

Endangered-GenLocke

1. Primary GenLocke rules

- 1.1. Can only catch the first Pokemon in each new area (Shinies can't be caught as will be explained later)
- 1.2. Permaibox a Pokemon if it faints* (see Rule 7)
- 1.3. Battle style must be switched to "Set".
2. Box Legendaries cannot be caught. If they have to be caught, they can't be used
3. Item use during battle is limited to what the Primary CPU's can use (No Item use for standard fights, as seen below)
 - 3.1. Example A: (Brock Using 1 Potion, means you can use 1 Potion
 - 3.2. Example B: Diantha using a Mega Stone means you can use a Mega Stone
 - 3.3. Example C: Olivia using a Z Move means you can use a Z Move
 - 3.4. Example D: Scientist Greg uses an X Attack, you CANNOT use an X Item in return
4. The Maximum level a Pokemon can be is 1 level over the next gym leaders ace pokemon (this is to account for accidental overleveling)
- 5.

6. DangerLocke Specific Rules

7. If a Pokemon faints, it's species is considered extinct, and can no longer be caught throughout the rest of the Danger-GenLocke
 - 7.1. Subsequently, if you run from a wild pokemon, or it flees, it is also considered extinct by contact.
 - 7.2. Boxed Pokemon are safe for the duration of the game until the reincarnation stage; See Rule 14
8. Once a game, you are able to do something to bring extinct Pokemon back to life, once you collect a fossil and bring it to the regions designated Fossil Lab, you'll be allowed to revive a Pokemon of your choice, BUT there are 3 important * to this

- 8.1. The ONLY Pokemon that can be brought back from extinction are those extinct from failing to catch or extinction between games (See Rule 14) Any Pokemon who died under your command during battle can NOT be revived under any circumstances
- 8.2. 1. You MUST sacrifice a species in order to do so, Equivalent Exchange, this Pokemon will be used as a base lvl for IVs, EVs, and Lv
- 8.3. Moveset will be that of what a wild Pokemon would have at that Lv, also removing and perks you'll see on Rule 10

9. Upon The Fate of Arceus

10. At the end of your adventure after beating the champion, you ascend to the final stage before the next game in your journey, a couple things will occur
11. When A (Living) Pokemon is Crowned apart of a Champions Team, it gains special benefits each time it does so! (These Benefits are reset if the pokemon faints and is later revived) The Benefits are as Followed:
 - 11.1. 1st Champion Beaten : Shiny Unlocked
 - 11.2. 2nd Champion Beaten: Choose its Nature
 - 11.3. 3rd Champion Beaten: 1 Egg Move
 - 11.4. 4th Champion Beaten: Choose its Ability
 - 11.5. 5th Champion Beaten: Choose it's Held Item
 - 11.6. 6th Champion Beaten: Choose it's IV's & EV's
12. The remaining living Pokemon, they will then be reincarnated and placed in the PC Box of the next game, and will be randomly assigned as such:
 - 12.1. Pokemon 1; Lv 5, Obtained at start of the game
 - 12.2. Pokemon 2; Lv of Ace of 1st Gym
 - 12.3. Pokemon 3; Lv of Ace of 2st Gym
 - 12.4. Pokemon 4; Lv of Ace of 3rd Gym
 - 12.5. Pokemon 5; Lv of Ace of 4th Gym
 - 12.6. Pokemon 6; Lv of Ace of 5th Gym
13. Outside given Perks, all other attributes will be reset to a random default as you'd be able to catch it in the wild (aka no egg moves, hidden abilities, etc)

14. All Remaining alive Pokemon within your boxes will be subject to fate, aka, you flip a coin, heads, the pokemon is still endangered and can be caught again, tails, its permanently extinct

15. Optional Rules

16. PC= Extinction: Any Pokemon caught and not used in the elite 4 is extinct, make catching that much more of a choice
17. Rare Candies: limit of 100 to allow for minimal skipping of grinding, but not so many to abuse them
18. Regular Ol' Fossils: if you think the revival idea isn't for you (but it's fun)