


10k Master Mode Guide

Disclaimer:

I made this guide myself from my personal experience with the game and anything I might have copied without crediting was not my intention. There will be references to the tools and the people whose content/resources I have used.

This guide was made for people that are either preparing themselves for Champion Stadium Master Mode (CS MM for short) or are having trouble achieving the 10,000 points required to get all the reward which in turn will exponentially expedite the process of attaining 6 star EX units. The rewards past 7,500 points are rather lackluster in comparison to what you get before it, but nonetheless they do help and some people will want to max out the points they get. I will not be talking about the basic mechanics or team building as this guide is specifically for 10k CSMM. **What this guide does cover is some of the more useful mechanics and strategies specific to 10k CSMM as well as what parameters to use and what types of clears there are.**

Necessities:

- Turn on move order in the settings
- I assume you know the basics of the game enough to actually defeat master mode on champion stadium without points. [Here](#) is a link to a good reddit post that explains the basics and some of what I will cover here.
- In order to know how to clear master mode, you need a general understanding of team building. Might make “small” guide on that later, but for now have this:
 [Avoid Mistakes! Complete Pokemon Masters Team Building Guide \(2022 Zo...](#)

Enemy turn order and move denial.

[Enemy move order: middle → right → middle → left → repeat]

Knowing enemy move order is important because if you know when which enemy will attack, you can take out the enemy that is queuing the move and halt the enemy's sync move countdown, this will be referred to as a "deny". As long as you didn't give the enemy -3 sync countdown, generally when your first sync move is ready and you click on it, the left side enemy will queue an attack; Within that turn it is possible to kill that enemy because that is when your damage starts to ramp up and many sync moves are capable of taking out the sides on the first sync. If you can deny that enemy's turn, you will be able to easily sync a second time before the opponent can, which by then, the collective amount of dps and the second sync will be able to take out the mid.

- * If you are using this strategy, it helps if you queue a move between the enemy move and before your sync move, to guarantee that the left side queues a move so you can properly deny them, especially for high damage sync nukers.
- * Usually done with max offensive parameters
- * Be careful when messing too much with the sync move countdown parameter as it could change the move order, most if not all master mode stages will use a specific move when the sync countdown hits 1 and it will always be the mid that uses it.

Quad-queuing/sync countdown

When you use an EX support sync you sacrifice the damage of the first sync for dps. Since the buff can be very strong, people like to use it a lot more than they need to, but in many cases it is better than trying to damage the enemy with your sync move (mainly when using coverage moves like Cyrus & Palkia's hydro pump or for sync pairs that just do more damage with their regular moves in comparison to their sync like Maxie and Groudon). Some sync pairs also need to sync for kit upgrades like mega's and SS Serena & Zygarde. When you are unable to deny the sides, you will need to quad queue or use sync acceleration to allow you to sync twice before the enemy can sync once (which is usually fatal with full offensive parameters). Quad-queuing requires some practice and/or timing, you need to queue the sync move to play right after the enemy attack and after the sync move animation ends, there is a small timing where you can queue up a move before the enemy can queue up their move. Syncing twice will usually be enough for any 2k stage especially if you used an EX support sync.

- * Some pairs are able to deny the sides with sheer dps after an EX support sync, which means no need to worry about quad-queuing.
- * Make sure you have enough gauges to queue the move or you have some sort of mp move. If not you will not be able to quad-queue.
- * If a field effect disappears on the turn you sync you will not be able to quad queue, specifically effects like catalyst and quick tempo makes it so that quad queuing is impossible and sync acceleration or flinch/freeze/sleep are the only options that allow for an extra sync.
- * The Adrenaline passive or other forms of sync acceleration can be used in place of quad queuing or sometimes in conjunction with it to maybe even skip a sync turn depending on the unit.
- * Flinches/Sleep/Freeze can also be used as a substitute for sync acceleration since they make the enemy re-queue their move and since the move didn't go off, the enemy sync countdown also won't. Just make sure that they are queued last in terms of move order. This only works if the enemy queues an attack.

Both of these can be summed up in this reddit post [here](#). It goes more in depth and might be better formatted about the points above. Credits go to reddit user [u/MomoSpark](#) for the post.

Choosing Parameters

Choosing the right parameters for your team is a big part of 10k master mode, after all it is what gives you the points. From what I know there are 4 main ways of doing it, I will call these:

1. Post sync clear (also known in some world as standard)
2. 1 cycle clear
3. Stalling
4. Full offensive clear

Here I will only give the parameters and the general aim of each clear.

Here is a chart of all the parameters for the first 3 clears:

CS Master Mode Recommended Parameters & Gameplans					
Standard / Offensive Pre-Sync Clear		Full Rush / Hyper-Offensive One-Cycle Clear		Full Stall w/ DoT	
Physical Dmg. Reduction	50	Physical Dmg. Reduction	50	Physical Dmg. Reduction	50
Special Dmg. Reduction	50	Special Dmg. Reduction	50	Special Dmg. Reduction	50
No Status Conditions / Attack & Sp. Atk ↑ 1	50	No Status Conditions / Attack & Sp. Atk ↑ 1	50	Critical-Hit Defense	150
Sync Buff ↑ 5	100	Max Sync Countdown -1 / Attack & Sp. Atk ↑ 1	50	Ally Move Gauge Max -2	300
Power ↑ on Hit 1	100	Sync Buff ↑ 5	100	Defense & Sp. Def ↑ 1	50
Power ↑ on Hit 2	200	Power ↑ on Hit 1	100	Defense & Sp. Def ↑ 3	100
Ally Move Gauge Max -2	300	Power ↑ on Hit 2	200	Defense & Sp. Def ↑ 5	150
Gradual Healing	150	Ally Move Gauge Max -2	300	Max HP ↑ 2	100
No Stat Reduction / -	100	Attack & Sp. Atk ↑ 3	100	Max HP ↑ 4	200
Ally Healing ↓ 5 / -	100	Attack & Sp. Atk ↑ 5	150	Max HP ↑ 6	300
Ally HP ↓ 5 / Max Sync Countdown -2 / -	200	Gradual Healing	150	Attack & Sp. Atk ↑ 1 / -	50
Strength ↑ 6 / -	600	No Stat Reduction / -	100	Ally HP ↓ 5 / -	200
Total	2000	Ally Healing ↓ 5 / -	100	Strength ↑ 3 / -	300
		Ally HP ↓ 5 / -	200	Total	2000
		Max Sync Countdown -2 / -	200		
		Strength ↑ 1 / -	100		
		Total	2000		
Notes & Extra Info					
There is no "one set of parameters" to rule them all so make sure to always adjust your parameters according to your team's needs and gameplan. Most notably, the "handicap-like parameters" that might or might not be suited to your team.					
The "/" note on some parameters is there to highlights parameters that are mostly flexible depending on your team. In general, you can adjust the points by working around the Strength parameters to suit your team's playstyle.					
Avoid stacking HP/Defensive parameters on top of Strength (when going for more standard type of clears) as it will make the ennemies too bulky and relatively long to take down, defeating the purpose of abusing some of the more offensive parameters picked here.					
If you're only aiming for 1500 Points (or lower), just remove some Strength and/or "handicap-like" (according to your Team) parameters and it's basically the same idea.					

- * Like the notes say, stacking too many defensive parameters while aiming for an offensive clear will make the enemy do too tanky to kill so be careful with that

Here is where knowing what your units do really matters, since you will need to tweak some of these parameters as your team requires. A few examples being:

- Don't pick the no stat reduction parameter if you are using someone like Anniversary May & Latias who need debuffs for her damage

- Don't pick the no status conditions parameter if you are planning to use Koga & Crobat, who need the enemy to be poisoned to do good damage

Since these parameters are very important to the unit's damage output, it will be much more beneficial to tweak the parameters rather than stick to the guide. Generally speaking, the most flexible parameter will be strength, you can increase or decrease it to get to exactly 2k points.

Post Sync Clear:

They call it standard clear, but I will be calling it "Post Sync Clear". The post sync clear uses the sync countdown parameters and +6 strength, the damage of the sync move will be a lot more survivable and you can go for a post sync clear. You will most likely need some defenses, but you have more time to do damage before the opponent can sync again. Compared to 6 turns you will now have something around 8 turns.

- * Recently, some stages have zones or other field effects they use before they sync (I am looking at you Sidney) which will make post sync moves significantly more damaging and will also increase the damage of the sync move itself. If you must clear this way you should aim to remove the field effects before the opponent syncs, whether it be weather, zone, terrain, or use tankier units.
- * This is commonly known as standard because it seems to be the easiest, though that depends on the team comp and stage you are doing.

1 Cycle Clear:

1 cycle clears use max offensive parameters and sync countdown parameters to reduce the level of strength in the parameters. This makes the enemy less bulky, but also makes it so that you will only be able to sync once before the enemy syncs. The aim here is to use a sync nuker to take out the middle on the first sync. This requires more strict team building as getting enough damage to kill the mid on the first sync will require units with many more multipliers and set up than normal (there are exceptions, but there are exceptions everywhere in this guide, when you understand teambuilding and the mechanics well enough you will know the exceptions and how they are used)

Stall Clear:

Stalling is a very linear and restricting process in this game. The aim is to use DoT effects like trap, poison, and burn to slowly whittle down your opponent. Since all of their effects do percentage health damage, we use maximum defensive parameters to make it so we can outlast our opponent. Ideally we want to use bad poison for this since it ramps up and should clear the fastest, but there are other ways. You need to bring more defensive sync pairs to make survivability easier. [Here](#) is a reference to use when building comps or designing a strategy for stall teams. Credits for the video go to Zinfogel.

- * Poison weak stages take more damage from the poison status effect. Similarly with fire weak, and electric weak stages which are more susceptible to burn and paralyze respectively.
- * Any form of healing can help when trying to use stall to clear, whether it be gradual heals or potions.

Full Offensive Clear:

Full offensive clears aim to use the six turns before the enemy syncs to take out the middle before it can sync. Since the offensive stats are so high, the sync will almost always kill your team or at least your damage dealers. Ideally using the strategy I stated above of abusing move order and denying the enemy turns, this run aims to clear the middle pokemon within 2 syncs, though with enough luck or using specific units, you can do more. You should not count on further sync moves as it will most likely be inconsistent and harder than it needs to. If this is too hard for you, change up your team, your strategy, or your type of clear.

Knowing the Enemy

Not all champion stadium stages are alike. At the time of making this guide, the Hoenn and Sinnoh champion stadiums which were newly released have been much harder and have more troublesome passives that you may not know about. Using the [PoMaTools - Champion Stadium](#) tool we can check the passives and build teams while taking these

into account. This tool has helped me a lot with much more than just the champion stadium stages. I highly recommend taking a look at the stage in the tool before you try to clear the stage in game, especially for the new stadiums. It will also tell you if and what the middle unit will use when the sync countdown hits 1 as well as what it will use right after it syncs.

Advanced Techniques

【This part is still a work in progress and I will add what I know as I learn as well.】

There is one mechanic in this game that not many people know of which I will call “death denial”. I am not sure if there is an actual term that is already made for it so as long as nobody tells me otherwise, I will be calling it that. The idea is that if the target of an enemy is going to kill itself while using a move, none of the enemies will use any move until the target is dead. The only 2 real consistent ways of achieving this is through predicting how much recoil damage you will take and calculating when to use the recoil move in accordance. The other being the endure effect which will make setting this up much easier. It can also be done with sandstorm/hail or damaging status conditions like poison and burn though not as reliably. Though this may seem slightly useless, it can turn the “tide” of the battle as you will be able to queue up 5 moves before the opponent can queue 1.

Resources:

[PoMaTools](#): Made by reddit user [u/stdk12](#) and it is a lifesaver. It has all the unit's sync grids, has a team builder, and has a passive searcher so that you can search for innate passives and in grids. It even has all the champion stadium stages and what moves and passives they have. This website is the go-to for any Pokemon Masters related content.

[Spark's Reddit post](#): I read this over and it has good content on the basics of the game, props to this guy for making this post. It covers over a few points I went over, but I had a feeling that it was better formatted and easier to read.

[Poce's team building video](#): This guy knows what he is doing, team building is something extremely fundamental in this game and unless I made a thorough guide on it, this will be much better than anything I could cook up in a few days. Poce is always quick to give accurate information about incoming and current sync pairs. Link to his channel is also [here](#).

[Zinfogel's stall video](#): Zinfogel is what I would call a creative genius at this game. Though this game can be quite complex at times, the creativity Zinfogel brings in his videos is something that makes me wonder if we are indeed playing the same game. Purposefully using units that people say are terrible, pretty much watching how this guy played showed me how to play this game. Link to his channel right [here](#).

If I happen to use someone else's information and claim it as my own, I do apologize, it is not my intention.