternoon?

Colosseum Battle Rules

After so many special-rules Colosseums, it's nice to get back to the basics. Sunny Park Colosseum runs a standard six rounds of Knockout Double Battles and ends with a seventh battle against Colosseum Master Sashay. Enjoy it while you can; after you beat the game this format will be abandoned in favor of a Little Battle format that forbids entry to Pokémon above Level 5.



▶ Pokémon Rental Pass Strategy

You'll face a wide variety of Pokémon types here, but a few types deserve special attention when you're composing your team. The final two battles are full of Electric-type Pokémon, so definitely include a Ground-type in your party. Bug-types aren't quite as significant a threat, but they pop up in almost every battle, so they're worth preparing for. Users of Fire-, Flying- and Rock-type attacks will provide a good solution. Finally, a Pokémon with good Fighting-type moves will do double duty against both the common Normal-types and the pair of Graveler that are particularly powerful foes.



Of the three Ground-types available to Rental Pass users (Rhyhorn, Gabite, and Sandslash), Sandslash is the best on offense. Its Dig move is a one-hit KO against Electric-types and its Rock-type Sand Tomb move is great for smashing Bug-types.



While Ground-and-Rock type Rhyhorn lacks Rock-type moves, it is a fantastic defender. Its Lightningrod Ability protects its Double Battle partner by drawing all Electric-type moves to itself, which basically renders useless half of the Pokémon in Battles 6 and 7.

Keep On Shedding!



You'll face a lot of Pokémon that inflict status conditions in this Colosseum, particularly in the third and fifth battles. Once again Dragonair will prove its worth, shrugging off Paralyze and Sleep effects left and right.

Continue Pecking!



Nearly all of your foes seem to be packing berries that restore their HP just when you think they're on the brink of being KO'd. A good Pluck from Prinplup will consume those berries and keep the popular Fling move from working, too.

▶ Pokémon Custom Pass Strategy

If you've put together a team that exploits a Sandstorm or Hail strategy, this is a great place to use it. Rock- and Ground-types have very little to fear here, as Water- and Grass-type foes are rare (and many of them don't use a lot of attack moves of their own types), and Fighting-, Ice-, and Ground-types are practically nonexistent. Ice-types have even less to worry about, but are more vulnerable to the common Electric-types.



With so many Electric-type and Bug-type foes running around, Ground-type and Rock-type Pokémon have a natural advantage. You can turn that into a focused, good all-around offense by using Sandstorm combo teams like Hippowdon and Gabite.



The great thing about the six-Pokémon Custom Passes is that you can leave your combo battlers on the bench when they'd be a liability. Keep your Ground-types off the field in Battle 4 to protect them from Logan's Water-types.

Colosseum Trainers

Trainer Information

The Trainers of Sunny Park Colosseum use a wide variety of attack types and strategies. While it's important to prepare for each round's unique mix of types (particularly in the Water-type-heavy Battle 4 and the Electric-type-heavy Battle 6), it's also important to study the move lists to see which Trainers are focusing on status conditions. In those cases, start with fast, aggressive fighters or skin-shedders like Dragonair.



BATTLE 1
PIKACHU Fan
Tasha




Luxio Electric



Pokémon Moves

- Spark
- ??????
- ??????
- ??????

Flaaffy Electric



Pokémon Moves

- ThunderShock
- Growl
- Protect
- ??????

Weepinbell Grass Poison



Pokémon Moves

- Wrap
- Acid
- ??????
- Sweet Scent

Metapod Bug



Pokémon Moves

- Tackle
- String Shot
- Harden

Delcatty Normal



Pokémon Moves

- Fake Out
- Sing
- Protect
- ??????

Combusken Fire Fighting




Pokémon Moves

- Quick Attack
- ??????
- ??????
- ??????

BATTLE 4
Swimming Club Member
Logan




Poliwhirl Water



Pokémon Moves

- Hypnosis
- Protect
- Water Pulse
- ??????

Luvdisc Water



Pokémon Moves

- Sweet Kiss
- Attract
- Protect
- ??????

Wormadam Bug Steel



Pokémon Moves

- Mirror Shot
- ??????
- ??????
- ??????

Silcoon Bug



Pokémon Moves

- Tackle
- String Shot
- Poison Sting
- Harden

Butterfree Bug Flying



Pokémon Moves

- Silver Wind
- Tailwind
- PoisonPowder
- Captivate

Wigglytuff Normal



Pokémon Moves

- Sing
- Flash
- Shock Wave
- Disable

BATTLE 2
Poison Tongue Boy
Curtis



Staravia Normal Flying



Pokémon Moves

- Aerial Ace
- Thief
- ??????
- ??????

Machoke Fighting



Pokémon Moves

- Vital Throw
- Foresight
- ??????
- ??????


Graveler Rock Ground



Pokémon Moves

- Rock Blast
- ??????
- ??????
- ??????

Roselia Grass Poison



Pokémon Moves

- Poison Sting
- Absorb
- Protect
- ??????

Wigglytuff Normal



Pokémon Moves

- Sing
- ??????
- ??????
- Flash

Butterfree Bug Flying



Pokémon Moves

- Silver Wind
- Tailwind
- ??????
- ??????

BATTLE 5
Passionate Rider
Hannah



Machoke Fighting



Pokémon Moves

- Vital Throw
- ??????
- ??????
- ??????

Graveler Rock Ground



Pokémon Moves

- Rock Blast
- ??????
- ??????
- ??????


Staravia Normal Flying



Pokémon Moves

- Aerial Ace
- Thief
- ??????
- ??????

Chimchar Fire



Pokémon Moves

- Ember
- Fury Swipes
- ??????
- ??????

Butterfree Bug Flying



Pokémon Moves

- Silver Wind
- Tailwind
- ??????
- ??????

Wigglytuff Normal




Pokémon Moves

- Sing
- ??????
- ??????
- Flash

BATTLE 3
Leader-in-Training
Patrick




Bronzor Steel Psychic



Pokémon Moves

- Hypnosis
- Confuse Ray
- ??????
- ??????

Unown Psychic



Pokémon Moves

- Hidden Power

Aipom Normal



Pokémon Moves

- Thief
- Astonish
- Protect
- ??????

Lickitung Normal



Pokémon Moves

- Lick
- Knock Off
- ??????
- ??????

Skiploom Grass Flying



Pokémon Moves

- Bullet Seed
- Synthesis
- Stun Spore
- ??????

Kricketune Bug




Pokémon Moves

- X-Scissor
- Sing
- ??????
- ??????

SEMIFINAL
Mature Couple
Ian




Plusle Electric



Pokémon Moves

- Encore
- Helping Hand
- Protect
- ??????

Pachirisu Electric



Pokémon Moves

- Spark
- ??????
- ??????
- ??????

Minun Electric



Pokémon Moves

- Copycat
- Charm
- Protect
- ??????


Delibird Ice Flying



Pokémon Moves

- Present
- Protect
- Thief
- ??????

Sealeo Ice Water



Pokémon Moves

- Ice Ball
- ??????
- ??????
- ??????

Luxio Electric



Pokémon Moves

- Spark
- ??????
- ??????
- ??????

FINAL BATTLE

Colosseum Master Sashay

Sashay uses a number of weather combos that can be devastating if you aren't prepared for them. Fortunately, they're easy to foil if you see them coming. Remember that there can only be one weather effect at a time, so you can cancel her weather effects by using your own weather moves, like Sandslash's Sandstorm. Sashay also uses plenty of straight Electric-types, so start the battle with your Ground-types in play.



Cherrim's trick is to use Sunny Day to cut down the activation time of the powerful SolarBeam move. Unfortunately for Cherrim, Sunny Day will also power up Fire-type attacks, so swap in your Fire-type when Cherrim hits the field, and you can torch it before it can start using SolarBeam.



Castform will change the weather with Rain Dance, which will allow it to hit every time with the otherwise inaccurate Thunder move. Of course, no amount of rain will let Thunder hit a Ground-type!

Plusle

Electric

Pokémon Moves

- Helping Hand
- Thunderbolt
- Encore
- Sing

Minun

Electric

Pokémon Moves

- Helping Hand
- Thunderbolt
- Fake Tears
- Trump Card

Castform

Normal

Pokémon Moves

- Weather Ball
- Rain Dance
- Ominous Wind
- Thunder

Cherrim

Grass

Pokémon Moves

- SolarBeam
- Sunny Day
- Natural Gift
- Worry Seed

Lopunny

Normal

Pokémon Moves

- Fling
- Jump Kick
- Fake Out
- Drain Punch

Shuckle

Bug
Rock

Pokémon Moves

- Power Trick
- Gyro Ball
- Toxic
- Helping Hand



Colosseum Unlockables

Victory at Sunny Park Colosseum unlocks a great many things. In addition to the usual badge and pass design, you'll unlock the next two Colosseums and the final two Rental Passes. Rental Pass users should rush down to Gateway Colosseum to borrow both new passes so they can add the registered Pokémon to their current teams.

GEAR

- Silver Badge

RENTAL PASS

- Joel (Rookie)

COLOSSEUM

- Sunset Colosseum

BATTLE PASS

- Sunny Park Colosseum

RENTAL PASS

- Natalie (Freshwoman)

COLOSSEUM

- Magma Colosseum

REPLAY INFORMATION

After you beat the game, Sunny Park Colosseum switches to a new Little Battle format. This format is for unevolved Pokémon (but only ones who have the capability to evolve) of Level 5 and under. See page 60 for full Little Battle eligibility rules.



It won't be easy, but you'll need to triumph in a Little Battle to unlock a new outfit and 17 pieces of shop stock.



Magma Colosseum



COLOSSEUM INFORMATION

• **TO UNLOCK:**
Defeat Sunny Park Colosseum

• **LEVEL RULE:**
Lv. 30 Open

• **BATTLE STYLE:**
Single Battle

• **BATTLES:**
6

• **CONTINUE:**
Yes

Built atop an active volcano, this Colosseum is ideal for heated battles. Don't forget your sunscreen!

Colosseum Battle Rules

Magma Colosseum offers a round-robin tournament of Knockout Single Battles with five other Trainers. At the end of each battle, every entrant receives a score equal to the number of non-fainted Pokémon left in their party. After each entrant has battled each other entrant, the player with the highest score will move on to battle the Colosseum Master.

League Battle Match 1

	A	B	C	D	E	F	Score	Order
A Nate	/	1	2	3	4	5	0	1
B Lawrence	1	/	4	5	3	2	0	1
C Christa	2	4	/	1	5	3	0	1
D Robert	3	5	1	/	2	4	0	1
E Norman	4	3	5	2	/	1	0	1
F Christine	5	2	3	4	1	/	0	1

Next



Pokémon Rental Pass Strategy

The good news is, you can lose a battle in Magma Colosseum without losing the tournament. The bad news is, you can win every battle and *still* lose the tournament! Change your strategy from winning at all costs to winning with the fewest team member KOs possible; that means swapping out Pokémon who run low on health, even if they can still contribute to the battle, and making heavy use of those with self-healing moves and items.

League Battle Match 3

	A	B	C	D	E	F	Score	Order
A Nate		○	○	3	4	5	5	1
B Lawrence	×		4	5	3	×	0	4
C Christa	×	4		△	5	3	0	4
D Robert	3	5	△		△	4	0	4
E Norman	4	3	5	△		○	3	2
F Christine	5	○	3	4	×		2	3

Next



Type-trumping is more important than ever, especially when you run into Pokémon like Togetic that can heal themselves with moves such as Wish. If you can't KO such foes quickly, they'll dominate the battlefield.

Ice-, Water-, and Rock-Type Attacks



Most of the foes you'll face here are Flying-, Ground-, or Fire-type. So the ideal attack types to have access to are Ice (which beats Ground and Flying), Water (which beats Ground and Fire), and Rock (which beats Fire and Flying).

Staying Conscious with U-turn and Other Moves



The special rules of this tournament raise the value of certain moves. One is U-turn (known by Staravia and Golbat), which allows its user to attack and then flee to your bench within the same turn. Golbat has a good selection of moves, so it's an ideal starter that can neatly replace itself with U-turn when it runs low on HP. Pokémon with healing moves—like Beautifly's Roost, Grotle's Leech Seed, and Haunter's Giga Drain—can often survive indefinitely as long as they're not type-trumped.

MVPs of the New Rental Passes



There's no better way to kill two birds with one stone than using Seadra from the new Rental Pass Yellow. It packs a great Special Attack score that can power both Water-type and Ice-type attacks—the bane of the three most common types in this Colosseum.



Finally, a Rock-type with Rock-type moves! The Sudowoodo from the Rental Pass Gray finally fills this long-empty hole in your roster, and also has a relevant Ability. If Sudowoodo runs into a Water- or Grass-type, its Sturdy Ability will protect it from a one-hit KO.

Pokémon Custom Pass Strategy

The strategies that work for Rental Pass users work just as well for Custom Pass users, although the latter should have a wider variety of Pokémon to choose from. A good user of Water- or Ice-type attack moves, like Lapras or Sealeo, will be an incredible asset here. Custom Pass users should also have access to a superior selection of Rock-type Pokémon and Pokémon with strong self-healing properties.



The U-turn move is great for Custom Pass users, and they can give it to a wide variety of Pokémon via TM89. TM89 is sold at the Veilstone Game Corner in Pokémon Diamond and Pearl, so it shouldn't be hard to find a copy or two.

"Focus" on Survival



Rare items like the Focus Band and Focus Sash give your Pokémon a shot at surviving a KO blow at 1 HP—perfect for Magma Colosseum!

Colosseum Trainers

Trainer Information

Several Trainers in Magma Colosseum have type-themed parties, and there's enough overlap to give you a very clear strategy when it comes to constructing your party. Christine and Lawrence both have a lot of Ground-types; Lawrence, Norman, and Terrell each have multiple Fire-types; and Norman has four Flying-types. Bring an Ice-type, a Rock-type, and a Water-type so you'll have two ways to beat each.



BATTLE 1
Hiking Club Member
Lawrence



Charmeleon
Fire

Pokémon Moves

- Fire Fang
- Cut
- ??????
- ??????

Graveler
Rock
Ground

Pokémon Moves

- ??????
- Rollout
- ??????
- ??????

Wormadam
Bug
Ground

Pokémon Moves

- Sandstorm
- Sand Cloak
- Protect
- ??????

Marstomp
Water
Ground

Pokémon Moves

- Mud Bomb
- Water Gun
- Mud Shot
- ??????

Pupitar
Rock
Ground

Pokémon Moves

- Thrash
- Rock Slide
- Sandstorm
- ??????

Monferno
Fire
Fighting

Pokémon Moves

- Mach Punch
- Flame Wheel
- ??????
- ??????

BATTLE 4
Passionate Rider
Norman



Gligar
Ground
Flying

Pokémon Moves

- Knock Off
- Faint Attack
- Sand-Attack
- ??????

Butterfree
Bug
Flying

Pokémon Moves

- Silver Wind
- Psybeam
- ??????
- ??????

Masquerain
Bug
Flying

Pokémon Moves

- Quick Attack
- Gust
- Sweet Scent
- ??????

Charmeleon
Fire

Pokémon Moves

- Fire Fang
- Cut
- ??????
- ??????

Quilava
Fire

Pokémon Moves

- Flame Wheel
- Quick Attack
- SmokeScreen
- ??????

Togetic
Normal
Flying

Pokémon Moves

- Metronome
- Wish
- ??????
- ??????

BATTLE 2
Twin Sisters
Christa



Gabite
Dragon
Ground

Pokémon Moves

- Slash
- ??????
- Sand Tomb
- ??????

Gligar
Ground
Flying

Pokémon Moves

- Knock Off
- Faint Attack
- Sand-Attack
- ??????

Venomoth
Bug
Poison

Pokémon Moves

- Silver Wind
- Psybeam
- ??????
- ??????

Victreebel
Grass
Poison

Pokémon Moves

- Giga Drain
- Stockpile
- ??????
- ??????

Snowor
Grass
Ice

Pokémon Moves

- Ice Shard
- Ingrain
- ??????
- ??????

Togetic
Normal
Flying

Pokémon Moves

- Metronome
- Wish
- ??????
- ??????

BATTLE 5
Twin Sisters
Christine



Marstomp
Water
Ground

Pokémon Moves

- Mud Bomb
- Water Gun
- Mud Shot
- ??????

Gligar
Ground
Flying

Pokémon Moves

- Knock Off
- Faint Attack
- Sand-Attack
- ??????

Grovyle
Grass

Pokémon Moves

- Leaf Blade
- Quick Attack
- Fury Cutter
- ??????

Sandslash
Ground

Pokémon Moves

- Defense Curl
- Rollout
- Crush Claw
- ??????

Graveler
Rock
Ground

Pokémon Moves


- ??????
- Rollout
- ??????
- ??????

Masquerain
Bug
Flying

Pokémon Moves

- Quick Attack
- Gust
- Sweet Scent
- ??????

BATTLE 3
Lone Wolf
Robert



Lumineon
Water

Pokémon Moves

- Attract
- Water Pulse
- ??????
- ??????

Machoke
Fighting

Pokémon Moves

- Revenge
- Rock Tomb
- ??????
- ??????

Chingling
Psychic

Pokémon Moves

- Confusion
- Uproar
- Last Resort
- ??????

Lopunny
Normal

Pokémon Moves

- Jump Kick
- ??????
- ??????
- ??????

Graveler
Rock
Ground

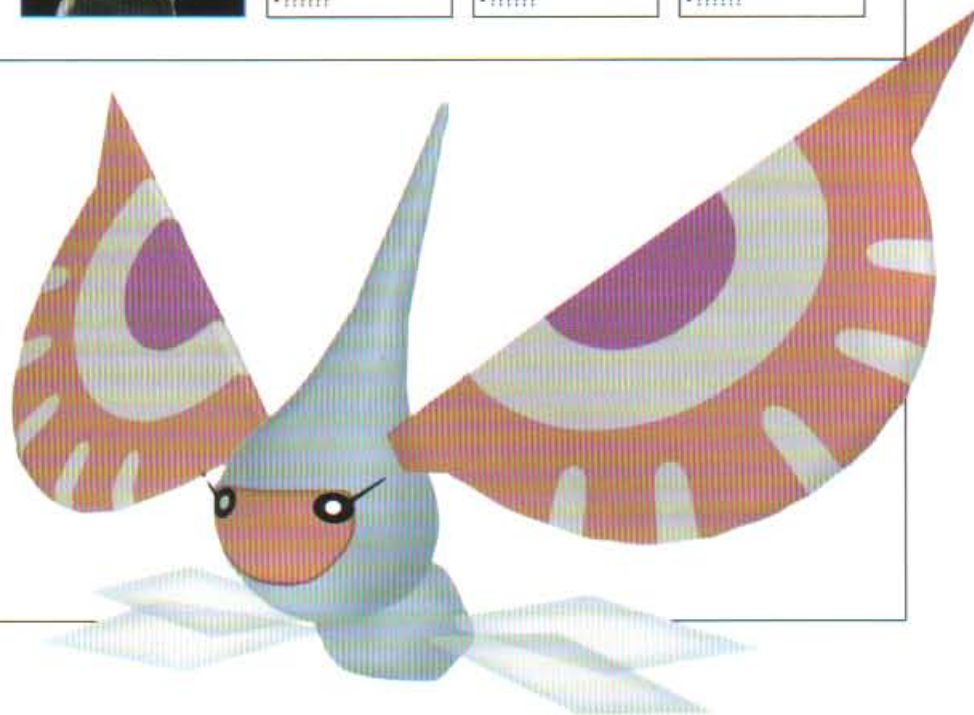
Pokémon Moves

- ??????
- Rollout
- ??????
- ??????

Pelipper
Water
Flying

Pokémon Moves

- Wing Attack
- Water Pulse
- ??????
- ??????



FINAL BATTLE

Colosseum Leader
Terrell

Terrell's over-reliance on Fire-type Pokémon (and the equally weak-to-Water Sandslash) allows a single good Water-type Pokémon to defeat almost his entire team. The Colosseum Leader will try to trip you up by throwing Grotle into the mix, but that's why you brought users of Ice-type moves. Seadra might be able to outrace Grotle with Aurora Beam, but as a general rule you should protect your Water-types by swapping them out.



Prinplup is the other potential hassle in Terrell's roster. Its Ice Beam move makes it a bad idea to try and trump it with a Grass-type, and Electric-types are so useless in this Colosseum that you probably didn't bring one along. Fortunately, you won't be penalized for knockouts in the final round, so it's no big deal if you trade attacks with Prinplup in a fair fight and lose a Pokémon in the process.

Charmeleon

Fire

Pokémon Moves

- Flamethrower
- AncientPower
- Sunny Day
- Will-O-Wisp

Quilava

Fire

Pokémon Moves

- Crush Claw
- Brick Break
- Flame Wheel
- Aerial Ace

Monferno

Fire

Fighting

Pokémon Moves

- Feint
- Blaze Kick
- Poison Jab
- Stealth Rock

Grotle

Grass

Pokémon Moves

- Bite
- Body Slam
- Iron Tail
- Grass Knot

Sandslash

Ground

Pokémon Moves

- Night Slash
- Gyro Ball
- Sandstorm
- Earthquake

Prinplup

Water

Pokémon Moves

- Surf
- Ice Beam
- Bide
- Supersonic

Colosseum Unlockables

The typical bit of PIKACHU gear and another pass design make for middling prizes, but you can find some cool stuff in the shop after winning at Magma Colosseum. Check out the Flame Gear!

**GEAR**

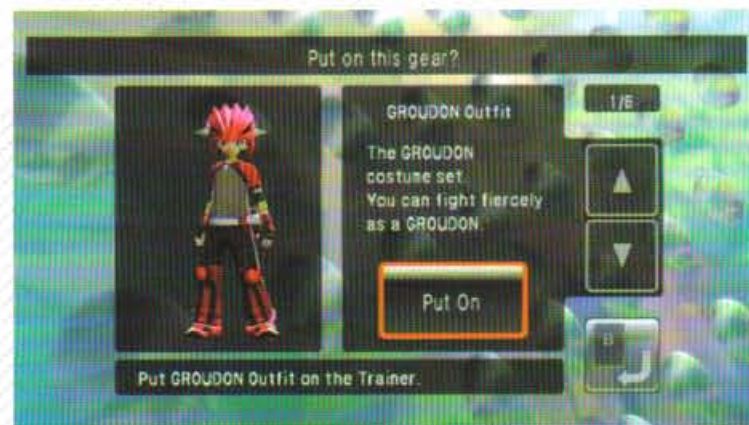
- PIKACHU Hat

BATTLE PASS

- Magma Colosseum

REPLAY INFORMATION

The rules of the Magma Colosseum tournament don't change after you beat the game, but you will earn the right to challenge the Level 50 All setting and engage in Double Battles. Champions at the Level 50 All setting will win Terrell's GROUDON Outfit and unlock a Ruby Brooch at the gear shop.



Your Young Boy Trainers will be stylin' with the shiny red GROUDON Outfit.



Sunset Colosseum



COLOSSEUM INFORMATION

• **TO UNLOCK:**
Defeat Sunny Park Colosseum

• **LEVEL RULE:**
Lv. 30 Open

• **BATTLE STYLE:**
Double Battle

• **BATTLES:**
4

• **CONTINUE:**
Yes

This Sunset Bay colosseum was the site of many ancient battles. The setting sun casts an eerie light on its battle scars.

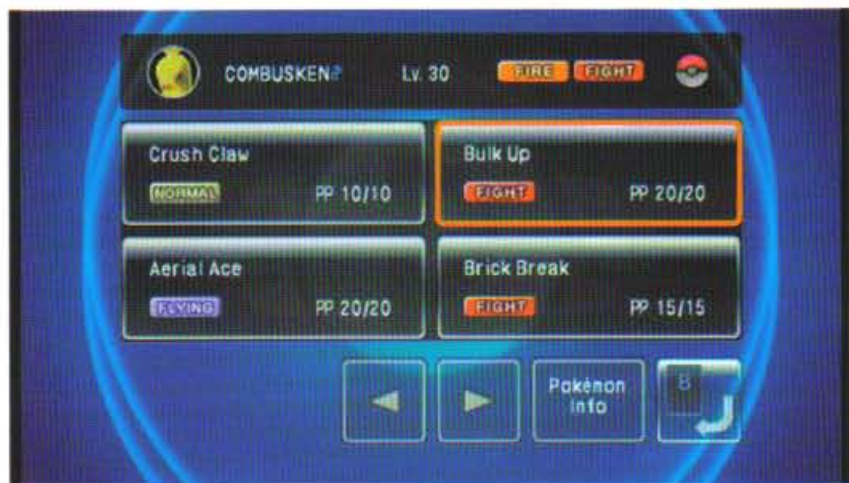
Colosseum Battle Rules

The Select Battle format ignores whatever Pokémon are registered on your Battle Pass and forces you to select a team of four Pokémon from a random selection of 12. Those four Pokémon will serve as a Double Battle team against a team chosen from the same Pokémon by your opponent. Your first two selections will serve as your starters. You'll fight only three rounds of this format before you face the Colosseum Master.



▶ Pokémon General Strategy

It doesn't matter whether you bring a Custom Pass or a Rental Pass—you won't ever see any of the Pokémon you bring to Sunset Colosseum. This tournament tests your ability to improvise by forcing you to compose a four-Pokémon team from 12 random Pokémon. But the Pokémon aren't *totally* random: the six that your opponent chooses are fixed, and they're often the best options on the board. You can make great teams out of your foe's Pokémon and with one or two of the more type-advantageous random selections.

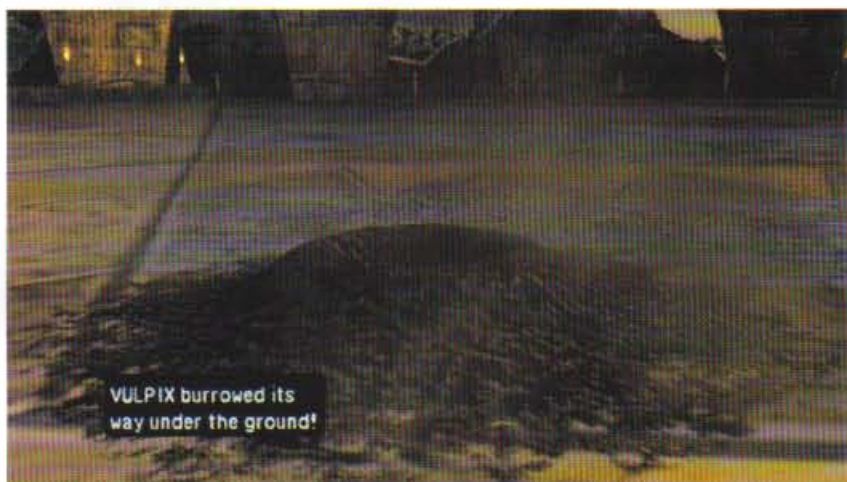


Round One: The Top of the Type Chain

Trainer Stewart has cleverly noticed that the Fire- and Electric-types on the board have few natural enemies, and he's built his team around them. But they aren't quite at the top of the food chain: the Fire-types are still weak to the Ground- and the Rock-type, making Graveler the best Pokémon you can choose.



Pair Graveler with Vulpix, who can hurt the Fire-types and Plusle with the Ground-type Dig move and torch Victreebell with a mighty Flamethrower blast.



VULPIX burrowed its way under the ground!

Pesky Vulpix can levitate over Dig, so choose a Pokémon with a Dark- or Ghost-type move if you can find one. But your later picks don't matter much—Vulpix and Graveler should be enough to stomp Stewart.

Round Two: Dragon Wars

Grace has built her team around Dragon- and Fire-type Pokémon. A Pokémon with a single Water- or Ice-type attack would be a definite MVP here, but the random assortment never seems to include any of those. (Double-check everyone's moves, though, and maybe you'll get lucky.)



With no Ice-types, you'll have to battle Dragon-type against Dragon-type and simply outplay your foe. Gabite is an obvious choice: it has both a Dragon-type move and a Ground-type move. Dragonair also has a Dragon-type move, but Shelgon does not.



The random assortments often are without a Rock- or Ground-type, so grab a Graveler or a Rhyhorn to give yourself an edge against the Fire-types. (But first verify that it knows some Rock- or Ground-type attacks.)

Round Three: A Versatile Mix

A wider selection of Pokémon types should lead to more-diverse teams in the semifinals. Pelipper is a must, since it's the only Pokémon with Water-type moves and your foe hasn't taken any Electric-types.



Pelipper comes with a Cheri Berry; it won't be able to use its Thief move effectively unless it somehow gets paralyzed and eats its berry. That won't leave it with a wide selection of attacks, but Water Pulse and Roost are enough to win the day.



Lombre has a tough combination that leaves it weak only to Poison-, Flying-, and Bug-type attacks. You'll have to search for some of those among the random Pokémon. And take a Lombre for yourself, too—Tamara has no answer for it.

Colosseum Trainers

Trainer Information

The first time you visit Sunset Colosseum, your opponents will always choose the Pokémon teams listed here (although which four of the six they select does vary). The other six Pokémon you can select truly are random, but the ones that your opponents use are clearly a cut above the random Pokémon; in general, you should choose mostly the same Pokémon that your opponents do.



BATTLE 1
PIKACHU Fan
Stewart

Vulpix
Fire

Pokémon Moves

- Flamethrower
- Confuse Ray
- ???????
- ???????

Rotom
Electric
Ghost

Pokémon Moves

- Confuse Ray
- Ominous Wind
- ???????
- ???????

Plusle
Electric

Pokémon Moves

- Encore
- Helping Hand
- Protect
- ???????

Monferno
Fire
Fighting

Pokémon Moves

- Fire Spin
- Fury Swipes
- ???????
- ???????

Graveler
Rock
Ground

Pokémon Moves

- Rock Blast
- ???????
- ???????
- ???????

Victreebel
Grass
Poison

Pokémon Moves

- Sweet Scent
- Acid
- ???????
- ???????

BATTLE 2
Girl In Love
Grace

Chimchar
Fire

Pokémon Moves

- Ember
- Fury Swipes
- ???????
- ???????

Shelgon
Dragon

Pokémon Moves

- Bite
- ???????
- ???????
- ???????

Monferno
Fire
Fighting

Pokémon Moves

- Fire Spin
- Fury Swipes
- ???????
- ???????

Gabite
Dragon
Ground

Pokémon Moves

- Dragon Rage
- Sand Tomb
- ???????
- ???????

Dragonair
Dragon

Pokémon Moves

- Dragon Rage
- Thunder Wave
- Protect
- ???????

Combusken
Fire
Fighting

Pokémon Moves

- Quick Attack
- ???????
- ???????
- ???????

SEMIFINAL
Swimming Club Member
Tamara

Lombre
Water
Grass

Pokémon Moves

- Fake Out
- Absorb
- Protect
- ???????

Carnivine
Grass

Pokémon Moves

- Ingrain
- Stockpile
- ???????
- ???????

Mawile
Steel

Pokémon Moves

- Astonish
- Fake Tears
- Protect
- ???????

Vulpix
Fire

Pokémon Moves

- Flamethrower
- Confuse Ray
- ???????
- ???????

Combusken
Fire
Fighting

Pokémon Moves

- Quick Attack
- ???????
- ???????
- ???????

Pelipper
Water
Flying

Pokémon Moves

- Roost
- Protect
- ???????
- ???????

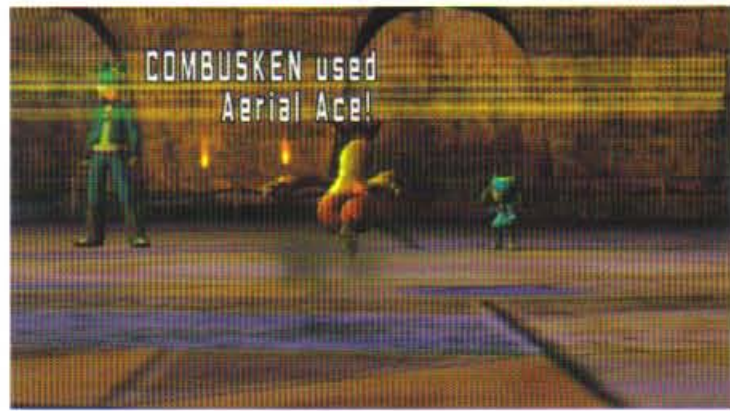


FINAL BATTLE

Colosseum Leader **Dusty**



Dusty has a more powerful pool of Pokémon to choose from, and you'd be wise to copy his choices instead of picking from the inferior random Pokémon. Riolu definitely makes the cut; its Poison Jab and Force Palm are a great solution for Grovyle and Vigoroth, respectively. How can you deal with Dusty's Riolu? By using a Flying-type move from Combusken.



Luxio is a great pick; it has attacks in four different types, including an Ice Fang to bring down Gabite. Your final pick should be Gabite itself; it can use Dig to defeat Luxio and has a variety of good moves. Play carefully: you're using the same Pokémon as Dusty, so you'll have to be the better player.

Riolu

Fighting

Pokémon Moves

- Poison Jab
- Feint
- Force Palm
- Copycat

Grovyle

Grass

Pokémon Moves

- Leaf Blade
- Crunch
- Pursuit
- Screech

Vigoroth

Normal

Pokémon Moves

- Body Slam
- Uproar
- Brick Break
- Protect

Luxio

Electric

Pokémon Moves

- Spark
- Ice Fang
- Crunch
- Fire Fang

Gabite

Ground
Dragon

Pokémon Moves

- Dragon Rush
- Dig
- Take Down
- Iron Head

Combusken

Fire
Fighting

Pokémon Moves

- Crush Claw
- Bulk Up
- Aerial Ace
- Brick Break

Colosseum Unlockables

Victory at Sunset Colosseum will earn you a cool PIKACHU Jacket and unlock your next stop: Courtyard Colosseum (assuming you've also defeated Magma Colosseum). Don't miss all the other PIKACHU gear that has been unlocked in the shop!



GEAR

- PIKACHU Jacket



COLOSSEUM

- Courtyard Colosseum



GEAR

- Pikachu Pants

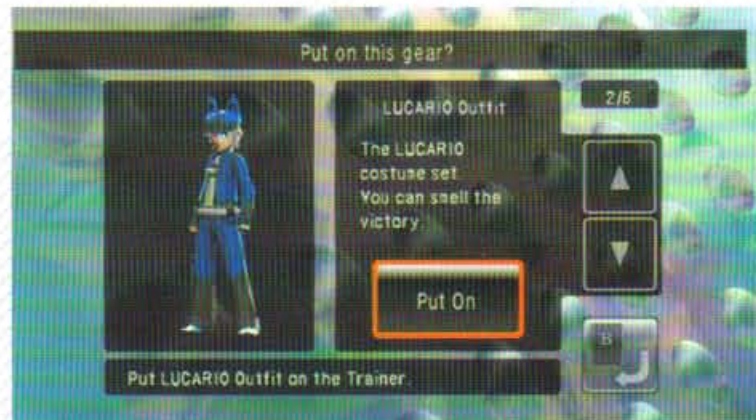


RENTAL PASS

- Sunset Colosseum

REPLAY INFORMATION

Beating the game will unlock the Level 50 All rule in Sunset Colosseum. An entirely new selection of random Pokémon will spice up this Colosseum's famous Select Battle format, so be sure to stop in for a second bout!



Beating Sunset Colosseum under the Level 50 All rule will earn you the LUCARIO Outfit and unlock the Diamond Brooch at the gear shop.



Courtyard Colosseum



COLOSSEUM INFORMATION

• TO UNLOCK:
Defeat Magma and Sunset Colosseums

• LEVEL RULE:
Lv. 30 Open

• BATTLE STYLE:
Double Battle

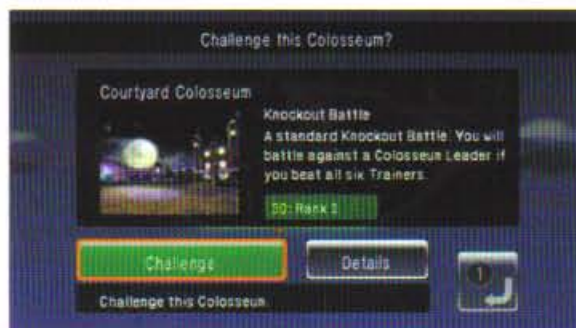
• BATTLES:
7

• CONTINUE:
Yes

Located in the courtyard of an old castle, this Colosseum is lit only by the moon and stars.

Colosseum Battle Rules

Sunset Colosseum uses standard Double Battle rules (four Pokémon per round) and has the usual six battles followed by a boss. The gimmick is the heavy mist that rolls in randomly at the beginning of about 50% of all Courtyard Colosseum battles. This will cause the Fog weather condition, which sharply reduces the Accuracy of all moves.



▶ Pokémon Rental Pass Strategy

With a wide selection of enemy Pokémon types, your strategy should shift from focusing on certain types to focusing on a versatile and powerful offense. The new Rental Pass Yellow and Grey Pokémon give you access to plenty of great Double Battle combos. In this Colosseum, our favorite is pairing sun-loving Cherrim with a Fire-type like Monferno. Both can use the Sunny Day Ability to change the weather and empower both their moves.

Sunny Days on Moonlit Nights



Just because it's a moonlit night doesn't mean it can't also be a Sunny Day. Switching to Sunny Day will clear any fog and empower Fire-type moves. If Cherrim is in play, there are even greater benefits (see the following caption).



During a Sunny Day, Cherrim can use SolarBeam with no lag. Better yet, its Flower Gift Ability will activate and boost the Attack and Special Attack stats of both of your Pokémon!

The Limits of Fire

The team of Cherrim and a Fire-type can roll through the first three rounds, but it will run into serious trouble in Battle 4. Here your opponents will foil your Sunny Day with Rain Dance and your Fire-types will be nearly useless against the four Water-types. Cherrim can keep rocking with every-other-turn SolarBeams, but you'll want backup from another user of Grass- or Electric-type moves.



When the Fog Rolls In . . .

The Fog weather effect sharply lowers the Accuracy of the Pokémon in play. You can clear it by using the Defog move or changing the weather, but this won't necessarily be to your advantage, since the fog affects both sides. A better strategy is to use can't-miss moves like Aerial Ace while utilizing the Fog to protect you from enemy attacks.



Gabite, Pidgeot, Sandslash, Staravia, and Vespiquen all know the can't-miss Flying-type move Aerial Ace. Other can't-miss moves include Dragonair's Shock Wave, Ivysaur's Magical Leaf, and Muk's Shadow Punch.



Haunter is packing a Wide Lens that will improve its Accuracy when under foggy conditions, and its Curse move will always hit Ghost-type Pokémon. Machoke's No Guard Ability ensures that all of its moves retain 100% Accuracy—but unfortunately, the effect benefits your foes too.

▶ Pokémon Custom Pass Strategy

When preparing a Custom Pass for this Colosseum, be sure to develop a strategy for dealing with the fog, which affects about half of all battles. One solution is to use a weather-based strategy by building team combos around Sunny Day, Sandstorm or Hail, or Rain Dance. Since these strategies merely involve a pair of Pokémon (Cherrim and a Fire-type, for example, or a Water-type and a Pokémon that uses Thunder) there's no reason you can't use multiple weather-based teams and switch between them as necessary: Sunny Day is perfect for Battles 1 and 2 but Rain Dance is far superior in Battles 4 and 5.

The other option is to embrace the fog and bring Pokémon who know can't-miss moves like Aerial Ace, Faint Attack, Shadow Punch, Shock Wave, and Trump Card. The best by far is Swift, which will do comparable damage to both of your foes!

Don't Forget About the Rain!



The rain caused by Rain Dance will strengthen Water-type moves, weaken Fire-type moves, increase the Accuracy of the Thunder move to 100%, and provide a boost to Pokémon with rain-triggered Abilities like Dry Skin and Swift Swim.

Colosseum Trainers

Trainer Information

Most of your opponents have a favored type that is reflected in at least half of their Pokémon. In Battle 1 it's Electric, in Battle 2 it's Steel, in Battle 3 it's Flying, in Battle 4 it's Water, and in Battle 5 it's both Fire and Ghost. Prepare a well-rounded party with access to a variety of attack types and select your starters based on the preferences of your opponents.



BATTLE 1
PIKACHU Fan
Damian

Rotom
Electric
Ghost

Pokémon Moves

- Confuse Ray
- Ominous Wind
- ???????
- ???????

Nuzleaf
Grass
Dark

Pokémon Moves

- Pound
- Harden
- Protect
- ???????

Minun
Electric

Pokémon Moves

- Copycat
- Charm
- Protect
- ???????

Raichu
Electric

Pokémon Moves

- Thunder Wave
- ???????
- ???????
- ???????

Murkrow
Dark
Flying

Pokémon Moves

- Night Shade
- Mean Look
- Protect
- ???????

Luxio
Electric

Pokémon Moves

- Spark
- ???????
- ???????
- ???????

BATTLE 4
Swimming Club Member
Brena

Swampert
Water
Ground

Pokémon Moves

- Mud Shot
- ???????
- ???????
- Attract

Lairon
Steel
Rock

Pokémon Moves

- Mud Slap
- Tackle
- Protect
- ???????

Bibarel
Normal
Water

Pokémon Moves

- Swagger
- Double Team
- Hyper Fang
- ???????

Seadra
Water

Pokémon Moves

- BubbleBeam
- SmokeScreen
- ???????
- ???????

Magneton
Electric
Steel

Pokémon Moves

- Magnet Bomb
- ???????
- ???????
- ???????

Wartortle
Water

Pokémon Moves

- Water Pulse
- Rock Smash
- ???????
- ???????

BATTLE 2
Steel Spirit
Daniela

Lairon
Steel
Rock

Pokémon Moves

- Mud Slap
- Tackle
- Protect
- ???????

Wormadam
Bug
Steel

Pokémon Moves

- Mirror Shot
- Trash Cloak
- ???????
- ???????

Mawile
Steel

Pokémon Moves

- Astonish
- Fake Tears
- Protect
- ???????

Metang
Steel
Psychic

Pokémon Moves

- Metal Claw
- Rock Smash
- ???????
- ???????

Magneton
Electric
Steel

Pokémon Moves

- Magnet Bomb
- ???????
- ???????
- ???????

Bastiodon
Rock
Steel

Pokémon Moves

- Rock Tomb
- Avalanche
- Taunt
- ???????

BATTLE 5
Passionate Rider
Benny

Magcargo
Fire
Rock

Pokémon Moves

- Rock Throw
- Yawn
- Protect
- ???????

Monferno
Fire
Fighting

Pokémon Moves

- Fire Spin
- Fury Swipes
- ???????
- ???????

Sableye
Dark
Ghost

Pokémon Moves

- Shadow Sneak
- Knock Off
- Protect
- ???????

Duskull
Ghost

Pokémon Moves

- Shadow Ball
- Will-O-Wisp
- ???????
- ???????

Haunter
Ghost
Poison

Pokémon Moves

- Shadow Punch
- ???????
- ???????
- ???????

Charmeleon
Fire

Pokémon Moves

- Fire Spin
- Dragon Rage
- ???????
- ???????

BATTLE 3
Leader-in-Training
Dominique

Graveler
Rock
Ground

Pokémon Moves

- Rock Blast
- ???????
- ???????
- ???????

Staravia
Normal
Flying

Pokémon Moves

- Aerial Ace
- Thief
- ???????
- ???????

Golbat
Poison
Flying

Pokémon Moves

- Astonish
- ???????
- ???????
- ???????

Murkrow
Dark
Flying

Pokémon Moves

- Night Shade
- Mean Look
- Protect
- ???????

Butterfree
Bug
Flying

Pokémon Moves

- Silver Wind
- Tailwind
- ???????
- ???????

Wigglytuff
Normal

Pokémon Moves

- Sing
- ???????
- ???????
- Flash

SEMIFINAL
May-December Couple
Jackie

Golbat
Poison
Flying

Pokémon Moves

- Astonish
- ???????
- ???????
- ???????

Vileplume
Grass
Poison

Pokémon Moves

- Giga Drain
- Aromatherapy
- ???????
- ???????

Wormadam
Bug
Grass

Pokémon Moves

- Protect
- Hidden Power
- Grass Cloak
- ???????

Riolu
Fighting

Pokémon Moves

- Force Palm
- Quick Attack
- ???????
- ???????

Butterfree
Bug
Flying

Pokémon Moves

- Silver Wind
- Tailwind
- ???????
- ???????

Wigglytuff
Normal

Pokémon Moves

- Sing
- ???????
- ???????
- Flash

FINAL BATTLE

Colosseum Master Kruger



Kruger's team has a wide variety of Pokémon types and presents a wide variety of threats. Gligar's Earthquake is potentially devastating, so if you can't rely on Flying-types (or Pokémon with the Levitate Ability), focus on taking it out quickly with your Water-type. Water-types are great against Pupitar too, but be wary of Victreebel's Magical Leaf!



Gligar

Ground
Flying

Pokémon Moves

- Earthquake
- X-Scissor
- Cross Poison
- U-Turn



Pupitar

Rock
Ground

Pokémon Moves

- Thrash
- Protect
- Crunch
- Stone Edge



Cherrim's reign of terror will end as soon as it runs into Kruger's Victreebel or Swalot. Pull your Grass-types back to the bench when you see either of these Poison-spewing Pokémon.

Victreebel

Grass
Poison

Pokémon Moves

- Magical Leaf
- Sludge Bomb
- Gastro Acid
- Sleep Powder

Gabite

Dragon
Ground

Pokémon Moves

- Dragon Rush
- Slash
- SandStorm
- Iron Tail

Swalot

Poison

Pokémon Moves

- Ice Beam
- Gunk Shot
- Hyper Beam
- Protect

Hitmontop

Fighting

Pokémon Moves

- Triple Kick
- Feint
- Mach Punch
- Aerial Ace

Colosseum Unlockables

After you've won at Courtyard Colosseum, the game's final Colosseum will open its doors to you. You'll also unlock a huge batch of shop stock, including a few cool TM Mystery Gifts.

GEAR

- Golden Badge

COLOSSEUM

- Stargazer Colosseum

RENTAL PASS

- Courtyard Colosseum

REPLAY INFORMATION

After you beat the game, Courtyard Colosseum switches to a new Survival Battle format that pits the six Pokémon in your Battle Pass against a continuous stream of foes. There is no free HP, PP, or status recovery between rounds, but you can earn those things from the between-round prize wheel!



You'll unlock a massive batch of shop stock if you can get 10 consecutive knockouts here, but you'll need to earn a stunning 100 consecutive knockouts to unlock an exclusive pass design and Mystery Gifts.



Stargazer Colosseum



COLOSSEUM INFORMATION

• **TO UNLOCK:**
Defeat Courtyard Colosseum

• **LEVEL RULE:**
Lv. 30 Open

• **BATTLE STYLE:**
Double Battle

• **BATTLES:**
7

• **CONTINUE:**
Yes

With a view that stretches on forever, this Colosseum serves as the battleground for Pokétopia's top Trainers.

Colosseum Battle Rules

Stargazer Colosseum hosts the Pokétopia Championships, and the other entrants are all Colosseum Leaders that you've faced in battle before. The battles are tough, but the rules are simple: standard Double Battles with teams of four Pokémon, just like in Courtyard Colosseum.



Pokémon Rental Pass Strategy

Rental Pass Pokémon tend to lack the power and focus of Custom Pass Pokémon, but they have an interesting mix of moves that clever Trainers can pilot to victory. Our favorite team is listed below, but it's far from the only option. More-combo-minded players may want to focus on powerful but difficult-to-use Pokémon like Camerupt and Pikachu, which have moves that hit everyone in play but that you can turn to your advantage by carefully pairing them with Pokémon that are immune or resistant to the damage. (We chose to focus instead on Pokémon with a versatile selection of attacks but singular types that have few vulnerabilities.) The Sunny Day combo continues to work great; a starting team of Cherrim and a Fire Fang-using Mightyena will earn you a lot of Perfect Points.

Six Rental Pass Superstars



With solid Dark-, Ice-, and Fire-type attacks, Mightyena is a fantastic starter that can deliver Expert Belt-enhanced super-effective attacks against any Bug-, Dragon-, Ghost-, Grass-, Ground-, Flying-, Ice-, Psychic-, or Steel-type Pokémon.



Machoke is a walking combo, with an Ability (No Guard) that transforms DynamicPunch into a move with 100 Power and 100 Accuracy. Backed up by Machoke's great Attack score, even Pokémon who aren't weak to the Fighting-type may drop in one hit.



With both Defense stats at 108 and an HP-recovery item in its hands, Muk may be the best defender you can rent. It's not bad on offense, either; its moves aren't superpowerful, but all four are useful in certain situations.

Nothing Less than Perfect Will Do!



Winning in the easier early rounds simply isn't enough. You'll need Perfect Points so you can continue against the tougher opponents, so fight with hearty Pokémon like Muk and Mightyena in the early rounds instead of frailer ones like Machoke.



Cherrim is a one-trick pony, but what a trick it is! A first-turn Sunny Day will not only strengthen your whole party and boost the power of a partner's Fire-type moves, but it will allow Cherrim to fire off an awesomely powerful SolarBeam every turn.



Prinplup is a great Water-type Pokémon, but the lack of healing berry held items in this Colosseum diminishes the usefulness of its Pluck move. That tips the balance toward Seadra's high Speed and versatile mix of attack types.



The two most effective attack types in this Colosseum are Ground and Ice. Piloswine is a great Pokémon that can use both effectively—pair Piloswine with Cherrim or a Protect-using Mightyena if you want to use Earthquake.

Pokémon Custom Pass Strategy

Since you'll be fighting the Leaders of all the previous Colosseums, there's no one type that can be considered the "theme" of Stargazer Colosseum. Combined, the seven trainers' rosters include seven Grass-types and Water-types, six Normal-types, five Flying- and Electric-types, four Poison- and Fire-types, and only a handful of the remaining types. This makes Ground the most generally effective attack type, followed in order by Ice, Flying and Electric, Rock, and Fire and Fighting.



Good Pokémon from Pokémon Diamond and Pokémon Pearl that can effectively use some of the best attack types include Lucario, Mamoswine, Glaceon, Electivire, Rhyperior, Raichu, and the fossils. Of course, Dialga and Palkia aren't bad either.



With so many Pokémon that are vulnerable to the Ground-type, a simple combo of a Pokémon that uses Earthquake and a Flying-type or levitating partner will be extremely effective here.

Colosseum Trainers

Trainer Information

You've faced all of these Trainers before in the final rounds of their own Colosseums. They have tough teams, but most have serious holes in their defenses. Use Ground- and Grass-types in Battles 1 and 4, Grass- and Electric-types in Battle 2, Fire- and Poison-types in Battle 3, Water-types in Battle 5, and Ground- and Psychic-types in Battle 6. Pokémon with Ice-type attacks are great in almost every battle here.



BATTLE 1
Colosseum Leader
Taylor



Pachirisu
Electric

Pokémon Moves

- Spark
- Discharge
- Bite
- Thunder Wave

Jigglypuff
Normal

Pokémon Moves

- Sing
- Rest
- Sleep Talk
- Gyro Ball

Luxio
Electric

Pokémon Moves

- Bite
- Ice Fang
- Spark
- Swagger

Kirlia
Psychic

Pokémon Moves

- Calm Mind
- Confusion
- Magical Leaf
- Hypnosis

Luvdisc
Water

Pokémon Moves

- Rain Dance
- Supersonic
- Water Pulse
- Attract

Bonsly
Rock

Pokémon Moves

- Rock Throw
- Faint Attack
- Fake Tears
- Rock Polish

BATTLE 4
Colosseum Leader
Voldon



Machoke
Fighting

Pokémon Moves

- Rock Slide
- Submission
- Poison Jab
- Revenge

Elekid
Electric

Pokémon Moves

- ThunderPunch
- Brick Break
- Fire Punch
- Swagger

Onix
Rock
Ground

Pokémon Moves

- Rock Blast
- Rage
- Taunt
- Stealth Rock

Rotom
Electric
Ghost

Pokémon Moves

- Shock Wave
- Shadow Ball
- Will-O-Wisp
- Protect

Metang
Steel
Psychic

Pokémon Moves

- Bullet Punch
- Magnet Rise
- Aerial Ace
- Pursuit

Carnivine
Grass

Pokémon Moves

- Faint Attack
- Slam
- Grass Knot
- Swords Dance

BATTLE 2
Colosseum Leader
Marina



Corsola
Water
Rock

Pokémon Moves

- Mirror Coat
- Recover
- Stealth Rock
- Toxic

Aipom
Normal

Pokémon Moves

- Fury Swipes
- Tickle
- Fake Out
- Shadow Claw

Marill
Water

Pokémon Moves

- Rollout
- Aqua Jet
- Brick Break
- Aqua Ring

Ledian
Bug
Flying

Pokémon Moves

- Silver Wind
- Reflect
- Flash
- Roost

Farfetch'd
Normal
Flying

Pokémon Moves

- Poison Jab
- Slash
- Aerial Ace
- Swords Dance

Poliwhirl
Water

Pokémon Moves

- Hypnosis
- BubbleBeam
- Body Slam
- Dig

BATTLE 5
Colosseum Leader
Terrell



Charmeleon
Fire

Pokémon Moves

- Flamethrower
- Ancient Power
- Sunny Day
- Will-O-Wisp

Grotle
Grass

Pokémon Moves

- Bite
- Body Slam
- Iron Tail
- Grass Knot

Quilava
Fire

Pokémon Moves

- Crush Claw
- Brick Break
- Flame Wheel
- Aerial Ace

Sandslash
Ground

Pokémon Moves

- Night Slash
- Gyro Ball
- Sandstorm
- Earthquake

Monferno
Fire
Fighting

Pokémon Moves

- Feint
- Blaze Kick
- Poison Jab
- Stealth Rock

Prinplup
Water

Pokémon Moves

- Surf
- Ice Beam
- Bide
- Supersonic

BATTLE 3
Colosseum Leader
Rosie



Delcatty
Normal

Pokémon Moves

- Fake Out
- Faint Attack
- Helping Hand
- Payback

Skiploom
Grass
Flying

Pokémon Moves

- Sleep Powder
- Leech Seed
- Sunny Day
- SolarBeam

Beautifly
Bug
Flying

Pokémon Moves

- Silver Wind
- Attract
- Grass Spore
- Energy Ball

Sunflora
Grass

Pokémon Moves

- SolarBeam
- Nature Power
- Secret Power
- Sunny Day

Weepinbell
Grass
Poison

Pokémon Moves

- Gastro Acid
- Wring Out
- Grass Knot
- Knock Off

Roselia
Grass
Poison

Pokémon Moves

- Stun Spore
- Giga Drain
- Captivate
- Ingrain

SEMIFINAL
Colosseum Leader
Dusty



Riolu
Fighting

Pokémon Moves

- Poison Jab
- Feint
- Force Palm
- Copycat

Luxio
Electric

Pokémon Moves

- Spark
- Ice Fang
- Crunch
- Fire Fang

Grovyle
Grass

Pokémon Moves

- Leaf Blade
- Crunch
- Pursuit
- Screech

Gabite
Dragon
Ground

Pokémon Moves

- Dragon Rush
- Dig
- Take Down
- Iron Head

Vigoroth
Normal

Pokémon Moves

- Body Slam
- Uproar
- Brick Break
- Protect

Combusken
Fire
Fighting

Pokémon Moves

- Crush Claw
- Bulk Up
- Aerial Ace
- Brick Break

FINAL BATTLE

Pokétopia Master Mysterial



Mysterial has done a great job assembling Pokémon that each have strong attacks in three or four different types. But our Rental Pass team is a good counter to that strategy; very few of Mysterial's Pokémon can land a super-effective hit against a Pokémon who is singularly Dark-, Poison-, Fighting-, or Water-type. Study their move lists carefully so you can quickly double-team the Pokémon that can KO your key players.



The starting team of Mightyena and Cherrim works well here, since a Grass-type will be resistant to many of Mysterial's attacks, and very few of his Pokémon can survive SolarBeam strikes.



Machoke is something of a liability when aiming for Perfect Points in early rounds, but you'll be happy to have it when Chansey hits the board. Chansey has four powerful attacks in four different types and a ton of HP, but Machoke can drop it with one DynamicPunch.

Golbat



Pokémon Moves

- Air Slash
- Hypnosis
- Poison Fang
- Bite

Dragonair



Pokémon Moves

- Dragon Rush
- Dragon Dance
- Thunder Wave
- Aqua Tail

Whiscash



Pokémon Moves

- Magnitude
- Spark
- Zen Headbutt
- Aqua Tail

Haunter



Pokémon Moves

- Shadow Ball
- Psychic
- Sludge Bomb
- Dark Pulse

Kingler



Pokémon Moves

- Crabhammer
- Giga Impact
- X-Scissor
- Protect

Chansey



Pokémon Moves

- Flamethrower
- Ice Beam
- Thunder
- Shadow Ball

Colosseum Unlockables

Your reception-desk friend will have several treats waiting for you after you beat Mysterial. In addition to those, you'll receive four pass designs after watching the ending and you'll unlock a variety of new Colosseum formats.



GEAR

- Crown



COLOSSEUM

- Lv. 50 Colosseums



RENTAL PASS

- Stargazer Colosseum

REPLAY INFORMATION

After you beat the game, Stargazer Colosseum ups the ante by switching to a Masters Battle format. Masters Battles are similar to standard Knockout Double Battles, but with many additional rules (see page 60 for the full list). Beat all eight sets to unlock a new pass design and a second ending!



To unlock the final batches of shop stock, you need only beat the very first four-Trainer set of the Masters Battle tournament.

Post-Game Replay

The fun doesn't end when the credits roll! Load your saved game to challenge several new post-ending formats.



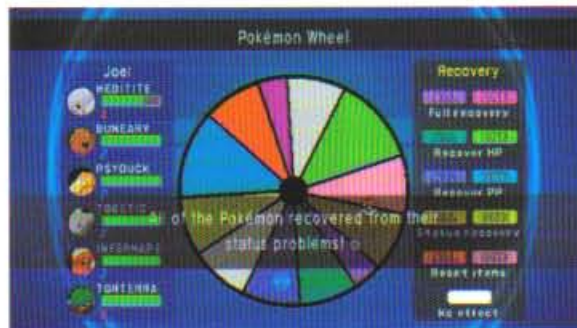
New Challenges in Pokétopia

After you defeat the Pokétopia Master at Stargazer Colosseum, you'll view the game's ending and your data will be saved automatically. When you reload that file, you'll find a free Secret Gift at the Mystery Gift shop and several new challenges awaiting at Pokétopia's Colosseums. Most have simply unlocked the Level 50 All eligibility rule (which makes all entrants Level 50) but a few offer entirely new battle formats!



Courtyard Colosseum

Courtyard Colosseum offers a Survival Battle in which the goal is to defeat 100 enemy Pokémon without any free HP, PP, or lost-held-item recovery, and with no free healing of Sleep, Paralyze, Freeze, Burn, Poison, and Fainted conditions between rounds.



After each round of the Survival Battle, you'll spin a wheel like the one from Neon Colosseum. If you can hit the right color, you can earn HP recovery, PP recovery, status recovery, an item reset, or all of the above for one or all of your Pokémon.

Gateway Colosseum

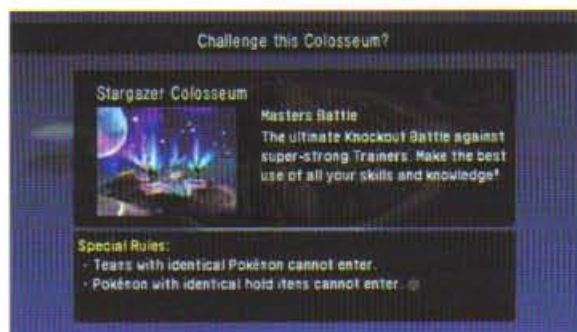
Rental Pass players can win new Pokémon by participating in Gateway Colosseum's new Trade Battle format. Whenever you beat an opposing Trainer, you will be allowed to swap one of your Rental Pass Pokémon with a Pokémon from that Trainer's Battle Pass!



You can trade only Pokémon that were used in combat, so enter a Pokémon you're willing to part with in your team. Note that none of the trades will be registered if you don't beat the Colosseum Master and win the tournament.

Stargazer Colosseum

The toughest opponents in all of Pokétopia await in Stargazer Colosseum's Master Battle tournament, where even titans like Dialga and Palkia make an appearance! You must beat eight sets (each consisting of four Trainers) to truly conquer this one!



The rules are strict here. Your Battle Pass cannot include duplicate Pokémon or duplicate held items. In battle, no team can have more than two frozen or sleeping Pokémon, and players lose if their final Pokémon uses a move to self-destruct.

Sunny Park Colosseum

Sunny Park Colosseum offers a Little Battle tournament with strict entry requirements. All the Pokémon on your Battle Pass must be under Level 5, unevolved but capable of Evolution, and capable of being hatched from an Egg.



The key to victory is breeding your own Pokémon with powerful Egg Moves. However, moves that deal fixed amounts of damage (like Dragon Rage and SonicBoom) are banned in this format.

NEW UNLOCKABLES

After you beat the game, every Colosseum will offer new prizes that you can win if you beat the new formats or win with the Level 50 All rule. Each victory will also unlock a new batch of shop stock. New pass designs and Mystery Gifts can be unlocked after great achievements at the Little Battle, Survival Battle, and Master Battle tournaments.



POKÉMON GALLERY





Pokémon Gallery



In this section Colosseum challengers can find information on each of the Pokémon they'll encounter on the battlefield.

▶ Reading the Pokémon Gallery Listings

The listings in the Pokémon gallery are ordered by their place in the National Pokédex numbering system. To find one by name, check the alphabetical index below.

• The top bar includes the Pokémon's name and National Pokédex number, as well as its height, weight, and type (or types.)



• At the bottom-left corner of each listing you will see the ability or abilities the Pokémon potentially has, as well as which attack types it is weak to.

▶ Alphabetical Pokémon List

When searching for a specific Pokémon, look it up in the alphabetical chart here. You'll find its National Pokédex number to the left of its name, and its gallery page to the right of its name.

Abomasnow – Bidoof

No.	Pokémon	Gallery Page
460	Abomasnow	169
063	Abra	79
359	Absol	149
142	Aerodactyl	97
306	Aggron	139
190	Aipom	110
065	Alakazam	79
334	Altaria	144
424	Ambipom	163
181	Ampharos	108
347	Anorith	146
024	Arbok	69
059	Arcanine	78
168	Ariados	105
348	Armaldo	147
304	Aron	138
144	Articuno	98
482	Azelf	175
184	Azumarill	108
298	Azurill	137
371	Bagon	151
343	Baltoy	146
354	Banette	148
339	Barboach	145
411	Bastiodon	159
153	Bayleef	102
267	Beautifly	131
015	Beedrill	67
374	Beldum	152
182	Bellossom	108
069	Bellsprout	80
400	Bibarel	157
399	Bidoof	157

Blastoise – Cradily

No.	Pokémon	Gallery Page
009	Blastoise	66
257	Blaziken	129
242	Blissey	122
438	Bonsly	165
286	Breloom	134
437	Bronzong	165
436	Bronzor	165
406	Budew	159
418	Buizel	161
001	Bulbasaur	64
427	Buneary	163
412	Burmy	160
012	Butterfree	66
331	Cacnea	144
332	Cacturne	144
323	Camerupt	142
455	Carnivine	168
318	Carvanha	141
268	Cascoon	131
351	Castform	147
010	Caterpie	66
251	Celebi	127
113	Chansey	91
006	Charizard	65
004	Charmander	65
005	Charmeleon	65
441	Chatot	166
421	Cherrim	162
420	Cherubi	162
152	Chikorita	102
390	Chimchar	156
358	Chimecho	149
170	Chinchou	105
433	Chingling	164
366	Clamperl	150
344	Claydol	146
036	Clefable	72
035	Clefairy	72
173	Cleffa	106
091	Cloyster	86
415	Combee	161
256	Combusken	129
341	Corphish	145
222	Corsola	118
346	Cradily	146

Cranidos – Farfetch'd

No.	Pokémon	Gallery Page
408	Cranidos	159
342	Crawdaunt	146
488	Cresselia	179
453	Croagunk	168
169	Crobat	105
159	Croconaw	103
104	Cubone	89
155	Cyndaquil	102
301	Delcatty	138
225	Delibird	118
386	Deoxys	154 & 155
087	Dewgong	85
483	Dialga	176
050	Diglett	76
132	Ditto	95
085	Dodrio	84
084	Doduo	84
232	Donphan	120
148	Dragonair	100
149	Dragonite	100
452	Drapion	168
147	Dratini	100
426	Drifblim	163
425	Drifloon	163
096	Drowzee	87
051	Dugtrio	76
206	Dunsparce	114
356	Dusclops	148
477	Dusknoir	173
355	Duskull	148
269	Dustox	131
133	Eevee	95
023	Ekans	68
125	Electabuzz	93
466	Electivire	171
309	Electrike	139
101	Electrode	88
239	Elekid	121
395	Empoleon	156
244	Entei	123
196	Espeon	111
102	Exeggcute	88
103	Exeggutor	89
295	Exploud	136
083	Farfetch'd	84

Fearow – Hariyama

No.	Pokémon	Gallery Page
022	Fearow	68
349	Feebas	147
160	Feraligatr	103
456	Finneon	169
180	Flaaffy	108
136	Flareon	96
419	Floatzel	161
330	Flygon	143
205	Forretress	114
478	Froslass	174
162	Furret	104
444	Gabite	166
475	Gallade	173
445	Garchomp	166
282	Gardevoir	134
092	Gastly	86
423	Gastrodon	162
094	Gengar	86
074	Geodude	82
443	Gible	166
203	Girafarig	114
487	Giratina	178
471	Glaceon	172
362	Glalie	149
431	Glameow	164
207	Gligar	114
472	Gliscor	173
044	Gloom	74
042	Golbat	74
118	Goldeen	92
055	Golduck	77
076	Golem	82
368	Gorebyss	151
210	Granbull	115
075	Graveler	82
088	Grimer	85
388	Grotle	155
383	Groudon	154
253	Grovyle	128
058	Growlithe	77
326	Grumpig	143
316	Gulpin	141
130	Gyarados	94
440	Happiny	165
297	Hariyama	137

Haunter – Mankey			Mantine – Prinplup			Probopass – Stantler			Staraptor – Zubat		
No.	Pokémon	Gallery Page	No.	Pokémon	Gallery Page	No.	Pokémon	Gallery Page	No.	Pokémon	Gallery Page
093	Haunter	86	226	Mantine	119	476	Probopass	173	398	Staraptor	157
485	Heatran	177	458	Mantyke	169	054	Psyduck	76	397	Staravia	157
214	Heracross	116	179	Mareep	107	247	Pupitar	125	396	Starly	157
449	Hippopotas	167	183	Marill	108	432	Purugly	164	121	Starmie	92
450	Hippowdon	167	105	Marowak	89	195	Quagsire	111	120	Staryu	92
107	Hitmonchan	89	259	Marshomp	129	156	Quilava	102	208	Steelix	115
106	Hitmonlee	89	284	Masquerain	134	211	Qwilfish	115	434	Stunky	164
237	Hitmontop	121	303	Mawile	138	026	Raichu	69	185	Sudowoodo	109
430	Honchkrow	164	308	Medicham	139	243	Raikou	122	245	Suicune	124
250	Ho-Oh	126	307	Meditite	139	280	Ralts	133	192	Sunflora	111
163	Hoothoot	104	154	Meganium	102	409	Rampardos	159	191	Sunkern	110
187	Hoppip	109	052	Meowth	76	078	Rapidash	83	283	Surskit	134
116	Horsea	91	481	Mesprit	175	020	Raticate	68	333	Swablu	144
229	Houndoom	120	376	Metagross	152	019	Rattata	68	317	Swalot	141
228	Houndour	119	375	Metang	152	384	Rayquaza	154	260	Swampert	129
367	Huntail	150	011	Metapod	66	378	Regice	153	277	Swellow	133
097	Hypno	87	151	Mew	101	486	Regigigas	178	220	Swinub	117
174	Igglybuff	106	150	Mewtwo	100	377	Regirock	152	276	Tailow	133
314	Illumise	140	262	Mightyena	130	379	Registeel	153	114	Tangela	91
392	Infernape	156	350	Milotic	147	369	Relicanth	151	465	Tangrowth	171
002	Ivysaur	64	241	Miltank	122	223	Remoraid	118	128	Tauros	94
039	Jigglypuff	73	439	Mime Jr.	165	112	Rhydon	90	216	Teddiursa	117
385	Jirachi	154	312	Minun	140	111	Rhyhorn	90	072	Tentacool	81
135	Jolteon	95	200	Misdreavus	112	464	Rhyperior	170	073	Tentacruel	81
189	Jumpluff	110	429	Mismagius	164	447	Riolu	167	468	Togekiss	171
124	Jynx	93	146	Moltres	99	315	Roselia	140	175	Togepi	106
140	Kabuto	96	391	Monferno	156	407	Roserade	159	176	Togetic	107
141	Kabutops	97	414	Mothim	161	479	Rotom	174	255	Torchic	128
064	Kadabra	79	122	Mr. Mime	92	302	Sableye	138	324	Torkoal	142
014	Kakuna	67	258	Mudkip	129	373	Salamence	151	389	Torterra	155
115	Kangaskhan	91	089	Muk	85	027	Sandshrew	70	158	Totodile	103
352	Kecleon	147	446	Munchlax	167	028	Sandslash	70	454	Toxicroak	168
230	Kingdra	120	198	Murkrow	112	254	Sceptile	128	328	Trapinch	143
099	Kingler	88	177	Natu	107	212	Scizor	116	252	Treeco	128
281	Kirlia	134	034	Nidoking	71	123	Scyther	93	357	Tropius	148
109	Koffing	90	031	Nidoqueen	70	117	Seadra	92	387	Turtwig	155
098	Krabby	88	029	Nidoran♀	70	119	Seaking	92	157	Typhlosion	103
401	Kricketot	157	032	Nidoran♂	71	364	Sealeo	150	248	Tyranitar	125
402	Kricketune	158	030	Nidorina	70	273	Seedot	132	236	Tyrogue	121
382	Kyogre	153	033	Nidorino	71	086	Seel	85	197	Umbreon	112
305	Lairon	138	290	Nincada	136	161	Sentret	103	201	Unown	113
171	Lanturn	105	038	Ninetales	73	336	Seviper	144	217	Ursaring	117
131	Lapras	94	291	Ninjask	136	319	Sharpedo	141	480	Uxie	174
246	Larvitar	125	164	Noctowl	104	292	Shedinja	136	134	Vaporeon	95
380	Latias	153	299	Nosepass	137	372	Shelgon	151	049	Venomoth	75
381	Latios	153	322	Numel	142	090	Shellder	86	048	Venonat	75
470	Leafeon	172	274	Nuzleaf	132	422	Shellos	162	003	Venusaur	64
166	Ledian	104	224	Octillery	118	410	Shieldon	159	416	Vespiquen	161
165	Ledyba	104	043	Oddish	74	275	Shiftry	132	329	Vibrava	143
463	Lickilicky	170	138	Omanyte	96	403	Shinx	158	071	Victreebel	81
108	Lickitung	90	139	Omastar	96	285	Shroomish	134	288	Vigoroth	135
345	Lileep	146	095	Onix	87	213	Shuckle	116	045	Vileplume	74
264	Linoone	130	417	Pachirisu	161	353	Shuppet	147	313	Volbeat	140
271	Lombre	132	484	Palkia	177	266	Silcoon	131	100	Voltorb	88
428	Lopunny	163	046	Paras	75	227	Skarmory	119	037	Vulpix	72
270	Lotad	132	047	Parasect	75	188	Skiploom	109	320	Wailmer	141
294	Loudred	136	279	Pelipper	133	300	Skitty	137	321	Wailord	142
448	Lucario	167	053	Persian	76	451	Skorupi	167	365	Walrein	150
272	Ludicolo	132	231	Phanpy	120	435	Skuntank	165	008	Wartortle	66
249	Lugia	125	489	Phione	180	289	Slaking	135	461	Weavile	169
457	Lumineon	169	172	Pichu	106	287	Slakoth	135	013	Weedle	66
337	Lunatone	145	018	Pidgeot	67	080	Slowbro	83	070	Weepinbell	80
370	Luvdisc	151	017	Pidgeotto	67	199	Slowking	112	110	Weezing	90
404	Luxio	158	016	Pidgey	67	079	Slowpoke	83	340	Whiscash	145
405	Luxray	158	025	Pikachu	69	218	Slugma	117	293	Whismur	136
068	Machop	80	221	Piloswine	117	235	Smeargle	121	040	Wigglytuff	73
067	Machoke	80	204	Pinenco	114	238	Smoochum	121	278	Wingull	133
066	Machop	79	127	Pinsir	94	215	Sneasel	116	202	Wobbuffet	114
240	Magby	122	393	Piplup	156	143	Snorlax	97	194	Wooper	111
219	Magcargo	117	311	Plusle	140	361	Snorunt	149	413	Wormadam	160
129	Magikarp	94	186	Politoed	109	459	Snover	169	265	Wurmple	130
126	Magmar	94	060	Poliwhag	78	209	Snubbull	115	360	Wynaut	149
467	Magmortar	171	061	Poliwhirl	78	338	Solrock	145	178	Xatu	107
081	Magnemite	83	062	Poliwrath	78	021	Spearow	68	193	Yanma	111
082	Magnetron	84	077	Ponyta	82	363	Speal	150	469	Yanmega	171
462	Magnezone	170	261	Poochyena	130	167	Spinarak	104	335	Zangoose	144
296	Makuhita	137	137	Porygon	96	327	Spinda	143	145	Zapdos	99
473	Mamoswine	173	233	Porygon2	120	442	Spiritomb	166	263	Zigzagoon	130
490	Manaphy	180	474	Porygon-Z	173	325	Spoink	143	041	Zubat	73
310	Manectric	140	057	Primeape	77	007	Squirtle	65			
056	Mankey	77	394	Prinplup	156	234	Stantler	120			

001 Bulbasaur

Size: 2'04" Weight: 15.2 lbs. Type: Grass Poison



Ability:

Overgrow

Weaknesses:

Fire, Ice, Flying, Psychic

002 Ivysaur

Size: 3'03" Weight: 28.7 lbs. Type: Grass Poison



Ability:

Overgrow

Weaknesses:

Fire, Ice, Flying, Psychic

003 Venusaur

Size: 6'07" Weight: 220.5 lbs. Type: Grass Poison



Ability:

Overgrow

Weaknesses:

Fire, Ice, Flying, Psychic



004 Charmander

Size: 2'00" Weight: 18.7 lbs. Type: Fire



Ability:

Blaze

Weaknesses:

Water, Ground, Rock

005 Charmeleon

Size: 3'07" Weight: 41.9 lbs. Type: Fire



Ability:

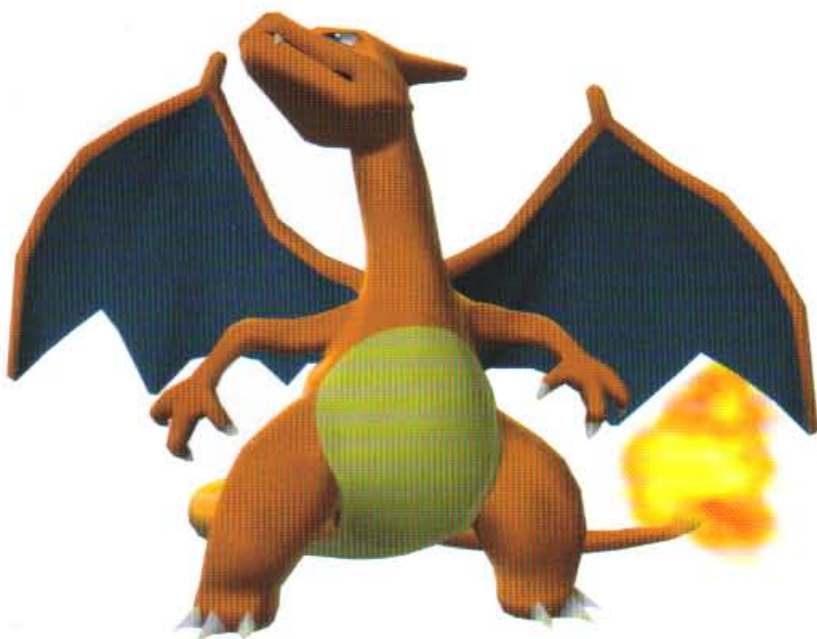
Blaze

Weaknesses:

Water, Ground, Rock

006 Charizard

Size: 5'07" Weight: 199.5 lbs. Type: Fire Flying



Ability:

Blaze

Weaknesses:

Water, Electric, Rock

007 Squirtle

Size: 1'08" Weight: 19.8 lbs. Type: Water



Ability:

Torrent

Weaknesses:

Electric, Grass

008 Wartortle

Size: 3'03" Weight: 49.6 lbs. Type: Water



Ability:

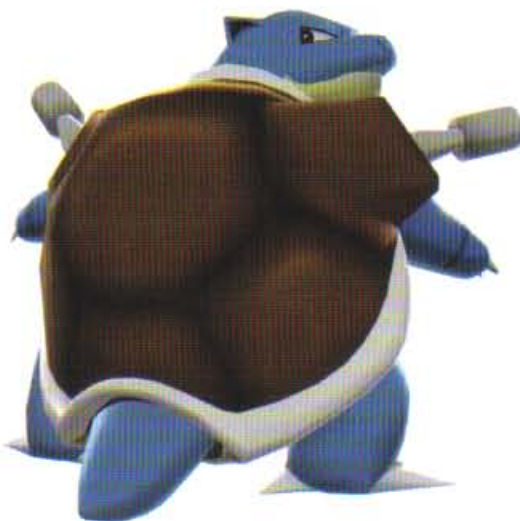
Torrent

Weaknesses:

Electric, Grass

009 Blastoise

Size: 5'03" Weight: 188.5 lbs. Type: Water



Ability:

Torrent

Weaknesses:

Electric, Grass

010 Caterpie

Size: 1'00" Weight: 6.4 lbs. Type: Bug



Ability:

Shield Dust

Weaknesses:

Fire, Flying, Rock

011 Metapod

Size: 2'04" Weight: 21.8 lbs. Type: Bug



Ability:

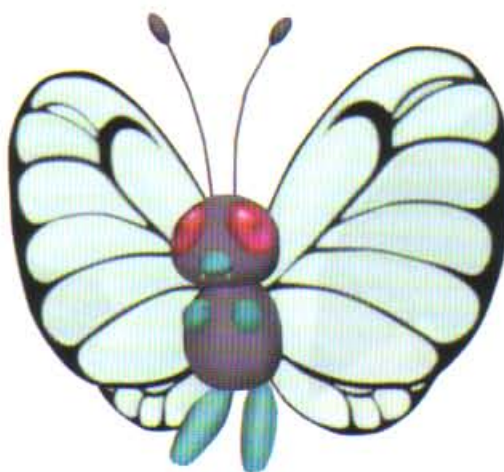
Shed Skin

Weaknesses:

Fire, Flying, Rock

012 Butterfree

Size: 3'07" Weight: 70.5 lbs. Type: Bug, Flying



Ability:

Compoundeyes

Weaknesses:

Fire, Electric, Ice, Flying, Rock

013 Weedle

Size: 1'00" Weight: 7.1 lbs. Type: Bug, Poison



Ability:

Shield Dust

Weaknesses:

Fire, Flying, Psychic, Rock

014 Kakuna
 Size: 2'00" Weight: 22.0 lbs. Type: Bug Poison



Ability:
 Shed Skin
Weaknesses:
 Fire, Flying, Psychic, Rock

015 Beedrill
 Size: 3'03" Weight: 65.0 lbs. Type: Bug Poison



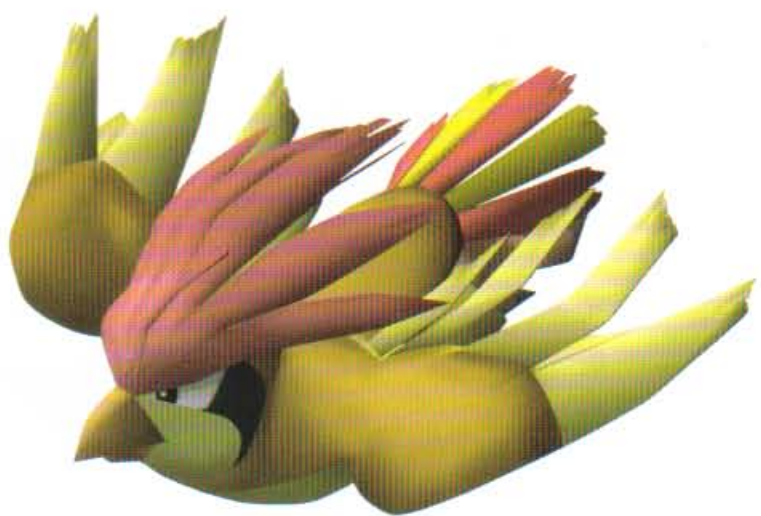
Ability:
 Swarm
Weaknesses:
 Fire, Flying, Psychic, Rock

016 Pidgey
 Size: 1'00" Weight: 4.0 lbs. Type: Normal Flying



Abilities:
 Keen Eye, Tangled Feet
Weaknesses:
 Electric, Ice, Rock

017 Pidgeotto
 Size: 3'07" Weight: 66.1 lbs. Type: Normal Flying



Abilities:
 Keen Eye, Tangled Feet
Weaknesses:
 Electric, Ice, Rock

018 Pidgeot
 Size: 4'11" Weight: 87.1 lbs. Type: Normal Flying



Abilities:
 Keen Eye, Tangled Feet
Weaknesses:
 Electric, Ice, Rock

019 Rattata

Size: 1'00" Weight: 7.7 lbs. Type: Normal



Abilities:

Run Away, Guts

Weakness:

Fighting

020 Raticate

Size: 2'04" Weight: 40.8 lbs. Type: Normal



Abilities:

Run Away, Guts

Weakness:

Fighting

021 Spearow

Size: 1'00" Weight: 4.4 lbs. Type: Normal Flying



Ability:

Keen Eye

Weaknesses:

Electric, Ice, Rock

022 Fearow

Size: 3'11" Weight: 83.8 lbs. Type: Normal Flying



Ability:

Keen Eye

Weaknesses:

Electric, Ice, Rock

023 Ekans

Size: 6'07" Weight: 15.2 lbs. Type: Poison



Abilities:

Intimidate, Shed Skin

Weaknesses:

Ground, Psychic

024 Arbok

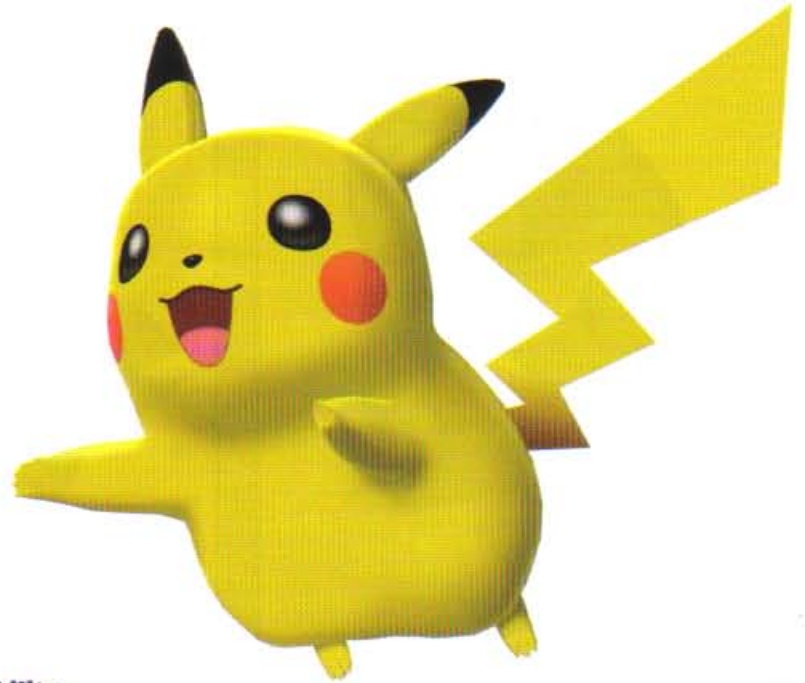
Size: 11'06" Weight: 143.3 lbs. Type: **Poison**



Abilities:
Intimidate, Shed Skin
Weaknesses:
Ground, Psychic

025 Pikachu

Size: 1'04" Weight: 13.2 lbs. Type: **Electric**



Ability:
Static
Weakness:
Ground

026 Raichu

Size: 2'07" Weight: 66.1 lbs. Type: **Electric**



Ability:
Static
Weakness:
Ground



027 Sandshrew

Size: 2'00" Weight: 26.5 lbs. Type: Ground



Ability:

Sand Veil

Weaknesses:

Water, Grass, Ice

028 Sandslash

Size: 3'03" Weight: 65.0 lbs. Type: Ground



Ability:

Sand Veil

Weaknesses:

Water, Grass, Ice

029 Nidoran♀

Size: 1'04" Weight: 15.4 lbs. Type: Poison



Abilities:

Poison Point, Rivalry

Weaknesses:

Ground, Psychic

030 Nidorina

Size: 2'07" Weight: 44.1 lbs. Type: Poison



Abilities:

Poison Point, Rivalry

Weaknesses:

Ground, Psychic

031 Nidoqueen

Size: 4'03" Weight: 132.3 lbs. Type: Poison Ground



Abilities:

Poison Point,
Rivalry

Weaknesses:

Water, Ice,
Ground, Psychic

032 Nidoran♂

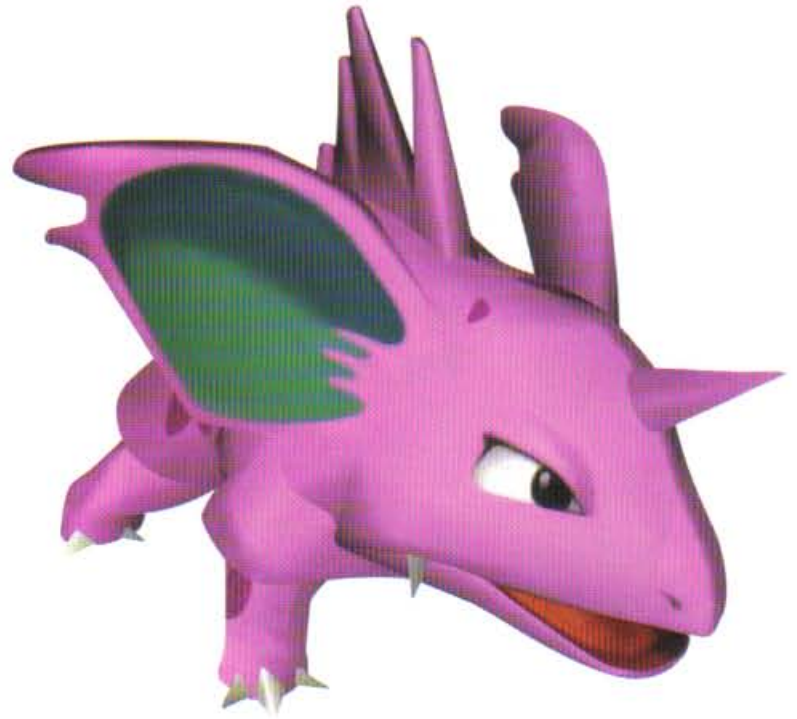
Size: 1'08" Weight: 19.8 lbs. Type: Poison



Abilities:
Poison Point, Rivalry
Weaknesses:
Ground, Psychic

033 Nidorino

Size: 2'11" Weight: 43.0 lbs. Type: Poison



Abilities:
Poison Point, Rivalry
Weaknesses:
Ground, Psychic

034 Nidoking

Size: 4'07" Weight: 136.7 lbs. Type: Poison Ground



Abilities:
Poison Point, Rivalry
Weaknesses:
Water, Ice,
Ground, Psychic



035 Clefairy

Size: 2'00" Weight: 16.5 lbs. Type: Normal



Abilities:

Cute Charm, Magic Guard

Weakness:

Fighting

036 Clefable

Size: 4'03" Weight: 88.2 lbs. Type: Normal



Abilities:

Cute Charm, Magic Guard

Weakness:

Fighting

037 Vulpix

Size: 2'00" Weight: 21.8 lbs. Type: Fire

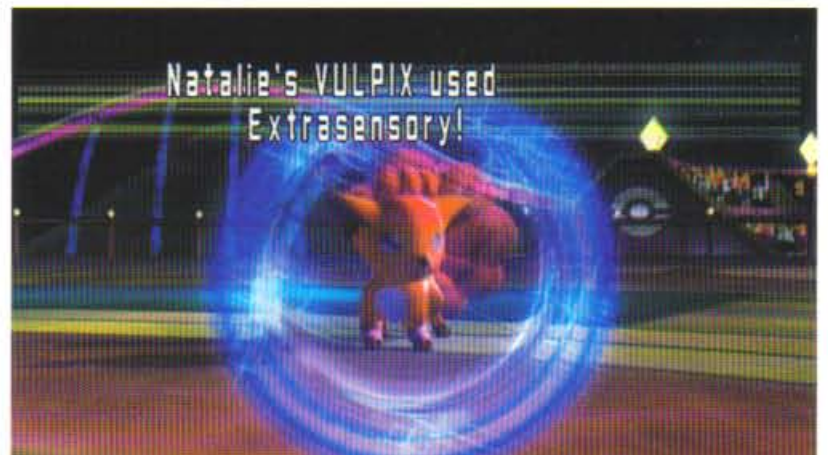


Ability:

Flash Fire

Weaknesses:

Water, Ground, Rock



038 Ninetales

Size: 3'07" Weight: 43.9 lbs. Type: Fire



Ability:
Flash Fire
Weaknesses:
Water, Ground, Rock

039 Jigglypuff

Size: 1'08" Weight: 12.1 lbs. Type: Normal



Ability:
Cute Charm
Weakness:
Fighting

040 Wigglytuff

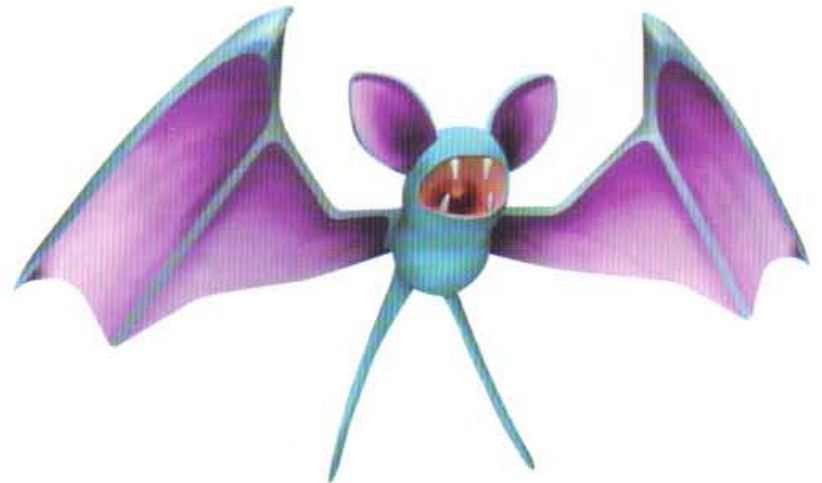
Size: 3'03" Weight: 26.5 lbs. Type: Normal



Ability:
Cute Charm
Weakness:
Fighting

041 Zubat

Size: 2'07" Weight: 16.5 lbs. Type: Poison Flying



Ability:
Inner Focus
Weaknesses:
Electric, Ice, Psychic, Rock

042 Golbat

Size: 5'03" Weight: 121.3 lbs. Type: Poison Flying



Ability:

Inner Focus

Weaknesses:

Electric, Ice,
Psychic, Rock

043 Oddish

Size: 1'08" Weight: 11.9 lbs. Type: Grass Poison



Ability:

Chlorophyll

Weaknesses:

Fire, Ice,
Flying, Psychic

044 Gloom

Size: 2'07" Weight: 19.0 lbs. Type: Grass Poison



Ability:

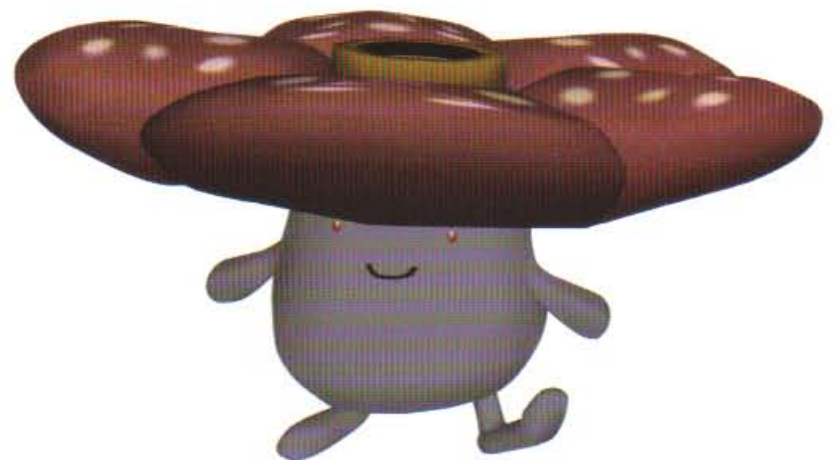
Chlorophyll

Weaknesses:

Fire, Ice,
Flying, Psychic

045 Vileplume

Size: 3'11" Weight: 41.0 lbs. Type: Grass Poison



Ability:

Chlorophyll

Weaknesses:

Fire, Ice,
Flying, Psychic

046 Paras

Size: 1'00" Weight: 11.9 lbs. Type: Bug Grass



Abilities:

Effect Spore, Dry Skin

Weaknesses:

Fire, Ice, Poison,
Flying, Bug, Rock

047 Parasect

Size: 3'03" Weight: 65.0 lbs. Type: Bug Grass



Abilities:

Effect Spore, Dry Skin

Weaknesses:

Fire, Ice, Poison,
Flying, Bug, Rock

048 Venonat

Size: 3'03" Weight: 66.1 lbs. Type: Bug Poison



Abilities:

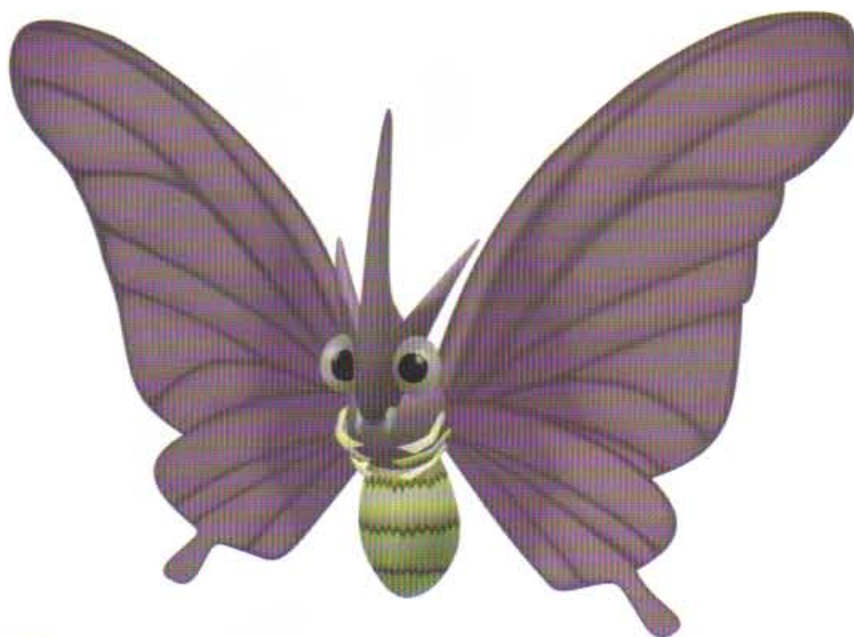
Compoundeyes, Tinted Lens

Weaknesses:

Fire, Flying,
Psychic, Rock

049 Venomoth

Size: 4'11" Weight: 27.6 lbs. Type: Bug Poison

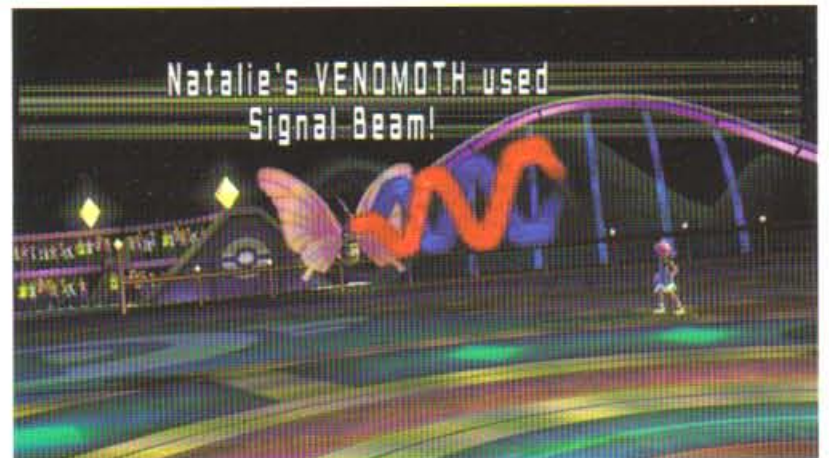


Abilities:

Shield Dust, Tinted Lens

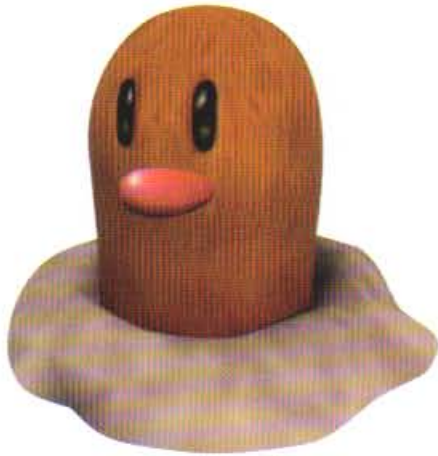
Weaknesses:

Fire, Flying,
Psychic, Rock



050 Diglett

Size: 0'08" Weight: 1.8 lbs. Type: Ground



Abilities:

Sand Veil, Arena Trap

Weaknesses:

Water, Grass, Ice

051 Dugtrio

Size: 2'04" Weight: 73.4 lbs. Type: Ground



Abilities:

Sand Veil, Arena Trap

Weaknesses:

Water, Grass, Ice

052 Meowth

Size: 1'04" Weight: 9.3 lbs. Type: Normal



Abilities:

Pickup, Technician

Weakness:

Fighting

053 Persian

Size: 3'03" Weight: 70.5 lbs. Type: Normal



Abilities:

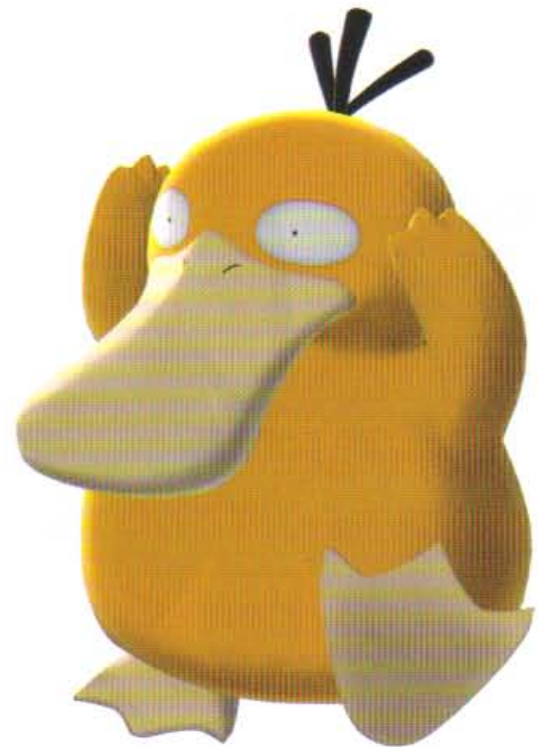
Limber, Technician

Weakness:

Fighting

054 Psyduck

Size: 2'07" Weight: 43.2 lbs. Type: Water



Abilities:

Damp, Cloud Nine

Weaknesses:

Electric, Grass

055 Golduck

Size: 5'07" Weight: 168.9 lbs. Type: Water



Abilities:

Damp, Cloud Nine

Weaknesses:

Electric, Grass

056 Mankey

Size: 1'08" Weight: 61.7 lbs. Type: Fighting



Abilities:

Vital Spirit, Anger Point

Weaknesses:

Flying, Psychic

057 Primeape

Size: 3'03" Weight: 70.5 lbs. Type: Fighting



Abilities:

Vital Spirit, Anger Point

Weaknesses:

Flying, Psychic

058 Growlithe

Size: 2'04" Weight: 41.9 lbs. Type: Fire



Abilities:

Intimidate, Flash Fire

Weaknesses:

Water, Ground, Rock

059 Arcanine

Size: 6'03" Weight: 341.7 lbs. Type: Fire

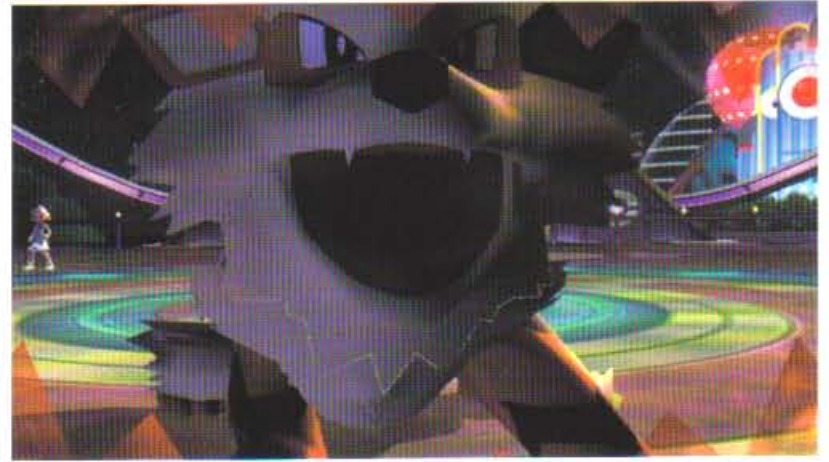


Abilities:

Intimidate, Flash Fire

Weaknesses:

Water, Ground, Rock



060 Poliwhag

Size: 2'00" Weight: 27.3 lbs. Type: Water



Abilities:

Water Absorb, Damp

Weaknesses:

Electric, Grass

061 Poliwhirl

Size: 3'03" Weight: 44.1 lbs. Type: Water



Abilities:

Water Absorb, Damp

Weaknesses:

Electric, Grass

062 Poliwrath

Size: 4'03" Weight: 119.0 lbs. Type: Water Fighting



Abilities:

Water Absorb, Damp

Weaknesses:

Electric, Grass,
Flying, Psychic

063 Abra

Size: 2'11" Weight: 43.0 lbs. Type: **Psychic**



Abilities:

Synchronize, Inner Focus

Weaknesses:

Bug, Ghost, Dark

064 Kadabra

Size: 4'03" Weight: 124.6 lbs. Type: **Psychic**



Abilities:

Synchronize, Inner Focus

Weaknesses:

Bug, Ghost, Dark

065 Alakazam

Size: 4'11" Weight: 105.8 lbs. Type: **Psychic**



Abilities:

Synchronize, Inner Focus

Weaknesses:

Bug, Ghost, Dark

066 Machop

Size: 2'07" Weight: 43.0 lbs. Type: **Fighting**



Abilities:

Guts, No Guard

Weaknesses:

Flying, Psychic

067 Machoke

Size: 4'11" Weight: 155.4 lbs. Type: Fighting



Abilities:

Guts, No Guard

Weaknesses:

Flying, Psychic

068 Machop

Size: 5'03" Weight: 286.6 lbs. Type: Fighting



Abilities:

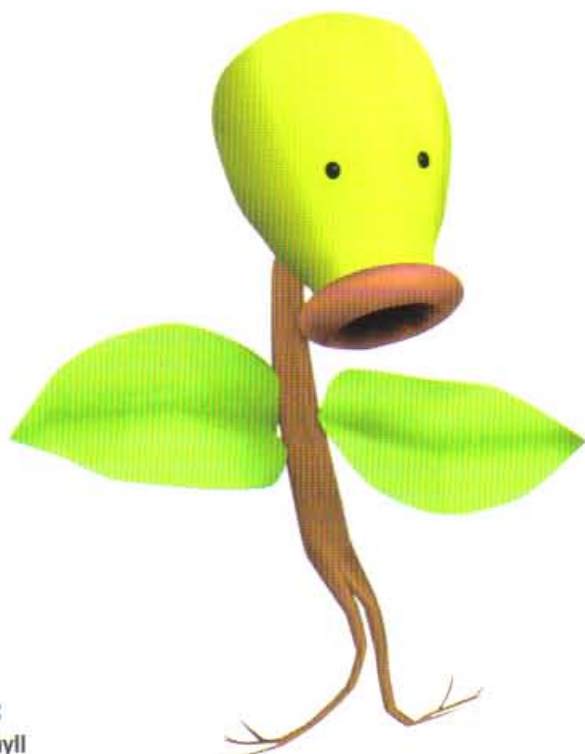
Guts, No Guard

Weaknesses:

Flying, Psychic

069 Bellsprout

Size: 2'04" Weight: 8.8 lbs. Type: Grass Poison



Ability:

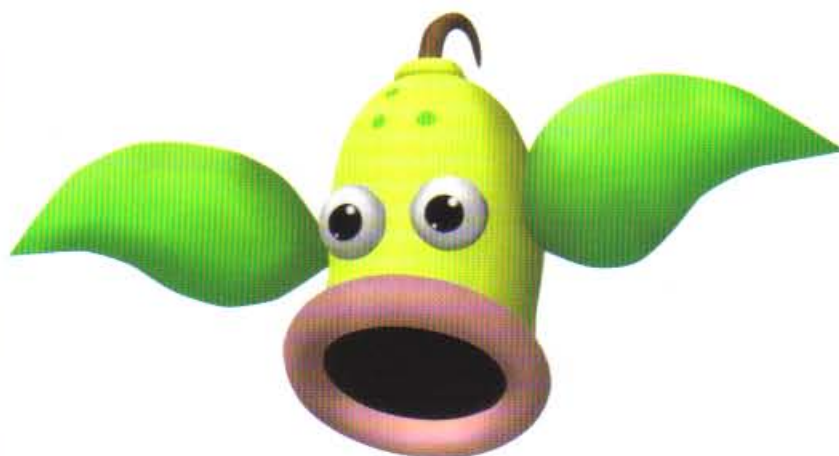
Chlorophyll

Weaknesses:

Fire, Ice,
Flying, Psychic

070 Weepinbell

Size: 3'03" Weight: 14.1 lbs. Type: Grass Poison



Ability:

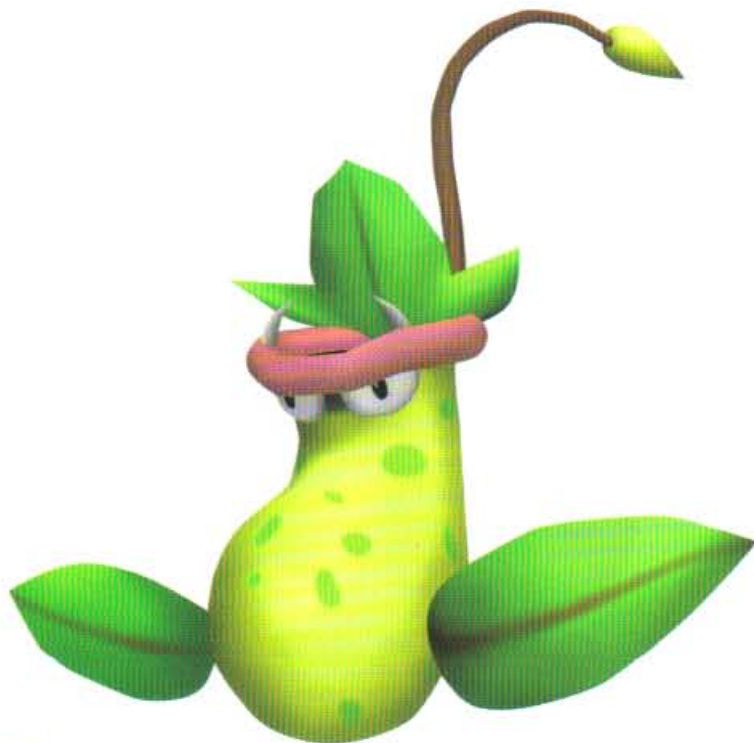
Chlorophyll

Weaknesses:

Fire, Ice,
Flying, Psychic

071 Victreebel

Size: 5'07" Weight: 34.2 lbs. Type: Grass Poison



Ability:

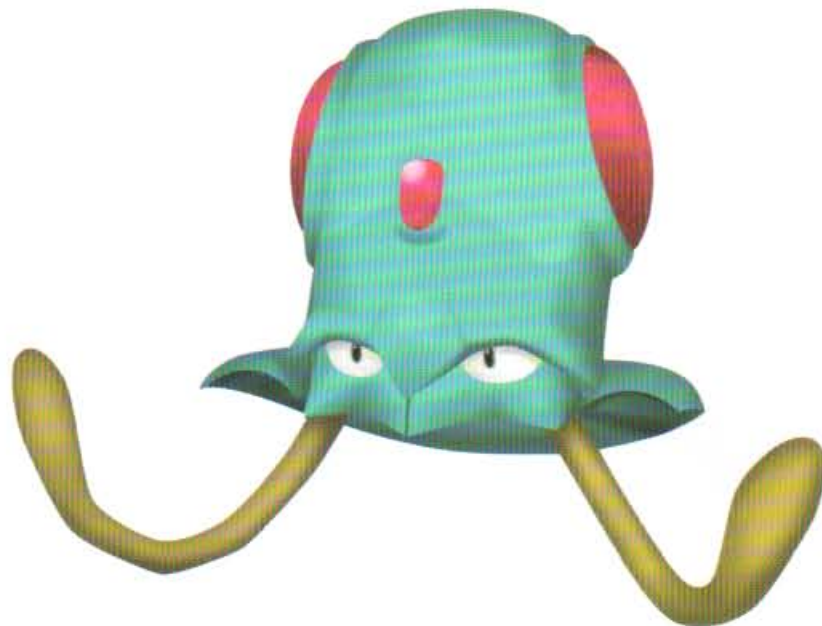
Chlorophyll

Weaknesses:

Fire, Ice, Flying, Psychic

072 Tentacool

Size: 2'11" Weight: 100.3 lbs. Type: Water Poison



Abilities:

Clear Body, Liquid Ooze

Weaknesses:

Electric, Ground, Psychic

073 Tentacruel

Size: 5'03" Weight: 121.3 lbs. Type: Water Poison



Abilities:

Clear Body, Liquid Ooze

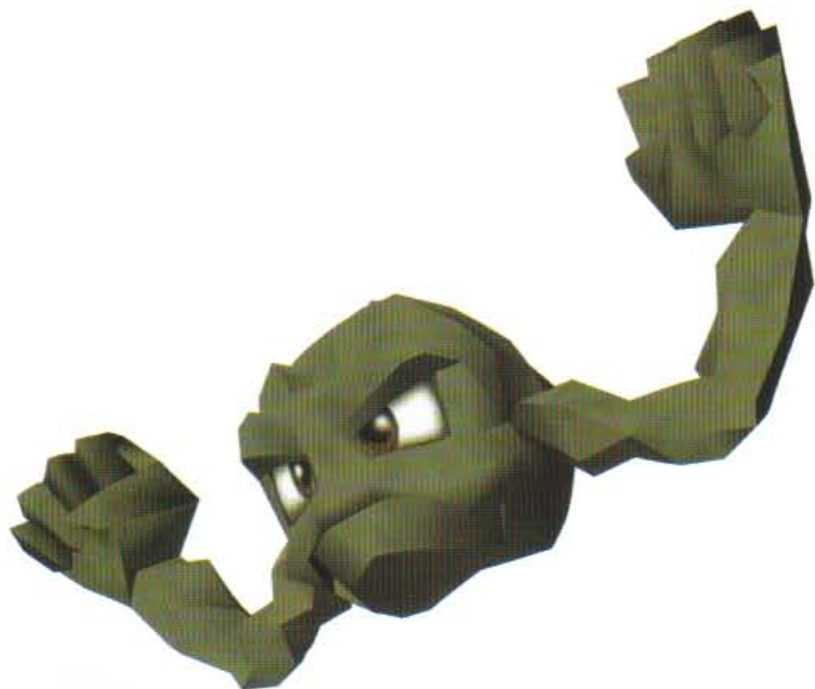
Weaknesses:

Electric, Ground, Psychic



074 Geodude

Size: 1'04" Weight: 44.1 lbs. Type: Rock Ground



Abilities:

Rock Head, Sturdy

Weaknesses:

Water, Grass, Ice,
Fighting, Ground, Steel

075 Graveler

Size: 3'03" Weight: 231.5 lbs. Type: Rock Ground



Abilities:

Rock Head, Sturdy

Weaknesses:

Water, Grass, Ice,
Fighting, Ground, Steel

076 Golem

Size: 4'07" Weight: 661.4 lbs. Type: Rock Ground



Abilities:

Rock Head, Sturdy

Weaknesses:

Water, Grass, Ice,
Fighting, Ground, Steel

077 Ponyta

Size: 3'03" Weight: 66.1 lbs. Type: Fire



Abilities:

Run Away, Flash Fire

Weaknesses:

Water, Ground, Rock

078 Rapidash

Size: 5'07" Weight: 209.4 lbs. Type: **Fire**



Abilities:
Run Away, Flash Fire
Weaknesses:
Water, Ground, Rock



079 Slowpoke

Size: 3'11" Weight: 79.4 lbs. Type: **Water** **Psychic**



Abilities:
Oblivious, Own Tempo
Weaknesses:
Electric, Grass, Bug, Ghost, Dark

080 Slowbro

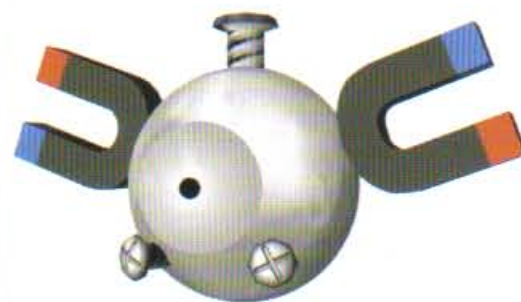
Size: 5'03" Weight: 173.1 lbs. Type: **Water** **Psychic**



Abilities:
Oblivious, Own Tempo
Weaknesses:
Electric, Grass, Bug, Ghost, Dark

081 Magnemite

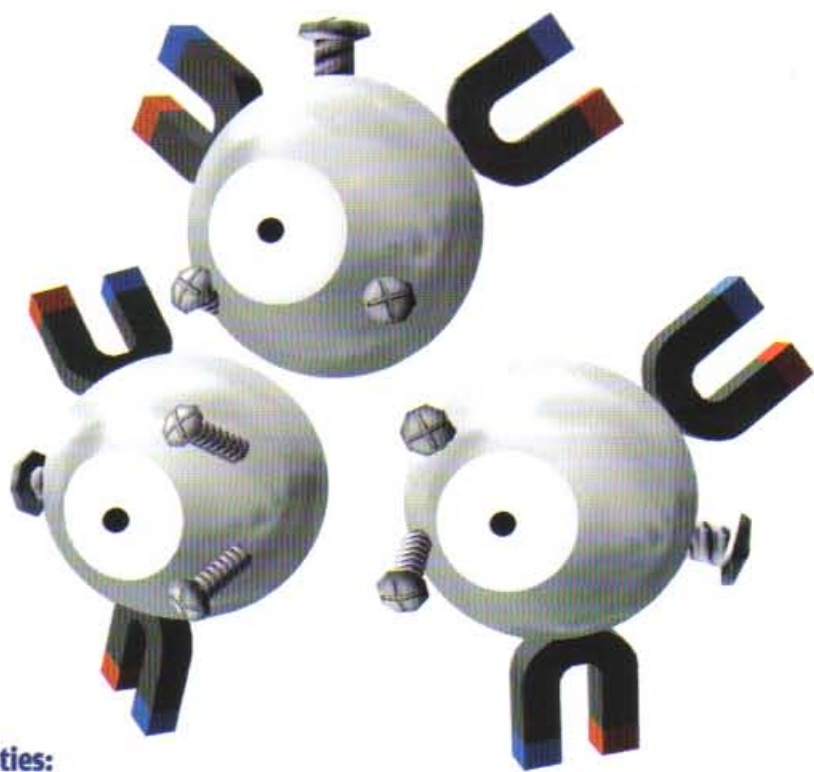
Size: 1'00" Weight: 13.2 lbs. Type: **Electric** **Steel**



Abilities:
Magnet Pull, Sturdy
Weaknesses:
Fire, Fighting, Ground

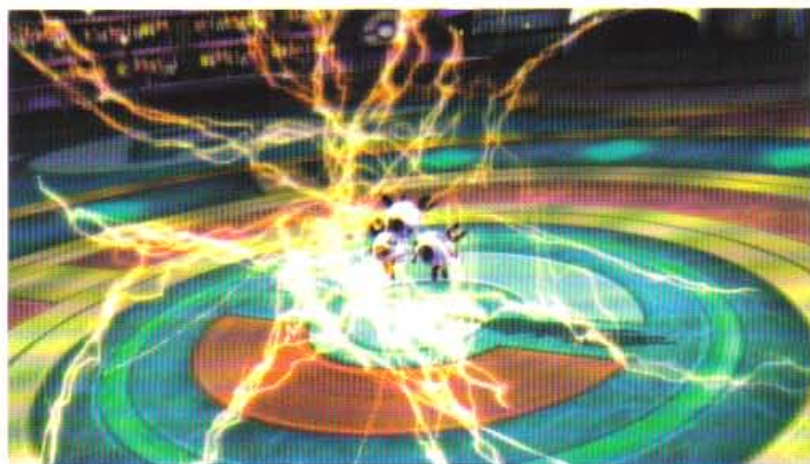
082 Magneton

Size: 3'03" Weight: 132.3 lbs. Type: Electric Steel



Abilities:
Magnet Pull, Sturdy

Weaknesses:
Fire, Fighting, Ground



083 Farfetch'd

Size: 2'07" Weight: 33.1 lbs. Type: Normal Flying

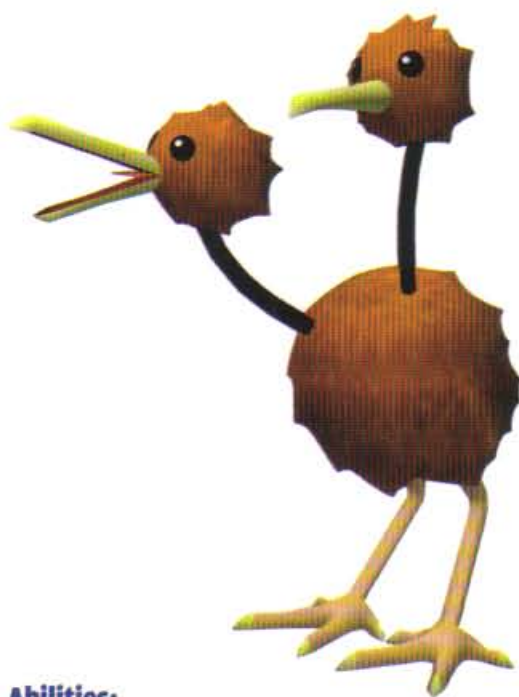


Abilities:
Keen Eye, Inner Focus

Weaknesses:
Electric, Ice, Rock

084 Doduo

Size: 4'07" Weight: 86.4 lbs. Type: Normal Flying



Abilities:
Run Away, Early Bird

Weaknesses:
Electric, Ice, Rock

085 Dodrio

Size: 5'11" Weight: 187.8 lbs. Type: Normal Flying

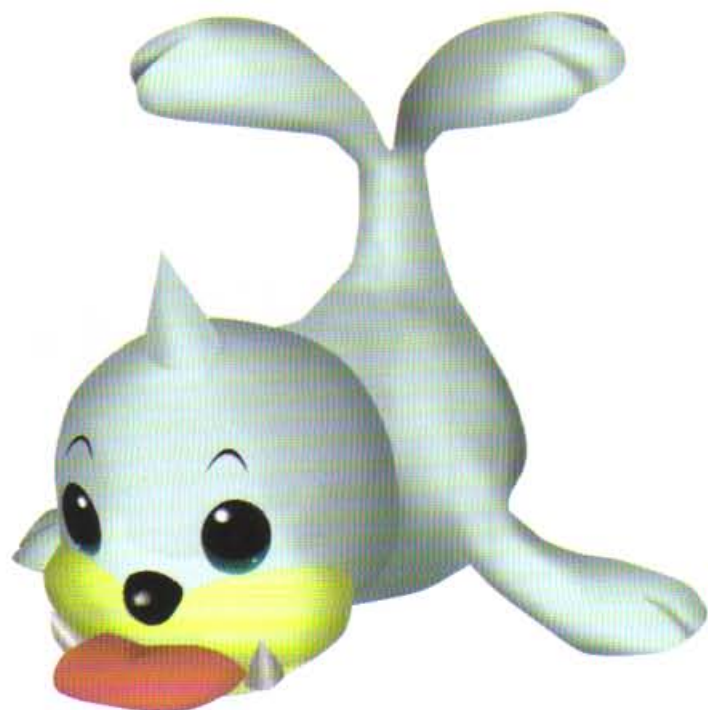


Abilities:
Run Away, Early Bird

Weaknesses:
Electric, Ice, Rock

086 Seel

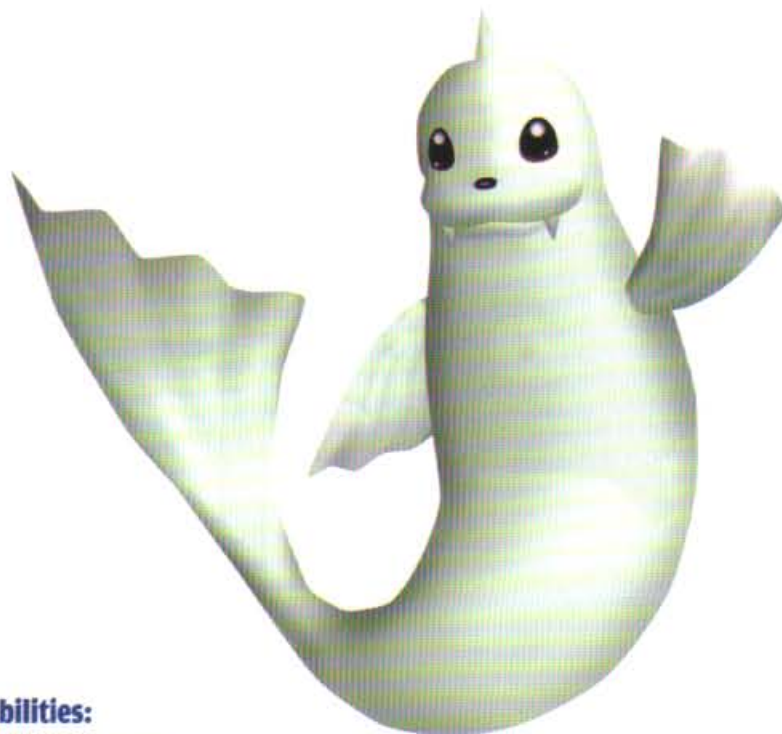
Size: 3'07" Weight: 198.4 lbs. Type: Water



Abilities:
Thick Fat, Hydration
Weaknesses:
Electric, Grass

087 Dewgong

Size: 5'07" Weight: 264.6 lbs. Type: Water Ice



Abilities:
Thick Fat, Hydration
Weaknesses:
Electric, Grass, Fighting, Rock

088 Grimer

Size: 2'11" Weight: 66.1 lbs. Type: Poison



Abilities:
Stench, Sticky Hold
Weaknesses:
Ground, Psychic

089 Muk

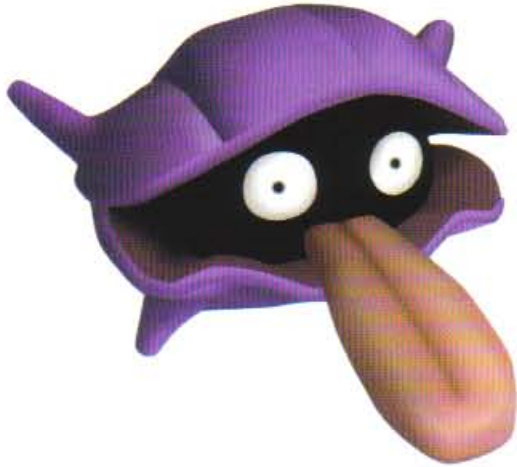
Size: 3'11" Weight: 66.1 lbs. Type: Poison



Abilities:
Stench, Sticky Hold
Weaknesses:
Ground, Psychic

090 Shellder

Size: 1'00" Weight: 8.8 lbs. Type: Water



Abilities:
Shell Armor, Skill Link

Weaknesses:
Electric, Grass

091 Cloyster

Size: 4'11" Weight: 292.1 lbs. Type: Water Ice



Abilities:
Shell Armor, Skill Link

Weaknesses:
Electric, Grass,
Fighting, Rock

092 Gastly

Size: 4'03" Weight: 0.2 lbs. Type: Ghost Poison



Ability:
Levitate

Weaknesses:
Psychic, Ghost, Dark

093 Haunter

Size: 5'03" Weight: 0.2 lbs. Type: Ghost Poison



Ability:
Levitate

Weaknesses:
Psychic, Ghost, Dark

094 Gengar

Size: 4'11" Weight: 89.3 lbs. Type: Ghost Poison



Ability:
Levitate

Weaknesses:
Psychic, Ghost, Dark

095 Onix

Size: 28'10" Weight: 463.0 lbs. Type: Rock Ground



Abilities:

Rock Head, Sturdy

Weaknesses:

Water, Grass, Ice, Fighting, Ground, Steel

096 Drowzee

Size: 3'03" Weight: 71.4 lbs. Type: Psychic



Abilities:

Insomnia, Forewarn

Weaknesses:

Bug, Ghost, Dark

097 Hypno

Size: 5'03" Weight: 166.7 lbs. Type: Psychic



Abilities:

Insomnia, Forewarn

Weaknesses:

Bug, Ghost, Dark



098 Krabby

Size: 1'04" Weight: 14.3 lbs. Type: Water



Abilities:

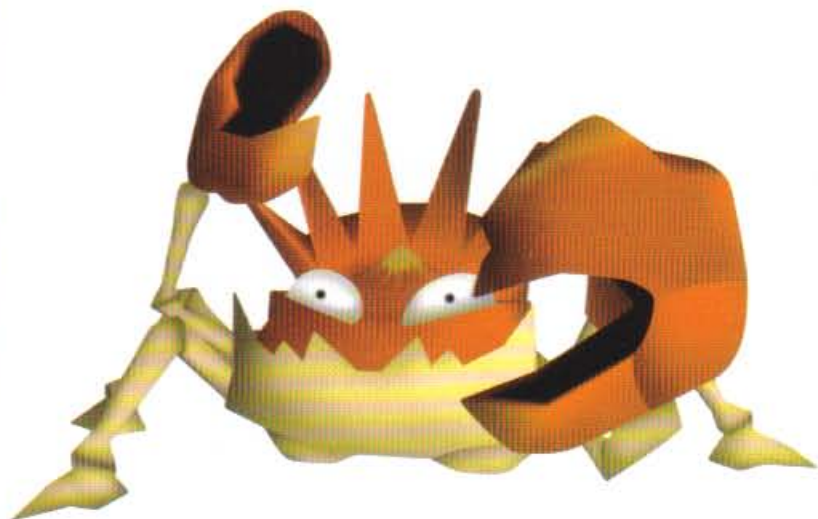
Hyper Cutter, Shell Armor

Weaknesses:

Electric, Grass

099 Kingler

Size: 4'03" Weight: 132.3 lbs. Type: Water



Abilities:

Hyper Cutter, Shell Armor

Weaknesses:

Electric, Grass

100 Voltorb

Size: 1'08" Weight: 22.9 lbs. Type: Electric



Abilities:

Soundproof, Static

Weakness:

Ground

101 Electrode

Size: 3'11" Weight: 146.8 lbs. Type: Electric



Abilities:

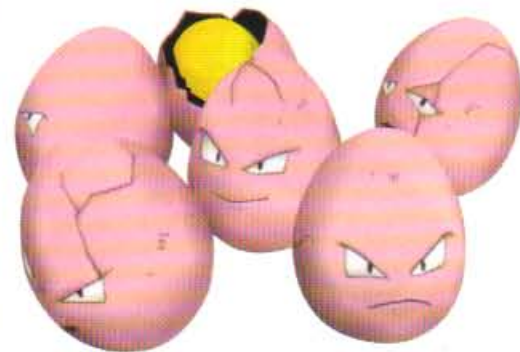
Soundproof, Static

Weakness:

Ground

102 Exeggcute

Size: 1'04" Weight: 5.5 lbs. Type: Grass Psychic



Ability:

Chlorophyll

Weaknesses:

Fire, Ice, Poison, Flying,
Bug, Psychic, Dark

103 Exeggutor

Size: 6'07" Weight: 264.6 lbs. Type: Grass Psychic



Ability:

Chlorophyll

Weaknesses:

Fire, Ice, Poison, Flying, Bug, Psychic, Dark

104 Cubone

Size: 1'04" Weight: 14.3 lbs. Type: Ground



Abilities:

Rock Head, Lightningrod

Weaknesses:

Water, Grass, Ice

105 Marowak

Size: 3'03" Weight: 99.2 lbs. Type: Ground



Abilities:

Rock Head, Lightningrod

Weaknesses:

Water, Grass, Ice

106 Hitmonlee

Size: 4'11" Weight: 109.8 lbs. Type: Fighting



Abilities:

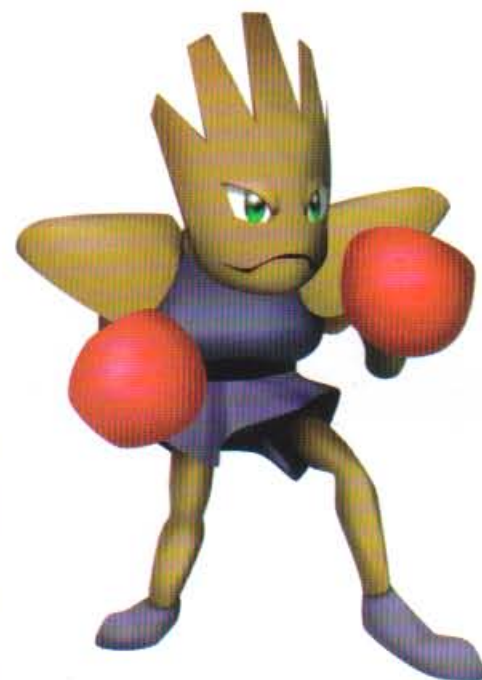
Limber, Reckless

Weaknesses:

Flying, Psychic

107 Hitmonchan

Size: 4'07" Weight: 110.7 lbs. Type: Fighting



Abilities:

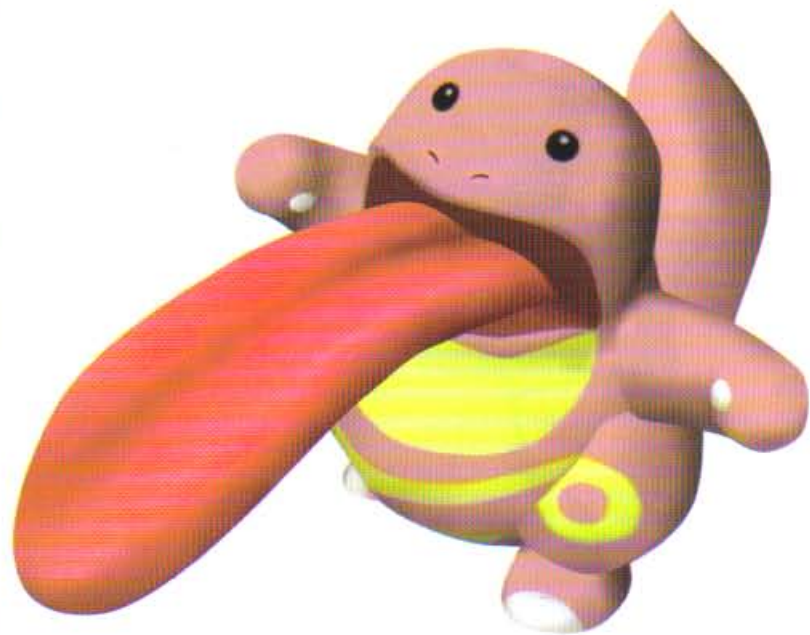
Keen Eye, Iron Fist

Weaknesses:

Flying, Psychic

108 Lickitung

Size: 3'11" Weight: 144.4 lbs. Type: Normal



Abilities:

Own Tempo, Oblivious

Weakness:

Fighting

109 Koffing

Size: 2'00" Weight: 2.2 lbs. Type: Poison



Ability:

Levitate

Weakness:

Psychic

110 Weezing

Size: 3'11" Weight: 20.9 lbs. Type: Poison



Ability:

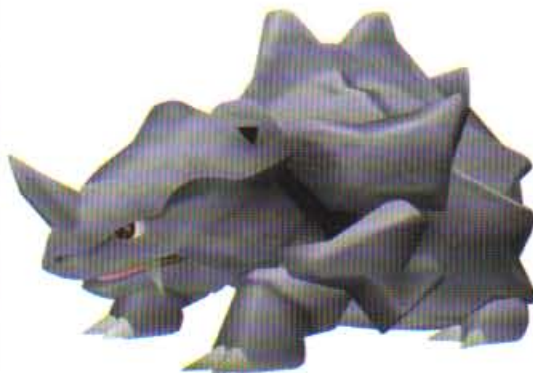
Levitate

Weakness:

Psychic

111 Rhyhorn

Size: 3'03" Weight: 253.5 lbs. Type: Ground Rock



Abilities:

Lightningrod, Rock Head

Weaknesses:

Water, Grass, Ice,
Fighting, Ground, Steel

112 Rhydon

Size: 6'03" Weight: 264.6 lbs. Type: Ground Rock



Abilities:

Lightningrod, Rock Head

Weaknesses:

Water, Grass, Ice,
Fighting, Ground, Steel

113 Chansey

Size: 3'07" Weight: 76.3 lbs. Type: Normal



Abilities:

Natural Cure, Serene Grace

Weakness:

Fighting

114 Tangela

Size: 3'03" Weight: 77.2 lbs. Type: Grass



Abilities:

Chlorophyll, Leaf Guard

Weaknesses:

Fire, Ice, Poison, Flying, Bug

115 Kangaskhan

Size: 7'03" Weight: 176.4 lbs. Type: Normal



Abilities:

Early Bird, Scrappy

Weakness:

Fighting

116 Horsea

Size: 1'04" Weight: 17.6 lbs. Type: Water



Abilities:

Swift Swim, Sniper

Weaknesses:

Electric, Grass

117 Seadra

Size: 3'11" Weight: 55.1 lbs. Type: Water



Abilities:

Poison Point, Sniper

Weaknesses:

Electric, Grass

118 Goldeen

Size: 2'00" Weight: 33.1 lbs. Type: Water



Abilities:

Swift Swim, Water Veil

Weaknesses:

Electric, Grass

119 Seaking

Size: 4'03" Weight: 86.0 lbs. Type: Water



Abilities:

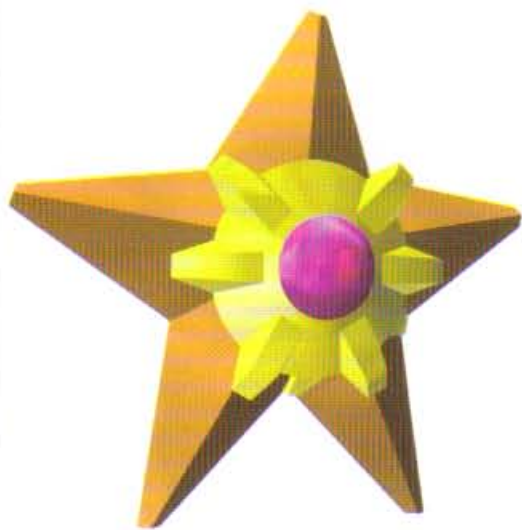
Swift Swim, Water Veil

Weaknesses:

Electric, Grass

120 Staryu

Size: 2'07" Weight: 76.1 lbs. Type: Water



Abilities:

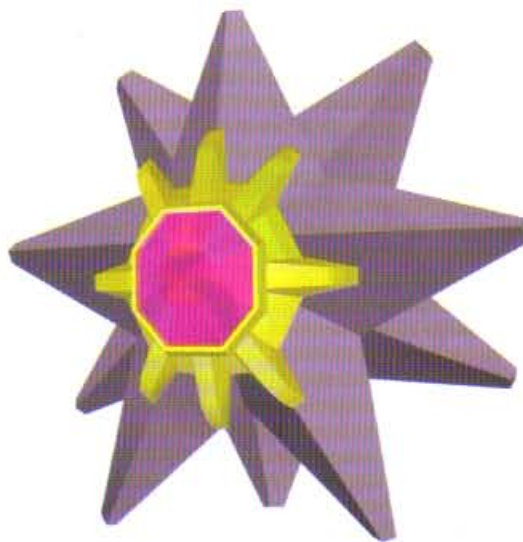
Illuminate, Natural Cure

Weaknesses:

Electric, Grass

121 Starmie

Size: 3'07" Weight: 176.4 lbs. Type: Water Psychic



Abilities:

Illuminate, Natural Cure

Weaknesses:

Electric, Grass, Bug,
Ghost, Dark

122 Mr. Mime

Size: 4'03" Weight: 120.1 lbs. Type: Psychic



Abilities:

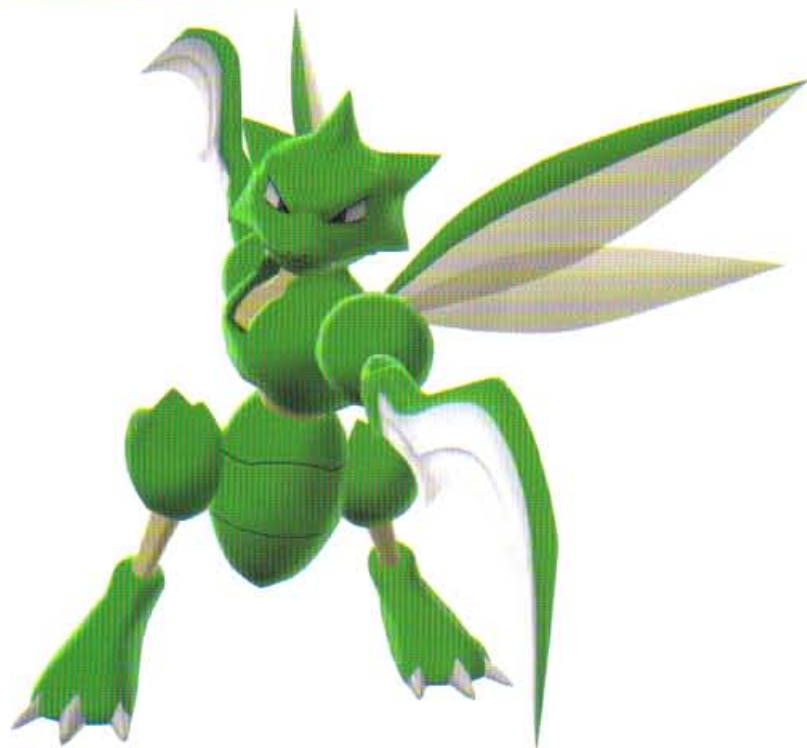
Soundproof, Filter

Weaknesses:

Bug, Ghost, Dark

123 Scyther

Size: 4'11" Weight: 123.5 lbs. Type: Bug Flying



Abilities:
Swarm, Technician
Weaknesses:
Fire, Electric, Ice, Flying, Rock

124 Jynx

Size: 4'07" Weight: 89.5 lbs. Type: Ice Psychic



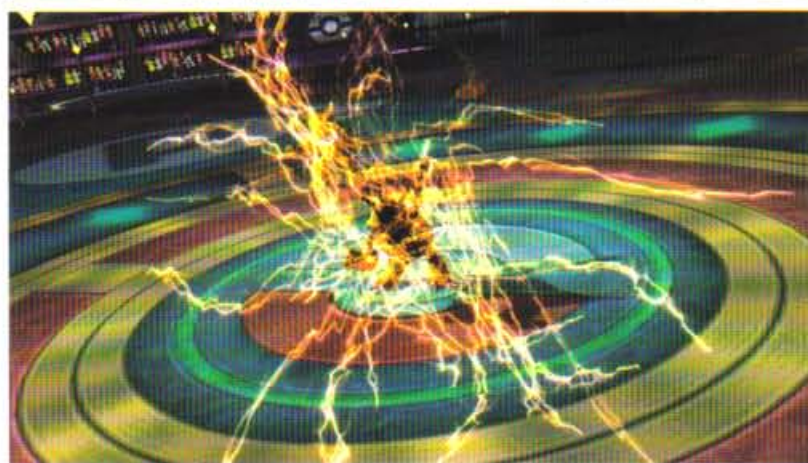
Abilities:
Oblivious, Forewarn
Weaknesses:
Fire, Bug, Rock, Ghost, Dark, Steel

125 Electabuzz

Size: 3'07" Weight: 66.1 lbs. Type: Electric



Ability:
Static
Weakness:
Ground



126 Magmar

Size: 4'03" Weight: 98.1 lbs. Type: Fire



Ability:

Flame Body

Weaknesses:

Water, Ground, Rock

127 Pinsir

Size: 4'11" Weight: 121.3 lbs. Type: Bug



Abilities:

Hyper Cutter, Mold Breaker

Weaknesses:

Fire, Flying, Rock

128 Tauros

Size: 4'07" Weight: 194.9 lbs. Type: Normal



Abilities:

Intimidate, Anger Point

Weakness:

Fighting

129 Magikarp

Size: 2'11" Weight: 22.0 lbs. Type: Water



Ability:

Swift Swim

Weaknesses:

Electric, Grass

130 Gyarados

Size: 21'04" Weight: 518.1 lbs. Type: Water Flying



Ability:

Intimidate

Weaknesses:

Electric, Rock

131 Lapras

Size: 8'02" Weight: 485.0 lbs. Type: Water Ice



Abilities:

Water Absorb, Shell Armor

Weaknesses:

Electric, Grass, Fighting, Rock

132 Ditto

Size: 1'00" Weight: 8.8 lbs. Type: Normal



Ability:

Limber

Weakness:

Fighting

133 Eevee

Size: 1'00" Weight: 14.3 lbs. Type: Normal



Abilities:

Run Away, Adaptability

Weakness:

Fighting

134 Vaporeon

Size: 3'03" Weight: 63.9 lbs. Type: Water



Ability:

Water Absorb

Weaknesses:

Electric, Grass

135 Jolteon

Size: 2'07" Weight: 54.0 lbs. Type: Electric



Ability:

Volt Absorb

Weakness:

Ground

136 Flareon

Size: 2'11" Weight: 55.1 lbs. Type: Fire



Ability:

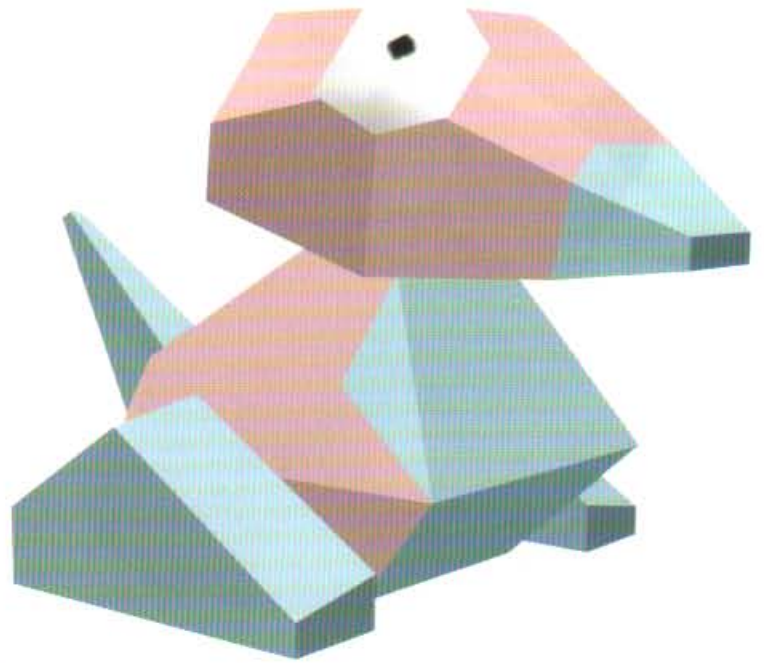
Flash Fire

Weaknesses:

Water, Ground, Rock

137 Porygon

Size: 2'07" Weight: 80.5 lbs. Type: Normal



Abilities:

Trace, Download

Weakness:

Fighting

138 Omanyte

Size: 1'04" Weight: 16.5 lbs. Type: Rock Water



Abilities:

Swift Swim, Shell Armor

Weaknesses:

Electric, Grass, Fighting, Ground

139 Omastar

Size: 3'03" Weight: 77.2 lbs. Type: Rock Water



Abilities:

Swift Swim, Shell Armor

Weaknesses:

Electric, Grass, Fighting, Ground

140 Kabuto

Size: 1'08" Weight: 25.4 lbs. Type: Rock Water



Abilities:

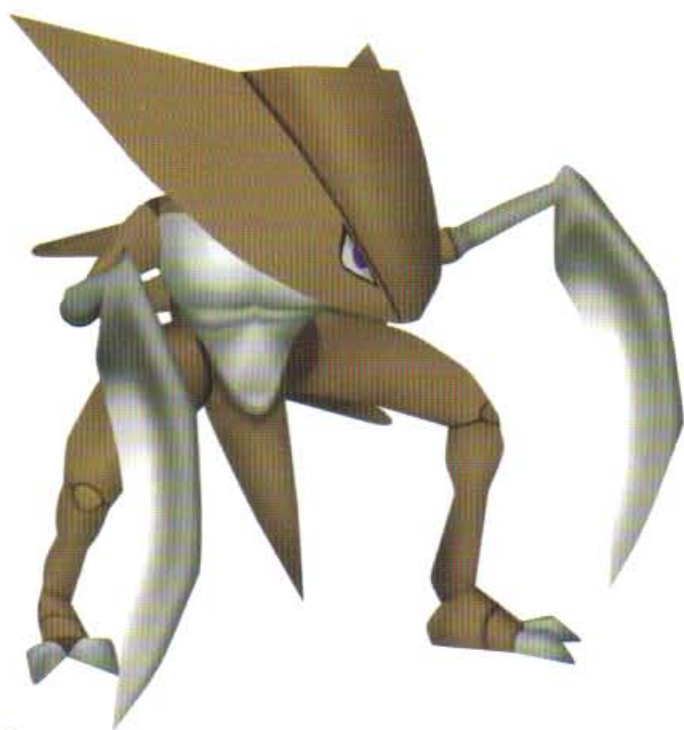
Swift Swim, Battle Armor

Weaknesses:

Electric, Grass, Fighting, Ground

141 Kabutops

Size: 4'03" Weight: 89.3 lbs. Type: Rock Water



Abilities:

Swift Swim, Battle Armor

Weaknesses:

Electric, Grass, Fighting, Ground

142 Aerodactyl

Size: 5'11" Weight: 130.1 lbs. Type: Rock Flying



Abilities:

Rock Head, Pressure

Weaknesses:

Water, Electric, Ice, Rock, Steel

143 Snorlax

Size: 6'11" Weight: 1014.1 lbs. Type: Normal



Abilities:

Immunity, Thick Fat

Weakness:

Fighting



144 Articuno

Size: 5'07" Weight: 122.1 lbs. Type: Ice Flying



Ability:

Pressure

Weaknesses:

Fire, Electric,
Rock, Steel



145 Zapdos

Size: 5'03" Weight: 116.0 lbs. Type: Electric Flying



Ability:

Pressure

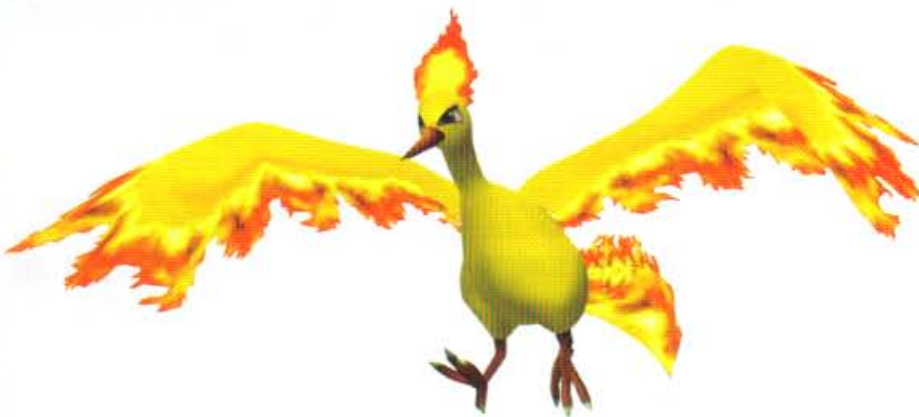
Weaknesses:

Ice, Rock



146 Moltres

Size: 6'07" Weight: 132.3 lbs. Type: Fire Flying



Ability:

Pressure

Weaknesses:

Water, Electric, Rock



147 Dratini

Size: 5'11" Weight: 7.3 lbs. Type: Dragon



Ability:
Shed Skin

Weaknesses:
Ice, Dragon

148 Dragonair

Size: 13'01" Weight: 36.4 lbs. Type: Dragon



Ability:
Shed Skin

Weaknesses:
Ice, Dragon

149 Dragonite

Size: 7'03" Weight: 463.0 lbs. Type: Dragon Flying



Ability:
Inner Focus

Weaknesses:
Ice, Rock, Dragon

150 Mewtwo

Size: 6'07" Weight: 269.0 lbs. Type: Psychic



Ability:
Pressure

Weaknesses:
Bug, Ghost, Dark



151 MewSize: 1'04" Weight: 8.8 lbs. Type: **Psychic****Ability:**

Synchronize

Weaknesses:

Bug, Ghost, Dark



152 Chikorita

Size: 2'11" Weight: 14.1 lbs. Type: Grass



Ability:

Overgrow

Weaknesses:

Fire, Ice, Poison,
Flying, Bug

153 Bayleef

Size: 3'11" Weight: 34.8 lbs. Type: Grass



Ability:

Overgrow

Weaknesses:

Fire, Ice, Poison,
Flying, Bug

154 Meganium

Size: 5'11" Weight: 221.6 lbs. Type: Grass



Ability:

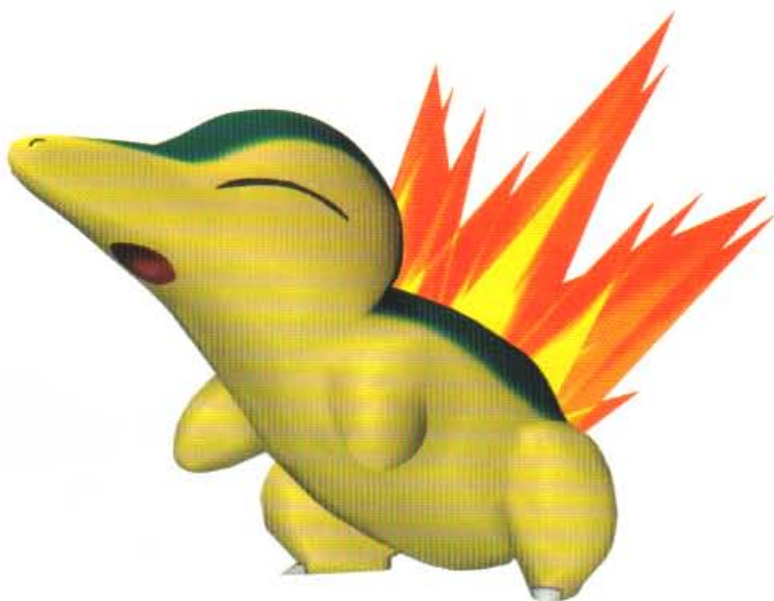
Overgrow

Weaknesses:

Fire, Ice, Poison,
Flying, Bug

155 Cyndaquil

Size: 1'08" Weight: 17.4 lbs. Type: Fire



Ability:

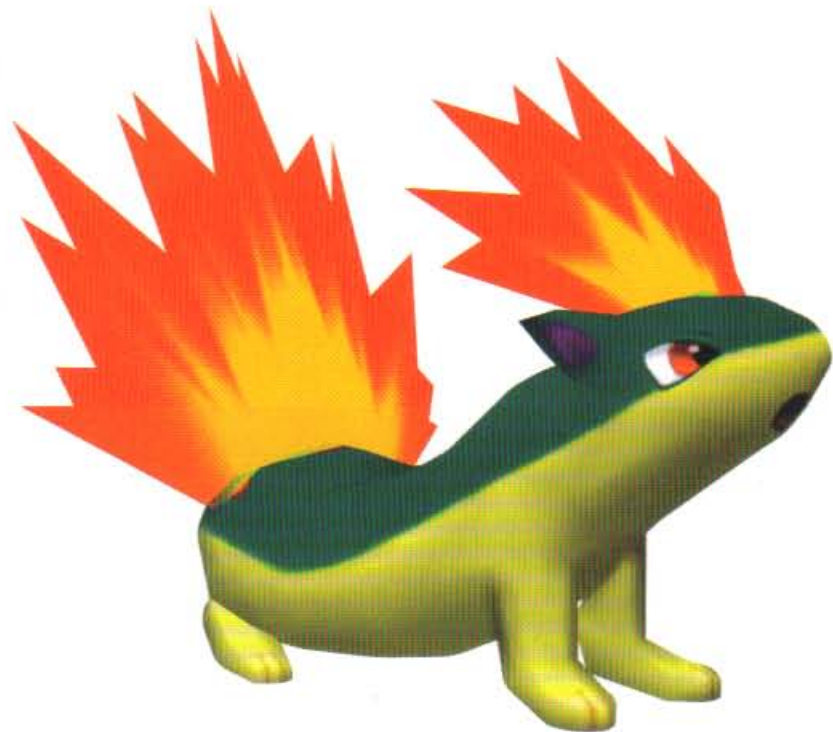
Blaze

Weaknesses:

Water, Ground, Rock

156 Quilava

Size: 2'11" Weight: 41.9 lbs. Type: Fire



Ability:

Blaze

Weaknesses:

Water, Ground, Rock

157 Typhlosion

Size: 5'07" Weight: 175.3 lbs. Type: Fire



Ability:

Blaze

Weaknesses:

Water, Ground, Rock

158 Totodile

Size: 2'00" Weight: 20.9 lbs. Type: Water



Ability:

Torrent

Weaknesses:

Electric, Grass

159 Croconaw

Size: 3'07" Weight: 55.1 lbs. Type: Water



Ability:

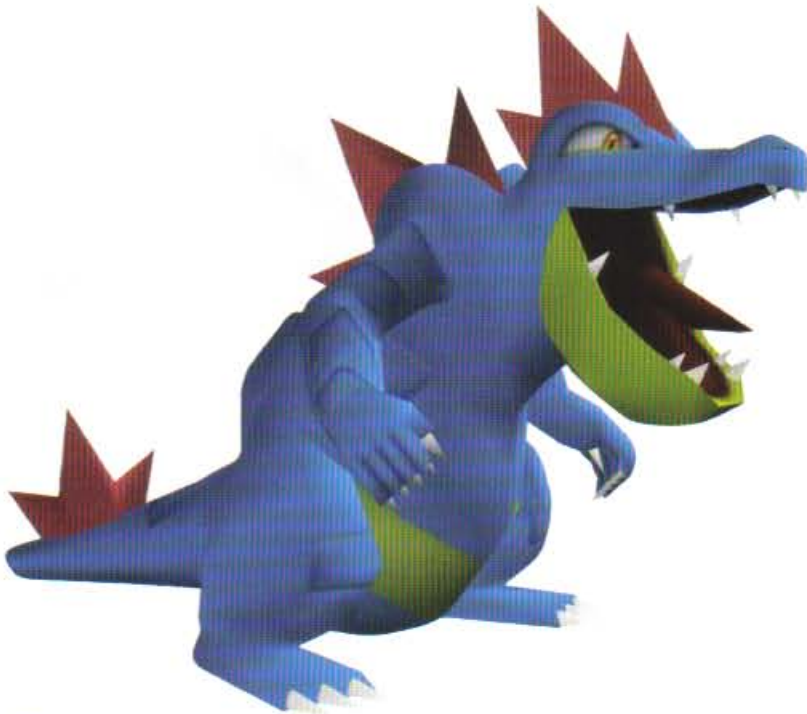
Torrent

Weaknesses:

Electric, Grass

160 Feraligatr

Size: 7'07" Weight: 195.8 lbs. Type: Water



Ability:

Torrent

Weaknesses:

Electric, Grass

161 Sentret

Size: 2'07" Weight: 13.2 lbs. Type: Normal



Abilities:

Run Away, Keen Eye

Weakness:

Fighting

162 Furret

Size: 5'11" Weight: 71.6 lbs. Type: Normal



Abilities:
Run Away, Keen Eye
Weakness:
Fighting

163 Hoothoot

Size: 2'04" Weight: 46.7 lbs. Type: Normal Flying



Abilities:
Insomnia, Keen Eye
Weaknesses:
Electric, Ice, Rock

164 Noctowl

Size: 5'03" Weight: 89.9 lbs. Type: Normal Flying



Abilities:
Insomnia, Keen Eye
Weaknesses:
Electric, Ice, Rock

165 Ledyba

Size: 3'03" Weight: 23.8 lbs. Type: Bug Flying



Abilities:
Swarm, Early Bird
Weaknesses:
Fire, Electric, Ice,
Flying, Rock

166 Ledian

Size: 4'07" Weight: 78.5 lbs. Type: Bug Flying



Abilities:
Swarm, Early Bird
Weaknesses:
Fire, Electric, Ice,
Flying, Rock

167 Spinarak

Size: 1'08" Weight: 18.7 lbs. Type: Bug Poison



Abilities:
Swarm, Insomnia
Weaknesses:
Fire, Flying,
Psychic, Rock

168 Ariados

Size: 3'07" Weight: 73.9 lbs. Type: Bug Poison

**Abilities:**

Swarm, Insomnia

Weaknesses:Fire, Flying,
Psychic, Rock

169 Crobat

Size: 5'11" Weight: 165.3 lbs. Type: Poison Flying

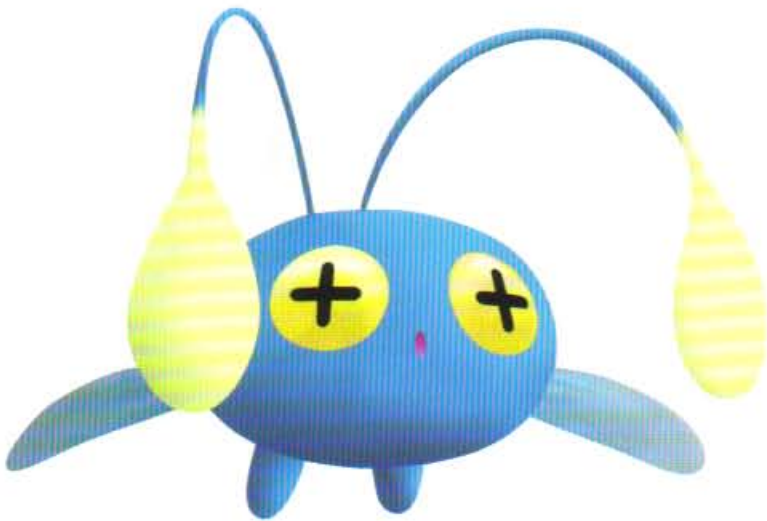
**Ability:**

Inner Focus

Weaknesses:Electric, Ice,
Psychic, Rock

170 Chinchou

Size: 1'08" Weight: 26.5 lbs. Type: Water Electric

**Abilities:**

Volt Absorb, Illuminate

Weaknesses:

Grass, Ground

171 Lanturn

Size: 3'11" Weight: 49.6 lbs. Type: Water Electric

**Abilities:**

Volt Absorb, Illuminate

Weaknesses:

Grass, Ground

172 Pichu

Size: 1'00" Weight: 4.4 lbs. Type: Electric

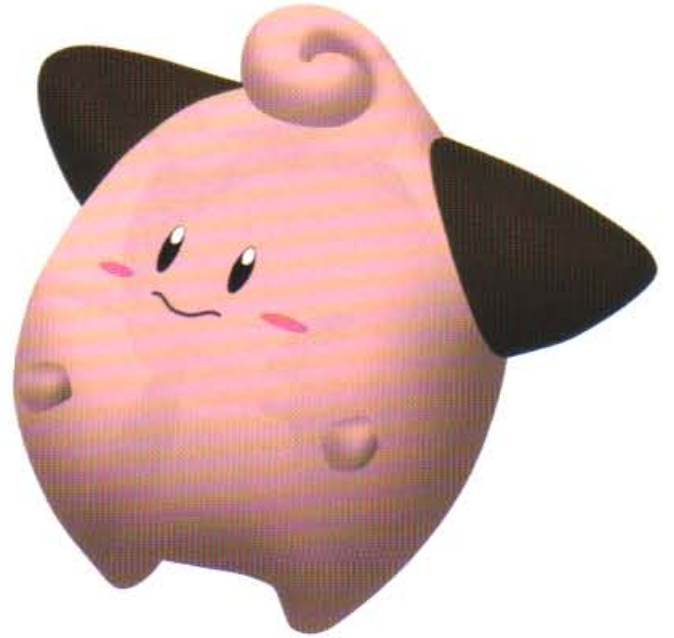


Ability:
Static

Weakness:
Ground

173 Cleffa

Size: 1'00" Weight: 6.6 lbs. Type: Normal



Abilities:
Cute Charm, Magic Guard

Weakness:
Fighting

174 Igglybuff

Size: 1'00" Weight: 2.2 lbs. Type: Normal



Ability:
Cute Charm

Weakness:
Fighting

175 Togepi

Size: 1'00" Weight: 3.3 lbs. Type: Normal



Abilities:
Hustle, Serene Grace

Weakness:
Fighting

176 Togetic

Size: 2'00" Weight: 7.1 lbs. Type: Normal Flying



Abilities:
Hustle, Serene Grace
Weaknesses:
Electric, Ice, Rock

177 Natu

Size: 0'08" Weight: 4.4 lbs. Type: Psychic Flying



Abilities:
Synchronize, Early Bird
Weaknesses:
Electric, Ice, Rock, Ghost, Dark

178 Xatu

Size: 4'11" Weight: 33.1 lbs. Type: Psychic Flying



Abilities:
Synchronize, Early Bird
Weaknesses:
Electric, Ice, Rock, Ghost, Dark

179 Mareep

Size: 2'00" Weight: 17.2 lbs. Type: Electric



Ability:
Static
Weakness:
Ground

180 Flaaffy

Size: 2'07" Weight: 29.3 lbs. Type: Electric



Ability:
Static

Weakness:
Ground

181 Ampharos

Size: 4'07" Weight: 135.6 lbs. Type: Electric



Ability:
Static

Weakness:
Ground

182 Bellossom

Size: 1'04" Weight: 12.8 lbs. Type: Grass

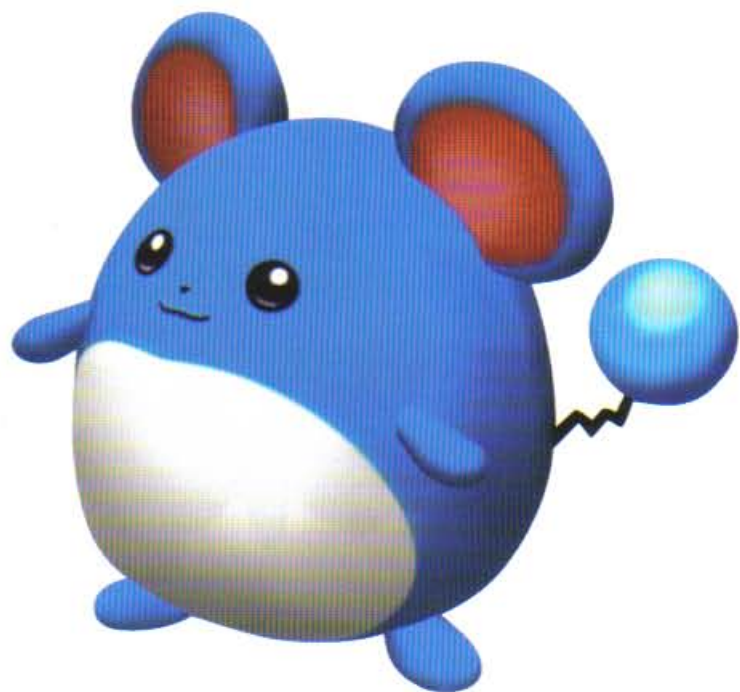


Ability:
Chlorophyll

Weaknesses:
Fire, Ice, Poison,
Flying, Bug

183 Marill

Size: 1'04" Weight: 18.7 lbs. Type: Water

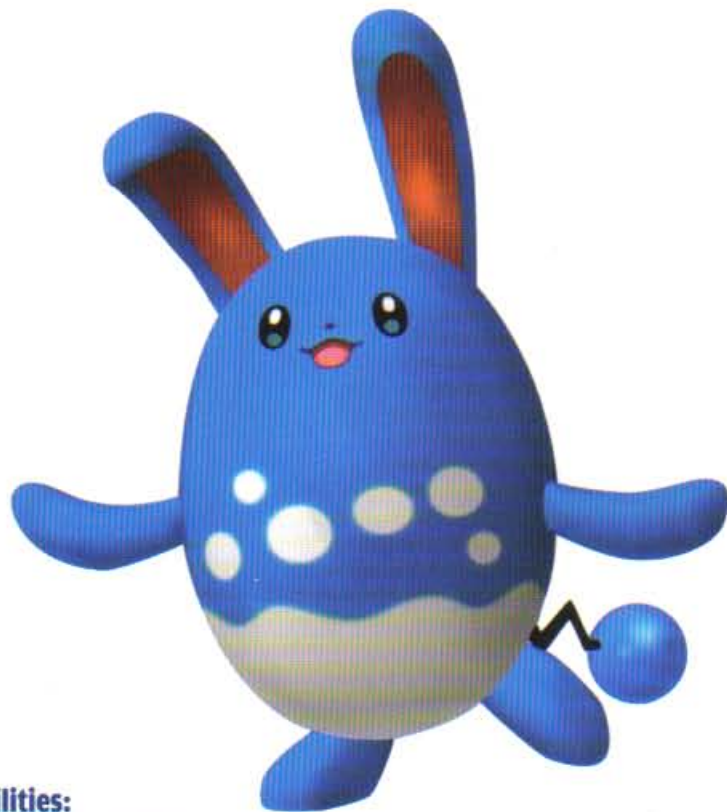


Abilities:
Thick Fat, Huge Power

Weaknesses:
Electric, Grass

184 Azumarill

Size: 2'07" Weight: 62.8 lbs. Type: Water

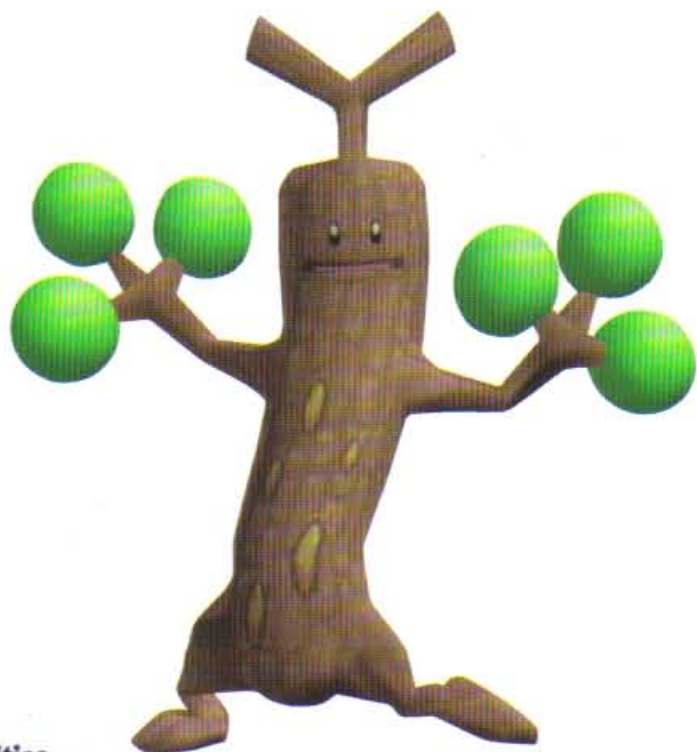


Abilities:
Thick Fat, Huge Power

Weaknesses:
Electric, Grass

185 Sudowoodo

Size: 3'11" Weight: 83.8 lbs. Type: Rock

**Abilities:**

Sturdy, Rock Head

Weaknesses:Water, Grass, Fighting,
Ground, Steel**186 Politoed**

Size: 3'07" Weight: 74.7 lbs. Type: Water

**Abilities:**

Water Absorb, Damp

Weaknesses:

Electric, Grass

187 Hoppip

Size: 1'04" Weight: 1.1 lbs. Type: Grass Flying

**Abilities:**

Chlorophyll, Leaf Guard

Weaknesses:Fire, Ice, Poison,
Flying, Rock**188 Skiploom**

Size: 2'00" Weight: 2.2 lbs. Type: Grass Flying

**Abilities:**

Chlorophyll, Leaf Guard

Weaknesses:Fire, Ice, Poison,
Flying, Rock

189 Jumpluff

Size: 2'07" Weight: 6.6 lbs. Type: Grass Flying

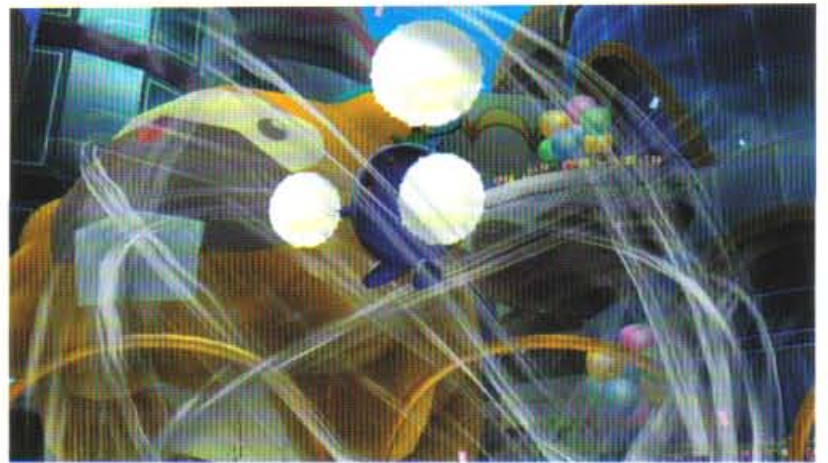


Abilities:

Chlorophyll, Leaf Guard

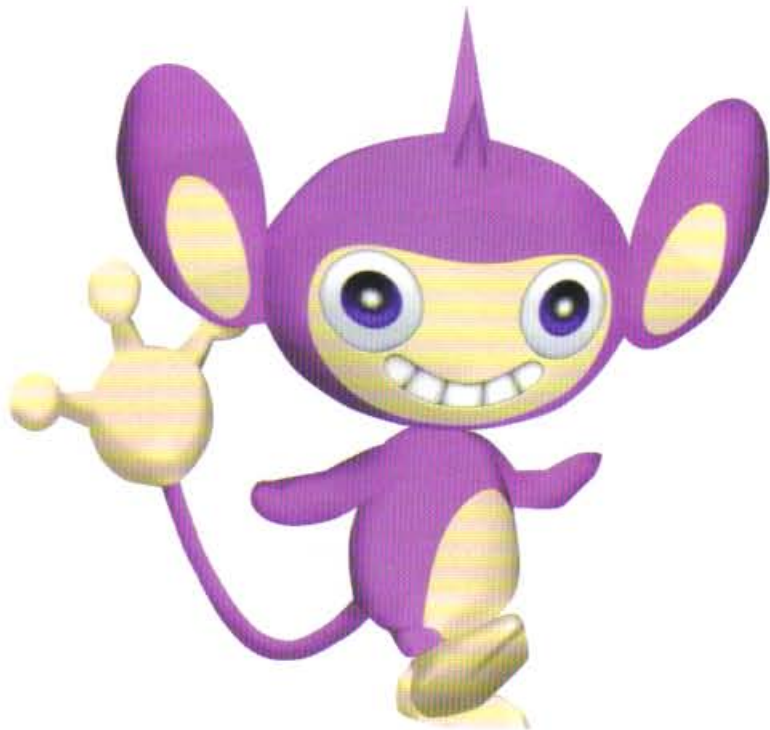
Weaknesses:

Fire, Ice, Poison, Flying, Rock



190 Aipom

Size: 2'07" Weight: 25.4 lbs. Type: Normal



Abilities:

Run Away, Pickup

Weakness:

Fighting

191 Sunkern

Size: 1'00" Weight: 4.0 lbs. Type: Grass



Abilities:

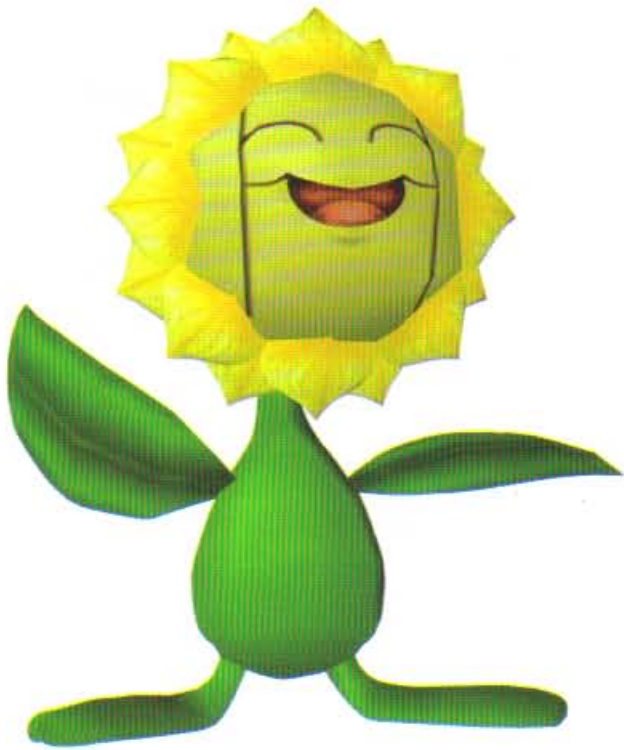
Chlorophyll, Solar Power

Weaknesses:

Fire, Ice, Poison, Flying, Bug

192 Sunflora

Size: 2'07" Weight: 18.7 lbs. Type: Grass



Abilities:

Chlorophyll, Solar Power

Weaknesses:

Fire, Ice, Poison, Flying, Bug

193 Yanma

Size: 3'11" Weight: 83.8 lbs. Type: Bug Flying



Abilities:

Speed Boost, Compoundeyes

Weaknesses:

Fire, Electric, Ice, Flying, Rock

194 Wooper

Size: 1'04" Weight: 18.7 lbs. Type: Water Ground



Abilities:

Damp, Water Absorb

Weakness:

Grass

195 Quagsire

Size: 4'07" Weight: 165.3 lbs. Type: Water Ground



Abilities:

Damp, Water Absorb

Weakness:

Grass

196 Espeon

Size: 2'11" Weight: 58.4 lbs. Type: Psychic



Ability:

Synchronize

Weaknesses:

Bug, Ghost, Dark

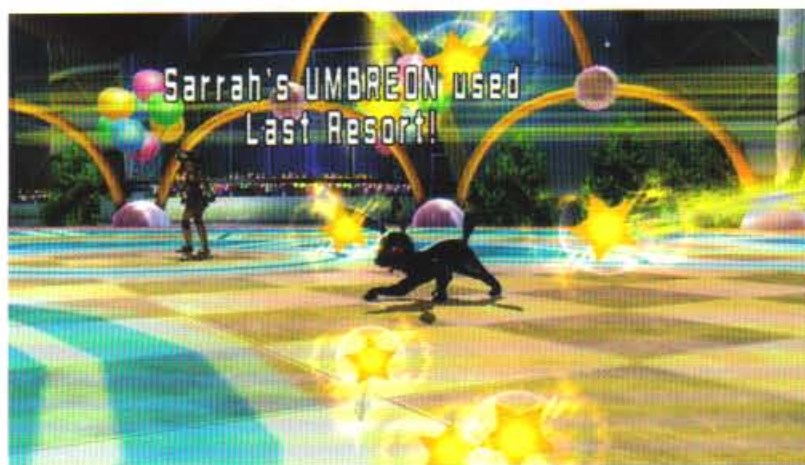
197 Umbreon

Size: 3'03" Weight: 59.5 lbs. Type: Dark



Ability:
Synchronize

Weaknesses:
Fighting, Bug



198 Murkrow

Size: 1'08" Weight: 4.6 lbs. Type: Dark Flying



Abilities:
Insomnia, Super Luck

Weaknesses:
Electric, Ice, Rock

199 Slowking

Size: 6'07" Weight: 175.3 lbs. Type: Water Psychic



Abilities:
Oblivious, Own Tempo

Weaknesses:
Electric, Grass,
Bug, Ghost, Dark

200 Misdreavus

Size: 2'04" Weight: 2.2 lbs. Type: Ghost



Ability:
Levitate

Weaknesses:
Ghost, Dark

201 Unown





























Size: 1'08" Weight: 11.0 lbs. Type: **Psychic**



Ability:
Levitate

Weaknesses:
Bug, Ghost, Dark



 A	 B	 C	 D
 E	 F	 G	 H
 I	 J	 K	 L
 M	 N	 O	 P
 Q	 R	 S	 T
 U	 V	 W	 X
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202 Wobbuffet

Size: 4'03" Weight: 62.8 lbs. Type: **Psychic**



Ability:

Shadow Tag

Weaknesses:

Bug, Ghost, Dark

203 Girafarig

Size: 4'11" Weight: 91.5 lbs. Type: **Normal** **Psychic**



Abilities:

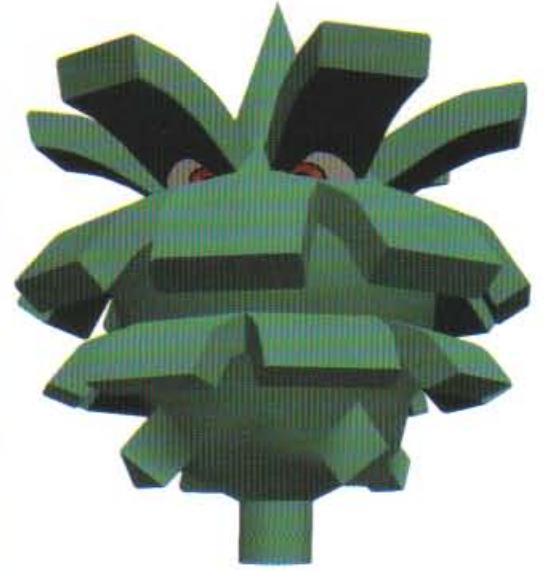
Inner Focus, Early Bird

Weaknesses:

Bug, Dark

204 Pineco

Size: 2'00" Weight: 15.9 lbs. Type: **Bug**



Ability:

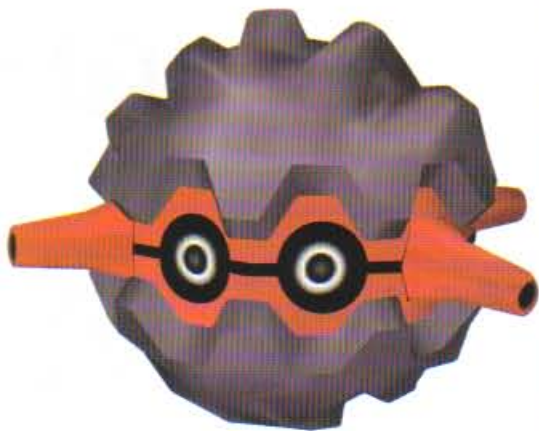
Sturdy

Weaknesses:

Fire, Flying, Rock

205 Forretress

Size: 3'11" Weight: 277.3 lbs. Type: **Bug** **Steel**



Ability:

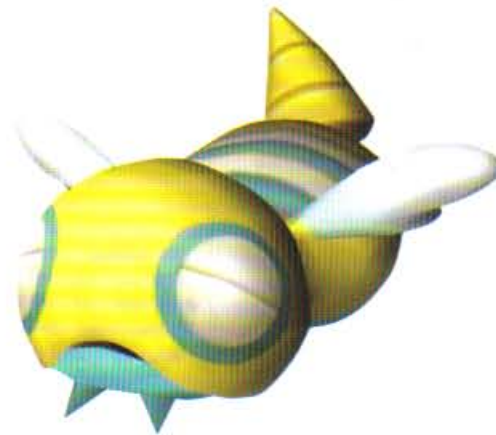
Sturdy

Weakness:

Fire

206 Dunsparce

Size: 4'11" Weight: 30.9 lbs. Type: **Normal**



Abilities:

Serene Grace, Run Away

Weakness:

Fighting

207 Gligar

Size: 3'07" Weight: 142.9 lbs. Type: **Ground** **Flying**



Abilities:

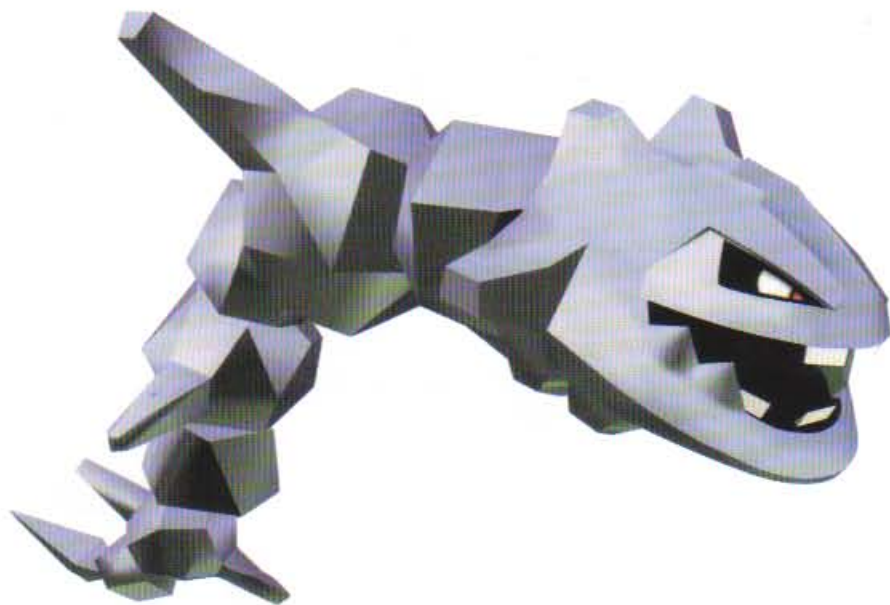
Hyper Cutter, Sand Veil

Weaknesses:

Water, Ice

208 Steelix

Size: 30'02" Weight: 881.8 lbs. Type: Steel Ground



Abilities:

Rock Head, Sturdy

Weaknesses:

Fire, Water, Fighting, Ground

209 Snubbull

Size: 2'00" Weight: 17.2 lbs. Type: Normal



Abilities:

Intimidate, Run Away

Weakness:

Fighting

210 Granbull

Size: 4'07" Weight: 107.4 lbs. Type: Normal



Abilities:

Intimidate, Quick Feet

Weakness:

Fighting

211 Qwilfish

Size: 1'08" Weight: 8.6 lbs. Type: Water Poison



Abilities:

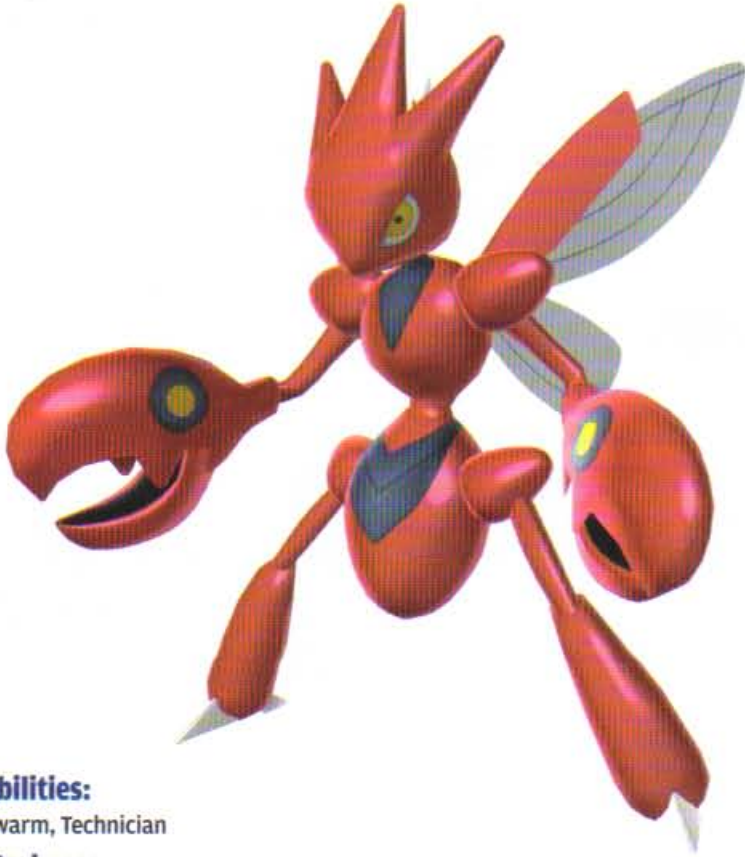
Poison Point, Swift Swim

Weaknesses:

Electric, Ground, Psychic

212 Scizor

Size: 5'11" Weight: 260.1 lbs. Type: Bug Steel

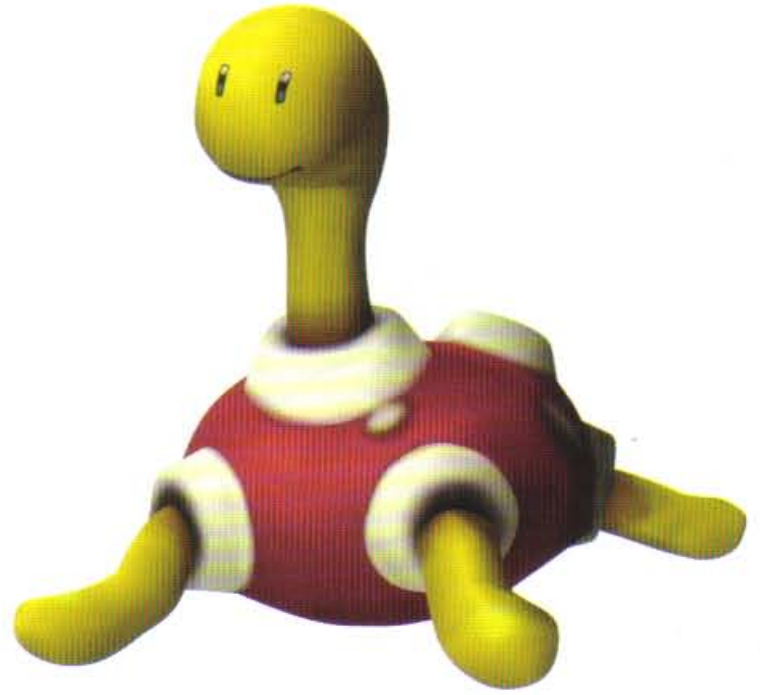


Abilities:
Swarm, Technician

Weakness:
Fire

213 Shuckle

Size: 2'00" Weight: 45.2 lbs. Type: Bug Rock



Abilities:
Sturdy, Gluttony

Weaknesses:
Water, Rock, Steel

214 Heracross

Size: 4'11" Weight: 119.0 lbs. Type: Bug Fighting



Abilities:
Swarm, Guts

Weaknesses:
Fire, Flying, Psychic

215 Sneasel

Size: 2'11" Weight: 61.7 lbs. Type: Dark Ice



Abilities:
Inner Focus, Keen Eye

Weaknesses:
Fire, Fighting, Bug,
Rock, Steel

216 Teddiursa

Size: 2'00" Weight: 19.4 lbs. Type: Normal



Abilities:

Pickup, Quick Feet

Weakness:

Fighting

217 Ursaring

Size: 5'11" Weight: 277.3 lbs. Type: Normal



Abilities:

Guts, Quick Feet

Weakness:

Fighting

218 Slugma

Size: 2'04" Weight: 77.2 lbs. Type: Fire



Abilities:

Magma Armor, Flame Body

Weaknesses:

Water, Ground, Rock

219 Magcargo

Size: 2'07" Weight: 121.3 lbs. Type: Fire, Rock



Abilities:

Magma Armor, Flame Body

Weaknesses:

Water, Fighting, Ground, Rock

220 Swinub

Size: 1'04" Weight: 14.3 lbs. Type: Ice, Ground



Abilities:

Oblivious, Snow Cloak

Weaknesses:

Fire, Water, Grass, Fighting, Steel

221 Piloswine

Size: 3'07" Weight: 123.0 lbs. Type: Ice, Ground



Abilities:

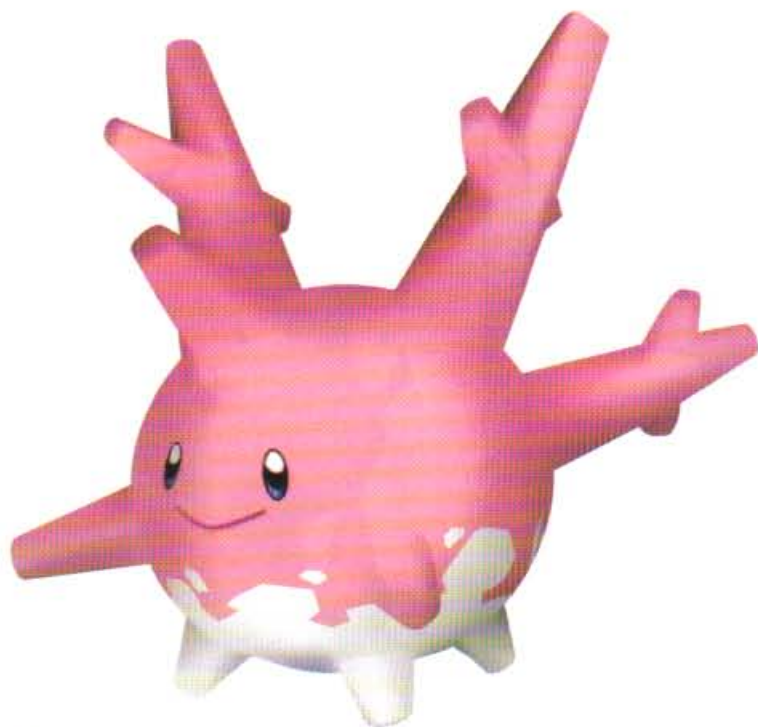
Oblivious, Snow Cloak

Weaknesses:

Fire, Water, Grass, Fighting, Steel

222 Corsola

Size: 2'00" Weight: 11.0 lbs. Type: Water Rock



Abilities:

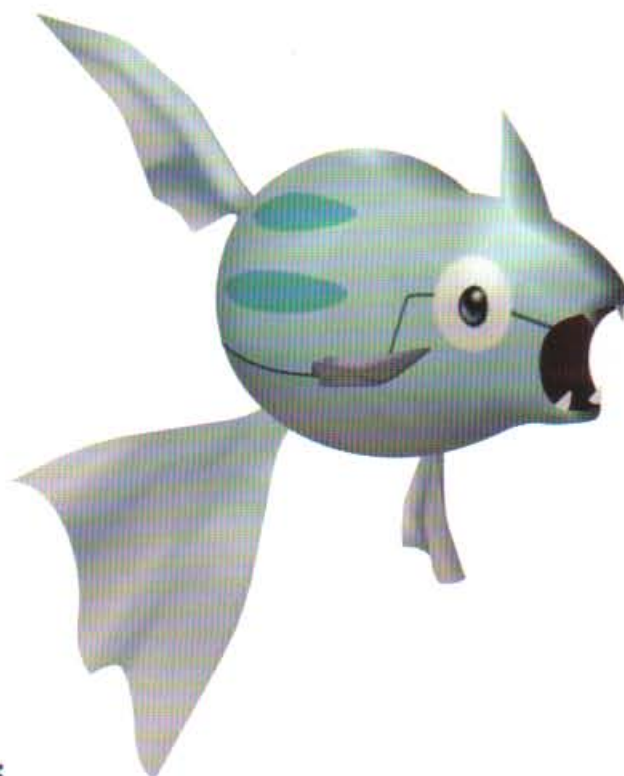
Hustle, Natural Cure

Weaknesses:

Electric, Grass,
Fighting, Ground

223 Remoraid

Size: 2'00" Weight: 26.5 lbs. Type: Water



Abilities:

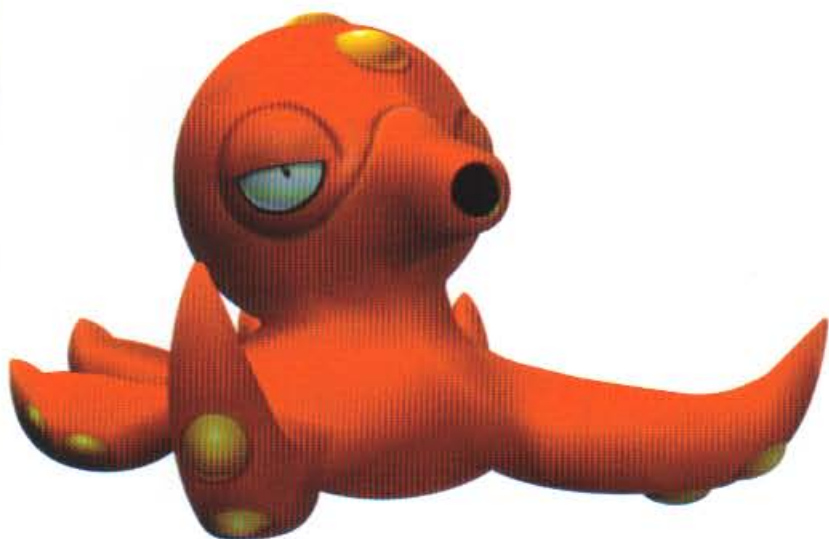
Hustle, Sniper

Weaknesses:

Electric, Grass

224 Octillery

Size: 2'11" Weight: 62.8 lbs. Type: Water



Abilities:

Suction Cups, Sniper

Weaknesses:

Electric, Grass

225 Delibird

Size: 2'11" Weight: 35.3 lbs. Type: Ice Flying



Abilities:

Vital Spirit, Hustle

Weaknesses:

Fire, Electric,
Rock, Steel

226 Mantine

Size: 6'11" Weight: 485.0 lbs. Type: Water Flying



Abilities:

Swift Swim, Water Absorb

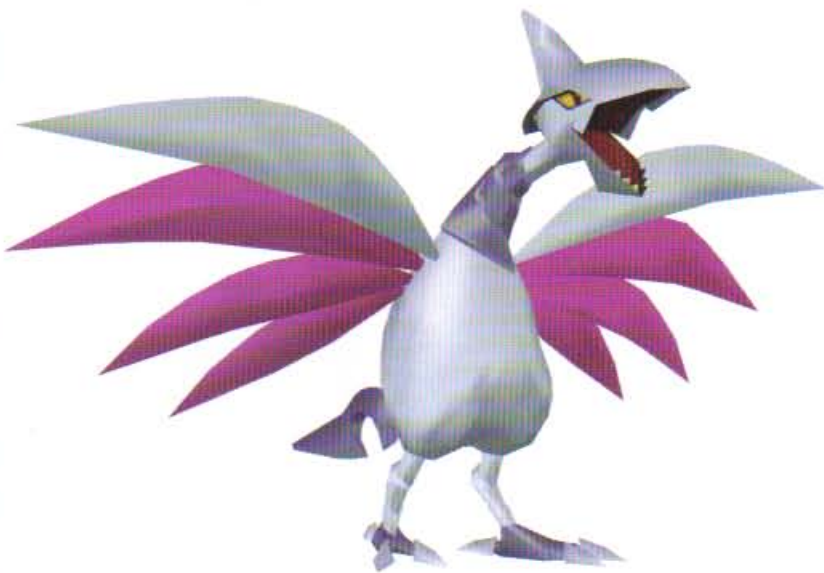
Weaknesses:

Electric, Rock



227 Skarmory

Size: 5'07" Weight: 111.3 lbs. Type: Steel Flying



Abilities:

Keen Eye, Sturdy

Weaknesses:

Fire, Electric

228 Houndour

Size: 2'00" Weight: 23.8 lbs. Type: Dark Fire



Abilities:

Early Bird, Flash Fire

Weaknesses:

Water, Fighting, Ground, Rock

229 Houndoom

Size: 4'07" Weight: 77.2 lbs. Type: Dark Fire



Abilities:

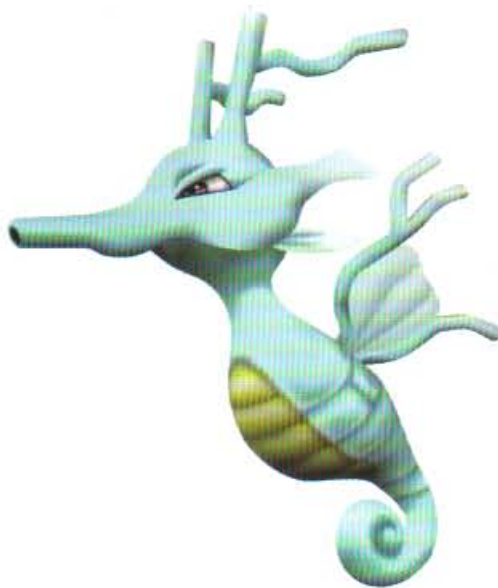
Early Bird, Flash Fire

Weaknesses:

Water, Fighting, Ground, Rock

230 Kingdra

Size: 5'11" Weight: 335.1 lbs. Type: Water Dragon



Abilities:

Swift Swim, Sniper

Weakness:

Dragon

231 Phanpy

Size: 1'08" Weight: 73.9 lbs. Type: Ground



Ability:

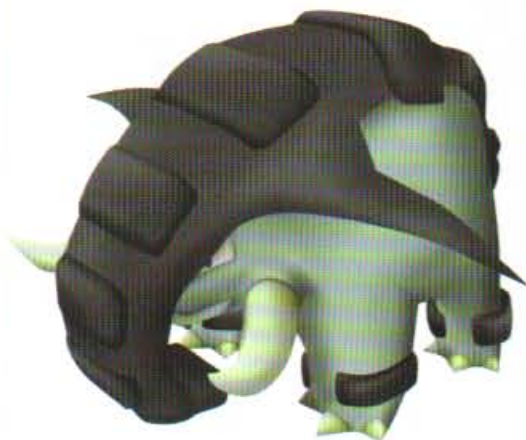
Pickup

Weaknesses:

Water, Grass, Ice

232 Donphan

Size: 3'07" Weight: 264.6 lbs. Type: Ground



Ability:

Sturdy

Weaknesses:

Water, Grass, Ice

233 Porygon2

Size: 2'00" Weight: 71.6 lbs. Type: Normal



Abilities:

Trace, Download

Weakness:

Fighting

234 Stantler

Size: 4'07" Weight: 157.0 lbs. Type: Normal



Abilities:

Intimidate, Frisk

Weakness:

Fighting

235 Smeargle

Size: 3'11" Weight: 127.9 lbs. Type: Normal



Abilities:

Own Tempo, Technician

Weakness:

Fighting

236 Tyrogue

Size: 2'04" Weight: 46.3 lbs. Type: Fighting



Abilities:

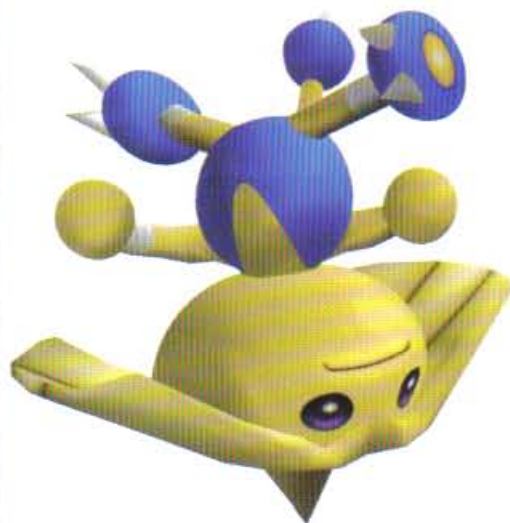
Guts, Steadfast

Weaknesses:

Flying, Psychic

237 Hitmontop

Size: 4'07" Weight: 105.8 lbs. Type: Fighting



Abilities:

Intimidate, Technician

Weaknesses:

Flying, Psychic

238 Smoochum

Size: 1'04" Weight: 13.2 lbs. Type: Ice Psychic



Abilities:

Oblivious, Forewarn

Weaknesses:

Fire, Bug, Rock, Ghost, Dark, Steel

239 Elekid

Size: 2'00" Weight: 51.8 lbs. Type: Electric



Ability:

Static

Weakness:

Ground

240 Magby

Size: 2'04" Weight: 47.2 lbs. Type: Fire



Ability:

Flame Body

Weaknesses:

Water, Ground, Rock

241 Miltank

Size: 3'11" Weight: 166.4 lbs. Type: Normal



Abilities:

Thick Fat, Scrappy

Weakness:

Fighting

242 Blissey

Size: 4'11" Weight: 103.2 lbs. Type: Normal



Abilities:

Natural Cure, Serene Grace

Weakness:

Fighting

243 Raikou

Size: 6'03" Weight: 392.4 lbs. Type: Electric

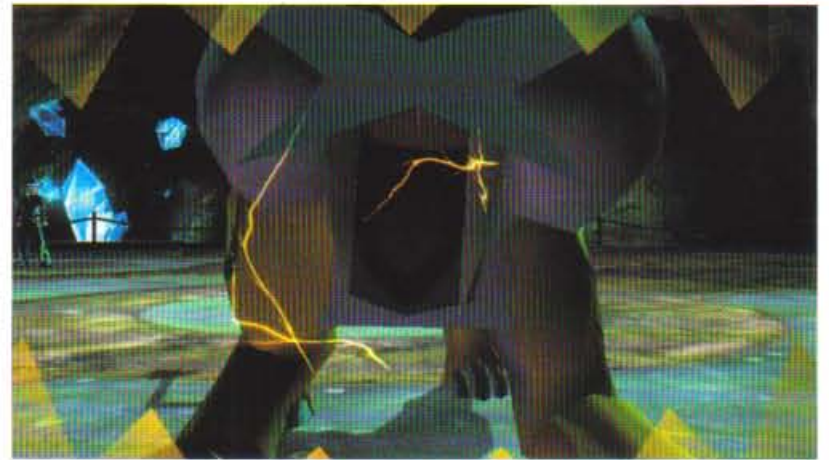


Ability:

Pressure

Weakness:

Ground



244 Entei

Size: 6'11" Weight: 436.5 lbs. Type: Fire



Ability:
Pressure

Weaknesses:
Water, Ground, Rock



245 Suicune

Size: 6'07" Weight: 412.3 lbs. Type: Water



Ability:

Pressure

Weaknesses:

Electric, Grass



246 Larvitar

Size: 2'00" Weight: 158.7 lbs. Type: Rock Ground



Ability:

Guts

Weaknesses:

Water, Grass, Ice, Fighting, Ground, Steel

247 Pupitar

Size: 3'11" Weight: 335.1 lbs. Type: Rock Ground



Ability:

Shed Skin

Weaknesses:

Water, Grass, Ice, Fighting, Ground, Steel

248 Tyranitar

Size: 6'07" Weight: 445.3 lbs. Type: Rock Dark



Ability:

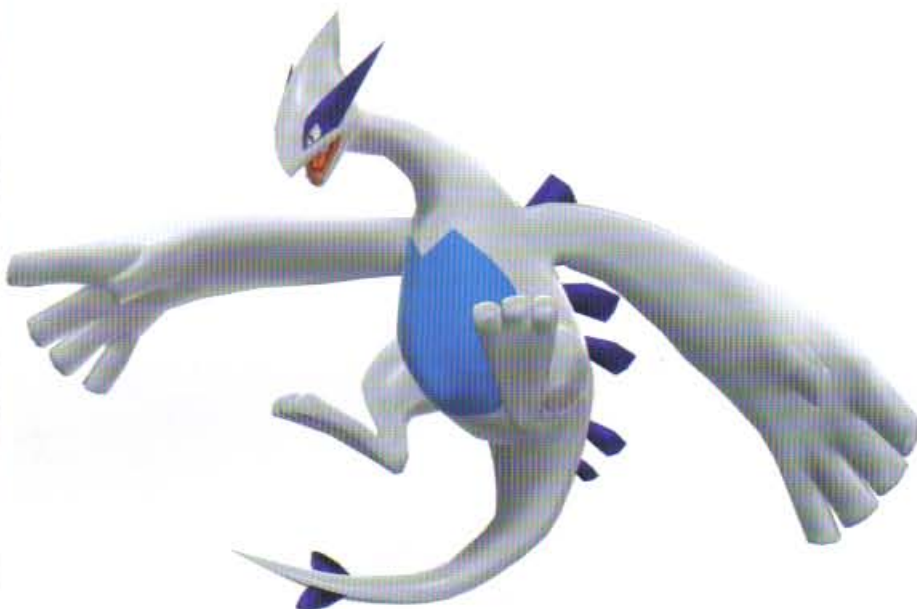
Sand Stream

Weaknesses:

Water, Grass, Fighting, Ground, Bug, Steel

249 Lugia

Size: 17'01" Weight: 476.2 lbs. Type: Psychic Flying



Ability:

Pressure

Weaknesses:

Electric, Ice, Rock, Ghost, Dark





Ability:

Pressure

Weaknesses:

Water, Electric, Rock



251 Celebi

Size: 2'00" Weight: 11.0 lbs. Type: **Psychic** **Grass****Ability:**

Natural Cure

Weaknesses:Ice, Poison, Flying, Bug,
Ghost, Dark

252 Treecko

Size: 1'08" Weight: 11.0 lbs. Type: Grass



Ability:
Overgrow

Weaknesses:
Fire, Ice, Poison,
Flying, Bug

253 Grovyle

Size: 2'11" Weight: 47.6 lbs. Type: Grass



Ability:
Overgrow

Weaknesses:
Fire, Ice, Poison,
Flying, Bug

254 Sceptile

Size: 5'07" Weight: 115.1 lbs. Type: Grass



Ability:
Overgrow

Weaknesses:
Fire, Ice, Poison,
Flying, Bug

255 Torchic

Size: 1'04" Weight: 5.5 lbs. Type: Fire



Ability:
Blaze

Weaknesses:
Water, Ground, Rock

256 Combusken

Size: 2'11" Weight: 43.0 lbs. Type: Fire Fighting



Ability:

Blaze

Weaknesses:

Water, Ground, Flying, Psychic

257 Blaziken

Size: 6'03" Weight: 114.6 lbs. Type: Fire Fighting



Ability:

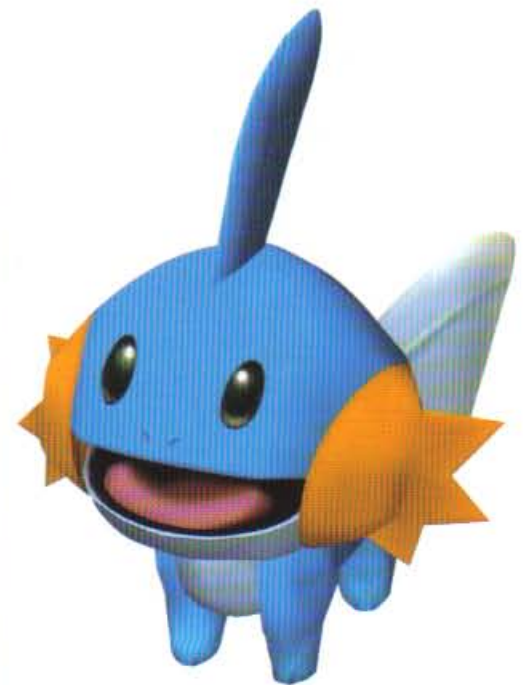
Blaze

Weaknesses:

Water, Ground, Flying, Psychic

258 Mudkip

Size: 1'04" Weight: 16.8 lbs. Type: Water



Ability:

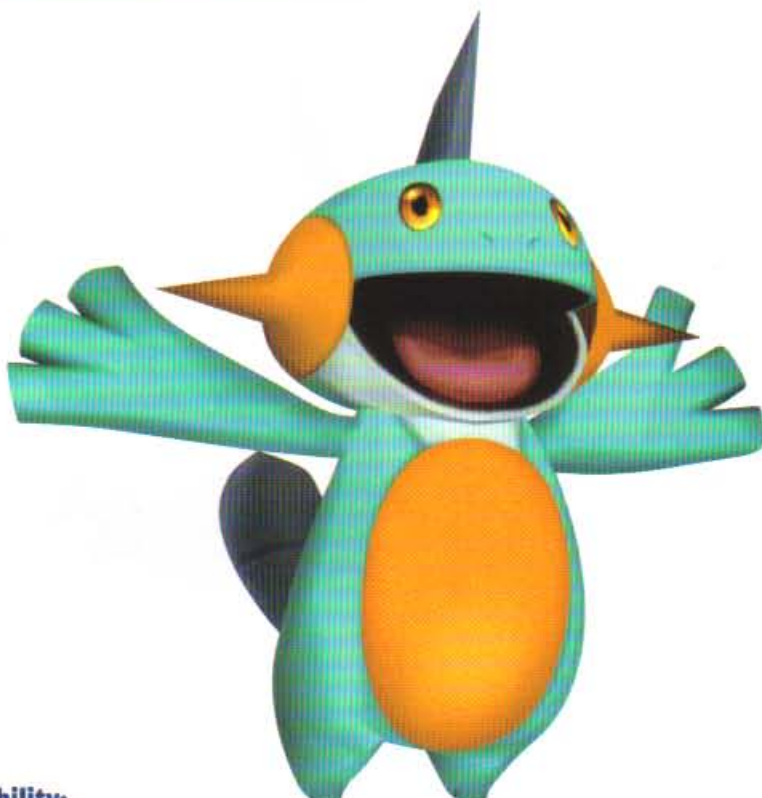
Torrent

Weaknesses:

Electric, Grass

259 Marshtomp

Size: 2'04" Weight: 61.7 lbs. Type: Water Ground



Ability:

Torrent

Weakness:

Grass

260 Swampert

Size: 4'11" Weight: 180.6 lbs. Type: Water Ground



Ability:

Torrent

Weakness:

Grass

261 Poochyena

Size: 1'08" Weight: 30.0 lbs. Type: Dark



Abilities:

Run Away, Quick Feet

Weaknesses:

Fighting, Bug

262 Mightyena

Size: 3'03" Weight: 81.6 lbs. Type: Dark



Abilities:

Intimidate, Quick Feet

Weaknesses:

Fighting, Bug

263 Zigzagoon

Size: 1'04" Weight: 38.6 lbs. Type: Normal



Abilities:

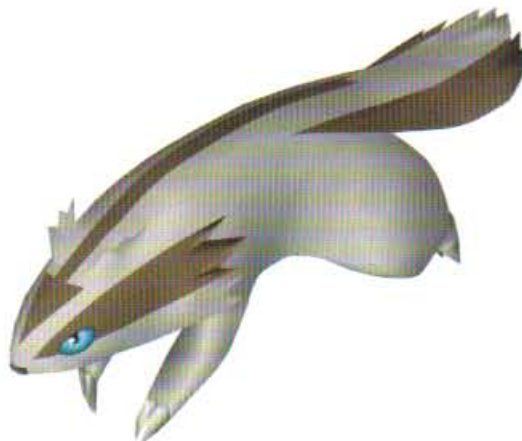
Pickup, Gluttony

Weakness:

Fighting

264 Linoone

Size: 1'08" Weight: 71.6 lbs. Type: Normal



Abilities:

Pickup, Gluttony

Weakness:

Fighting

265 Wurmple

Size: 1'00" Weight: 7.9 lbs. Type: Bug



Ability:

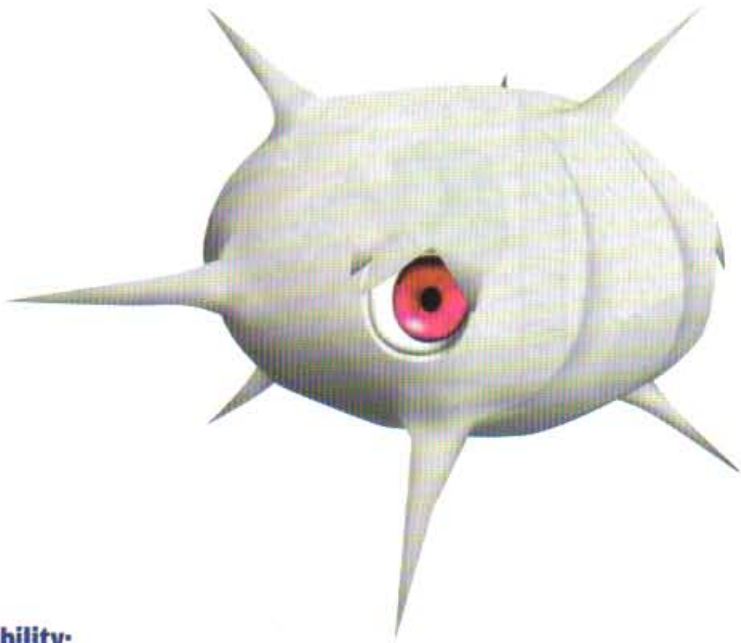
Shield Dust

Weaknesses:

Fire, Flying, Rock

266 Silcoon

Size: 2'00" Weight: 22.0 lbs. Type: Bug



Ability:

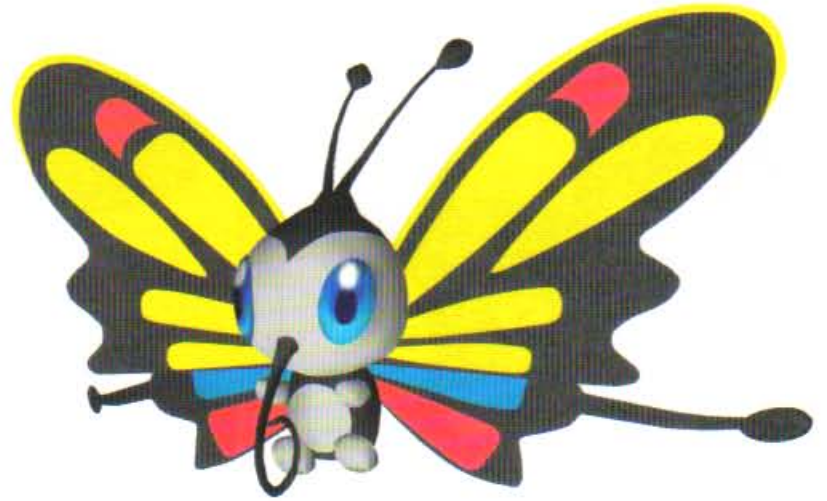
Shed Skin

Weaknesses:

Fire, Flying, Rock

267 Beautifly

Size: 3'03" Weight: 62.6 lbs. Type: Bug Flying



Ability:

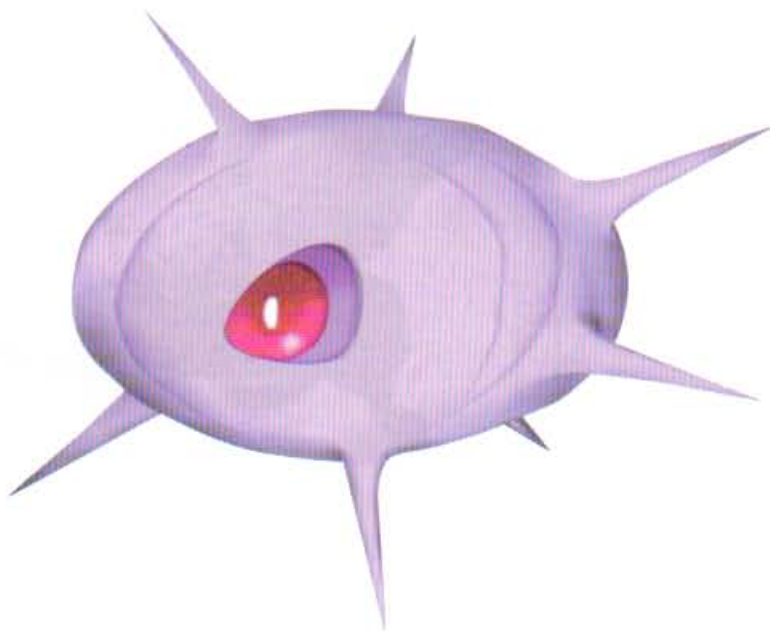
Swarm

Weaknesses:

Fire, Electric, Ice, Flying, Rock

268 Cascoon

Size: 2'04" Weight: 25.4 lbs. Type: Bug



Ability:

Shed Skin

Weaknesses:

Fire, Flying, Rock

269 Dustox

Size: 3'11" Weight: 69.7 lbs. Type: Bug Poison



Ability:

Shield Dust

Weaknesses:

Fire, Flying, Psychic, Rock

270 Lotad

Size: 1'08" Weight: 5.7 lbs. Type: Water Grass



Abilities:

Swift Swim, Rain Dish

Weaknesses:

Poison, Flying, Bug

271 Lombre

Size: 3'11" Weight: 71.6 lbs. Type: Water Grass



Abilities:

Swift Swim, Rain Dish

Weaknesses:

Poison, Flying, Bug

272 Ludicolo

Size: 4'11" Weight: 121.3 lbs. Type: Water Grass



Abilities:

Swift Swim, Rain Dish

Weaknesses:

Poison, Flying, Bug

273 Seedot

Size: 1'08" Weight: 8.8 lbs. Type: Grass



Abilities:

Chlorophyll, Early Bird

Weaknesses:

Fire, Ice, Poison,
Flying, Bug

274 Nuzleaf

Size: 3'03" Weight: 61.7 lbs. Type: Grass Dark



Abilities:

Chlorophyll, Early Bird

Weaknesses:

Fire, Ice, Fighting,
Poison, Flying, Bug

275 Shiftry

Size: 4'03" Weight: 131.4 lbs. Type: Grass Dark



Abilities:

Chlorophyll, Early Bird

Weaknesses:

Fire, Ice, Fighting,
Poison, Flying, Bug

276 Tailow

Size: 1'00" Weight: 5.1 lbs. Type: Normal Flying



Ability:

Guts

Weaknesses:

Electric, Ice, Rock

277 Swellow

Size: 2'04" Weight: 43.7 lbs. Type: Normal Flying



Ability:

Guts

Weaknesses:

Electric, Ice, Rock

278 Wingull

Size: 2'00" Weight: 20.9 lbs. Type: Water Flying



Ability:

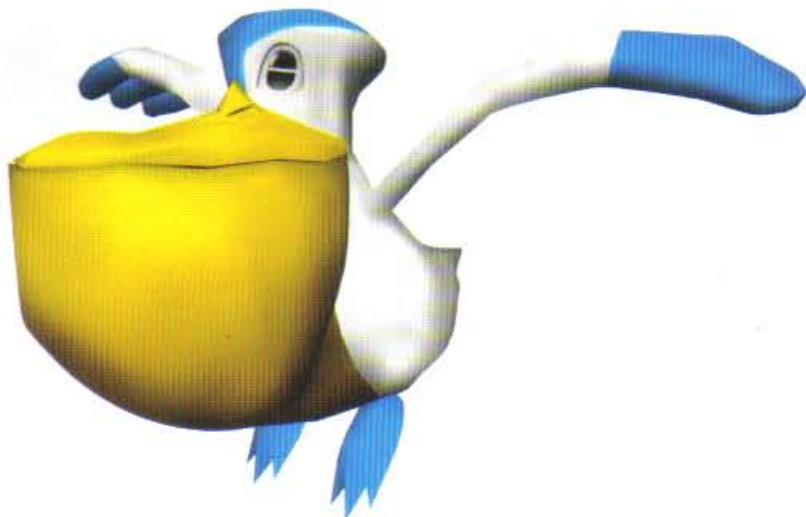
Keen Eye

Weaknesses:

Electric, Rock

279 Pelipper

Size: 3'11" Weight: 61.7 lbs. Type: Water Flying



Ability:

Keen Eye

Weaknesses:

Electric, Rock

280 Ralts

Size: 1'04" Weight: 14.6 lbs. Type: Psychic



Abilities:

Synchronize, Trace

Weaknesses:

Bug, Ghost, Dark

281 Kirlia

Size: 2'07" Weight: 44.5 lbs. Type: **Psychic**



Abilities:
Synchronize, Trace

Weaknesses:
Bug, Ghost, Dark

282 Gardevoir

Size: 5'03" Weight: 106.7 lbs. Type: **Psychic**

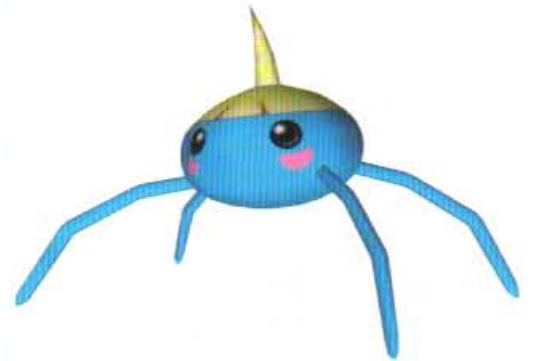


Abilities:
Synchronize, Trace

Weaknesses:
Bug, Ghost, Dark

283 Surskit

Size: 1'08" Weight: 3.7 lbs. Type: **Bug** **Water**



Ability:
Swift Swim

Weaknesses:
Electric, Flying, Rock

284 Masquerain

Size: 2'07" Weight: 7.9 lbs. Type: **Bug** **Flying**



Ability:
Intimidate

Weaknesses:
Fire, Electric, Ice,
Flying, Rock

285 Shroomish

Size: 1'04" Weight: 9.9 lbs. Type: **Grass**



Abilities:
Effect Spore, Poison Heal

Weaknesses:
Fire, Ice, Poison,
Flying, Bug

286 Breloom

Size: 3'11" Weight: 86.4 lbs. Type: **Grass** **Fighting**

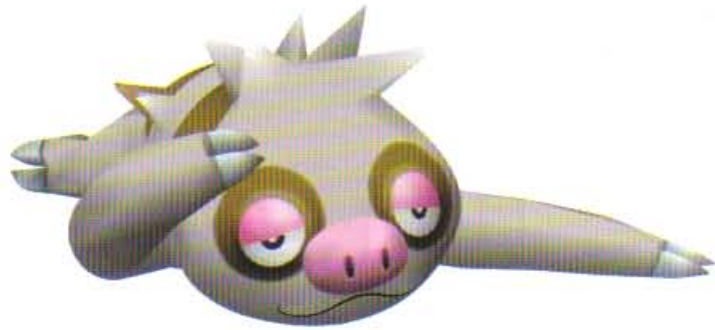


Abilities:
Effect Spore, Poison Heal

Weaknesses:
Fire, Ice, Poison,
Flying, Psychic

287 Slakoth

Size: 2'07" Weight: 52.9 lbs. Type: Normal



Ability:

Truant

Weakness:

Fighting

288 Vigoroth

Size: 4'07" Weight: 102.5 lbs. Type: Normal



Ability:

Vital Spirit

Weakness:

Fighting

289 Slaking

Size: 6'07" Weight: 287.7 lbs. Type: Normal

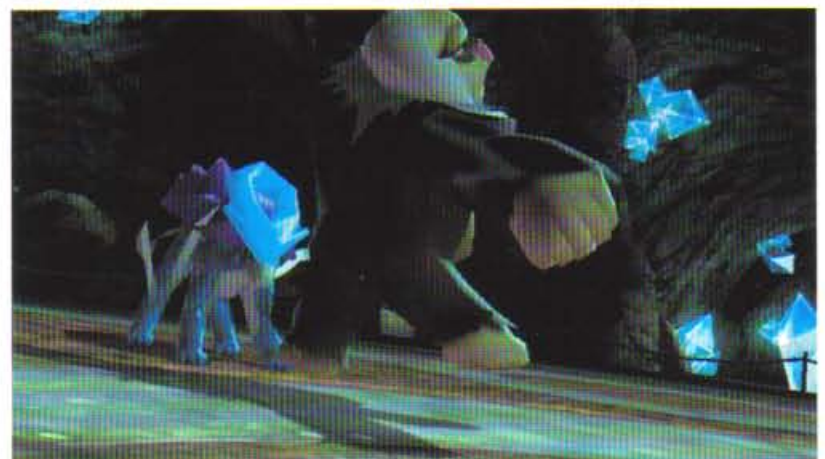


Ability:

Truant

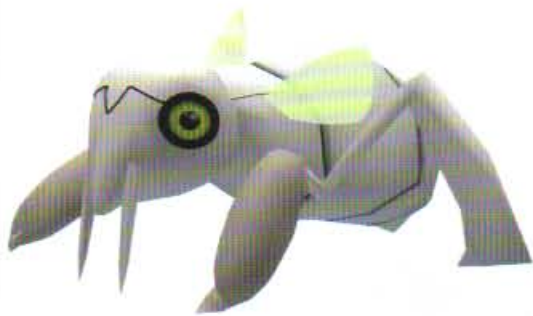
Weakness:

Fighting



290 Nincada

Size: 1'08" Weight: 12.1 lbs. Type: Bug Ground



Ability:
Compoundeyes

Weaknesses:
Fire, Water,
Ice, Flying

291 Ninjask

Size: 2'07" Weight: 26.5 lbs. Type: Bug Flying

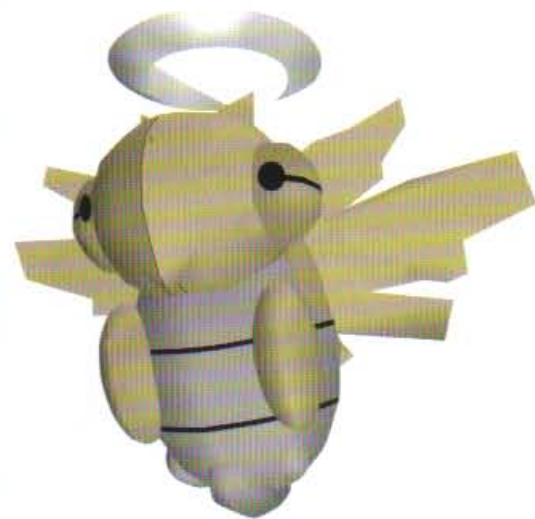


Ability:
Speed Boost

Weaknesses:
Fire, Rock, Electric,
Ice, Flying

292 Shedinja

Size: 2'07" Weight: 2.6 lbs. Type: Bug Ghost



Ability:
Wonder Guard

Weaknesses:
Fire, Flying, Rock,
Ghost, Dark

293 Whismur

Size: 2'00" Weight: 35.9 lbs. Type: Normal



Ability:
Soundproof

Weakness:
Fighting

294 Loudred

Size: 3'03" Weight: 89.3 lbs. Type: Normal



Ability:
Soundproof

Weakness:
Fighting

295 Exploud

Size: 4'11" Weight: 185.2 lbs. Type: Normal

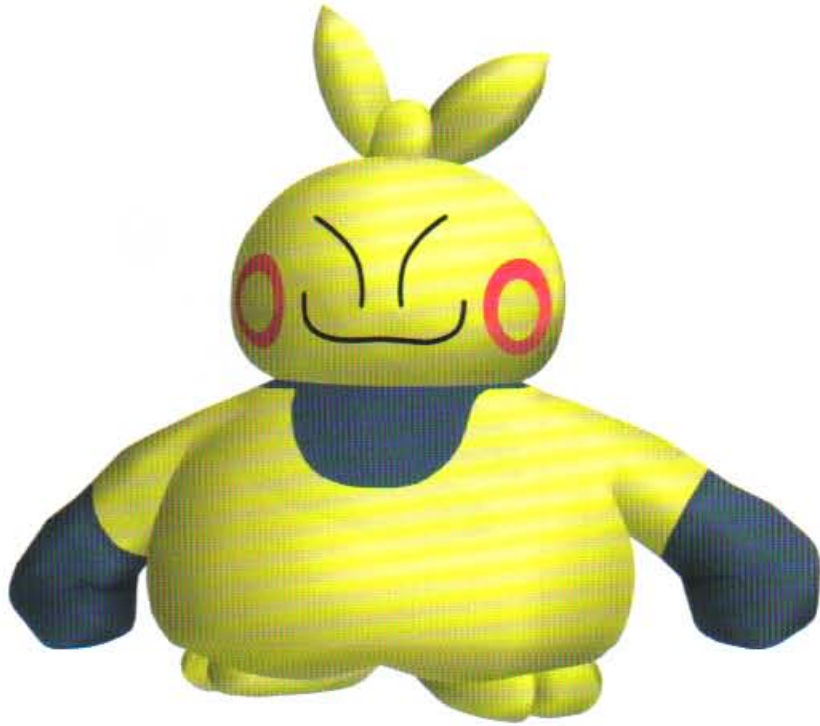


Ability:
Soundproof

Weakness:
Fighting

296 Makuhita

Size: 3'03" Weight: 190.5 lbs. Type: Fighting



Abilities:

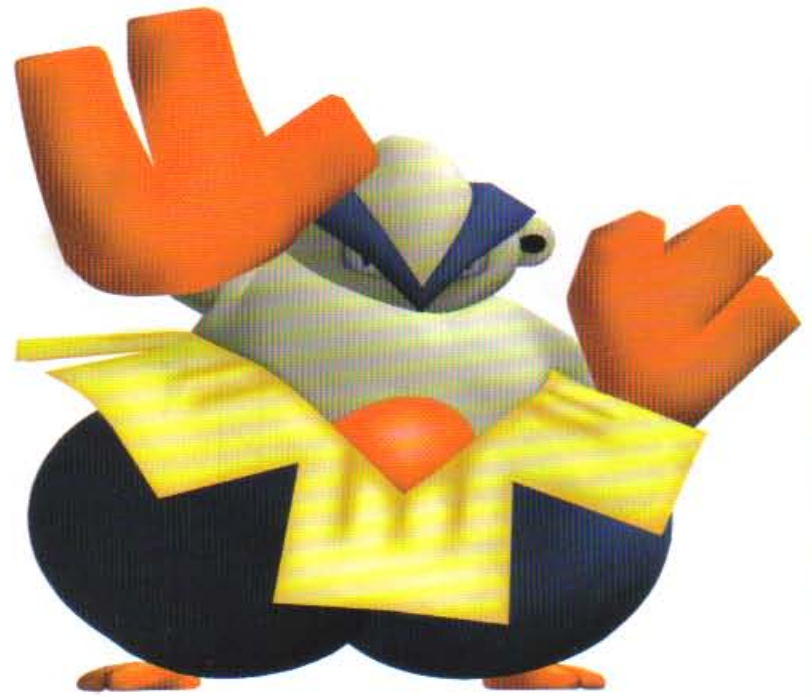
Thick Fat, Guts

Weaknesses:

Flying, Psychic

297 Hariyama

Size: 7'07" Weight: 559.5 lbs. Type: Fighting



Abilities:

Thick Fat, Guts

Weaknesses:

Flying, Psychic

298 Azurill

Size: 0'08" Weight: 4.4 lbs. Type: Normal



Abilities:

Thick Fat, Huge Power

Weakness:

Fighting

299 Nosepass

Size: 3'03" Weight: 213.8 lbs. Type: Rock



Abilities:

Sturdy, Magnet Pull

Weaknesses:

Water, Grass, Fighting, Ground, Steel

300 Skitty

Size: 2'00" Weight: 24.3 lbs. Type: Normal



Abilities:

Cute Charm, Normalize

Weakness:

Fighting

301 Delcatty

Size: 3'07" Weight: 71.9 lbs. Type: Normal



Abilities:

Cute Charm, Normalize

Weakness:

Fighting

302 Sableye

Size: 1'08" Weight: 24.3 lbs. Type: Dark Ghost



Abilities:

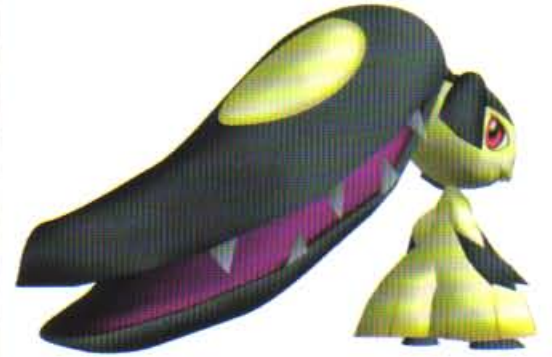
Keen Eye, Stall

Weakness:

—

303 Mawile

Size: 2'00" Weight: 25.4 lbs. Type: Steel



Abilities:

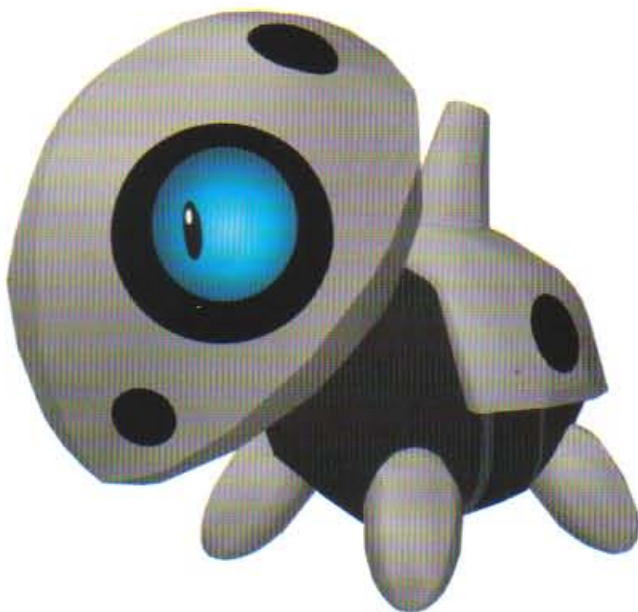
Hyper Cutter, Intimidate

Weaknesses:

Fire, Fighting, Ground

304 Aron

Size: 1'04" Weight: 132.3 lbs. Type: Steel Rock



Abilities:

Sturdy, Rock Head

Weaknesses:

Water, Fighting, Ground

305 Lairon

Size: 2'11" Weight: 264.6 lbs. Type: Steel Rock



Abilities:

Sturdy, Rock Head

Weaknesses:

Water, Fighting, Ground

306 Aggron

Size: 6'11" Weight: 793.7 lbs. Type: Steel Rock



Abilities:

Sturdy, Rock Head

Weaknesses:

Water, Fighting, Ground

307 Meditite

Size: 2'00" Weight: 24.7 lbs. Type: Fighting Psychic



Ability:

Pure Power

Weaknesses:

Flying, Ghost

308 Medicham

Size: 4'03" Weight: 69.4 lbs. Type: Fighting Psychic



Ability:

Pure Power

Weaknesses:

Flying, Ghost

309 Electrike

Size: 2'00" Weight: 33.5 lbs. Type: Electric



Abilities:

Static, Lightningrod

Weakness:

Ground

310 Manectric

Size: 4'11" Weight: 88.6 lbs. Type: Electric



Abilities:
Static, Lightningrod
Weakness:
Ground

311 Plusle

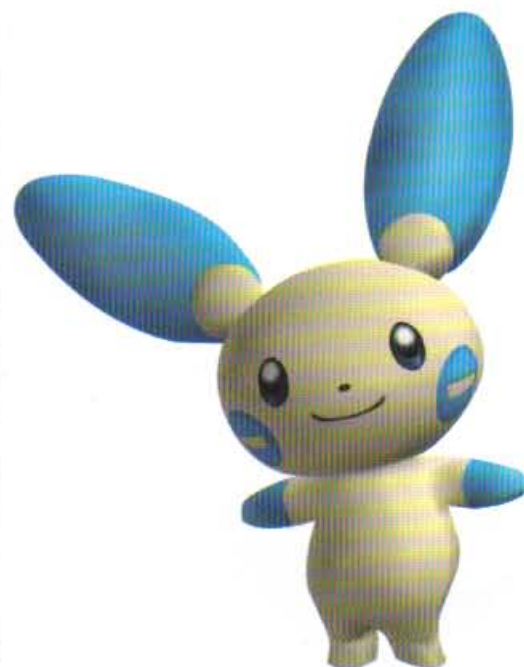
Size: 1'04" Weight: 9.3 lbs. Type: Electric



Ability:
Plus
Weakness:
Ground

312 Minun

Size: 1'04" Weight: 9.3 lbs. Type: Electric



Ability:
Minus
Weakness:
Ground

313 Volbeat

Size: 2'04" Weight: 39.0 lbs. Type: Bug



Abilities:
Illuminate, Swarm
Weaknesses:
Flying, Fire, Rock

314 Illumise

Size: 2'00" Weight: 39.0 lbs. Type: Bug



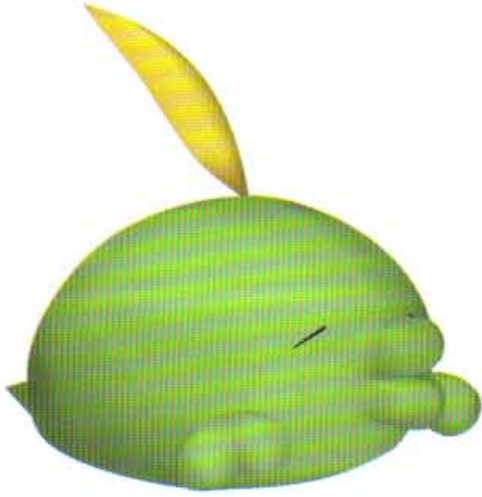
Abilities:
Oblivious, Tinted Lens
Weaknesses:
Flying, Fire, Rock

315 Roselia

Size: 1'00" Weight: 4.4 lbs. Type: Grass Poison



Abilities:
Natural Cure, Poison Point
Weaknesses:
Fire, Ice,
Flying, Psychic

316 **Gulpin**Size: 1'04" Weight: 22.7 lbs. Type: **Poison****Abilities:**

Liquid Ooze, Sticky Hold

Weaknesses:

Ground, Psychic

317 **Swalot**Size: 5'07" Weight: 176.4 lbs. Type: **Poison****Abilities:**

Liquid Ooze, Sticky Hold

Weaknesses:

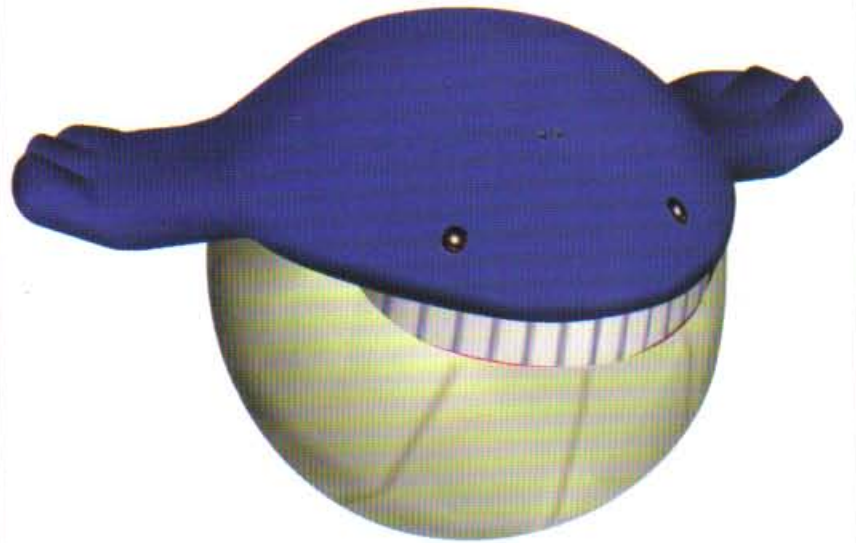
Ground, Psychic

318 **Carvanha**Size: 2'07" Weight: 45.9 lbs. Type: **Water** **Dark****Ability:**

Rough Skin

Weaknesses:Electric, Grass,
Fighting, Bug**319** **Sharpedo**Size: 5'11" Weight: 195.8 lbs. Type: **Water** **Dark****Ability:**

Rough Skin

Weaknesses:Electric, Grass,
Fighting, Bug**320** **Wailmer**Size: 6'07" Weight: 286.6 lbs. Type: **Water****Abilities:**

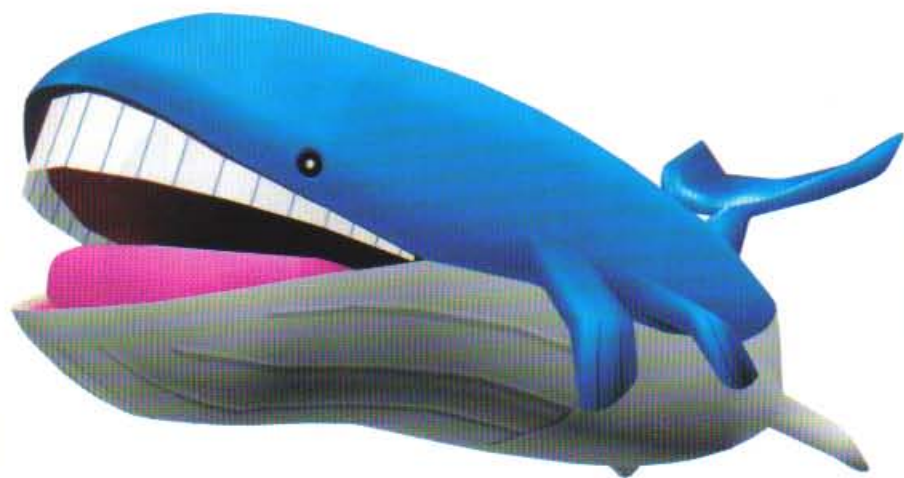
Water Veil, Oblivious

Weaknesses:

Electric, Grass

321 Wailord

Size: 47'07" Weight: 877.4 lbs. Type: Water



Abilities:

Water Veil, Oblivious

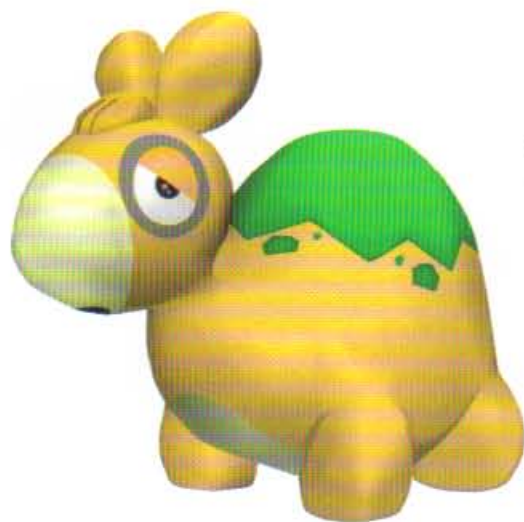
Weaknesses:

Electric, Grass



322 Numel

Size: 2'04" Weight: 52.9 lbs. Type: Fire Ground



Abilities:

Oblivious, Simple

Weaknesses:

Water, Ground

323 Camerupt

Size: 6'03" Weight: 485.0 lbs. Type: Fire Ground



Abilities:

Magma Armor, Solid Rock

Weaknesses:

Water, Ground

324 Torkoal

Size: 1'08" Weight: 177.2 lbs. Type: Fire



Ability:

White Smoke

Weaknesses:

Water, Ground, Rock

325 Spoink

Size: 2'04" Weight: 67.5 lbs. Type: **Psychic**



Abilities:

Thick Fat, Own Tempo

Weaknesses:

Bug, Ghost, Dark

326 Grumpig

Size: 2'11" Weight: 157.6 lbs. Type: **Psychic**



Abilities:

Thick Fat, Own Tempo

Weaknesses:

Bug, Ghost, Dark

327 Spinda

Size: 3'07" Weight: 11.0 lbs. Type: **Normal**



Abilities:

Own Tempo, Tangled Feet

Weakness:

Fighting

328 Trapinch

Size: 2'04" Weight: 33.1 lbs. Type: **Ground**



Abilities:

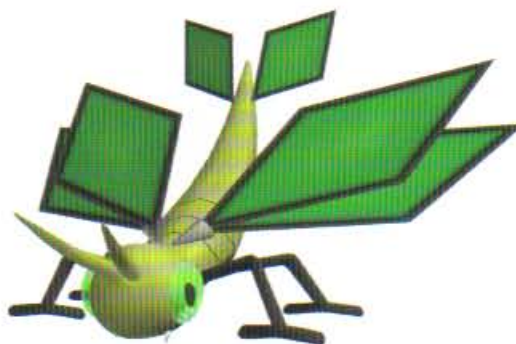
Hyper Cutter, Arena Trap

Weaknesses:

Water, Grass, Ice

329 Vibrava

Size: 3'07" Weight: 33.7 lbs. Type: **Ground Dragon**



Ability:

Levitate

Weaknesses:

Ice, Dragon

330 Flygon

Size: 6'07" Weight: 180.8 lbs. Type: **Ground Dragon**



Ability:

Levitate

Weaknesses:

Ice, Dragon

331 Cacnea

Size: 1'04" Weight: 113.1 lbs. Type: Grass



Ability:

Sand Veil

Weaknesses:

Fire, Ice, Poison,
Flying, Bug

332 Cacturne

Size: 4'03" Weight: 170.6 lbs. Type: Grass Dark



Ability:

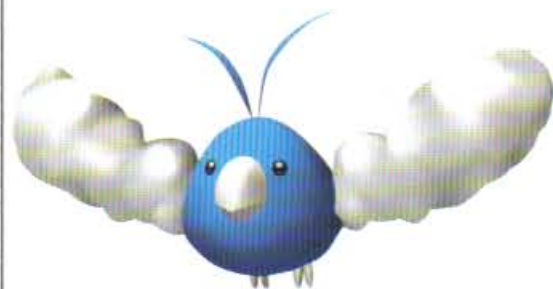
Sand Veil

Weaknesses:

Fire, Ice, Fighting,
Poison, Flying, Bug

333 Swablu

Size: 1'04" Weight: 2.6 lbs. Type: Normal Flying



Ability:

Natural Cure

Weaknesses:

Electric, Ice, Rock

334 Altaria

Size: 3'07" Weight: 45.4 lbs. Type: Dragon Flying



Ability:

Natural Cure

Weaknesses:

Rock, Dragon

335 Zangoose

Size: 4'03" Weight: 88.8 lbs. Type: Normal



Ability:

Immunity

Weakness:

Fighting

336 Seviper

Size: 8'10" Weight: 115.7 lbs. Type: Poison



Ability:

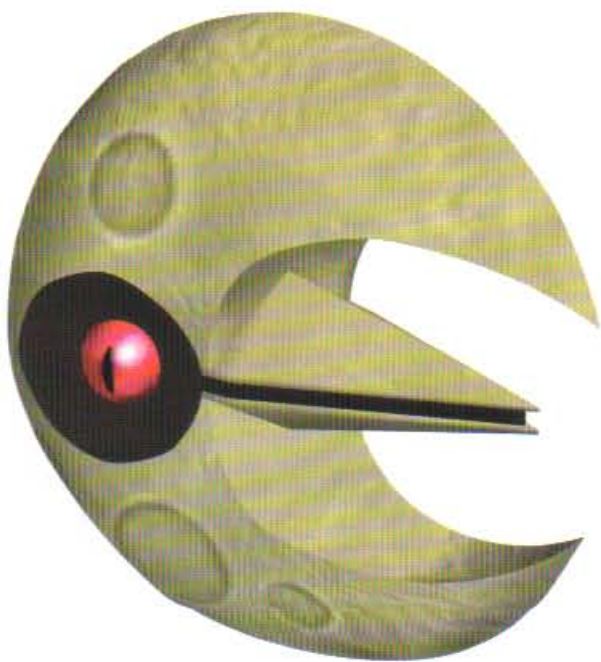
Shed Skin

Weaknesses:

Ground, Psychic

337 Lunatone

Size: 3'03" Weight: 370.4 lbs. Type: Rock Psychic



Ability:

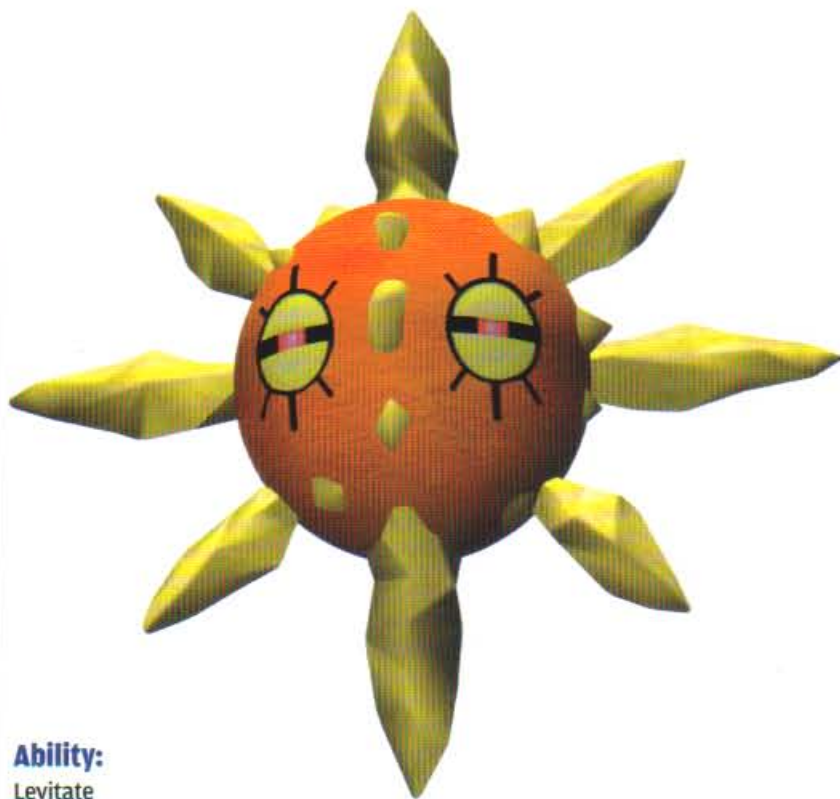
Levitate

Weaknesses:

Water, Grass, Steel, Bug, Ghost, Dark

338 Solrock

Size: 3'11" Weight: 339.5 lbs. Type: Rock Psychic



Ability:

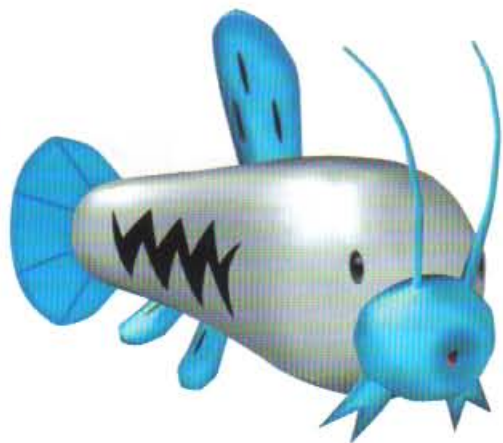
Levitate

Weaknesses:

Water, Grass, Steel, Bug, Ghost, Dark

339 Barboach

Size: 1'04" Weight: 4.2 lbs. Type: Water Ground



Abilities:

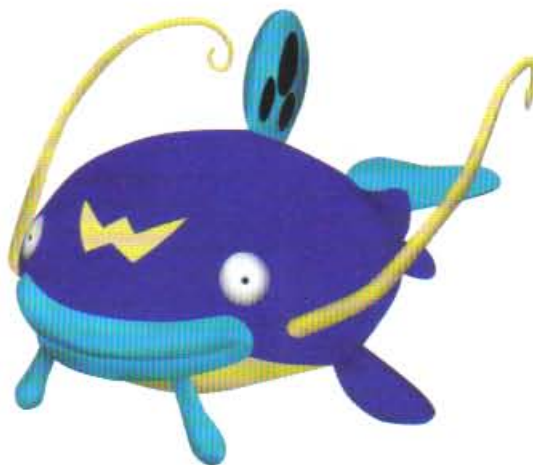
Oblivious, Anticipation

Weakness:

Grass

340 Whiscash

Size: 2'11" Weight: 52.0 lbs. Type: Water Ground



Abilities:

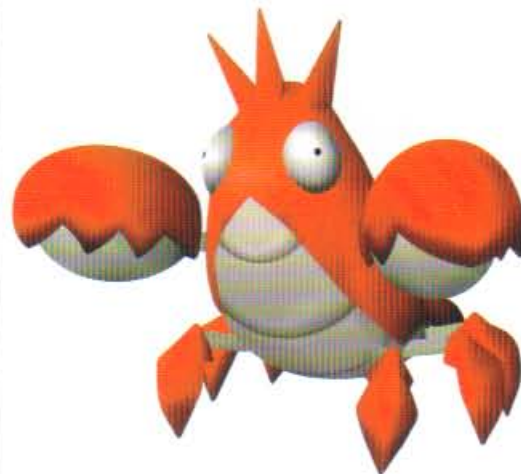
Oblivious, Anticipation

Weakness:

Grass

341 Corphish

Size: 2'00" Weight: 25.4 lbs. Type: Water



Abilities:

Hyper Cutter, Shell Armor

Weaknesses:

Electric, Grass

342 Crawdaunt

Size: 3'07" Weight: 72.3 lbs. Type: Water Dark



Abilities:

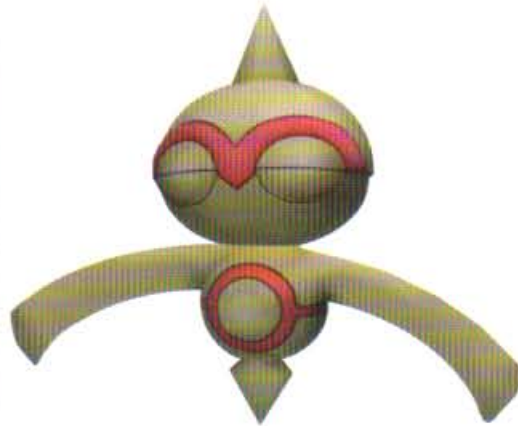
Hyper Cutter, Shell Armor

Weaknesses:

Electric, Grass, Fighting, Bug

343 Baltoy

Size: 1'08" Weight: 47.4 lbs. Type: Ground Psychic



Ability:

Levitate

Weaknesses:

Water, Grass, Ice, Bug, Ghost, Dark

344 Claydol

Size: 4'11" Weight: 238.1 lbs. Type: Ground Psychic



Ability:

Levitate

Weaknesses:

Water, Grass, Ice, Bug, Ghost, Dark

345 Lileep

Size: 3'03" Weight: 52.5 lbs. Type: Rock Grass



Ability:

Suction Cups

Weaknesses:

Ice, Fighting, Bug, Steel

346 Cradily

Size: 4'11" Weight: 133.2 lbs. Type: Rock Grass



Ability:

Suction Cups

Weaknesses:

Ice, Fighting, Bug, Steel

347 Anorith

Size: 2'04" Weight: 27.6 lbs. Type: Rock Bug



Ability:

Battle Armor

Weaknesses:

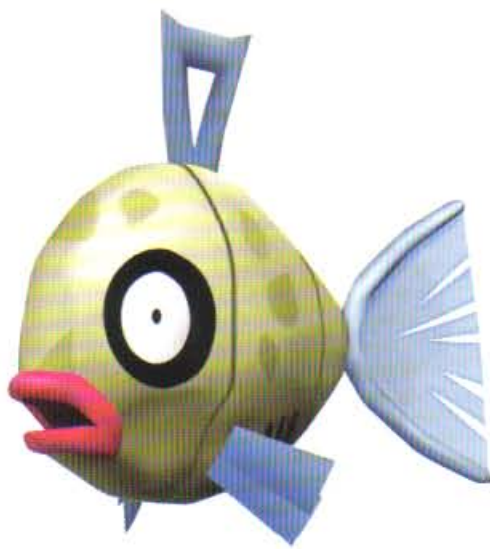
Water, Rock, Steel

348 Armaldo

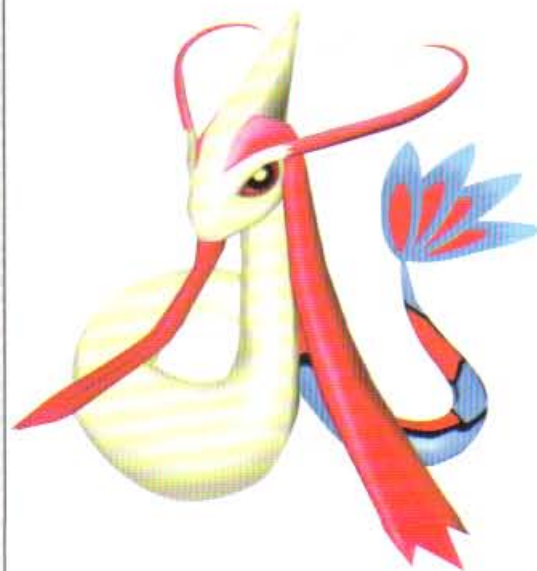
Size: 4'11" Weight: 150.4 lbs. Type: Rock Bug

**Ability:**
Battle Armor**Weaknesses:**
Water, Rock, Steel**349 Feebas**

Size: 2'00" Weight: 16.3 lbs. Type: Water

**Ability:**
Swift Swim**Weaknesses:**
Electric, Grass**350 Milotic**

Size: 20'04" Weight: 357.1 lbs. Type: Water

**Ability:**
Marvel Scale**Weaknesses:**
Electric, Grass**351 Castform**

Size: 1'00" Weight: 1.8 lbs. Type: Normal

**Ability:**
Forecast**Weakness:**
Fighting**352 Kecleon**

Size: 3'03" Weight: 48.5 lbs. Type: Normal

**Ability:**
Color Change**Weakness:**
Fighting**353 Shuppet**

Size: 2'00" Weight: 5.1 lbs. Type: Ghost

**Abilities:**
Insomnia, Frisk**Weaknesses:**
Ghost, Dark

354 Banette

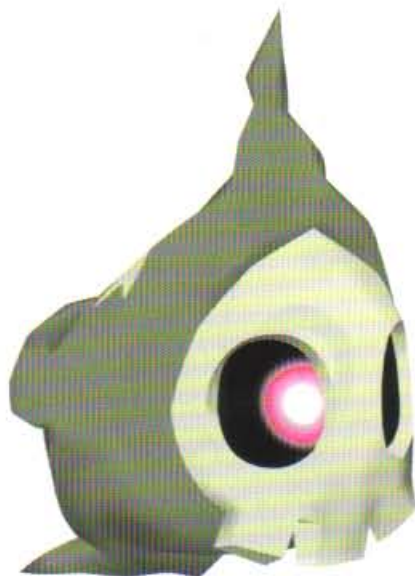
Size: 3'07" Weight: 27.6 lbs. Type: Ghost



Abilities:
Insomnia, Frisk
Weaknesses:
Ghost, Dark

355 Duskull

Size: 2'07" Weight: 33.1 lbs. Type: Ghost



Ability:
Levitate
Weaknesses:
Ghost, Dark

356 Dusclops

Size: 5'03" Weight: 67.5 lbs. Type: Ghost



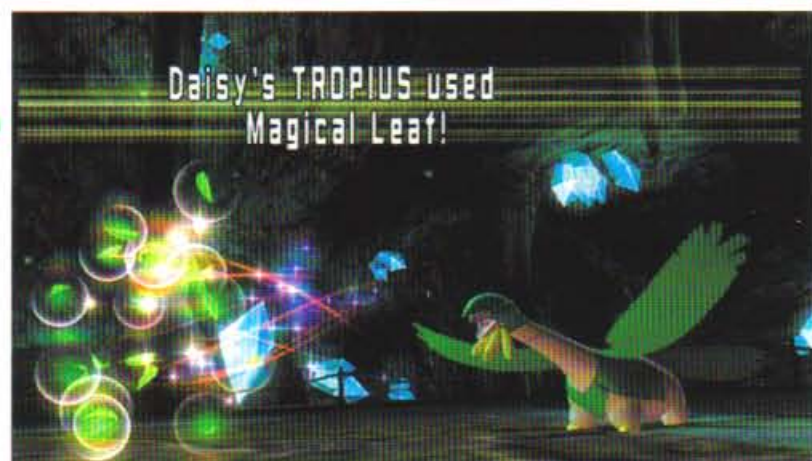
Ability:
Pressure
Weaknesses:
Ghost, Dark

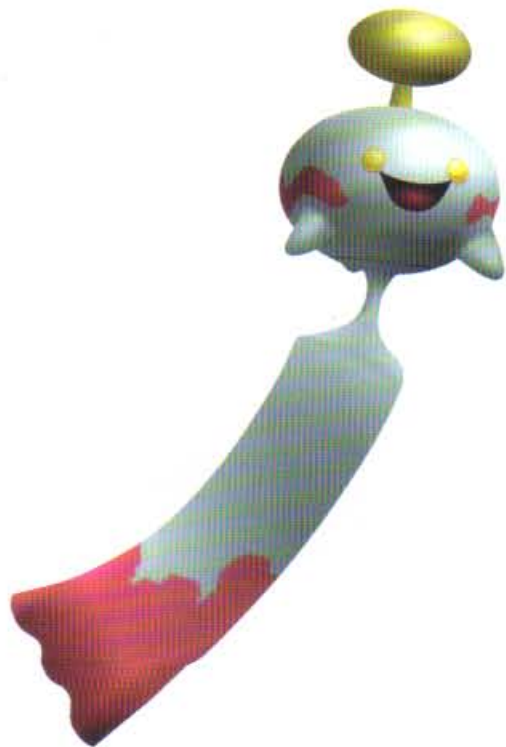
357 Tropius

Size: 6'07" Weight: 220.5 lbs. Type: Grass Flying



Abilities:
Chlorophyll, Solar Power
Weaknesses:
Fire, Ice, Poison,
Flying, Rock



358 ChimechoSize: 2'00" Weight: 2.2 lbs. Type: **Psychic****Ability:**

Levitate

Weaknesses:

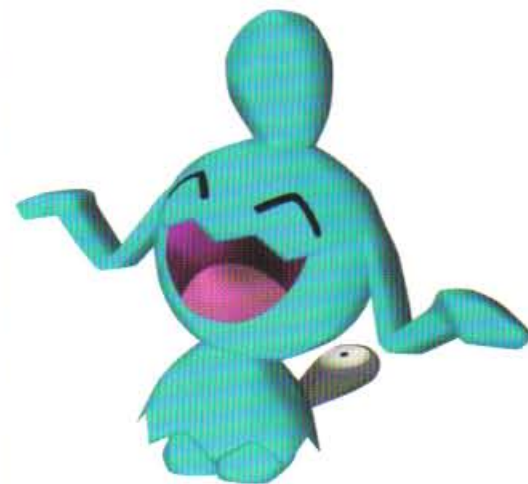
Bug, Ghost, Dark

359 AbsolSize: 3'11" Weight: 103.6 lbs. Type: **Dark****Abilities:**

Pressure, Super Luck

Weaknesses:

Fighting, Bug

360 WynautSize: 2'00" Weight: 30.9 lbs. Type: **Psychic****Ability:**

Shadow Tag

Weaknesses:

Bug, Ghost, Dark

361 SnoruntSize: 2'04" Weight: 37.0 lbs. Type: **Ice****Abilities:**

Inner Focus, Ice Body

Weaknesses:Fire, Fighting,
Rock, Steel**362 Glalie**Size: 4'11" Weight: 565.5 lbs. Type: **Ice****Abilities:**

Inner Focus, Ice Body

Weaknesses:Fire, Fighting,
Rock, Steel

363 Spheal

Size: 2'07" Weight: 87.1 lbs. Type: Ice Water

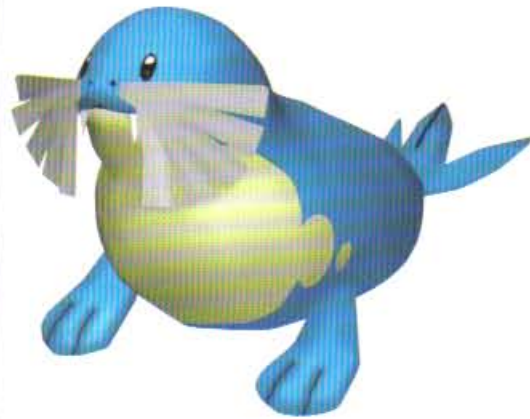


Abilities:
Thick Fat, Ice Body

Weaknesses:
Electric, Grass,
Fighting, Rock

364 Sealeo

Size: 3'07" Weight: 193.1 lbs. Type: Ice Water



Abilities:
Thick Fat, Ice Body

Weaknesses:
Electric, Grass,
Fighting, Rock

365 Walrein

Size: 4'07" Weight: 332.0 lbs. Type: Ice Water



Abilities:
Thick Fat, Ice Body

Weaknesses:
Electric, Grass,
Fighting, Rock

366 Clamperl

Size: 1'04" Weight: 115.7 lbs. Type: Water



Ability:
Shell Armor

Weaknesses:
Electric, Grass

367 Huntail

Size: 5'07" Weight: 59.5 lbs. Type: Water



Ability:
Swift Swim

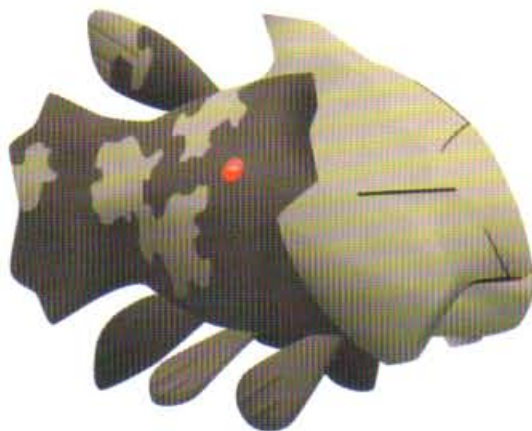
Weaknesses:
Electric, Grass

368 Gorebyss

Size: 5'11" Weight: 49.8 lbs. Type: Water

**Ability:**
Swift Swim**Weaknesses:**
Electric, Grass**369 Relicanth**

Size: 3'03" Weight: 51.6 lbs. Type: Water Rock

**Abilities:**
Swift Swim, Rock Head**Weaknesses:**
Electric, Grass,
Fighting, Ground**370 Luvdisc**

Size: 2'00" Weight: 19.2 lbs. Type: Water

**Ability:**
Swift Swim**Weaknesses:**
Electric, Grass**371 Bagon**

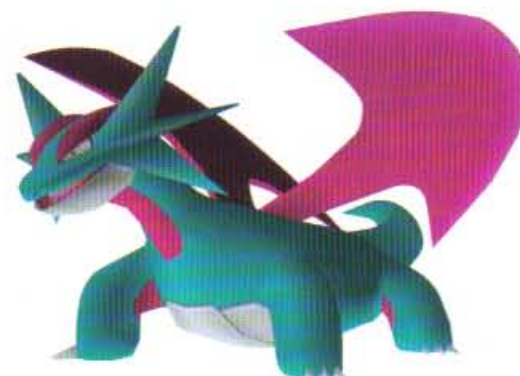
Size: 2'00" Weight: 92.8 lbs. Type: Dragon

**Ability:**
Rock Head**Weaknesses:**
Ice, Dragon**372 Shelgon**

Size: 3'07" Weight: 243.6 lbs. Type: Dragon

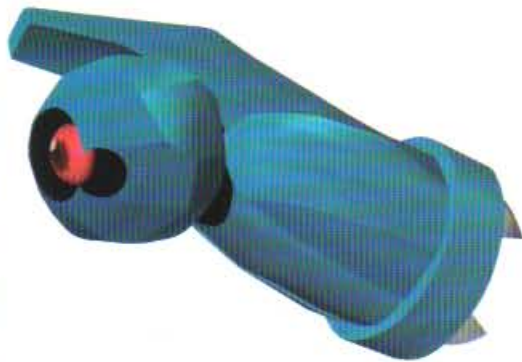
**Ability:**
Rock Head**Weaknesses:**
Ice, Dragon**373 Salamence**

Size: 4'11" Weight: 226.2 lbs. Type: Dragon Flying

**Ability:**
Intimidate**Weaknesses:**
Ice, Rock, Dragon

374 Beldum

Size: 2'00" Weight: 209.9 lbs. Type: Steel Psychic



Ability:

Clear Body

Weaknesses:

Fire, Ground

375 Metang

Size: 3'11" Weight: 446.4 lbs. Type: Steel Psychic



Ability:

Clear Body

Weaknesses:

Fire, Ground

376 Metagross

Size: 5'03" Weight: 1,212.5 lbs. Type: Steel Psychic



Ability:

Clear Body

Weaknesses:

Fire, Ground

377 Regirock

Size: 5'07" Weight: 507.1 lbs. Type: Rock



Ability:

Clear Body

Weaknesses:

Water, Grass, Fighting, Ground, Steel



378 Regice

Size: 5'11" Weight: 385.8 lbs. Type: Ice

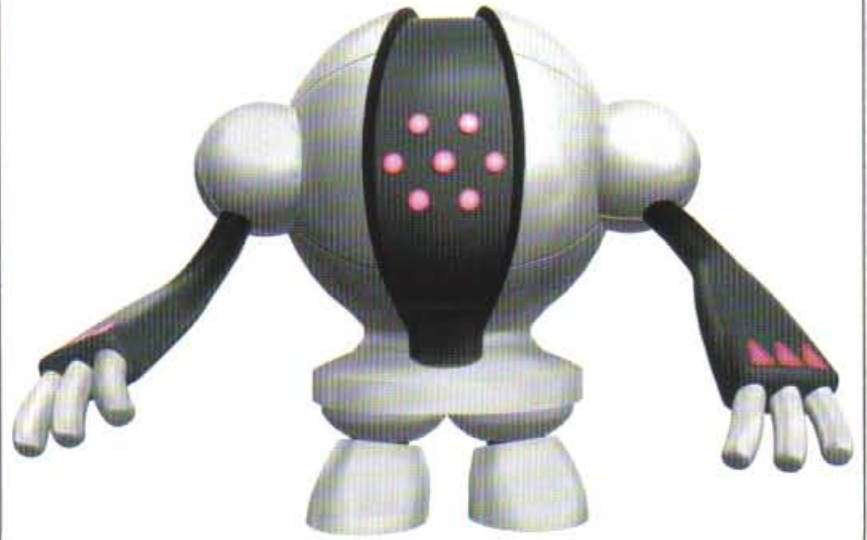


Ability:
Clear Body

Weaknesses:
Fire, Fighting, Rock, Steel

379 Registeel

Size: 6'03" Weight: 451.9 lbs. Type: Steel

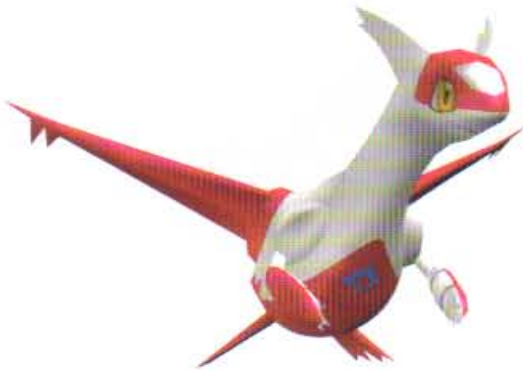


Ability:
Clear Body

Weaknesses:
Fire, Fighting, Ground

380 Latias

Size: 4'07" Weight: 88.2 lbs. Type: Dragon Psychic

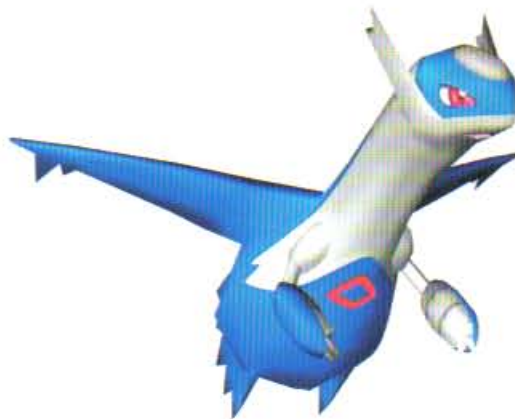


Ability:
Levitate

Weaknesses:
Ice, Bug, Ghost, Dragon, Dark

381 Latios

Size: 6'07" Weight: 132.3 lbs. Type: Dragon Psychic



Ability:
Levitate

Weaknesses:
Ice, Bug, Ghost, Dragon, Dark

382 Kyogre

Size: 14'09" Weight: 776.0 lbs. Type: Water

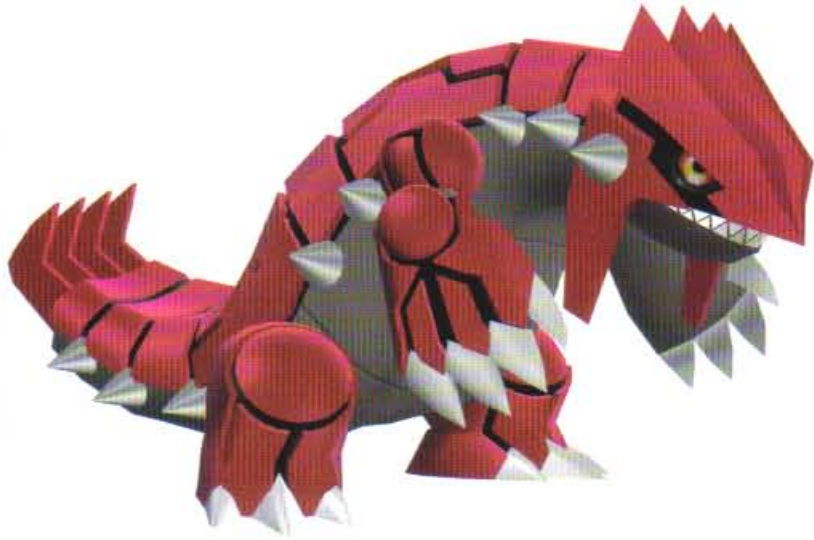


Ability:
Drizzle

Weaknesses:
Electric, Grass

383 Groudon

Size: 11'06" Weight: 2,094.4 lbs. Type: Ground



Ability:
Drought

Weaknesses:
Water, Grass, Ice

384 Rayquaza

Size: 23'00" Weight: 455.2 lbs. Type: Dragon Flying



Ability:
Air Lock

Weaknesses:
Ice, Rock, Dragon

385 Jirachi

Size: 1'00" Weight: 2.4 lbs. Type: Steel Psychic

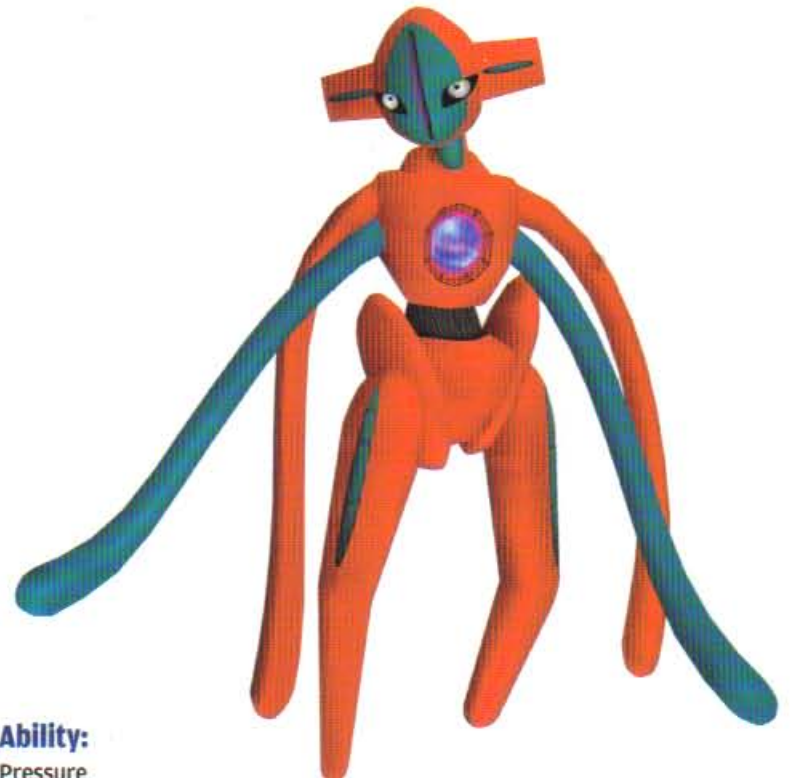


Ability:
Serene Grace

Weaknesses:
Fire, Ground

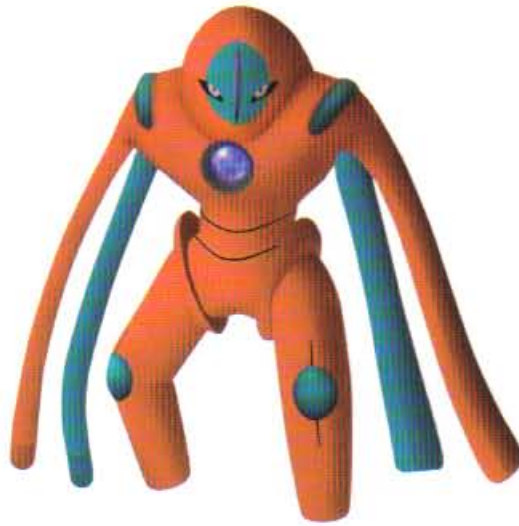
386 Deoxys (Normal Forme)

Size: 5'07" Weight: 134.0 lbs. Type: Psychic



Ability:
Pressure

Weaknesses:
Bug, Ghost, Dark

386 Deoxys (Attack Forme)Size: 5'07" Weight: 134.0 lbs. Type: **Psychic****Ability:**
Pressure**Weaknesses:**
Bug, Ghost, Dark**386 Deoxys (Defense Forme)**Size: 5'07" Weight: 134.0 lbs. Type: **Psychic****Ability:**
Pressure**Weaknesses:**
Bug, Ghost, Dark**386 Deoxys (Speed Forme)**Size: 5'07" Weight: 134.0 lbs. Type: **Psychic****Ability:**
Pressure**Weaknesses:**
Bug, Ghost, Dark**387 Turtwig**Size: 1'04" Weight: 22.5 lbs. Type: **Grass****Ability:**
Overgrow**Weaknesses:**
Fire, Ice, Poison,
Flying, Bug**388 Grotle**Size: 3'07" Weight: 213.8 lbs. Type: **Grass****Ability:**
Overgrow**Weaknesses:**
Fire, Ice, Poison,
Flying, Bug**389 Torterra**Size: 7'03" Weight: 683.4 lbs. Type: **Grass** **Ground****Ability:**
Overgrow**Weaknesses:**
Fire, Ice, Flying, Bug

390 Chimchar

Size: 1'08" Weight: 13.7 lbs. Type: Fire



Ability:
Blaze

Weaknesses:
Water, Ground, Rock

391 Monferno

Size: 2'11" Weight: 48.5 lbs. Type: Fire Fighting



Ability:
Blaze

Weaknesses:
Water, Ground,
Flying, Psychic

392 Infernape

Size: 3'11" Weight: 121.3 lbs. Type: Fire Fighting



Ability:
Blaze

Weaknesses:
Water, Ground,
Flying, Psychic

393 Piplup

Size: 1'04" Weight: 11.5 lbs. Type: Water



Ability:
Torrent

Weaknesses:
Electric, Grass

394 Prinplup

Size: 2'07" Weight: 50.7 lbs. Type: Water



Ability:
Torrent

Weaknesses:
Electric, Grass

395 Empoleon

Size: 5'07" Weight: 186.3 lbs. Type: Water Steel



Ability:
Torrent

Weaknesses:
Electric, Fighting, Ground

396 Starly

Size: 1'00" Weight: 4.4 lbs. Type: Normal Flying

**Ability:**

Keen Eye

Weaknesses:

Electric, Ice, Rock

397 Staravia

Size: 2'00" Weight: 34.2 lbs. Type: Normal Flying

**Ability:**

Intimidate

Weaknesses:

Electric, Ice, Rock

398 Staraptor

Size: 3'11" Weight: 54.9 lbs. Type: Normal Flying

**Ability:**

Intimidate

Weaknesses:

Electric, Ice, Rock

399 Bidoof

Size: 1'08" Weight: 44.1 lbs. Type: Normal

**Abilities:**

Simple, Unaware

Weakness:

Fighting

400 Bibarel

Size: 3'03" Weight: 69.4 lbs. Type: Normal Water

**Abilities:**

Simple, Unaware

Weaknesses:

Fighting, Electric, Grass

401 Kricketot

Size: 1'00" Weight: 4.9 lbs. Type: Bug

**Ability:**

Shed Skin

Weaknesses:

Fire, Flying, Rock

402 Kricketune

Size: 3'03" Weight: 56.2 lbs. Type: Bug



Ability:

Swarm

Weaknesses:

Fire, Flying, Rock

403 Shinx

Size: 1'08" Weight: 20.9 lbs. Type: Electric



Abilities:

Rivalry, Intimidate

Weakness:

Ground

404 Luxio

Size: 2'11" Weight: 67.2 lbs. Type: Electric



Abilities:

Rivalry, Intimidate

Weakness:

Ground

405 Luxray

Size: 4'07" Weight: 92.6 lbs. Type: Electric



Abilities:

Rivalry, Intimidate

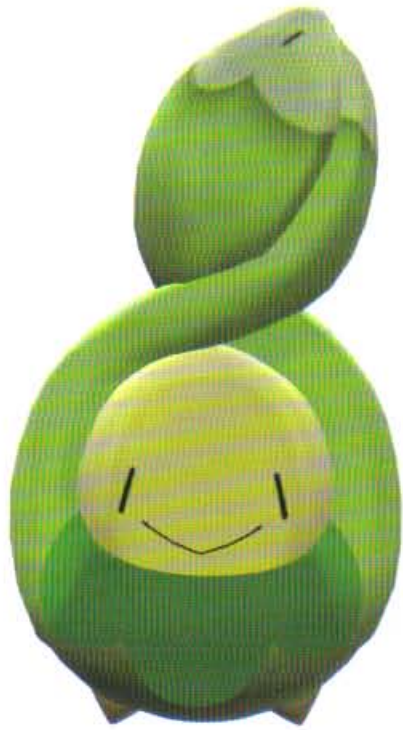
Weakness:

Ground



406 Budew

Size: 0'08" Weight: 2.6 lbs. Type: Grass Poison



Abilities:
Natural Cure, Poison Point
Weaknesses:
Fire, Ice, Flying, Psychic

407 Roserade

Size: 2'11" Weight: 32.0 lbs. Type: Grass Poison



Abilities:
Natural Cure, Poison Point
Weaknesses:
Fire, Ice, Flying, Psychic

408 Cranidos

Size: 2'11" Weight: 69.4 lbs. Type: Rock



Ability:
Mold Breaker
Weaknesses:
Water, Grass, Fighting, Ground, Steel

409 Rampardos

Size: 5'03" Weight: 226.0 lbs. Type: Rock



Ability:
Mold Breaker
Weaknesses:
Water, Grass, Fighting, Ground, Steel

410 Sheldon

Size: 1'08" Weight: 125.7 lbs. Type: Rock Steel



Ability:
Sturdy
Weaknesses:
Water, Fighting, Ground

411 Bastiodon

Size: 4'03" Weight: 329.6 lbs. Type: Rock Steel



Ability:
Sturdy
Weaknesses:
Water, Fighting, Ground

412 Burmy

Size: 0'08" Weight: 7.5 lbs. Type: Bug



Ability:

Shed Skin

Weaknesses:

Fire, Flying, Rock

413 Wormadam (Plant Cloak)

Size: 1'08" Weight: 14.3 lbs. Type: Bug Grass



Ability:

Anticipation

Weaknesses:

Fire, Ice, Poison, Flying, Bug, Rock

413 Wormadam (Sand Cloak)

Size: 1'08" Weight: 14.3 lbs. Type: Bug Ground



Ability:

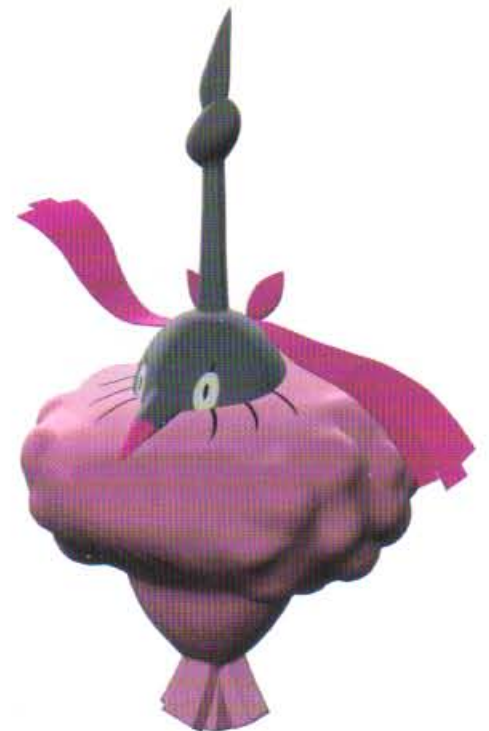
Anticipation

Weaknesses:

Fire, Water, Ice, Flying

413 Wormadam (Trash Cloak)

Size: 1'08" Weight: 14.3 lbs. Type: Bug Steel



Ability:

Anticipation

Weakness:

Fire

414 Mothim

Size: 2'11" Weight: 51.4 lbs. Type: Bug Flying



Ability:

Swarm

Weaknesses:

Fire, Electric, Ice, Flying, Rock

415 Combee

Size: 1'00" Weight: 12.1 lbs. Type: Bug Flying



Ability:

Honey Gather

Weaknesses:

Fire, Electric, Ice, Flying, Rock

416 Vespiquen

Size: 3'11" Weight: 84.9 lbs. Type: Bug Flying



Ability:

Pressure

Weaknesses:

Fire, Electric, Ice, Flying, Rock

417 Pachirisu

Size: 1'04" Weight: 8.6 lbs. Type: Electric



Abilities:

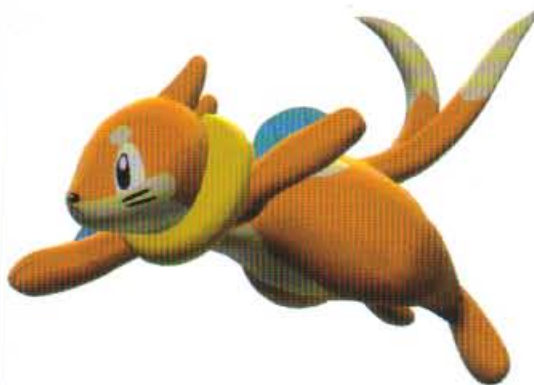
Run Away, Pickup

Weakness:

Ground

418 Buizel

Size: 2'04" Weight: 65.0 lbs. Type: Water



Ability:

Swift Swim

Weaknesses:

Electric, Grass

419 Floatzel

Size: 3'07" Weight: 73.9 lbs. Type: Water



Ability:

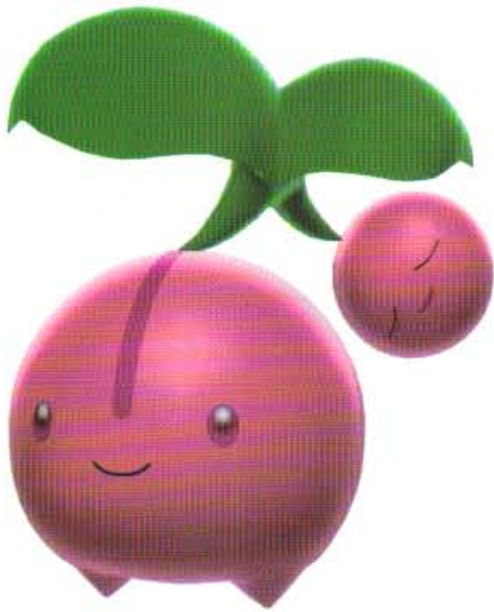
Swift Swim

Weaknesses:

Electric, Grass

420 Cherubi

Size: 1'04" Weight: 7.3 lbs. Type: Grass



Ability:

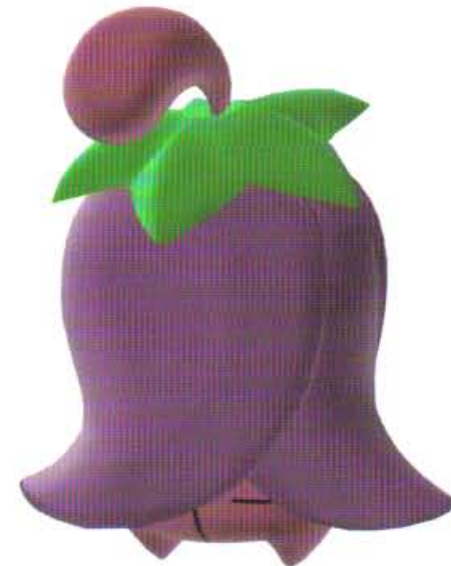
Chlorophyll

Weaknesses:

Fire, Ice, Poison, Flying, Bug

421 Cherrim

Size: 1'08" Weight: 20.5 lbs. Type: Grass



Ability:

Flower Gift

Weaknesses:

Fire, Ice, Poison, Flying, Bug

422 Shellos

Size: 1'00" Weight: 13.9 lbs. Type: Water



Abilities:

Sticky Hold, Storm Drain

Weaknesses:

Electric, Grass

423 Gastrodon

Size: 2'11" Weight: 65.9 lbs. Type: Water Ground



Abilities:

Sticky Hold, Storm Drain

Weakness:

Grass

424 Ambipom

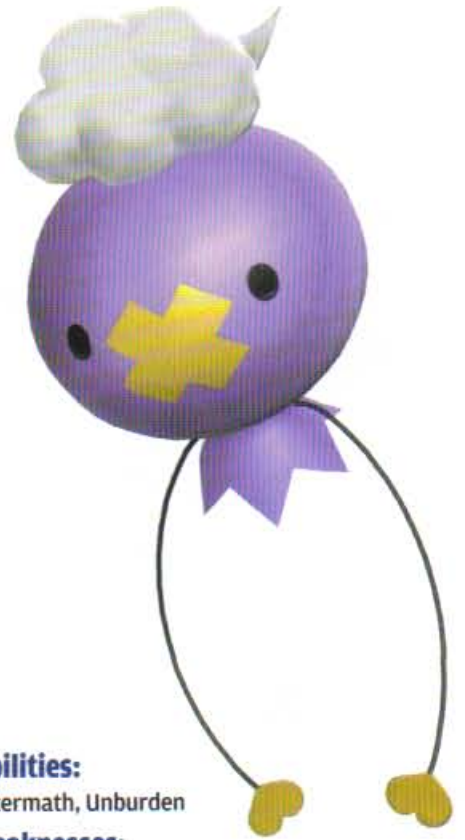
Size: 3'11" Weight: 44.8 lbs. Type: Normal



Abilities:
Technician, Pickup
Weakness:
Fighting

425 Drifloon

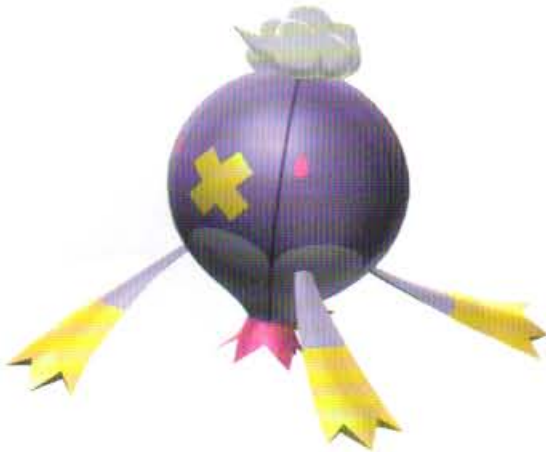
Size: 1'04" Weight: 2.6 lbs. Type: Ghost Flying



Abilities:
Aftermath, Unburden
Weaknesses:
Electric, Ice, Rock,
Ghost, Dark

426 Drifblim

Size: 3'11" Weight: 33.1 lbs. Type: Ghost Flying



Abilities:
Aftermath, Unburden
Weaknesses:
Electric, Ice, Rock,
Ghost, Dark

427 Buneary

Size: 1'04" Weight: 12.1 lbs. Type: Normal



Abilities:
Run Away, Klutz
Weakness:
Fighting

428 Lopunny

Size: 3'11" Weight: 73.4 lbs. Type: Normal



Abilities:
Cute Charm, Klutz
Weakness:
Fighting

429 Mismagius

Size: 2'11" Weight: 9.7 lbs. Type: Ghost



Ability:

Levitate

Weaknesses:

Ghost, Dark

430 Honchkrow

Size: 2'11" Weight: 60.2 lbs. Type: Dark Flying



Abilities:

Insomnia, Super Luck

Weaknesses:

Electric, Ice, Rock

431 Glameow

Size: 1'08" Weight: 8.6 lbs. Type: Normal



Abilities:

Limber, Own Tempo

Weakness:

Fighting

432 Purugly

Size: 3'03" Weight: 96.6 lbs. Type: Normal



Abilities:

Thick Fat, Own Tempo

Weakness:

Fighting

433 Chingling

Size: 0'08" Weight: 1.3 lbs. Type: Psychic



Ability:

Levitate

Weaknesses:

Bug, Ghost, Dark

434 Stunky

Size: 1'04" Weight: 42.3 lbs. Type: Poison Dark



Abilities:

Stench, Aftermath

Weakness:

Ground

435 Skuntank

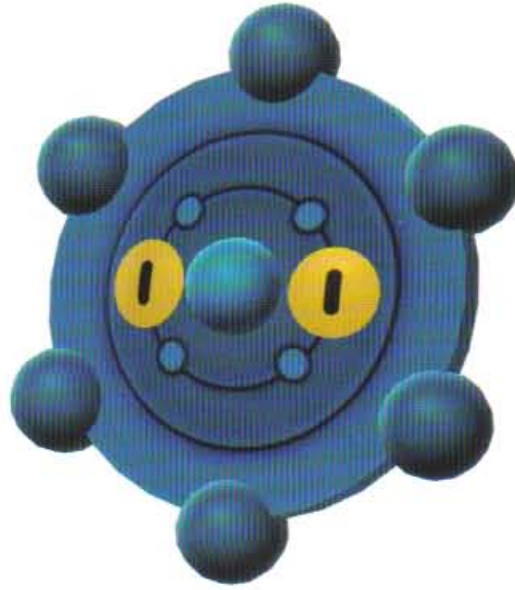
Size: 3'03" Weight: 83.8 lbs. Type: **Poison** **Dark**



Abilities:
Stench, Aftermath
Weakness:
Ground

436 Bronzor

Size: 1'08" Weight: 133.4 lbs. Type: **Steel** **Psychic**



Abilities:
Levitate, Heatproof
Weakness:
Fire

437 Bronzong

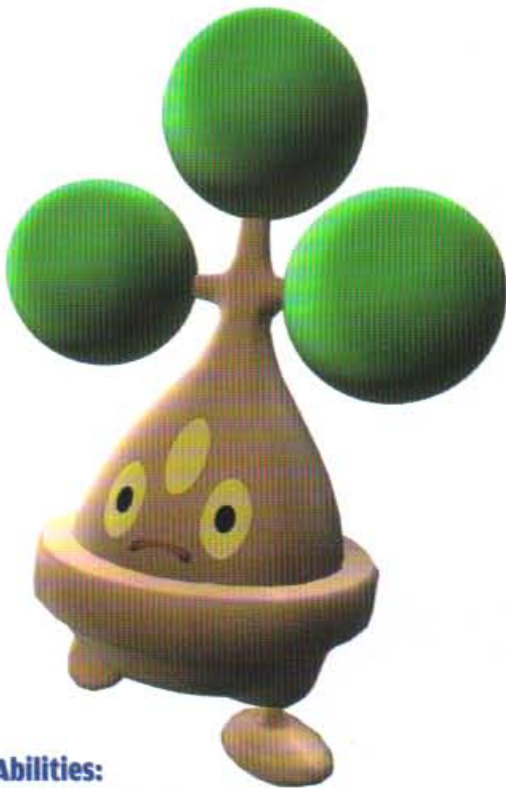
Size: 4'03" Weight: 412.3 lbs. Type: **Steel** **Psychic**



Abilities:
Levitate, Heatproof
Weakness:
Fire

438 Bonsly

Size: 1'08" Weight: 33.1 lbs. Type: **Rock**



Abilities:
Sturdy, Rock Head
Weaknesses:
Water, Grass, Fighting,
Ground, Steel

439 Mime Jr.

Size: 2'00" Weight: 28.7 lbs. Type: **Psychic**



Abilities:
Soundproof, Filter
Weaknesses:
Bug, Ghost, Dark

440 Happiny

Size: 2'00" Weight: 53.8 lbs. Type: **Normal**



Abilities:
Natural Cure, Serene Grace
Weakness:
Fighting

441 Chatot

Size: 1'08" Weight: 4.2 lbs. Type: Normal Flying



Abilities:

Keen Eye, Tangled Feet

Weaknesses:

Electric, Ice, Rock

442 Spiritomb

Size: 3'03" Weight: 238.1 lbs. Type: Ghost Dark



Ability:

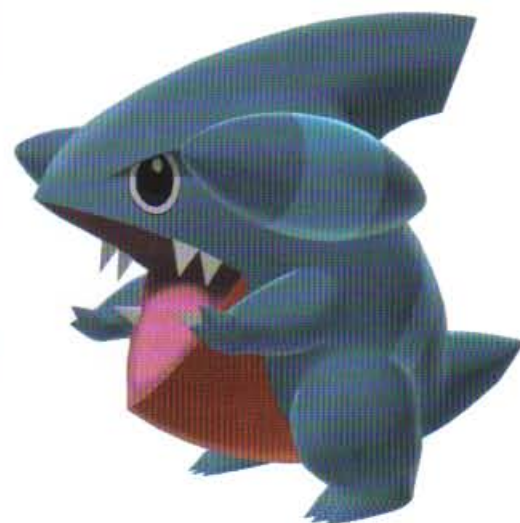
Pressure

Weaknesses:

—

443 Gible

Size: 2'04" Weight: 45.2 lbs. Type: Dragon Ground



Ability:

Sand Veil

Weaknesses:

Ice, Dragon

444 Gabite

Size: 4'07" Weight: 123.5 lbs. Type: Dragon Ground



Ability:

Sand Veil

Weaknesses:

Ice, Dragon

445 Garchomp

Size: 6'03" Weight: 209.4 lbs. Type: Dragon Ground



Ability:

Sand Veil

Weaknesses:

Ice, Dragon

446 Munchlax

Size: 2'00" Weight: 231.5 lbs. Type: Normal



Abilities:
Pickup, Thick Fat
Weakness:
Fighting

447 Riolu

Size: 2'04" Weight: 44.5 lbs. Type: Fighting



Abilities:
Steadfast, Inner Focus
Weaknesses:
Flying, Psychic

448 Lucario

Size: 3'11" Weight: 119.0 lbs. Type: Fighting Steel



Abilities:
Steadfast, Inner Focus
Weaknesses:
Fire, Fighting, Ground

449 Hippopotas

Size: 2'07" Weight: 109.1 lbs. Type: Ground



Ability:
Sand Stream
Weaknesses:
Water, Grass, Ice

450 Hippowdon

Size: 6'07" Weight: 661.4 lbs. Type: Ground



Ability:
Sand Stream
Weaknesses:
Water, Grass, Ice

451 Skorupi

Size: 2'07" Weight: 26.5 lbs. Type: Poison Bug



Abilities:
Battle Armor, Sniper
Weaknesses:
Fire, Flying, Psychic, Rock

452 Drapion

Size: 4'03" Weight: 135.6 lbs. Type: Poison Dark



Abilities:

Battle Armor, Sniper

Weakness:

Ground

453 Croagunk

Size: 2'04" Weight: 50.7 lbs. Type: Poison Fighting



Abilities:

Anticipation, Dry Skin

Weaknesses:

Ground, Flying, Psychic

454 Toxicroak

Size: 4'03" Weight: 97.9 lbs. Type: Poison Fighting



Abilities:

Anticipation, Dry Skin

Weaknesses:

Ground, Psychic, Flying

455 Carnivine

Size: 4'07" Weight: 59.5 lbs. Type: Grass



Ability:

Levitate

Weaknesses:

Fire, Ice, Poison,
Flying, Bug

456 Finneon

Size: 1'04" Weight: 15.4 lbs. Type: Water



Abilities:
Swift Swim, Storm Drain
Weaknesses:
Electric, Grass

457 Lumineon

Size: 3'11" Weight: 52.9 lbs. Type: Water



Abilities:
Swift Swim, Storm Drain
Weaknesses:
Electric, Grass

458 Mantyke

Size: 3'03" Weight: 143.3 lbs. Type: Water Flying



Abilities:
Swift Swim, Water Absorb
Weaknesses:
Electric, Grass

459 Snover

Size: 3'03" Weight: 111.3 lbs. Type: Grass Ice



Ability:
Snow Warning
Weaknesses:
Fire, Fighting, Poison, Flying, Bug, Rock, Steel

460 Abomasnow

Size: 7'03" Weight: 298.7 lbs. Type: Grass Ice



Ability:
Snow Warning
Weaknesses:
Fire, Fighting, Poison, Flying, Bug, Rock, Steel

461 Weavile

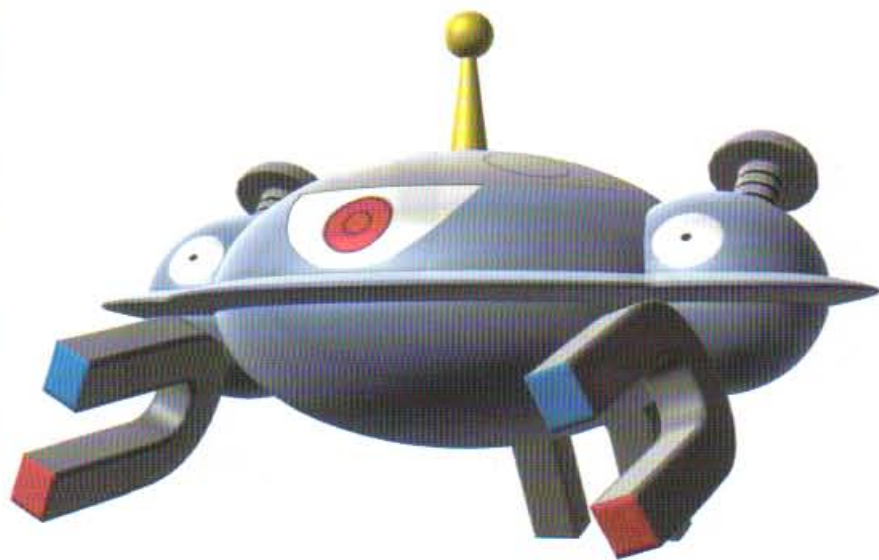
Size: 3'07" Weight: 75.0 lbs. Type: Dark Ice



Ability:
Pressure
Weaknesses:
Fire, Fighting, Bug, Rock, Steel

462 Magnezone

Size: 3'11" Weight: 396.8 lbs. Type: Electric Steel



Abilities:

Magnet Pull, Sturdy

Weaknesses:

Fire, Fighting, Ground



463 Lickilicky

Size: 5'07" Weight: 308.6 lbs. Type: Normal



Abilities:

Own Tempo, Oblivious

Weakness:

Fighting

464 Rhyperior

Size: 7'10" Weight: 623.5 lbs. Type: Ground Rock



Abilities:

Lightningrod, Solid Rock

Weaknesses:

Water, Grass, Ice,
Fighting, Ground, Steel

465 Tangrowth

Size: 6'07" Weight: 283.5 lbs. Type: Grass



Abilities:

Chlorophyll, Leaf Guard

Weaknesses:

Fire, Ice, Poison, Flying, Bug

466 Electivire

Size: 5'11" Weight: 305.6 lbs. Type: Electric



Ability:

Motor Drive

Weakness:

Ground

467 Magmortar

Size: 5'03" Weight: 149.9 lbs. Type: Fire



Ability:

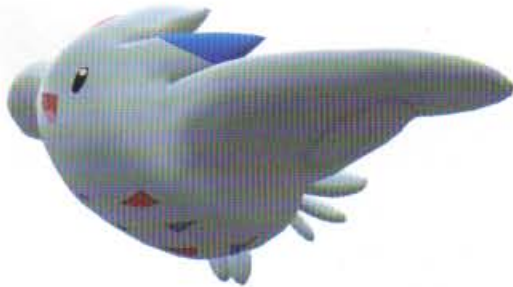
Flame Body

Weaknesses:

Water, Ground, Rock

468 Togekiss

Size: 4'11" Weight: 83.8 lbs. Type: Normal Flying



Abilities:

Hustle, Serene Grace

Weaknesses:

Electric, Ice, Rock

469 Yanmega

Size: 6'03" Weight: 113.5 lbs. Type: Bug Flying



Abilities:

Speed Boost, Tinted Lens

Weaknesses:

Fire, Electric, Ice, Flying, Rock

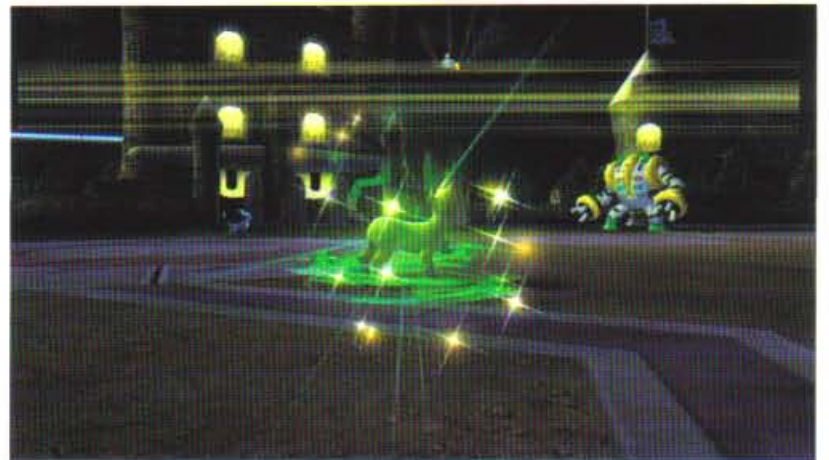
470 Leafeon

Size: 3'03" Weight: 56.2 lbs. Type: Grass



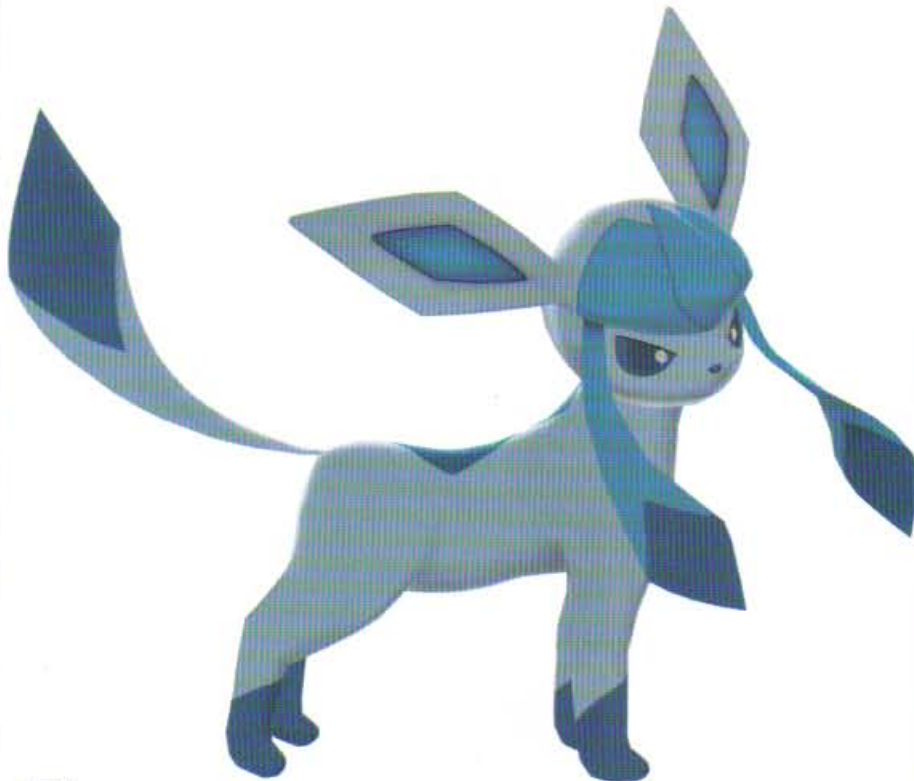
Ability:
Leaf Guard

Weaknesses:
Fire, Ice, Poison, Flying, Bug



471 Glaceon

Size: 2'07" Weight: 57.1 lbs. Type: Ice



Ability:
Snow Cloak

Weaknesses:
Fire, Fighting, Rock, Steel



472 Gliscor

Size: 6'07" Weight: 93.7 lbs. Type: Ground Flying



Abilities:
Hyper Cutter, Sand Veil
Weaknesses:
Water, Ice

473 Mamoswine

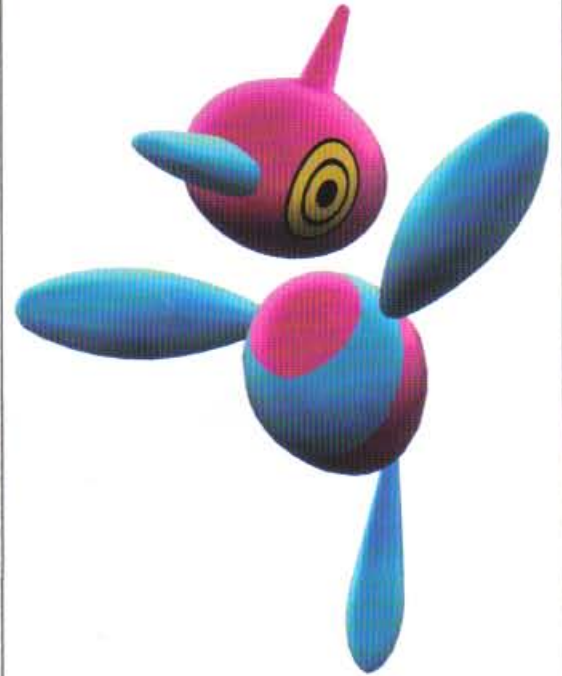
Size: 8'02" Weight: 641.5 lbs. Type: Ice Ground



Abilities:
Oblivious, Snow Cloak
Weaknesses:
Fire, Water, Grass, Fighting, Steel

474 Porygon-Z

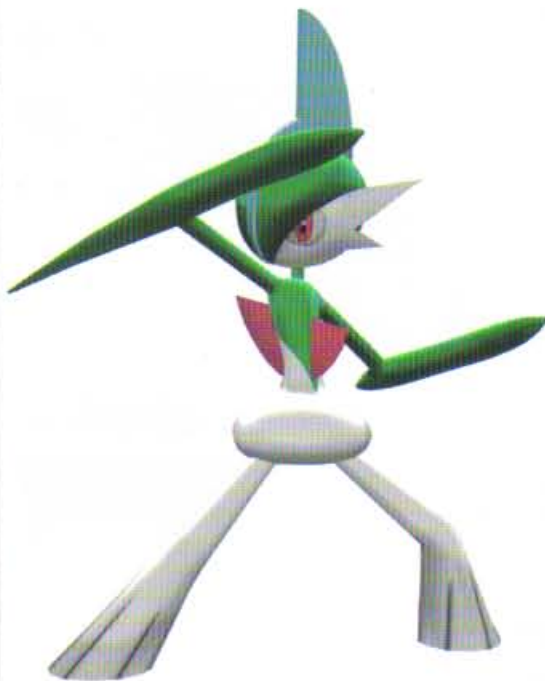
Size: 2'11" Weight: 75.0 lbs. Type: Normal



Abilities:
Adaptability, Download
Weakness:
Fighting

475 Gallade

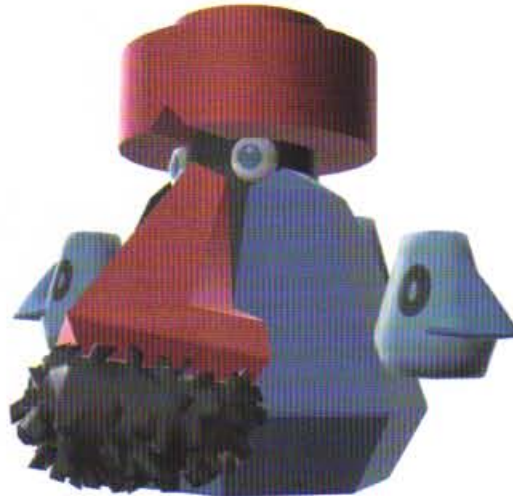
Size: 5'03" Weight: 114.6 lbs. Type: Psychic Fighting



Ability:
Steadfast
Weaknesses:
Ghost, Flying

476 Probopass

Size: 4'07" Weight: 749.6 lbs. Type: Rock Steel



Abilities:
Sturdy, Magnet Pull
Weaknesses:
Water, Fighting, Ground

477 Dusknair

Size: 7'03" Weight: 235.0 lbs. Type: Ghost



Ability:
Pressure
Weaknesses:
Ghost, Dark

478 Froslass

Size: 4'03" Weight: 58.6 lbs. Type: Ice Ghost



Ability:

Snow Cloak

Weaknesses:

Fire, Rock, Ghost, Dark, Steel

479 Rotom

Size: 1'00" Weight: 0.7 lbs. Type: Electric Ghost



Ability:

Levitate

Weaknesses:

Ghost, Dark

480 Uxie

Size: 1'00" Weight: 0.7 lbs. Type: Psychic



Ability:

Levitate

Weaknesses:

Bug, Ghost, Dark



481 Mesprit

Size: 1'00" Weight: 0.7 lbs. Type: **Psychic**



Ability:
Levitate
Weaknesses:
Bug, Ghost, Dark

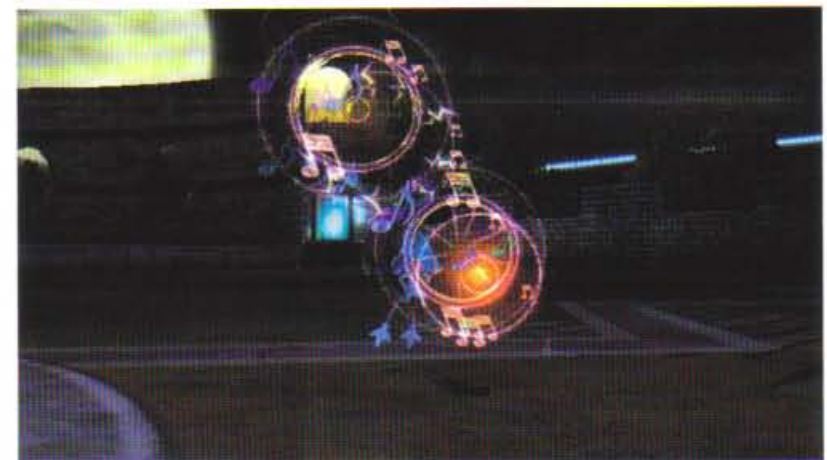


482 Azelf

Size: 1'00" Weight: 0.7 lbs. Type: **Psychic**



Ability:
Levitate
Weaknesses:
Bug, Ghost, Dark



483 Dialga

Size: 17'09" Weight: 1,505.8 lbs. Type: Steel Dragon

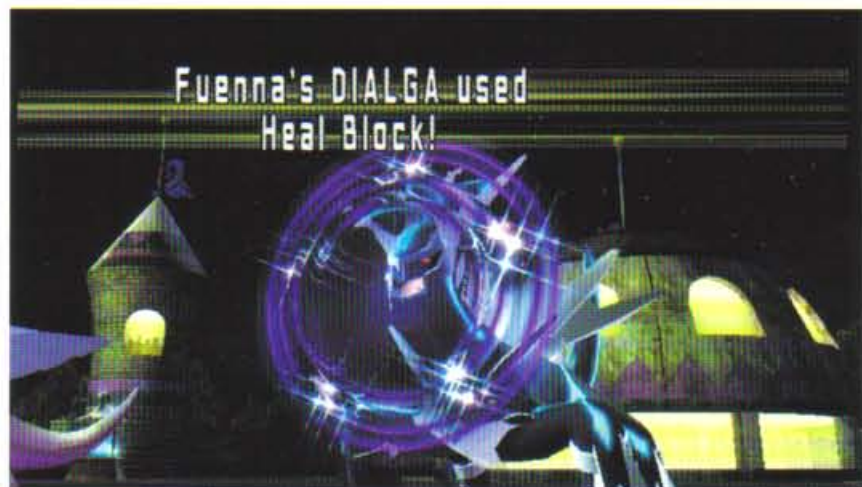


Ability:

Pressure

Weaknesses:

Fighting, Ground



484 Palkia

Size: 13'09" Weight: 740.8 lbs. Type: Water Dragon



Ability:
Pressure

Weakness:
Dragon



485 Heatran

Size: 5'07" Weight: 948.0 lbs. Type: Fire Steel



Ability:
Flash Fire

Weaknesses:
Water, Fighting, Ground



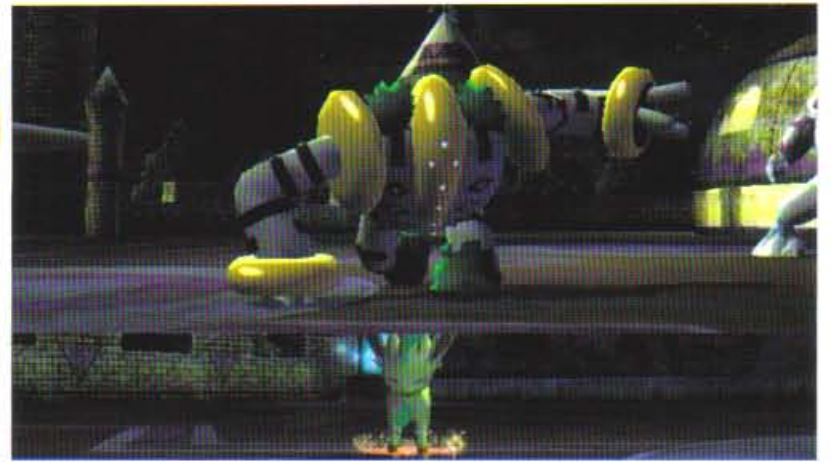
486 Regigigas

Size: 12'02" Weight: 925.9 lbs. Type: Normal



Ability:
Slow Start

Weakness:
Fighting



487 Giratina

Size: 14'09" Weight: 1,653.5 lbs. Type: Ghost Dragon



Ability:
Pressure

Weaknesses:
Ice, Ghost,
Dragon, Dark



488 Cresselia

Size: 4'11" Weight: 188.7 lbs. Type: **Psychic**



Ability:

Levitate

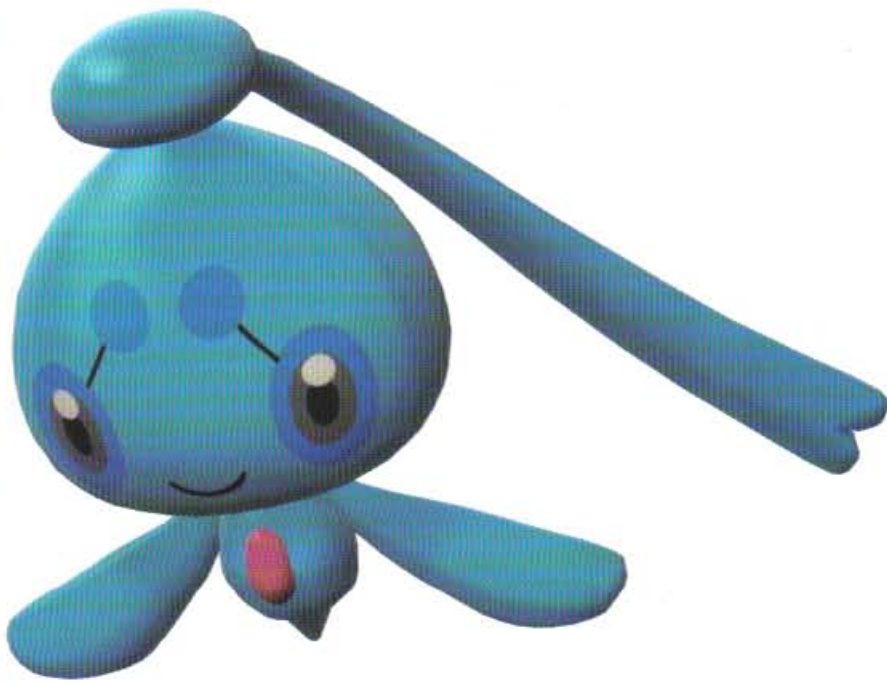
Weaknesses:

Bug, Ghost, Dark



489 Phione

Size: 1'04" Weight: 6.8 lbs. Type: Water



Ability:

Hydration

Weaknesses:

Electric, Grass



490 Manaphy

Size: 1'00" Weight: 3.1 lbs. Type: Water



Ability:

Hydration

Weaknesses:

Electric, Grass



APPENDICES



Battle Passes

The first thing your combat rivals will see is your Battle Pass, so select a design that reflects your own sense of style!

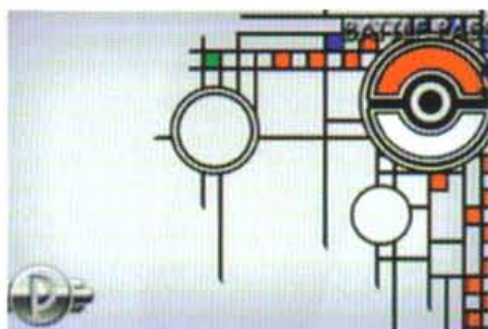


▶ Custom Passes

When you create your first Custom Pass, you'll have only three potential pass designs to choose from. But as you conquer Colosseums, trade Friend Passes, and raise your combat rank, you'll unlock new pass designs every step of the way. You can use these newly available pass designs when making a new custom team, or change the pass design on an old Custom Pass by selecting Battle Pass from the main menu. When you've found the pass you want to edit, select the Trainer icon on the front of the pass to bring up the Edit Appearance menu, where you'll find an option to select a new pass design. You cannot edit the pass design of Rental Passes.



Ball Mosaic Red



You may select this pass from the beginning of the game.

Star Green



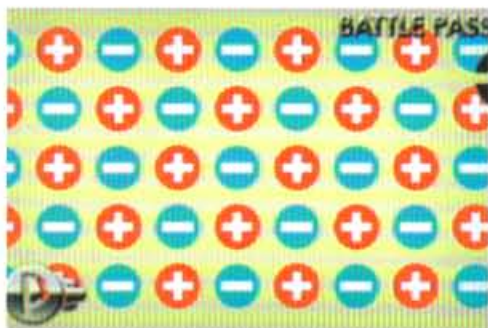
You may select this pass from the beginning of the game.

Stream Blue



You may select this pass from the beginning of the game.

Plus Minus



View all of the battle tutorials.

Gateway Colosseum



Win at Gateway Colosseum.

Main Street Colosseum



Win at Main Street Colosseum.

Waterfall Colosseum



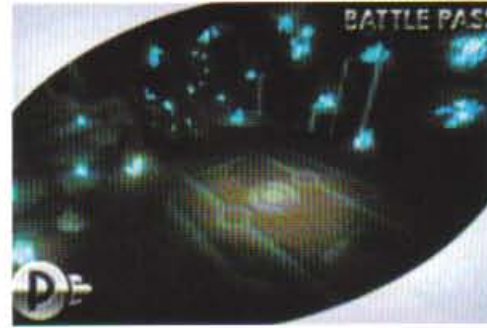
Win at Waterfall Colosseum.

Neon Colosseum



Win at Neon Colosseum.

Crystal Colosseum



Win at Crystal Colosseum.

Sunny Park Colosseum



Win at Sunny Park Colosseum.

Magma Colosseum



Win at Magma Colosseum.

Sunset Colosseum



Win at Sunset Colosseum.

Courtyard Colosseum



Win at Courtyard Colosseum.

Stargazer Colosseum



Win at Stargazer Colosseum.

Stream Pink



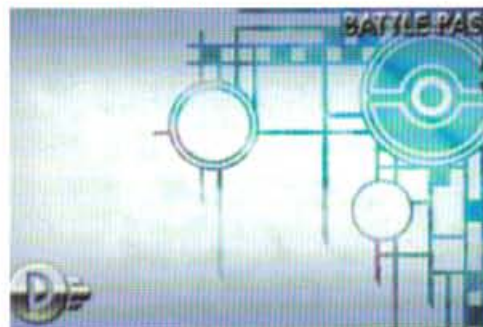
Clear any Colosseum at Rank 1.

Star Yellow



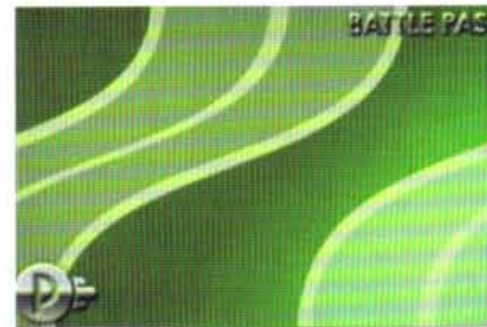
Clear any Colosseum at Rank 2 (by beating it twice with the same Level Rule).

Ball Mosaic Aqua



Clear any Colosseum at Rank 3 (by beating it three times with the same Level Rule).

Stream Green



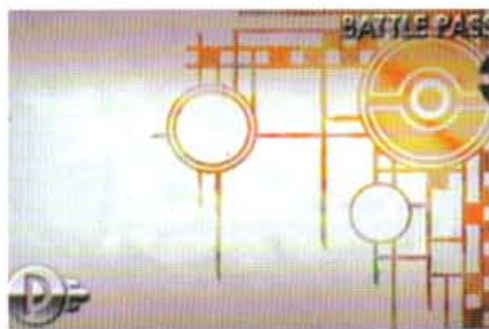
Clear any Colosseum at Rank 4 (by beating it four times with the same Level Rule).

Star Pink



Clear any Colosseum at Rank 5 (by beating it five times with the same Level Rule).

Ball Mosaic Sepia



Clear any Colosseum at Rank 6 (by beating it six times with the same Level Rule).

Light Pastel



Clear any Colosseum at Rank 7 (by beating it seven times with the same Level Rule).

Shiny Cobalt



Clear any Colosseum at Rank 8 (by beating it eight times with the same Level Rule).

Pokétopia Jet



Win at Stargazer Colosseum.

Pokétopia Helicopter



Win at Stargazer Colosseum.

Pokétopia Train



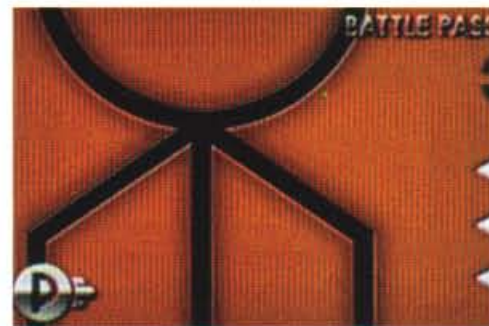
Win at Stargazer Colosseum.

Pokétopia Ship



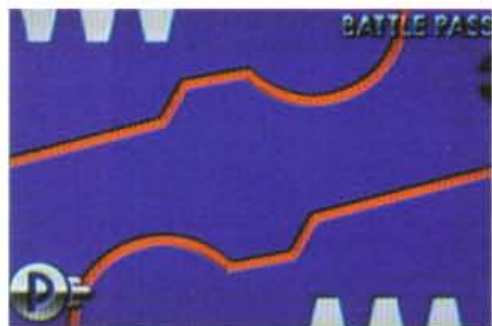
Win at Stargazer Colosseum.

GROUDON Red



Collect 20 Friend Passes.

KYOGRE Blue



Collect 40 Friend Passes.

RAYQUAZA Green



Collect 60 Friend Passes.

Pearl Wave



Defeat 50 consecutive opponents in a Survival Battle.

Diamond Dust



Defeat 100 consecutive opponents in a Survival Battle.

Ball Collection



Defeat all eight enemy sets at the Stargazer Colosseum Masters Battle.

Rental Pass

Rental Passes allow players to challenge any of the game's Colosseums with a borrowed party of Pokémon. Once a Rental Pass is unlocked, you can enter it in any Colosseum, and you can even swap some or all of the Pokémon for Pokémon on another Rental Pass! (You can't exchange Rental Pass Pokémon with Custom Pass Pokémon, however.) After you triumph in certain Colosseums, new Rental Passes will become available at Gateway Colosseum. If you borrow one of those passes and win at Gateway Colosseum with its Pokémon, you'll unlock that pass and earn the right to edit it or use it in any Colosseum. Each Rental Pass has an exclusive design that cannot be changed. Even once they're unlocked, you cannot use these designs when creating your own Custom Passes.



Rental Pass Red (Cyndy)



You may select this pass at the beginning of the game or unlock it at Gateway Colosseum.

Rental Pass Blue (Nate)



You may select this pass at the beginning of the game or unlock it at Gateway Colosseum.

Rental Pass Purple (Tommy)



This pass will become available after you win at Waterfall Colosseum and Main Street Colosseum.

Rental Pass Green (Daisy)



This pass will become available after you win at Waterfall Colosseum and Main Street Colosseum.

Rental Pass Gray (Joel)



This pass will become available after you win at Sunny Park Colosseum.*

Rental Pass Yellow (Natalie)



This pass will become available after you win at Sunny Park Colosseum.*

*Only if you already have two or more Rental Passes.

Mystery Gifts

Your DS Pokémon have done so much to help you beat the Colosseums. Shouldn't you give something back to them?

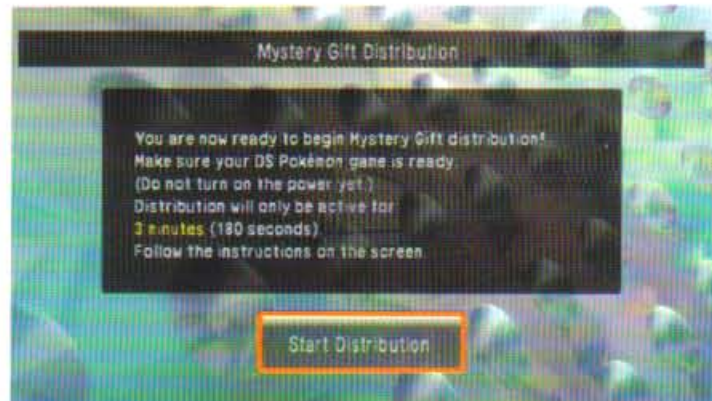
A Gift to Yourself

Mystery Gifts are useful items that you can purchase with Poké Coupons in Pokémon Battle Revolution and ship to the hero of your Nintendo DS Pokémon game. New Mystery Gifts become available at the shop after each of your Colosseum accomplishments. The best of all is the classic Surfing Pikachu, a free Mystery Gift available to anyone who has beaten Stargazer Colosseum.



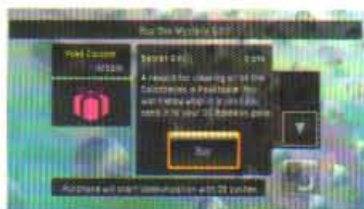
Transferring the Gift to your DS Game

The process of selecting a Mystery Gift and transferring it to your Nintendo DS Pokémon game can get a little complicated. Once you begin the transfer process, you have only three minutes to complete it, so make sure you have your Nintendo DS and your DS Pokémon game ready to go before you spend those precious Poké Coupons. The text below assumes that you're transferring the Mystery Gift to your own Nintendo DS, but you can certainly send it to a friend's DS if you prefer. The DS Pokémon game does not need to be the same one from which you copied your Storage Pokémon.



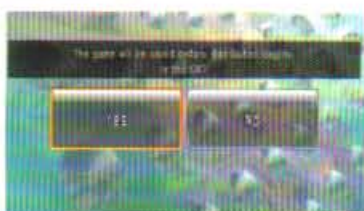
1 Pick a Mystery Gift

Examine the Mystery Gift to make sure it's the one you want, then select Buy to hand over the Poké Coupons.



2 Save Your Game

After you make your purchase, you'll be prompted to save your game. You won't be able to complete the purchase unless you agree to do so.



3 Turn on your DS

Your Wii will then begin searching for your Nintendo DS, and the 180-second counter will start ticking. Turn on your Nintendo DS now.



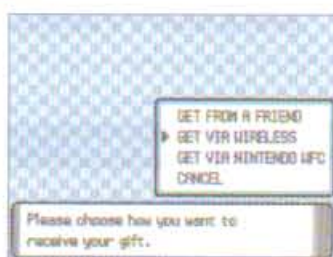
4 Receive the Mystery Gift

From the main menu of your DS Pokémon game, select Receive Mystery Gift. You will then be asked how you wish to receive it.



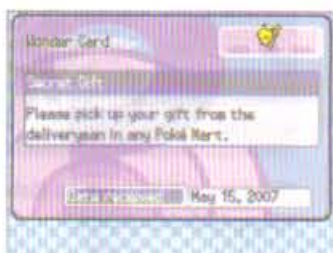
5 Go Wireless

Instruct your DS to receive the Mystery Gift wirelessly. Your DS should then make a connection with your Wii.



6 Read the Wonder Card

When the Mystery Gift is transferred, a Wonder Card will be displayed on your DS screen. You'll then be returned to the main menu.



7 Meet the Delivery Man

Load your DS Pokémon game and visit any Poké Mart. A delivery man will be waiting near the counter with your Mystery Gift!



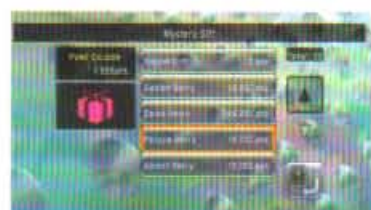
8 Enjoy your Mystery Gift

The Mystery Gift will be sorted into the appropriate pocket of your Bag (unless it's the Secret Gift), where it is ready for use.



9 Go Back for More

You can send only one Mystery Gift at a time, so if you'd like to buy something else, you must repeat the entire process.



Mystery-Gift Chart

Mystery Gifts include useful berries, held items that can be used to level up Pokémon, a wide variety of TMs, and of course, Surfing Pikachu! Unlocking all of the shop stock won't be easy, however; you must conquer every Colosseum in every mode (including the post-ending ones) to get access to all the items.

Mystery Gift	Type	Contains	Availability	Price
Secret Gift	Pokémon	Surfing Pikachu	Triumph in Stargazer Colosseum	—
Liechi Berry	Berry	—	Triumph in 4th set of Masters Battle	38,400
Lansat Berry	Berry	—	Beat 50 consecutive foes at Survival Battle	38,400
Starf Berry	Berry	—	Beat 100 consecutive foes at Survival Battle	38,400
Enigma Berry	Berry	—	Triumph in 8th set of Masters Battle	38,400
Ganlon Berry	Berry	—	Triumph in Stargazer Colosseum	19,200
Salac Berry	Berry	—	Triumph in Stargazer Colosseum	19,200
Petaya Berry	Berry	—	Triumph in Stargazer Colosseum	19,200
Apicot Berry	Berry	—	Triumph in Stargazer Colosseum	19,200
DeepSeaScale	Held item	—	Triumph in 1st set of Masters Battle	14,400
DeepSeaTooth	Held item	—	Triumph in 1st set of Masters Battle	14,400
Soul Dew	Held item	—	Triumph in 1st set of Masters Battle	14,400
TM02	TM	Dragon Claw	Triumph in 1st set of Masters Battle	12,000
TM13	TM	Ice Beam	Triumph in Courtyard Colosseum	12,000
TM24	TM	Thunderbolt	Triumph in Courtyard Colosseum	12,000
TM26	TM	Earthquake	Triumph in 1st set of Masters Battle	12,000
TM35	TM	Flamethrower	Triumph in Courtyard Colosseum	12,000
TM50	TM	Overheat	Triumph in 1st set of Masters Battle	12,000
TM29	TM	Psychic	Triumph in Courtyard Colosseum	12,000
TM30	TM	Shadow Ball	Triumph in Courtyard Colosseum	12,000
TM92	TM	Trick Room	Triumph in 1st set of Masters Battle	12,000
Protector	Held item	—	Triumph in Little Battle	12,000
Dubious Disc	Held item	—	Triumph in Little Battle	12,000
Reaper Cloth	Held item	—	Triumph in Little Battle	12,000
TM42	TM	Facade	Triumph in Sunny Park Colosseum	9,600
TM48	TM	Skill Swap	Triumph in Sunny Park Colosseum	9,600
TM59	TM	Dragon Pulse	Triumph in Little Battle	9,600
TM31	TM	Brick Break	Triumph in Sunny Park Colosseum	9,600
TM71	TM	Stone Edge	Triumph in Little Battle	9,600
TM79	TM	Dark Pulse	Triumph in Little Battle	9,600
TM84	TM	Poison Jab	Triumph in Sunny Park Colosseum	9,600
TM88	TM	Pluck	Triumph in Sunny Park Colosseum	9,600
TM81	TM	X-Scissor	Triumph in Little Battle	9,600
Up-Grade	Held item	—	Triumph in Sunny Park Colosseum	9,600
Iron Ball	Held item	—	Triumph in Sunny Park Colosseum	9,600
TM05	TM	Roar	Available initially	9,600
TM12	TM	Taunt	Available initially	9,600
TM56	TM	Fling	Available initially	9,600
TM78	TM	Captivate	Available initially	9,600
TM87	TM	Swagger	Available initially	9,600
Dusk Stone	Held item	—	Available initially	7,200
Shiny Stone	Held item	—	Available initially	7,200
Dawn Stone	Held item	—	Available initially	7,200
King's Rock	Held item	—	Available initially	7,200
Leftovers	Held item	—	Available initially	7,200
Quick Claw	Held item	—	Available initially	7,200
Light Clay	Held item	—	Available initially	7,200
Choice Specs	Held item	—	Available initially	7,200
Wise Glasses	Held item	—	View all of the battle tutorials	7,200
Expert Belt	Held item	—	Triumph in 1st set of Masters Battle	7,200

Gear

Look your best for the spectators of Pokétopia by assembling a stylish wardrobe for your Trainers at the gear shop.

Dress for Success

You can purchase all sorts of fancy gear at the Pokétopia shop—everything from clothes to spectacles to bags. You can even purchase a new hair color, eye color, and makeup style! Once you've found an item you like, you can put it on by selecting your Trainer and editing the appearance from the Battle Pass menu.

Unlocking New Gear

The shop has a meager selection when you begin the game, but whenever you beat a Colosseum the shop will be updated with new stock. After you beat the game, beat each Colosseum again with its newly unlocked Level Rule or tournament style to unlock a second batch of stock.



It's a Perfect Fit!

Most of the gear will fit only one of the six selectable character styles. When you're scrolling through the selections in each of the gear categories, a box on the left side of the screen will highlight which character style(s) each item fits. Be careful not to waste your coupons on gear that your Trainer of choice can't even wear! In the pages that follow, gear for male character styles is highlighted in blue, and gear for females is highlighted in pink.



Special Outfits

Most gear fits a certain set, such as School A or Space B. To get each matching article of clothing, you'll need to buy it a la carte from the relevant category and equip each piece individually. However, after you beat the game you'll unlock an 11th category of gear: outfits. Outfits are fixed from head to toe and cannot be broken up. If you wear an outfit, you can't equip anything else.



Reading the Gear Entries

The name of the set to which the gear belongs

The name of the specific article of gear

A picture of the item being modeled by a Trainer



The category under which you'll find this item

The character style(s) that can equip this item

The item's cost (in Poké Coupons) at the Pokétopia shop



Unlockable Group

01

37
Items Total

The gear in Group 1 comes pre-equipped on the various character styles. The items are not sold in stores.



Summer Gear

- Summer Cap A
- Head
- Young Boy
- Shop Cost: -



Summer Gear

- Summer T-shirt A
- Top
- Young Boy
- Shop Cost: -



Summer Gear

- Summer Wristband A
- Hands
- Young Boy
- Shop Cost: -



Summer Gear

- Summer Jeans A
- Bottom
- Young Boy
- Shop Cost: -



Summer Gear

- Summer Shoes A
- Shoes
- Young Boy
- Shop Cost: -



Summer Gear

- Summer Bag A
- Bag
- Young Boy
- Shop Cost: -



Hair Color

- Chestnut
- Hair
- Young Boy
- Shop Cost: —



Cool Gear

- Cool Hat A
- Head
- Cool Boy
- Shop Cost: —



Cool Gear

- Cool Jacket A
- Top
- Cool Boy
- Shop Cost: —



Cool Gear

- Cool Pants A
- Bottom
- Cool Boy
- Shop Cost: —



Cool Gear

- Cool Shoes A
- Shoes
- Cool Boy
- Shop Cost: —



Hair Color

- Light Blue
- Hair
- Cool Boy
- Shop Cost: —



Army Gear

- Army Tank Top A
- Top
- Muscle Man
- Shop Cost: —



Army Gear

- Army Wristband A
- Hands
- Muscle Man
- Shop Cost: —



Army Gear

- Army Pants A
- Bottom
- Muscle Man
- Shop Cost: —



Army Gear

- Army Boots A
- Shoes
- Muscle Man
- Shop Cost: —



Army Gear

- Army Bag A
- Bag
- Muscle Man
- Shop Cost: —



Hair Style

- Spiky Hair
- Head
- Muscle Man
- Shop Cost: —



Hair Color

- Beige
- Hair
- Muscle Man
- Shop Cost: —



Girls' Gear

- Girls' Cap A
- Head
- Young Girl
- Shop Cost: —



Girls' Gear

- Girls' Minidress A
- Top
- Young Girl
- Shop Cost: —



Girls' Gear

- Girls' Wristband A
- Hands
- Young Girl
- Shop Cost: —



Girls' Gear

- Girls' Shorts A
- Bottom
- Young Girl
- Shop Cost: —



Girls' Gear

- Girls' Shoes A
- Shoes
- Young Girl
- Shop Cost: —



Girls' Gear

- Girls' Purse A
- Bag
- Young Girl
- Shop Cost: —



Hair Color

- Sky Blue
- Hair
- Young Girl
- Shop Cost: —



Cool Gear

- Cool Cap A
- Head
- Cool Girl
- Shop Cost: —



Cool Gear

- Cool Tank Top A
- Top
- Cool Girl
- Shop Cost: —



Cool Gear

- Cool Bangle A
- Hands
- Cool Girl
- Shop Cost: —



Cool Gear

- Cool Pants A
- Bottom
- Cool Girl
- Shop Cost: —



Cool Gear

- Cool Sandals A
- Shoes
- Cool Girl
- Shop Cost: —



Hair Color

- Purple
- Hair
- Cool Girl
- Shop Cost: —



Cute Gear

- Cute Headband A
- Head
- Little Girl
- Shop Cost: —



Cute Gear

- Cute Dress A
- Top
- Little Girl
- Shop Cost: —



Cute Gear

- Cute Bracelet A
- Hands
- Little Girl
- Shop Cost: —



Cute Gear

- Cute Shoes A
- Shoes
- Little Girl
- Shop Cost: —



Hair Color

- Pink
- Hair
- Little Girl
- Shop Cost: —



Summer Gear

- Summer Shoes B
- Shoes
- Young Boy
- Shop Cost: **\$200**



Army Gear

- Army Pants B
- Bottom
- Muscle Man
- Shop Cost: **\$400**



Summer Gear

- Summer Bag B
- Bag
- Young Boy
- Shop Cost: **\$200**



Army Gear

- Army Boots B
- Shoes
- Muscle Man
- Shop Cost: **\$200**



Hair Color

- Shiny Yellow
- Hair
- Young Boy
- Shop Cost: **\$100**



Army Gear

- Army Bag B
- Bag
- Muscle Man
- Shop Cost: **\$200**



Cool Gear

- Cool Hat B
- Head
- Cool Boy
- Shop Cost: **\$300**



Hair Color

- Blue Gray
- Hair
- Muscle Man
- Shop Cost: **\$100**



Cool Gear

- Cool Jacket B
- Top
- Cool Boy
- Shop Cost: **\$400**



Girls' Gear

- Girls' Cap B
- Head
- Young Girl
- Shop Cost: **\$300**

Unlockable Group

02

37 Items Total

The gear in Group 2 is available from the start of the game.



Hands

- Fingerless Gloves
- Hands
- Everyone
- Shop Cost: **\$300**



Cool Gear

- Cool Pants B
- Bottom
- Cool Boy
- Shop Cost: **\$400**



Girls' Gear

- Girls' Minidress B
- Top
- Young Girl
- Shop Cost: **\$400**



Summer Gear

- Summer Cap B
- Head
- Young Boy
- Shop Cost: **\$300**



Cool Gear

- Cool Shoes B
- Shoes
- Cool Boy
- Shop Cost: **\$200**



Girls' Gear

- Girls' Wristband B
- Hands
- Young Girl
- Shop Cost: **\$200**



Summer Gear

- Summer T-shirt B
- Top
- Young Boy
- Shop Cost: **\$400**



Hair Color

- Light Brown
- Hair
- Cool Boy
- Shop Cost: **\$100**



Girls' Gear

- Girls' Shorts B
- Bottom
- Young Girl
- Shop Cost: **\$400**



Summer Gear

- Summer Wristband B
- Hands
- Young Boy
- Shop Cost: **\$200**



Army Gear

- Army Tank Top B
- Top
- Muscle Man
- Shop Cost: **\$400**



Girls' Gear

- Girls' Shoes B
- Shoes
- Young Girl
- Shop Cost: **\$200**



Summer Gear

- Summer Jeans B
- Bottom
- Young Boy
- Shop Cost: **\$400**



Army Gear

- Army Wristband B
- Hands
- Muscle Man
- Shop Cost: **\$200**



Girls' Gear

- Girls' Purse B
- Bag
- Young Girl
- Shop Cost: **\$200**



Hair Color

- Dark Gray
- Hair
- Young Girl
- Shop Cost: **\$100**



Cool Gear

- Cool Cap B
- Head
- Cool Girl
- Shop Cost: **\$300**



Cool Gear

- Cool Tank Top B
- Top
- Cool Girl
- Shop Cost: **\$400**



Cool Gear

- Cool Bangle B
- Hands
- Cool Girl
- Shop Cost: **\$200**



Cool Gear

- Cool Pants B
- Bottom
- Cool Girl
- Shop Cost: **\$400**



Cool Gear

- Cool Sandals B
- Shoes
- Cool Girl
- Shop Cost: **\$200**



Hair Color

- Metallic Silver
- Hair
- Cool Girl
- Shop Cost: **\$100**



Cute Gear

- Cute Headband B
- Head
- Little Girl
- Shop Cost: **\$300**



Cute Gear

- Cute Dress B
- Top
- Little Girl
- Shop Cost: **\$400**



Cute Gear

- Cute Bracelet B
- Hands
- Little Girl
- Shop Cost: **\$200**



Cute Gear

- Cute Shoes B
- Shoes
- Little Girl
- Shop Cost: **\$200**



Hair Color

- Orange
- Hair
- Little Girl
- Shop Cost: **\$100**



Unlockable Group

03

1 Items Total

The Gear in Group 3 is unlocked after you beat the Gateway Colosseum.



Badge

- Bronze Badge
- Badge
- Everyone
- Shop Cost: —



Unlockable Group

04

11 Items Total

The gear in Group 4 is unlocked after you beat Main Street Colosseum.



Face Paint

- Poké Ball Paint
- Face
- Everyone
- Shop Cost: **\$100**



Badge

- Poké Ball Badge
- Badges
- Everyone
- Shop Cost: **\$100**



Badge

- PIKACHU Badge
- Badge
- Everyone
- Shop Cost: —



Poké Ball Gear

- Poké Ball Tank Top
- Top
- Muscle Man, Cool Girl
- Shop Cost: **\$600**



Poké Ball Gear

- Poké Ball Pants
- Bottom
- Young Boy, Cool Boy, Muscle Man, Cool Girl
- Shop Cost: **\$600**



Poké Ball Gear

- Poké Ball Bag
- Bag
- Everyone
- Shop Cost: **\$300**



Poké Ball Gear

- Poké Ball T-shirt
- Top
- Young Boy
- Shop Cost: **\$600**



Poké Ball Gear

- Poké Ball Jacket
- Top
- Cool Boy
- Shop Cost: **\$600**



Poké Ball Gear

- Poké Ball Minidress
- Top
- Young Girl
- Shop Cost: **\$600**



Poké Ball Gear

- Poké Ball Shorts
- Bottom
- Young Girl
- Shop Cost: **\$600**



Poké Ball Gear

- Poké Ball Dress
- Top
- Little Girl
- Shop Cost: **\$600**



Unlockable Group

05

10 Items Total

The gear in Group 4 is unlocked after you beat Waterfall Colosseum.



Ocean Gear

- Ocean Jacket
- Top
- Cool Boy
- Shop Cost: **\$600**



Ocean Gear

- Ocean Minidress
- Top
- Young Girl
- Shop Cost: **\$600**



Ocean Gear

- Ocean Shorts
- Bottom
- Young Girl
- Shop Cost: **\$600**



Ocean Gear

- Ocean Dress
- Top
- Little Girl
- Shop Cost: **\$600**



Unlockable Group

06

46 Items Total

The gear in Group 6 is unlocked after you beat Neon Colosseum.



Eye Color

- Red Eyes
- Face
- Everyone
- Shop Cost: **\$100**



Glasses

- Frameless Glasses
- Glasses
- Everyone
- Shop Cost: **\$300**



Face Paint

- PIKACHU Paint
- Face
- Everyone
- Shop Cost: —



Ocean Gear

- Ocean Pants
- Bottom
- Young Boy, Cool Boy, Muscle Man, Cool Girl
- Shop Cost: **\$600**



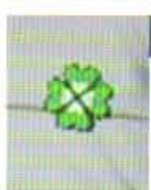
Ocean Gear

- Ocean Tank Top
- Top
- Muscle Man, Cool Girl
- Shop Cost: **\$600**



Ocean Gear

- Ocean T-shirt
- Top
- Young Boy
- Shop Cost: **\$600**



Badge

- Lucky Badge
- Badges
- Everyone
- Shop Cost: **\$100**



Gloves

- PIKACHU Gloves
- Hands
- Everyone
- Shop Cost: —





Bandage

- Nose Bandage
- Face
- Young Boy
- Shop Cost: **\$200**



Western Gear

- Western Hat A
- Head
- Young Boy
- Shop Cost: **\$600**



Western Gear

- Western Shirt A
- Top
- Young Boy
- Shop Cost: **\$800**



Western Gear

- Western Gloves A
- Hands
- Young Boy
- Shop Cost: **\$400**



Western Gear

- Western Pants A
- Bottom
- Young Boy
- Shop Cost: **\$800**



Western Gear

- Western Shoes A
- Shoes
- Young Boy
- Shop Cost: **\$400**



Western Gear

- Western Bag A
- Bags
- Young Boy
- Shop Cost: **\$400**



Hair Color

- Teal Blue
- Hair
- Young Boy
- Shop Cost: **\$200**



Formal Gear

- Formal Hat A
- Head
- Cool Boy
- Shop Cost: **\$600**



Formal Gear

- Formal Paint
- Face
- Cool Boy
- Shop Cost: **\$200**



Formal Gear

- Formal Suit A
- Top
- Cool Boy
- Shop Cost: **\$800**



Formal Gear

- Formal Pants A
- Bottom
- Cool Boy
- Shop Cost: **\$800**



Formal Gear

- Formal Shoes A
- Shoes
- Cool Boy
- Shop Cost: **\$400**



Hair Color

- Ice Blue
- Hair
- Cool Boy
- Shop Cost: **\$200**



Solar Gear

- Solar Helmet A
- Head
- Muscle Man
- Shop Cost: **\$600**



Solar Gear

- Solar Tank Top A
- Top
- Muscle Man
- Shop Cost: **\$800**



Solar Gear

- Solar Gloves A
- Hands
- Muscle Man
- Shop Cost: **\$400**



Solar Gear

- Solar Pants A
- Bottom
- Muscle Man
- Shop Cost: **\$800**



Solar Gear

- Solar Boots A
- Shoes
- Muscle Man
- Shop Cost: **\$400**



Solar Gear

- Solar Bag A
- Bags
- Muscle Man
- Shop Cost: **\$400**



Hair Color

- Khaki
- Hair
- Muscle Man
- Shop Cost: **\$200**



Pirate Gear

- Pirate Hat A
- Head
- Young Girl
- Shop Cost: **\$600**



Pirate Gear

- Pirate Minidress A
- Top
- Young Girl
- Shop Cost: **\$800**



Pirate Gear

- Pirate Gloves A
- Hands
- Young Girl
- Shop Cost: **\$400**



Pirate Gear

- Pirate Shorts A
- Bottom
- Young Girl
- Shop Cost: **\$800**



Pirate Gear

- Pirate Shoes A
- Shoes
- Young Girl
- Shop Cost: **\$400**



Pirate Gear

- Pirate Purse A
- Bags
- Young Girl
- Shop Cost: **\$400**



Hair Color

- Milky Blue
- Hair
- Young Girl
- Shop Cost: **\$200**



Eye Color

- Purple Eyes
- Face
- Young Girl
- Shop Cost: **\$200**



Forest Gear

- Forest Hat A
- Head
- Cool Girl
- Shop Cost: **\$600**



Forest Gear

- Forest Eyes
- Face
- Cool Girl
- Shop Cost: **\$200**



Forest Gear

- Forest Tank Top A
- Top
- Cool Girl
- Shop Cost: **\$800**



Forest Gear

- Forest Gloves A
- Hands
- Cool Girl
- Shop Cost: **\$400**



Forest Gear

- Forest Pants A
- Bottom
- Cool Girl
- Shop Cost: **\$800**



Forest Gear

- Forest Sandals A
- Shoes
- Cool Girl
- Shop Cost: **\$400**



Forest Gear

- Forest Purse A
- Bags
- Cool Girl
- Shop Cost: **\$400**



Hair Color

- Red Brown
- Hair
- Cool Girl
- Shop Cost: **\$200**



Space Gear

- Space Headband A
- Head
- Little Girl
- Shop Cost: **\$600**



Space Gear

- Space Dress A
- Top
- Little Girl
- Shop Cost: **\$800**



Space Gear

- Space Gloves A
- Hands
- Little Girl
- Shop Cost: **\$400**



Space Gear

- Space Shoes A
- Shoes
- Little Girl
- Shop Cost: **\$400**



Space Gear

- Space Purse A
- Bags
- Little Girl
- Shop Cost: **\$400**



Hair Color

- Aqua Blue
- Hair
- Little Girl
- Shop Cost: **\$200**



Eye Color

- Rose Eyes
- Face
- Little Girl
- Shop Cost: **\$200**



Glasses

- Wild Shades
- Glasses
- Everyone
- Shop Cost: **\$300**



Glasses

- Antique Spectacles
- Glasses
- Everyone
- Shop Cost: **\$300**



PIKACHU Gear

- PIKACHU Bag
- Bags
- Everyone
- Shop Cost: —



Cyber Gear

- Cyber T-shirt
- Top
- Young Boy
- Shop Cost: **\$600**



Cyber Gear

- Cyber Jacket
- Top
- Cool Boy
- Shop Cost: **\$600**



Cyber Gear

- Cyber Mindress
- Top
- Young Girl
- Shop Cost: **\$600**



Cyber Gear

- Cyber Shorts
- Bottom
- Young Girl
- Shop Cost: **\$600**



Cyber Gear

- Cyber Dress
- Top
- Little Girl
- Shop Cost: **\$600**



Unlockable Group

07

10 Items Total

The gear in Group 7 is unlocked after you beat Crystal Colosseum.



Cyber Gear

- Cyber Pants
- Bottom
- Young Boy, Cool Boy, Muscle Man, Cool Girl
- Shop Cost: **\$600**



Cyber Gear

- Cyber Tank Top
- Top
- Muscle Man, Cool Girl
- Shop Cost: **\$600**



Unlockable Group

08

48
Items Total

The gear in Group 8 is unlocked after you beat Sunny Park Colosseum.



City Gear

- City Shoes A
- Shoes
- Young Boy
- Shop Cost: **\$300**



City Gear

- City Bag A
- Bags
- Young Boy
- Shop Cost: **\$300**



Hair Color

- Blue
- Hair
- Young Boy
- Shop Cost: **\$100**



Eye Color

- Chestnut Eyes
- Face
- Young Boy
- Shop Cost: **\$100**



Rider Gear

- Rider Cap A
- Head
- Cool Boy
- Shop Cost: **\$400**



Rider Gear

- Rider Jacket A
- Top
- Cool Boy
- Shop Cost: **\$600**



Rider Gear

- Rider Gloves A
- Hands
- Cool Boy
- Shop Cost: **\$300**



Rider Gear

- Rider Pants A
- Bottom
- Cool Boy
- Shop Cost: **\$600**



Rider Gear

- Rider Shoes A
- Shoes
- Cool Boy
- Shop Cost: **\$300**



Hair Color

- Mint Green
- Hair
- Cool Boy
- Shop Cost: **\$100**



Eye Color

- Emerald Eyes
- Face
- Cool Boy
- Shop Cost: **\$100**



Sports Gear

- Sports Cap A
- Head
- Muscle Man
- Shop Cost: **\$400**



Sports Gear

- Sports Tape
- Face
- Muscle Man
- Shop Cost: **\$100**



Sports Gear

- Sports Tank Top A
- Top
- Muscle Man
- Shop Cost: **\$600**



Sports Gear

- Sports Wristband A
- Hands
- Muscle Man
- Shop Cost: **\$300**



Sports Gear

- Sports Pants A
- Bottom
- Muscle Man
- Shop Cost: **\$600**



Sports Gear

- Sports Boots A
- Shoes
- Muscle Man
- Shop Cost: **\$300**



Sports Gear

- Sports Bag A
- Bags
- Muscle Man
- Shop Cost: **\$300**



Hair Color

- Cocoa
- Hair
- Muscle Man
- Shop Cost: **\$100**



Picnic Gear

- Picnic Hat A
- Head
- Young Girl
- Shop Cost: **\$400**



Badge

- Leaf Badge
- Badges
- Everyone
- Shop Cost: **\$100**



Badge

- Silver Badge
- Badges
- Everyone
- Shop Cost: —



City Gear

- City Hat A
- Head
- Young Boy
- Shop Cost: **\$400**



City Gear

- City Shirt A
- Top
- Young Boy
- Shop Cost: **\$600**



City Gear

- City Wristband A
- Hands
- Young Boy
- Shop Cost: **\$300**



City Gear

- City Pants A
- Bottom
- Young Boy
- Shop Cost: **\$600**



Picnic Gear

- Picnic Minidress A
- Top
- Young Girl
- Shop Cost: **\$600**



Picnic Gear

- Picnic Gloves A
- Hands
- Young Girl
- Shop Cost: **\$300**



Picnic Gear

- Picnic Shorts A
- Bottom
- Young Girl
- Shop Cost: **\$600**



Picnic Gear

- Picnic Shoes A
- Shoes
- Young Girl
- Shop Cost: **\$300**



Picnic Gear

- Picnic Purse A
- Bags
- Young Girl
- Shop Cost: **\$300**



Hair Color

- Brunette
- Hair
- Young Girl
- Shop Cost: **\$100**



Eye Color

- Sky Blue Eyes
- Face
- Young Girl
- Shop Cost: **\$100**



Celebrity Gear

- Celebrity Hat A
- Head
- Cool Girl
- Shop Cost: **\$400**



Celebrity Gear

- Celebrity Makeup
- Face
- Cool Girl
- Shop Cost: **\$100**



Celebrity Gear

- Celebrity Shades A
- Glasses
- Cool Girl
- Shop Cost: **\$300**



Celebrity Gear

- Celebrity Top A
- Top
- Cool Girl
- Shop Cost: **\$600**



Celebrity Gear

- Celebrity Gloves A
- Hands
- Cool Girl
- Shop Cost: **\$300**



Celebrity Gear

- Celebrity Pants A
- Bottom
- Cool Girl
- Shop Cost: **\$600**



Celebrity Gear

- Celebrity Sandals A
- Shoes
- Cool Girl
- Shop Cost: **\$300**



Hair Color

- Silky Black
- Hair
- Cool Girl
- Shop Cost: **\$100**



School Gear

- School Headband A
- Head
- Little Girl
- Shop Cost: **\$400**



School Gear

- School Glasses A
- Glasses
- Little Girl
- Shop Cost: **\$300**



School Gear

- School Uniform A
- Top
- Little Girl
- Shop Cost: **\$600**



School Gear

- School Watch A
- Hands
- Little Girl
- Shop Cost: **\$300**



School Gear

- School Shoes A
- Shoes
- Little Girl
- Shop Cost: **\$300**



Hair Color

- Brown
- Hair
- Little Girl
- Shop Cost: **\$100**



Eye Color

- Blue Eyes
- Face
- Little Girl
- Shop Cost: **\$100**



Unlockable Group

09

11 Items Total

The gear in Group 9 is unlocked after you beat Magma Colosseum.



Flame Gear

- Flame Pants
- Bottom
- Young Boy, Cool Boy, Muscle Man, Cool Girl
- Shop Cost: **\$600**



Flame Gear

- Flame Tank Top
- Top
- Muscle Man, Cool Girl
- Shop Cost: **\$600**



Glasses

- Serious Glasses
- Glasses
- Everyone
- Shop Cost: **\$300**



Eye Color

- Olive Eyes
- Face
- Everyone
- Shop Cost: **\$100**



PIKACHU Gear

- PIKACHU Hat
- Head
- Everyone (except Little Girl)
- Shop Cost: —



Flame Gear

- Flame T-shirt
- Top
- Young Boy
- Shop Cost: \$600



Flame Gear

- Flame Jacket
- Top
- Cool Boy
- Shop Cost: \$600



Flame Gear

- Flame Minidress
- Top
- Young Girl
- Shop Cost: \$600



Flame Gear

- Flame Shorts
- Bottom
- Young Girl
- Shop Cost: \$600



Flame Gear

- Flame Dress
- Top
- Little Girl
- Shop Cost: \$600



PIKACHU Gear

- PIKACHU Ears
- Head
- Little Girl
- Shop Cost: —



Unlockable Group
10 17 Items Total

The gear in Group 10 is unlocked after you beat Sunset Colosseum.



Expedition Gear

- Expedition Pants
- Bottom
- Young Boy, Cool Boy, Muscle Man, Cool Girl
- Shop Cost: \$600



Expedition Gear

- Expedition Tank Top
- Top
- Muscle Man, Cool Girl
- Shop Cost: \$600



PIKACHU Gear

- PIKACHU Pants
- Bottom
- Young Boy, Cool Boy, Muscle Man, Cool Girl
- Shop Cost: —



PIKACHU Gear

- PIKACHU Tank Top
- Top
- Muscle Man, Cool Girl
- Shop Cost: —



Badge

- Fire Badge
- Badges
- Everyone
- Shop Cost: \$100



Eye Color

- Green Eyes
- Face
- Everyone
- Shop Cost: \$100



Glasses

- Mirror Shades
- Face
- Everyone
- Shop Cost: \$300



Expedition Gear

- Expedition Shirt
- Top
- Young Boy
- Shop Cost: \$600



PIKACHU Gear

- PIKACHU T-shirt
- Top
- Young Boy
- Shop Cost: —



Expedition Gear

- Expedition Jacket
- Top
- Cool Boy
- Shop Cost: \$600



PIKACHU Gear

- PIKACHU Wear
- Top
- Cool Boy
- Shop Cost: —



Expedition Gear

- Expedition Minidress
- Top
- Young Girl
- Shop Cost: \$600



Expedition Gear

- Expedition Shorts
- Bottom
- Young Girl
- Shop Cost: \$600



PIKACHU Gear

- PIKACHU Minidress
- Top
- Young Girl
- Shop Cost: —



PIKACHU Gear

- PIKACHU Shorts
- Bottom
- Young Girl
- Shop Cost: —



Expedition Gear

- Expedition Dress
- Top
- Little Girl
- Shop Cost: \$600





PIKACHU Gear

- PIKACHU Dress
- Top
- Little Girl
- Shop Cost: —



City Gear

- City Pants B
- Bottom
- Young Boy
- Shop Cost: \$600



Sports Gear

- Sports Wristband B
- Hands
- Muscle Man
- Shop Cost: \$300



City Gear

- City Shoes B
- Shoes
- Young Boy
- Shop Cost: \$300



Sports Gear

- Sports Pants B
- Bottom
- Muscle Man
- Shop Cost: \$600



City Gear

- City Bag B
- Bags
- Young Boy
- Shop Cost: \$300



Sports Gear

- Sports Boots B
- Shoes
- Muscle Man
- Shop Cost: \$300



Rider Gear

- Rider Cap B
- Head
- Cool Boy
- Shop Cost: \$400



Sports Gear

- Sports Bag B
- Bags
- Muscle Man
- Shop Cost: \$300

Unlockable Group

11

36 Items Total

The gear in Group 11 is unlocked after you beat Courtyard Colosseum.



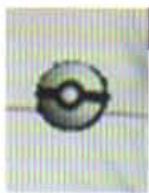
Rider Gear

- Rider Jacket B
- Top
- Cool Boy
- Shop Cost: \$600



Picnic Gear

- Picnic Hat B
- Head
- Young Girl
- Shop Cost: \$400



Badge

- Poké Ball Metal Badge
- Badges
- Everyone
- Shop Cost: \$100



Rider Gear

- Rider Gloves B
- Hands
- Cool Boy
- Shop Cost: \$300



Picnic Gear

- Picnic Minidress B
- Top
- Young Girl
- Shop Cost: \$600



Badge

- Gold Badge
- Badges
- Everyone
- Shop Cost: —



Rider Gear

- Rider Pants B
- Bottom
- Cool Boy
- Shop Cost: \$600



Picnic Gear

- Picnic Gloves B
- Hands
- Young Girl
- Shop Cost: \$300



City Gear

- City Hat B
- Head
- Young Boy
- Shop Cost: \$400



Rider Gear

- Rider Shoes B
- Shoes
- Cool Boy
- Shop Cost: \$300



Picnic Gear

- Picnic Shorts B
- Bottom
- Young Girl
- Shop Cost: \$600



City Gear

- City Shirt B
- Top
- Young Boy
- Shop Cost: \$600



Sports Gear

- Sports Cap B
- Head
- Muscle Man
- Shop Cost: \$400



Picnic Gear

- Picnic Shoes B
- Shoes
- Young Girl
- Shop Cost: \$300



City Gear

- City Wristband B
- Hands
- Young Boy
- Shop Cost: \$300



Sports Gear

- Sports Tank Top B
- Top
- Muscle Man
- Shop Cost: \$600



Picnic Gear

- Picnic Purse
- Bags
- Young Girl
- Shop Cost: \$300



Celebrity Gear

- Celebrity Hat B
- Head
- Cool Girl
- Shop Cost: **\$400**



Celebrity Gear

- Celebrity Shades B
- Glasses
- Cool Girl
- Shop Cost: **\$300**



Celebrity Gear

- Celebrity Top B
- Top
- Cool Girl
- Shop Cost: **\$600**



Celebrity Gear

- Celebrity Gloves B
- Hands
- Cool Girl
- Shop Cost: **\$300**



Celebrity Gear

- Celebrity Pants B
- Bottom
- Cool Girl
- Shop Cost: **\$600**



Celebrity Gear

- Celebrity Sandals B
- Shoes
- Cool Girl
- Shop Cost: **\$300**



School Gear

- School Headband B
- Head
- Little Girl
- Shop Cost: **\$400**



School Gear

- School Glasses B
- Glasses
- Little Girl
- Shop Cost: **\$300**



School Gear

- School Uniform B
- Top
- Little Girl
- Shop Cost: **\$600**



School Gear

- School Watch B
- Hands
- Little Girl
- Shop Cost: **\$300**



School Gear

- School Shoes B
- Shoes
- Little Girl
- Shop Cost: **\$300**



Unlockable Group

12

35 Items Total

The gear in Group 4 is unlocked after you beat Stargazer Colosseum.



Badge

- Happy Badge
- Badges
- Everyone
- Shop Cost: **\$100**



Crown

- Crown
- Head
- Everyone
- Shop Cost: —



Western Gear

- Western Hat B
- Head
- Young Boy
- Shop Cost: **\$600**



Western Gear

- Western Shirt B
- Top
- Young Boy
- Shop Cost: **\$800**



Western Gear

- Western Gloves B
- Hands
- Young Boy
- Shop Cost: **\$400**



Western Gear

- Western Pants B
- Bottom
- Young Boy
- Shop Cost: **\$800**



Western Gear

- Western Shoes B
- Shoes
- Young Boy
- Shop Cost: **\$400**



Western Gear

- Western Bag B
- Bags
- Young Boy
- Shop Cost: **\$400**



Formal Gear

- Formal Hat B
- Head
- Cool Boy
- Shop Cost: **\$600**



Formal Gear

- Formal Suit B
- Top
- Cool Boy
- Shop Cost: **\$800**



Formal Gear

- Formal Pants B
- Bottom
- Cool Boy
- Shop Cost: **\$800**



Formal Gear

- Formal Shoes B
- Shoes
- Cool Boy
- Shop Cost: **\$400**



Solar Gear

- Solar Helmet B
- Head
- Muscle Man
- Shop Cost: **\$600**



Solar Gear

- Solar Tank Top B
- Top
- Muscle Man
- Shop Cost: **\$800**



Solar Gear

- Solar Gloves B
- Hands
- Muscle Man
- Shop Cost: **\$400**



Solar Gear

- Solar Pants B
- Bottom
- Muscle Man
- Shop Cost: **\$800**



Solar Gear

- Solar Boots B
- Shoes
- Muscle Man
- Shop Cost: **\$400**



Solar Gear

- Solar Bag B
- Bags
- Muscle Man
- Shop Cost: **\$400**



Pirate Gear

- Pirate Hat B
- Head
- Young Girl
- Shop Cost: **\$600**



Pirate Gear

- Pirate Minidress B
- Top
- Young Girl
- Shop Cost: **\$800**



Pirate Gear

- Pirate Gloves B
- Hands
- Young Girl
- Shop Cost: **\$400**



Pirate Gear

- Pirate Shorts B
- Bottom
- Young Girl
- Shop Cost: **\$800**



Pirate Gear

- Pirate Shoes B
- Shoes
- Young Girl
- Shop Cost: **\$400**



Pirate Gear

- Pirate Purse B
- Bags
- Young Girl
- Shop Cost: **\$400**



Forest Gear

- Forest Hat B
- Head
- Cool Girl
- Shop Cost: **\$600**



Forest Gear

- Forest Tank Top B
- Top
- Cool Girl
- Shop Cost: **\$800**



Forest Gear

- Forest Gloves B
- Hands
- Cool Girl
- Shop Cost: **\$400**



Forest Gear

- Forest Pants B
- Bottom
- Cool Girl
- Shop Cost: **\$800**



Forest Gear

- Forest Sandals B
- Shoes
- Cool Girl
- Shop Cost: **\$400**



Forest Gear

- Forest Purse B
- Bags
- Cool Girl
- Shop Cost: **\$400**



Space Gear

- Space Headband B
- Head
- Little Girl
- Shop Cost: **\$600**



Space Gear

- Space Dress B
- Top
- Little Girl
- Shop Cost: **\$800**



Space Gear

- Space Gloves B
- Hands
- Little Girl
- Shop Cost: **\$400**



Space Gear

- Space Shoes B
- Shoes
- Little Girl
- Shop Cost: **\$400**



Space Gear

- Space Purse B
- Bags
- Little Girl
- Shop Cost: **\$400**



Unlockable Group

13

37 Items Total

The gear in Group 13 is unlocked when you beat Gateway Colosseum after beating the game.



Face Paint

- Dark Paint
- Face
- Everyone
- Shop Cost: **\$100**



Summer Gear

- Summer Cap C
- Head
- Young Boy
- Shop Cost: **\$300**



Summer Gear

- Summer T-shirt C
- Top
- Young Boy
- Shop Cost: **\$400**



Summer Gear

- Summer Wristband C
- Hands
- Young Boy
- Shop Cost: **\$200**



Summer Gear

- Summer Jeans C
- Bottom
- Young Boy
- Shop Cost: **\$400**



Summer Gear

- Summer Shoes C
- Shoes
- Young Boy
- Shop Cost: **\$200**

**Summer Gear**

- Summer Bag C
- Bags
- Young Boy
- Shop Cost: **\$200**

**Hair Color**

- Deep Purple
- Hair
- Young Boy
- Shop Cost: **\$100**

**Cool Gear**

- Cool Hat C
- Head
- Cool Boy
- Shop Cost: **\$300**

**Cool Gear**

- Cool Jacket C
- Top
- Cool Boy
- Shop Cost: **\$400**

**Cool Gear**

- Cool Pants C
- Bottom
- Cool Boy
- Shop Cost: **\$400**

**Cool Gear**

- Cool Shoes C
- Shoes
- Cool Boy
- Shop Cost: **\$200**

**Hair Color**

- Silver Black
- Hair
- Cool Boy
- Shop Cost: **\$100**

**Army Gear**

- Army Tank Top C
- Top
- Muscle Man
- Shop Cost: **\$400**

**Army Gear**

- Army Wristband C
- Hands
- Muscle Man
- Shop Cost: **\$200**

**Army Gear**

- Army Pants C
- Bottom
- Muscle Man
- Shop Cost: **\$400**

**Army Gear**

- Army Boots C
- Shoes
- Muscle Man
- Shop Cost: **\$200**

**Army Gear**

- Army Bag C
- Bags
- Muscle Man
- Shop Cost: **\$200**

**Hair Color**

- Auburn
- Hair
- Muscle Man
- Shop Cost: **\$100**

**Girls' Gear**

- Girls' Cap C
- Head
- Young Girl
- Shop Cost: **\$300**

**Girls' Gear**

- Girls' Minidress C
- Top
- Young Girl
- Shop Cost: **\$400**

**Girls' Gear**

- Girls' Wristband C
- Hands
- Young Girl
- Shop Cost: **\$200**

**Girls' Gear**

- Girls' Shorts C
- Bottom
- Young Girl
- Shop Cost: **\$400**

**Girls' Gear**

- Girls' Shoes C
- Shoes
- Young Girl
- Shop Cost: **\$200**

**Girls' Gear**

- Girls' Purse C
- Bags
- Young Girl
- Shop Cost: **\$200**

**Hair Color**

- Blond
- Hair
- Young Girl
- Shop Cost: **\$100**

**Cool Gear**

- Cool Cap C
- Head
- Cool Girl
- Shop Cost: **\$300**

**Cool Gear**

- Cool Tank Top C
- Top
- Cool Girl
- Shop Cost: **\$400**

**Cool Gear**

- Cool Bangle C
- Hands
- Cool Girl
- Shop Cost: **\$200**

**Cool Gear**

- Cool Pants C
- Bottom
- Cool Girl
- Shop Cost: **\$400**

**Cool Gear**

- Cool Sandals C
- Shoes
- Cool Girl
- Shop Cost: **\$200**

**Hair Color**

- Ocean Blue
- Hair
- Cool Girl
- Shop Cost: **\$100**

**Cute Gear**

- Cute Headband C
- Head
- Little Girl
- Shop Cost: **\$300**

**Cute Gear**

- Cute Dress C
- Top
- Little Girl
- Shop Cost: **\$400**

**Cute Gear**

- Cute Bracelet C
- Hands
- Little Girl
- Shop Cost: **\$200**

**Cute Gear**

- Cute Shoes C
- Shoes
- Little Girl
- Shop Cost: **\$200**



Hair Color

- Black
- Hair
- Little Girl
- Shop Cost: **\$100**



City Gear

- City Bag C
- Bags
- Young Boy
- Shop Cost: **\$300**



Picnic Gear

- Picnic Shoes C
- Shoes
- Young Girl
- Shop Cost: **\$300**



Unlockable Group

14

26 Items Total

The gear in Group 14 is unlocked after you beat Main Street Colosseum with the Level 50 All rule.



Rider Gear

- Rider Cap C
- Head
- Cool Boy
- Shop Cost: **\$400**



Picnic Gear

- Picnic Purse C
- Bags
- Young Girl
- Shop Cost: **\$300**



Rider Gear

- Rider Gloves C
- Hands
- Cool Boy
- Shop Cost: **\$300**



Celebrity Gear

- Celebrity Hat C
- Head
- Cool Girl
- Shop Cost: **\$400**



Rider Gear

- Rider Shoes C
- Shoes
- Cool Boy
- Shop Cost: **\$300**



Celebrity Gear

- Celebrity Shades C
- Glasses
- Cool Girl
- Shop Cost: **\$300**



Sports Gear

- Sports Cap C
- Head
- Muscle Man
- Shop Cost: **\$400**



Celebrity Gear

- Celebrity Gloves C
- Hands
- Cool Girl
- Shop Cost: **\$300**



Sports Gear

- Sports Wristband C
- Hands
- Muscle Man
- Shop Cost: **\$300**



Celebrity Gear

- Celebrity Sandals C
- Shoes
- Cool Girl
- Shop Cost: **\$300**



Badge

- Pearl Brooch
- Badges
- Everyone
- Shop Cost: **\$100**



Sports Gear

- Sports Boots C
- Shoes
- Muscle Man
- Shop Cost: **\$300**



School Gear

- School Headband C
- Head
- Little Girl
- Shop Cost: **\$400**



City Gear

- City Hat C
- Head
- Young Boy
- Shop Cost: **\$400**



Sports Gear

- Sports Bag C
- Bags
- Muscle Man
- Shop Cost: **\$300**



School Gear

- School Glasses C
- Glasses
- Little Girl
- Shop Cost: **\$300**



City Gear

- City Wristband C
- Hands
- Young Boy
- Shop Cost: **\$300**



Picnic Gear

- Picnic Hat C
- Head
- Young Girl
- Shop Cost: **\$400**



School Gear

- School Watch C
- Hands
- Little Girl
- Shop Cost: **\$300**



City Gear

- City Shoes C
- Shoes
- Young Boy
- Shop Cost: **\$300**



Picnic Gear

- Picnic Gloves C
- Hands
- Young Girl
- Shop Cost: **\$300**



School Gear

- School Shoes C
- Shoes
- Little Girl
- Shop Cost: **\$300**



PACHIRISU Gear

- PACHIRISU Outfit (Blue)
- Outfits
- Little Girl
- Shop Cost: —



PACHIRISU Gear

- PACHIRISU Outfit (Purple)
- Outfits
- Little Girl
- Shop Cost: —



Western Gear

- Western Shoes C
- Shoes
- Young Boy
- Shop Cost: \$400



Western Gear

- Western Bag C
- Bags
- Young Boy
- Shop Cost: \$400



Formal Gear

- Formal Hat C
- Head
- Cool Boy
- Shop Cost: \$600



Formal Gear

- Formal Shoes C
- Shoes
- Cool Boy
- Shop Cost: \$400



Solar Gear

- Solar Helmet C
- Head
- Muscle Man
- Shop Cost: \$600



Solar Gear

- Solar Gloves C
- Hands
- Muscle Man
- Shop Cost: \$400



Solar Gear

- Solar Boots C
- Shoes
- Muscle Man
- Shop Cost: \$400



Solar Gear

- Solar Bag C
- Bags
- Muscle Man
- Shop Cost: \$400



Pirate Gear

- Pirate Hat C
- Head
- Young Girl
- Shop Cost: \$600



Pirate Gear

- Pirate Gloves C
- Hands
- Young Girl
- Shop Cost: \$400



Pirate Gear

- Pirate Shoes C
- Shoes
- Young Girl
- Shop Cost: \$400



Pirate Gear

- Pirate Purse C
- Bags
- Young Girl
- Shop Cost: \$400



KYOGRÉ Gear

- KYOGRÉ Outfit (Blue)
- Outfits
- Young Girl
- Shop Cost: —



KYOGRÉ Gear

- KYOGRÉ Outfit (Purple)
- Outfits
- Young Girl
- Shop Cost: —



Forest Gear

- Forest Hat C
- Head
- Cool Girl
- Shop Cost: \$600



Forest Gear

- Forest Gloves C
- Hands
- Cool Girl
- Shop Cost: \$400



Forest Gear

- Forest Sandals C
- Shoes
- Cool Girl
- Shop Cost: \$400



Forest Gear

- Forest Purse C
- Bags
- Cool Girl
- Shop Cost: \$400



Space Gear

- Space Headband C
- Head
- Little Girl
- Shop Cost: \$600



Space Gear

- Space Gloves C
- Hands
- Little Girl
- Shop Cost: \$400

Unlockable Group

15

25 Items Total

The gear in Group 15 is unlocked after you beat Waterfall Colosseum with the Level 50 All rule.



Badge

- Sapphire Brooch
- Badges
- Everyone
- Shop Cost: \$100



Western Gear

- Western Hat C
- Head
- Young Boy
- Shop Cost: \$600



Western Gear

- Western Gloves C
- Hands
- Young Boy
- Shop Cost: \$400



Space Gear

- Space Shoes C
- Shoes
- Little Girl
- Shop Cost: **\$400**



Space Gear

- Space Purse C
- Bags
- Little Girl
- Shop Cost: **\$400**



City Gear

- City Shoes D
- Shoes
- Young Boy
- Shop Cost: **\$300**



City Gear

- City Bag D
- Bags
- Young Boy
- Shop Cost: **\$300**



Rider Gear

- Rider Cap D
- Head
- Cool Boy
- Shop Cost: **\$400**



Rider Gear

- Rider Gloves D
- Hands
- Cool Boy
- Shop Cost: **\$300**



Rider Gear

- Rider Shoes D
- Shoes
- Cool Boy
- Shop Cost: **\$300**



Sports Gear

- Sports Cap D
- Head
- Muscle Man
- Shop Cost: **\$400**



Sports Gear

- Sports Wristband D
- Hands
- Muscle Man
- Shop Cost: **\$300**



Sports Gear

- Sports Boots D
- Shoes
- Muscle Man
- Shop Cost: **\$300**



Sports Gear

- Sports Bag D
- Bags
- Muscle Man
- Shop Cost: **\$300**



Picnic Gear

- Picnic Hat D
- Head
- Young Girl
- Shop Cost: **\$400**



Picnic Gear

- Picnic Gloves D
- Hands
- Young Girl
- Shop Cost: **\$300**



Picnic Gear

- Picnic Shoes D
- Shoes
- Young Girl
- Shop Cost: **\$300**



Picnic Gear

- Picnic Purse D
- Bags
- Young Girl
- Shop Cost: **\$300**



Celebrity Gear

- Celebrity Hat D
- Head
- Cool Girl
- Shop Cost: **\$400**



Celebrity Gear

- Celebrity Shades D
- Glasses
- Cool Girl
- Shop Cost: **\$300**



Celebrity Gear

- Celebrity Gloves D
- Hands
- Cool Girl
- Shop Cost: **\$300**



Celebrity Gear

- Celebrity Sandals D
- Shoes
- Cool Girl
- Shop Cost: **\$300**



ROSERADE Gear

- ROSERADE Outfit (Dark Green)
- Outfits
- Cool Girl
- Shop Cost: --



ROSERADE Gear

- ROSERADE Outfit (Light Green)
- Outfits
- Cool Girl
- Shop Cost: --



School Gear

- School Headband D
- Head
- Little Girl
- Shop Cost: **\$400**

Unlockable Group

16

26 Items Total

The gear in Group 16 is unlocked after you beat Neon Colosseum with the Level 50 All rule.



Badge

- Rose Corsage
- Badges
- Everyone
- Shop Cost: **\$100**



City Gear

- City Hat D
- Head
- Young Boy
- Shop Cost: **\$400**



City Gear

- City Wristband D
- Hands
- Young Boy
- Shop Cost: **\$300**



School Gear

- School Glasses D
- Glasses
- Little Girl
- Shop Cost: **\$300**



School Gear

- School Watch D
- Hands
- Little Girl
- Shop Cost: **\$300**



School Gear

- School Shoes D
- Shoes
- Little Girl
- Shop Cost: **\$300**



Western Gear

- Western Gloves D
- Hands
- Young Boy
- Shop Cost: **\$400**



Western Gear

- Western Shoes D
- Shoes
- Young Boy
- Shop Cost: **\$400**



Western Gear

- Western Bag D
- Bags
- Young Boy
- Shop Cost: **\$400**



Formal Gear

- Formal Hat D
- Head
- Cool Boy
- Shop Cost: **\$600**



Formal Gear

- Formal Shoes D
- Shoes
- Cool Boy
- Shop Cost: **\$400**



Solar Gear

- Solar Helmet D
- Head
- Muscle Man
- Shop Cost: **\$600**



Solar Gear

- Solar Gloves
- Hands
- Muscle Man
- Shop Cost: **\$400**



Solar Gear

- Solar Boots D
- Shoes
- Muscle Man
- Shop Cost: **\$400**



Solar Gear

- Solar Bag D
- Bags
- Muscle Man
- Shop Cost: **\$400**



ELECTIVIRE Gear

- ELECTIVIRE Outfit (Yellow)
- Outfits
- Muscle Man
- Shop Cost: —



ELECTIVIRE Gear

- ELECTIVIRE Outfit (Orange)
- Outfits
- Muscle Man
- Shop Cost: —



Pirate Gear

- Pirate Hat D
- Head
- Young Girl
- Shop Cost: **\$600**



Pirate Gear

- Pirate Gloves D
- Hands
- Young Girl
- Shop Cost: **\$400**



Pirate Gear

- Pirate Shoes D
- Shoes
- Young Girl
- Shop Cost: **\$400**



Pirate Gear

- Pirate Purse D
- Bags
- Young Girl
- Shop Cost: **\$400**



Forest Gear

- Forest Hat D
- Head
- Cool Girl
- Shop Cost: **\$600**



Forest Gear

- Forest Gloves D
- Hands
- Cool Girl
- Shop Cost: **\$400**



Forest Gear

- Forest Sandals D
- Shoes
- Cool Girl
- Shop Cost: **\$400**



Forest Gear

- Forest Purse D
- Bags
- Young Girl
- Shop Cost: **\$400**



Space Gear

- Space Headband D
- Head
- Little Girl
- Shop Cost: **\$600**



Unlockable Group

17

25 Items Total

The gear in Group 15 is unlocked after you beat Crystal Colosseum with the Level 50 All rule.



Badge

- Emerald Brooch
- Badges
- Everyone
- Shop Cost: **\$100**



Western Gear

- Western Hat D
- Head
- Young Boy
- Shop Cost: **\$600**



Space Gear

- Space Gloves D
- Hands
- Little Girl
- Shop Cost: **\$400**



Space Gear

- Space Shoes D
- Shoes
- Little Girl
- Shop Cost: **\$400**



Space Gear

- Space Purse D
- Bags
- Little Girl
- Shop Cost: **\$400**



Desert Gear

- Desert T-shirt
- Top
- Young Boy
- Shop Cost: **\$600**



Desert Gear

- Desert Jacket
- Top
- Cool Boy
- Shop Cost: **\$600**



Desert Gear

- Desert Minidress
- Top
- Young Girl
- Shop Cost: **\$600**



Desert Gear

- Desert Shorts
- Bottom
- Young Girl
- Shop Cost: **\$600**



Desert Gear

- Desert Dress
- Top
- Little Girl
- Shop Cost: **\$600**



Badge

- Ruby Brooch
- Badges
- Everyone
- Shop Cost: **\$100**



GROUDON Gear

- GROUDON Outfit (Red)
- Outfits
- Young Boy
- Shop Cost: —



GROUDON Gear

- GROUDON Outfit (Yellow)
- Outfits
- Young Boy
- Shop Cost: —



Unlockable Group

18

8 Items Total

The gear in Group 18 unlocks after you beat Sunny Park Colosseum with the Little Battle rule.



Glasses

- Madam Glasses
- Glasses
- Everyone
- Shop Cost: **\$300**



Desert Gear

- Desert Pants
- Bottom
- Young Boy, Cool Boy, Muscle Man, Cool Girl
- Shop Cost: **\$600**



Desert Gear

- Desert Tank Top
- Top
- Muscle Man, Cool Girl
- Shop Cost: **\$600**



Unlockable Group

19

3 Items Total

The gear in Group 19 unlocks after you beat Magma Colosseum with the Level 50 All rule.

Unlockable Group

20

3 Items Total

The gear in Group 20 unlocks after you beat Sunset Colosseum with the Level 50 All rule.



Badge

- Diamond Brooch
- Badges
- Everyone
- Shop Cost: **\$100**



LUCARIO Gear

- LUCARIO Outfit (Blue)
- Outfits
- Cool Boy
- Shop Cost: —



LUCARIO Gear

- LUCARIO Outfit (Yellow)
- Outfits
- Cool Boy
- Shop Cost: —



Summer Gear

- Summer Shoes D
- Shoes
- Young Boy
- Shop Cost: **\$200**



Army Gear

- Army Pants D
- Bottom
- Muscle Man
- Shop Cost: **\$400**



Summer Gear

- Summer Bag D
- Bags
- Young Boy
- Shop Cost: **\$200**



Army Gear

- Army Boots D
- Shoes
- Muscle Man
- Shop Cost: **\$200**



Hair Color

- Red
- Hair
- Young Boy
- Shop Cost: **\$100**



Army Gear

- Army Bag D
- Bags
- Muscle Man
- Shop Cost: **\$200**

Unlockable Group

21

37 Items Total

The gear in Group 21 unlocks after you beat at least 10 opponents in a Courtyard Colosseum Survival Battle.



Cool Gear

- Cool Hat D
- Head
- Cool Boy
- Shop Cost: **\$300**



Hair Color

- Yellow
- Hair
- Muscle Man
- Shop Cost: **\$100**



Cool Gear

- Cool Jacket D
- Top
- Cool Boy
- Shop Cost: **\$400**



Girls' Gear

- Girls' Cap D
- Head
- Young Girl
- Shop Cost: **\$300**



Glasses

- Disguise Glasses
- Glasses
- Everyone
- Shop Cost: **\$300**



Cool Gear

- Cool Pants D
- Bottom
- Cool Boy
- Shop Cost: **\$400**



Girls' Gear

- Girls' Minidress D
- Top
- Young Girl
- Shop Cost: **\$400**



Summer Gear

- Summer Cap D
- Head
- Young Boy
- Shop Cost: **\$300**



Cool Gear

- Cool Shoes D
- Shoes
- Cool Boy
- Shop Cost: **\$200**



Girls' Gear

- Girls' Wristband D
- Hands
- Young Girl
- Shop Cost: **\$200**



Summer Gear

- Summer T-shirt D
- Top
- Young Boy
- Shop Cost: **\$400**



Hair Color

- Pale Blond
- Hair
- Cool Boy
- Shop Cost: **\$100**



Girls' Gear

- Girls' Shorts D
- Bottom
- Young Girl
- Shop Cost: **\$400**



Summer Gear

- Summer Wristband D
- Hands
- Young Boy
- Shop Cost: **\$200**



Army Gear

- Army Tank Top D
- Top
- Muscle Man
- Shop Cost: **\$400**



Girls' Gear

- Girls' Shoes D
- Shoes
- Young Girl
- Shop Cost: **\$200**



Summer Gear

- Summer Jeans D
- Bottom
- Young Boy
- Shop Cost: **\$400**



Army Gear

- Army Wristband D
- Hands
- Muscle Man
- Shop Cost: **\$200**



Girls' Gear

- Girls' Purse D
- Bags
- Young Girl
- Shop Cost: **\$200**



Hair Color

- Strawberry
- Hair
- Young Girl
- Shop Cost: **\$100**



Cool Gear

- Cool Cap D
- Head
- Cool Girl
- Shop Cost: **\$300**



Cool Gear

- Cool Tank Top D
- Top
- Cool Girl
- Shop Cost: **\$400**



Cool Gear

- Cool Bangle D
- Hands
- Cool Girl
- Shop Cost: **\$200**



Cool Gear

- Cool Pants D
- Bottom
- Cool Girl
- Shop Cost: **\$400**



Cool Gear

- Cool Sandals D
- Shoes
- Cool Girl
- Shop Cost: **\$200**



Hair Color

- Sand Beige
- Hair
- Cool Girl
- Shop Cost: **\$100**



Cute Gear

- Cute Headband D
- Head
- Little Girl
- Shop Cost: **\$300**



Cute Gear

- Cute Dress D
- Top
- Little Girl
- Shop Cost: **\$400**



Cute Gear

- Cute Bracelet D
- Hands
- Little Girl
- Shop Cost: **\$200**



Cute Gear

- Cute Shoes D
- Shoes
- Little Girl
- Shop Cost: **\$200**



Hair Color

- Silver
- Hair
- Little Girl
- Shop Cost: **\$100**



Unlockable Group

22

36 Items Total

The gear in Group 22 unlocks after you beat the first set of Masters Battle opponents at Stargazer Colosseum.



Glasses

- Star Shades
- Glasses
- Everyone
- Shop Cost: **\$300**



Pokétopia Gear

- Pokétopia Beret
- Head
- Everyone (except Little Girl)
- Shop Cost: **\$400**



Pokétopia Gear

- Pokétopia Pants
- Bottom
- Young Boy, Cool Boy, Muscle Man, Cool Girl
- Shop Cost: **\$600**



Pokétopia Gear

- Pokétopia Tank Top
- Top
- Muscle Man, Cool Girl
- Shop Cost: **\$600**



Pokétopia Gear

- Pokétopia T-shirt
- Top
- Young Boy
- Shop Cost: **\$600**



Pokétopia Gear

- Pokétopia Jacket
- Top
- Cool Boy
- Shop Cost: **\$600**



Pokétopia Gear

- Pokétopia Minidress
- Top
- Young Girl
- Shop Cost: **\$600**



Pokétopia Gear

- Pokétopia Shorts
- Bottom
- Young Girl
- Shop Cost: **\$600**



Pokétopia Gear

- Pokétopia Headband
- Head
- Little Girl
- Shop Cost: **\$400**



Pokétopia Gear

- Pokétopia Dress
- Top
- Little Girl
- Shop Cost: **\$600**



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