

# M4A Monotype Resources

Monotype is a Metagame where you create a team of Pokémon, who all share at least one Type. This Meta rewards Team Building, since you need to cover your team's weaknesses by using the strengths of the Pokémon, the Type or other traits the type brings, like Weather or Terrains.

In Megas for All, there are more Pokémon you can use. From new Megas and buffed base forms, the teambuilding got enhanced. Since Megas for All is based on National Dex, M4A Monotype is based on National Dex Monotype.

## Clauses + Rules

- Species Clause: Players cannot have the more than one Pokémon with any National Pokédex number.
- Endless Battle Clause: Players cannot intentionally prevent their opponent's Pokémon fainting from PP depletion and Struggle recoil.
- Sleep Clause Mod: Players can not induce sleep on more than one of the opponent's Pokémon at once.
- Evasion Clause: Moves that boost evasion like Minimize are banned.
- OHKO Clause: Moves that OHKO the foe are banned.
- Dynamax Clause: Players cannot Dynamax their Pokémon.
- Same Type Clause: All Pokémon in a team must share a type.

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## Bans, Unbans & Suspects

### Bans:

- Ash-Greninja
- Hoopa-Unbound
- Kartana
- Mega-Medicham
- Mega-Mawile
- Damp Rock
- Smooth Rock
- Terrain Extender

### Unbans:

- Cinderace
- Darmanitan-Galar
- Deoxys-Speed
- Tapu Lele
- Tornadus-Therian
- Mega-Alakazam
- Arena Trap

### Bans from M4A

- Mega-Dragalge
- Mega-Butterfree
- Mega-Cinderace
- Mega-Araquanid

### Suspects:

- Mega-Magmortar
- Mega-Meowstic-F
- Mega-Vikavolt
- Melmetal
- Zapdos
- Tapu Lele

## Viability Rankings

Bug Typing: Bug Teams are often offensive due to Sticky Webs and many set-up Sweepers. They need defensive staples though, in order to remove hazards and stave off Flying-, Fire- and Rock-types.

Dark Typing: Dark Teams are either played as a Hyper Offense or a Bulky Offense team. They take advantage of Screen Setters and Hazard Setters for HO, while defensive Pokémon serve as buffers for your offensive Pokémon on BO.

Dragon Typing: Dragon Teams use the defensive capabilities of their Pokémon to get an advantage over their opponent. Those teams have one or two sweepers and the rest of the teams support them by providing Hazard Control, Pivoting or weakening the opposing team.

Electric Typing: Electric Teams are more match-up dependent than other types. However with good team building and good play, the worst match-ups are still winnable. Electric Terrain provides a damage boost and it's the main way to deal damage.

Fairy Typing: Fairy Teams have really good Pokémon to use, but a lack of Mega Evolutions. This doesn't make them bad, since they have strong attackers and durable defensive Pokémon, which makes them work even without Mega Evolution.

Fighting Typing: Fighting Teams always put their opponents into pressure and don't bother with defensive Pokémon that kill their fast pace. They instead use the defensive traits of their offensive threats, whether those being type immunities or high defensive stats.

Fire Typing: Fire Teams make use of the Sun to power up their Fire STABs while weakening their Water weakness. It has huge damage output, but it also has to rely on defensive Pokémon and Hazard removal in order to not lose their advantage.

Flying Typing: Flying Teams have very few weaknesses that can be covered easily with only two or three Team Slots with those being generally great Pokémon and also providing other Utility in Hazards, Removal of said Hazards or in their offensive prowess.

Ghost Typing: Ghost Teams make use of status and other types of chip damage to weaken their opponents, so that the offensive Pokémon have an easier time breaking through walls or cleaning up late game.

Grass Typing: Grass Teams are really defensively built, however they also possess two really good and viable offensive strategies, with them being Sun and Terrain. The weaknesses Grass has doesn't allow for much creativity, but they are still really effective.

[Ground Typing](#): Ground Teams use high damage dealers to break through walls while relying on important defensive Pokémon in order to not fall behind on offense. Those teams have options to turn the opponent's strengths, like Rain or Terrain, against them.

[Ice Typing](#): Ice Teams thrive on offense and rely on defensive Pokémon for hazard removal. Just like Fairy, Ice doesn't need a Mega Evolution since the regular Pokémon are good enough, but the Mega Pokémon help out with the glaring weaknesses.

[Normal Typing](#): Normal Teams have many weaknesses, so Team Building is a bit restricting. However the main staples are really good Pokémon and with good play, Normal can beat difficult match-ups like Ghost, Fighting and Steel.

[Poison Typing](#): Poison Teams have really good defensive cores and only rely on one or two offensive Pokémon to finish off the opponents. Ground causes a serious for Poison, but you have options to stave off Ground-types.

[Psychic Typing](#): Psychic Teams are really versatile and can be played in any defensive or offensive way. The weaknesses of their team are easily covered or can be overpowered in battle by prediction and good play.

[Rock Typing](#): Rock Teams often play a bulky offensive style, due to the defensive straits of Pokémon, like their stats, typing and Sandstorm. Sticky Webs make for a great offensive playstyle, but Rock isn't dependent on them.

[Steel Typing](#): Steel Teams have the amazing defensive traits of their Typing and great Pokémon that can help dealing with its weaknesses. Steel doesn't have great offenses, but the name of the game is using the defensive traits and high stats of your Pokémon.

[Water Typing](#): Water Teams are just like Psychic. They are really versatile and their weaknesses can be handled by many great Pokémon that can be used. Defensive and Offensive play styles are equally great.

## **Sample Teams (29th April, 2020)**

MonoElectric Balance by ViZar

<https://pokepast.es/7c5526d7b0b6f9bb>

MonoIce Offense by ViZar

<https://pokepast.es/0244713df0482611>

MonoPsychic Offense by ViZar

<https://pokepast.es/e2f566d45aca0ed5>

MonoWater Offense by Magmajudis

<https://pokepast.es/0cb2e55b0ab05086>

MonoBug Bulky Offense by Exploziff

<https://pokepast.es/574fcfe943b2f91b>

## Cores

### Offensive Cores




   (suggested by Exploziff)

   (suggested by Exploziff)

### Defensive Cores

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### Balanced Cores

   (suggested by Indigo)

### Gimmicky Cores

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