# X notes

Set console date to 14th February and time to 23:04 (adapt for skill level).

- Choose the girl and give a single character name (! is fastest)
- Open options and set

Text Speed: Fast
Battle Effects: Off
Battle Style: Set
(Button Mode: L = A)

Pick Chespin.

### Pokémon Trainer Shauna:

Froakie: Vine Whip x2 (/ x3)

Go back to your house, say Yes to mom.

Catch Bunnelby.

### **Youngster Austin:**

Zigzagoon: Vine Whip x2 - x5

#### Lass Anna:

Pikachu: Vine Whip x2 / x3

Trade Bunnelby for Farfetch'd and move Farfetch'd to the front.

### Roller Skater Rinka:

**Zigzagoon:** Aerial Ace (x2)

Ranges:

1 / 16 at 19 10 - 19 7 / 16 at 20 20 - 29 12 / 16 at 21 30+

Follow the drops in the gym.

#### Lass Charlotte:

**Kakuna:** Aerial Ace **Combee:** Aerial Ace

### Leader Viola:

Surskit: Aerial Ace Vivillon: Aerial Ace spam

→ Teach Knock off over Fury Attack (slot 3)

- Get the 3 X-Attacks and 3 X-Defenses in trainer school.
- Grab the Repel.
- Get 5 Luxury Balls.

\_

Sp. Def	IV	Water Gun	*Water Gun	Ember	*Ember
21 - 24	0 - 29	6 / (7)	(7) / 9 / (10)	7 / (9)	9 - <b>10</b> / (12)
25	30+		7 / (9)	6 / (7)	(7) / 9 / (10)

### **Professor Sycamore:**

Bulbasaur: Aerial Ace (+ Fury Cutter)

Ranges:

9 / 16 at 21 / 22 0 - 8 100% at 23+ 9+

Squirtle:

<u>If used Fury Cutter:</u> Fury Cutter x2 Otherwise: Aerial Ace x2 / x3

2HKO ranges:

7.4% at 22 / 23 1 - 16 80.9% at 24+ 17+

**Charmander:** Aerial Ace x2

- → Very likely to knock Charmander into Blaze with 24+ Attack (17+ IV)
- → Leer + Aerial Ace is 14 / 16 with 25+ Attack (24+ IV)

#### **FREE HEAL**

- Pick Squirtle.
- Deposit Chespin.
- Deposit Squirtle.

**Shopping (right):** (sell all Pokéballs, all X-Defenses, and 2 Luxury Balls) Swords Dance (vv)

At the grass after Lucario cutscene:

- Repel
- Teach Swords Dance over Fury Cutter (slot 2).

#### Tierno:

### Corphish:

At 27 Attack (28+ IV or more):

Aerial Ace (+ Leer if did less than half) + Aerial Ace (x2) 31.3% 2HKO range (50% range if in Yellow HP)

Otherwise:

Leer + Swords Dance + Aerial Ace

Pickup the Star Piece south of Camphrier Town.

**Shopping:** (sell Star Piece [and Honey if you want to buy Paralyze Heal])

Normal shopping: Used your Potion already:

8 Repels (^^)
4 Super Potions (<)
2 Potions (<^)
1 Antidote (v)
3 Super Potions (v)

2 Awakenings (vv) 1 Antidote (v)

2 Awakenings (vv)

Get Berry Juice

- Get 5 Sweet Hearts.

- Get Oran Berry from the lady in front of the castle.

- Pickup Rare Candy in the fountain at the castle.

Run from Snorlax.

#### At Trevor & Tierno fight:

- Repel (keep applied until done with Rhyhorn).

- (Super) Potion if took damage on Corphish.

- Equip Berry Juice.

Sp. Def	L14 IV	L15 IV	Thunder Shock	Fairy Wind
22 - 24	0 - 18	0 - 9	14 / (10)	(7) / 9 / (10)
25 - 27	19+	10 - 29	14 / (18)	7 / (0)
28+	-	30+	12 / (14)	7 / (9)

#### Trevor & Tierno:

Swords Dance

If got 26+ Attack (20+ IV) and did not get hit on turn 1:

Swords Dance again

Aerial Ace **Corphish** until it's dead (Knock Off if Fletchling's QA could kill Corphish)

Knock Off Pikachu

Aerial Ace Flabébé

- Pickup PP Up south of the previous fight.
- Take free heal if paralysed or low HP.
- Pickup HP Up.
- Head to the Pokémon Centre and leave immediately.
- Go to the lab and leave after the cutscene.
- Pickup TM65 Shadow Claw at the branch after the path goes down.
- Heal if you can die to Houndour.

```
Houndour's Bite does:
```

18 - 21 / (22)	against	22 / 23	0 - 8
(16) 18 - 19 / (21)	against	24 / 25	9 - 21
16 - 18 / (19)	against	26+	22+

### **Team Flare Grunt:**

Houndour: Swords Dance (x2) + Aerial Ace

Ranges: 12 / 16 at 25 0 / 1 15 / 16 at 26 2 - 7 100% at 27+ 8+

Zubat: Aerial Ace

Ranges:

7 / 16 at 25 0 / 1 10 / 16 at 26 2 - 7 13 / 16 at 27 8 - 13 100% at 28+ 14+

## Gulpin's Sludge does:

13 - 15 / (16)	against	24 - 26	0 - 13
12 - 13 / (15)	against	27+	14+

### Electrike's Quick Attack does:

(5) / 6 / (7)	against	23 - 25	0 - 13
5 / (6)	against	26+	14+

### Team Flare Grunt:

### **Gulpin:**

If 30+ Attack (27+ IV):

Swords Dance x2 + Aerial Ace (x2)

+4 Aerial Ace range: 6 / 16

If 31 Attack at level 17 (23 - 26 IV):

Leer + Swords Dance x2 + Aerial Ace

Otherwise:

Swords Dance x3 + Aerial Ace

Electrike: Knock Off has Quick Attack

Heal to full if you are poisoned or can die to Brick Break.

### Scraggy's Brick Break does:

```
27 - 31 / (33)
                                     23
                                                    0 - 1
                      against
(25) / 27 - 30 / (31)
                      against
                                     24
                                                    2 - 7
                                                    8 - 13
25 - 28 / (30)
                      against
                                     25
24 - 27 / (28)
                      against
                                     26 / 27
                                                    14 - 25
22 - 25 / (27)
                      against
                                     28
                                                    26+
```

#### **Team Flare Double:**

#### Swords Dance

### Aerial Ace Scraggy

### Ranges:

1 / 16	at	27	0 - 5
6 / 16	at	28 / 29	6 - 17
11 / 16	at	30	18 - 22
100%	at	31+	23+

### Aerial Ace Croagunk

- Die to a wild encounter.
- Get TM94 Rock Smash from brunette.
- Pickup Rare Candy.
- Pickup Bike from bike shop.
- Equip Oran Berry on Farfetch'd.
- Register Bike.
- Buy a dozen Soda Pops from the Waitress.
- Optionally: Pickup hidden X-Speed for greater Lucky Egg consistency.
  - Using X items increases Hawlucha's friendship.

Go to Geosenge centre and catch Hawlucha with Luxury Balls.

→ If Hawlucha and Farfetch'd are full HP use Aerial Ace.

#### With level 19 Hawlucha:

- (Swap Hawlucha to the front of the party.)
- Heal Hawlucha if damaged.
- Give 2 Rare Candies to Hawlucha.
- Teach Encore over Aerial Ace (Slot 4).
- Teach Swords Dance over Roost (Slot 3).
- Swap Oran Berry to Hawlucha if holding it.
- Skip X-Speed if 62 Speed or more (only positive Speed nature) at level 21.
- Reset Hawlucha if 50 Speed or less at level 21.

#### With level 20 Hawlucha:

- (Swap Hawlucha to the front of the party.)
- Heal Hawlucha if damaged.
- Give 2 Rare Candies to Hawlucha.
- Teach Swords Dance over Roost (Slot 2).
- Teach Rock Smash over Aerial Ace (Slot 3).
- Swap Oran Berry to Hawlucha if holding it.
- Skip X-Speed if 62 or more neutral Speed or if positive Speed at level 22.
- Reset Hawlucha if 51 Speed or less at level 22.

Get massage (conservative estimate 90s for menu → massage, 30s for simple swap):

- A little bit more friendly.
- Somewhat more friendly.
- Much more friendly.

Swap Farfetch'd back to front.

#### Tyrunt's Rock Tomb does:

Defense	L21 IVs	L22 IVs	Rock Tomb
32 / 33	0-7/x/x	x/x/x	33-37(39)
34	8 - 11 / x / x	0 - 4 / x / x	31-36(37)
35 / 36	12 - 26 / 0 - 2 / x	5 - 18 / x / x	30-34(36)
37	27 - 30 / 3 - 7 / x	19 - 22 / x / x	28-33(34)
38 / 39	31 / 0 - 8 / 0 - 2	23+ / 0 - 9 / x	27-31(33)
40 / 41	x / 17 - 26 / 3 - 11	x / 10 - 18 / 0 - 4	(25)27-30(31)
42 / 44	x / 27+ / 12 - 21	x / 19+ / 5 - 13	25-28(30)
45 / 46	x/x/22-30	x / x / 14 - 22	24-27(28)
47 / 48	x/x/31	x / x / 23+	22-25(27)

#### **Leader Grant:**

#### Amaura:

Leer until dead

Switch to Hawlucha (check Ability if equipped Oran Berry)

Karate Chop / Rock Smash

Karate Chop without Leer ranges:

13 / 16 at 49 - 52 (x / 26+ / 7 - 25) 100% at 53+ (x / x / 26+)

**Tyrunt:** (if Unburden, you will outspeed after 2 Rock Tombs with Oran Berry)

If level 21 and 43+ Attack (21+ / 0+ / 0+):

Swords Dance x2 + Karate Chop

15 / 16 at 43 / 44 Attack (21 - 30 / 0 - 6 / x)

If level 21 and 42 Attack (16 - 20 / x / x):

Karate Chop + Swords Dance + Karate Chop

If level 21 and 41- Attack (15- / x / x):

Sworde Dance + Karate Chop x2

If level 22 and 55+ Attack (x / x / 21+):

Swords Dance x2 + Rock Smash

15 / 16 range at 55 Attack (x / x / 21 - 25)

100% range at 56+ Attack (x / x / 26+)

#### Otherwise:

Swords Dance + Rock Smash x2

- Swap Hawlucha to the front of party.
- Pickup hidden Protein.
- Optionally: pickup X-Defense (either for Champion or for friendship consistency).
- Pickup hidden Ether.
- Get double massage if possible

#### **Swimmer Marissa:**

Masquerain: (X-Defense +) Swords Dance / Encore on Gust and die

Deposit Farfetch'd.

#### Leader Korrina:

**Lucario:** faster at 61+ Speed (L22: x / 19+ / 0+) (L23: x / 8+ / 0+)

Swords Dance x2 (/ x3 if not going for ranges)

Karate Chop / Rock Smash (x2)

+4 Rock Smash ranges:

4 / 16 at 47 / 48 Attack x / 7 - 15 / x 8 / 16 at 49 / 50 Attack x / 16 - 25 / 0 - 6 11 / 16 at 51 / 52 Attack x / 26+ / 7 - 15 14 / 16 at 53+ Attack x / x / 16+

**Lucario:** Karate Chop / Rock Smash (x2)

+4 Karate Chop is 100% at 44+ Attack (16+ / 0+ / 0+)

- Equip Jaw Fossil.
- Use a Repel.
- Heal to full.

### **Backpacker Lane:**

**Linoone:** faster at 58+ Speed (L22: x / 5+ / 0+) (L23: 25+ / 0+ / 0+)

<u>Level 22:</u> Karate Chop x2 (+ Wing Attack)

 $\rightarrow$  +2 Karate Chop is 100% at 53+ Attack (x / x / 16+)

Level 23: Rock Smash x2 / x3

- $\rightarrow$  +2 Rock Smash is 100% at 60+ Attack (x / x / 25+)
- $\rightarrow$  Rock Smash + -1 Wing Attack is 100% at 55+ Attack (x / 25+ / 4+)
- → Teach Fling over Rock Smash (Slot 3).

Heal to full.

### Helioptile's Quick Attack and Granbull's Headbutt does:

Defense	L23 IVs	L24 IVs	Quick Attack	Headbutt
35	0-2 / x / x			26-30(31)
36	3-10 / x / x	0-4 / x / x		25-29(30)
37	11-15 / x / x	5-8 / x / x	9- <b>10</b> (12)	24-28(29)
38 / 39	16-23 / 0-2 / x	9-16 / x / x	]	23-27(28)
40	24-28 / 3-6 / x	17-20 / x / x	]	22-26(27)
41 / 42	29+ / 7-15 / 0-2	21-29 / 0-8 / x		22-25(26)
43 / 44	x / 16-23 / 3-6	30+ / 9-16 / x	(7)0(40)	21-24(25)
45 / 46	x / 24+ / 7-15	x / 17-24 / 0-8	(7)9(10)	20-23(24)
47 / 48	x / x / 16-23	x / 25+ / 9-16		19-22(23)
49 / 50	x / x / 24+	x / x / 17-24	7(0)	18-21(22)
51+		x / x / 25+	7(9)	17-20(21)

### **Ace Trainer Monique:**

**Doduo:** Swords Dance x2 + Wing Attack

Helioptile: Karate Chop / Fling has Quick Attack

Granbull: Wing Attack x2

→ Teach Fling over Karate Chop (Slot 1).

Use a Soda Pop if you can die to Confusion (or Super Potion if Shadow Punch if going for +0 range).

```
Chimecho's Confusion does:
                                            L24
                                                                   L25
                                            0 - 3 / x / x
50 - 60 / (62) against
                             31
                                                                   x/x/x
50 - 56 / (56) against
                             32 / 33
                                            4 - 11 / x / x
                                                                   0 - 5 / x / x
48 - 54 / (56) against
                             34 / 35
                                            12 - 19 / 0 - 3 / x
                                                                   6 - 13 / x / x
44 - 50 / (54) against
                             36 / 37
                                            20+4-11/x
                                                                   14 - 25 / 0 - 5 / x
42 - 48 / (50) against
                             38 - 40
                                            x / 12 - 23 / 0 - 11
                                                                   26+/6-17/0-5
                             41 - 43
                                            x / 24+ / 12 - 19
38 - 44 / (48) against
                                                                   x / 18 - 29 / 6 - 13
36 - 42 / (44) against
                             44 - 46
                                            x/x/20+
                                                                   x / 30+ / 14 - 25
32 - 38 / (42) against
                             47+
                                            x/x/x
                                                                   x / x / 26 +
Golett's Shadow Punch does:
                                            L24
                                                                   L25
                                            0 - 8 / x / x
19 - 22 / (24) against
                             36 / 37
                                                                   0 - 1/x/x
18 - 21 / (22) against
                             38 - 40
                                            9 - 20 / x / x
                                                                   2 - 13 / x / x
16 - 19 / (21) against
                             41 - 44
                                            21+ / 0 - 16 / x
                                                                   14 - 29 / 0 - 9 / x
16 - 18 / (19) against
                             45 - 48
                                            x / 17+ / 0 - 16
                                                                   30+ / 10 - 25 / 0 - 9
15 - 16 / (18) against
                             49 - 52
                                            x/x/17+
                                                                   x / 26+ / 10 - 25
13 - 15 / (16) against
                             53+
                                            x/x/x
                                                                   x / x / 26 +
Psychic Franz:
       Chimecho: (Swords Dance +) Fling
       +0 Fling ranges at level 24:
       6 / 16
                      at 57 / 58
                                     x/x/11-19
       9 / 16
                      at 59 / 60
                                     x/x/20-27
       11 / 16
                      at 61+
                                     x/x/28+
       +0 Fling ranges at level 25:
       6 / 16
                      at 53
                                     x / 7 - 10 / x
       9 / 16
                      at 54 / 55
                                     x / 11 - 18 / x
       11 / 16
                      at 56
                                     x / 19 - 22 / 0 - 2
       14 / 16
                      at 57 / 58
                                     x / 23 - 30 / 3 - 10
       100%
                      at 59+
                                     x/31/11+
       Golett: Wing Attack (x2)
       +0 Wing Attack x2 (if Iron Defense) ranges at level 24:
       52.3%
                      at 57
                                     x/x/11-14
       68.4%
                      at 58 / 59
                                     x/x/15-23
       95.3%
                      at 60+
                                     x/x/24+
       +0 Wing Attack x2 (if Iron Defense) ranges at level 25:
       68.4%
                      at 53 / 54
                                     x / 7 - 14 / x
       95.3%
                      at 55
                                     x / 15 - 18 / x
       100%
                      at 56+
                                     x / 19 + / 0 +
       +2 Wing Attack is 100% at 48+ Attack (20+ / 0+ / 0+) at level 24
       +2 Wing Attack is always 100% at level 25
```

- Pickup Iron.
- Get Soothe Bell.
- Equip Soothe Bell.
- Use Protein.
- Use Iron.
- Use HP Up.
- Use PP Up if only got one massage and it was bad.
- Heal to full with Sweet Hearts.

#### **Pokémon Trainer Calem:**

faster at 70+ Speed (L24: x / x / 10+) (L25: x / 24+ / 0+) Meowstic:

If you picked up X-Speed and not 70+ Speed: X-Speed

Otherwise: Swords Dance

Encore (if no Fake Out/Light Screen, the run is over, heal until Light Screen?)

Swords Dance x2

Encore

Swords Dance Wing Attack (x2)

**Braixen:** Wing Attack 100% at 51+ Attack (L25: 20+ / 0+ / 0+) (L26: 12+ / 0+ / 0+) **Absol:** Wing Attack 100% at 48+ Attack (L25: 8+ / 0+ / 0+) (L26: 1+ / 0+ / 0+)

Head to the gym.

### **Roller Skater Kate:**

 Meditite: Wing Attack
 100% at 59+ Attack (x / 20+ / 1+)

 Mienfoo: Wing Attack
 100% at 52+ Attack (L26: 16+ / 0+ / 0+) (L27: 9+ / 0+ / 0+)

#### **Roller Skater Shun:**

**Pancham:** Swords Dance x1 / x2 + Wing Attack

**Throh:** Wing Attack

+2 ranges:

1 / 16	at	61 / 62	x / 27+ / 8 - 14	x / 19 - 25 / 0 - 7
3 / 16	at	63 / 64	x / x / 15 - 22	x / 26+ / 8 - 14
6 / 16	at	66	x / x / 23 - 26	x / x / 15 - 18
8 / 16	at	67 / 68	x / x / 27+	x / x / 19 - 25
11 / 16	at	69	x/x/x	x/x/26 - 29
13 / 16	at	70	x / x / x	x/x/30+

Machoke: Wing Attack

Teach Flying Press over Fling at level 28.

Fight Dash first if you already meet the requirements to OHKO Heracross or will not meet them at a higher level.

Heracross' Ta	ke Down does	:	L27	L28
45 - 52 / (53)	against	41	0 - 3 / x / x	x/x/x
43 - 50 / (51)	against	42	4 - 7 / x / x	0 - 1 / x / x
43 - 49 / (50)	against	43	8 - 10 / x / x	2 - 5 / x / x
41 - 48 / (49)	against	44	11 - 14 / x / x	6 - 8 / x/ x
40 - 47 / (48)	against	45	15 - 22 / x / x	9 - 15 / x / x
39 - 46 / (47)	against	46	23 - 25 / 0 - 3 / x	16 - 19 / x / x
39 - 45 / (46)	against	47	26 - 29 / 4 - 7 / x	20 - 22 / 0 - 1 / x
38 - 44 / (45)	against	48	30+ / 8 - 10 / x	23 - 26 / 2 - 5 / x
37 - 43 / (44)	against	49	x / 11 - 14 / x	27 - 30 / 6 - 8 / x
36 - 42 / (43)	against	50 / 51	x / 15 - 22 / 0 - 7	31 / 9 - 15 / 0 - 1
35 - 41 / (42)	against	52	x / 23 - 25 / 8 - 10	x / 16 - 19 / 2 - 5
34 - 40 / (41)	against	53	x / 26 - 29 / 11 - 14	x / 20 - 22 / 6 - 8
34 - 39 / (40)	against	54 / 55	x / 30+ / 15 - 18	x / 23 - 30 / 9 - 12
33 - 38 / (39)	against	56	x / x / 19 - 22	x / 31 / 13 - 15
32 - 37 / (38)	against	57 / 58	x / x / 23 - 29	x / x / 16 - 22
31 - 36 / (37)	against	59	x / x / 30+	x / x / 23 - 26
30 - 35 / (36)	against	60 / 61	x/x/x	x / x / 27+

### **Roller Skater Dash:**

**Heracross:** (Swords Dance +) Wing Attack (has Counter)

+0 Wing Attack ranges

L27:	12 / 16	59 - 62	x / 11 - 25 / 0 - 7	
L27:	100%	63+	x / 26+ / 8+	
			L28	L29

→ One less IV if fighting Rolanda first at L28

Sawk's Low S	weep does:		L27	L28
21 - 24	against	41	0 - 3 / x / x	x/x/x
20 - 23 / (24)	against	42	4 - 7 / x / x	0 - 1 / x / x
19 - 22 / (23)	against	43 / 44	8 - 14 / x / x	2 - 8 / x / x
18 - 21 / (22)	against	45	15 - 22 / x / x	9 - 15 / x / x
18 - 21	against	46 / 47	23 - 29 / 0 - 7 / x	16 - 22 / 0 - 1 / x
17 - 20 / (21)	against	48 / 49	30+ / 8 - 14 / x	23 - 30 / 2 - 8 / x
16 - 19 / (20)	against	50 / 51	x / 15 - 22 / 0 - 7	31 / 9 - 15 / 0 - 1
16 - 18 / (19)	against	52 / 53	x / 23 - 29 / 8 - 14	x / 16 - 22 / 2 - 8
15 - 18	against	54 / 55	x / 30+ / 15 - 18	x / 23 - 30 / 9 - 12
15 - 17 / (18)	against	56 - 58	x / x / 19 - 29	x / 31 / 13 - 22
14 - 16 / (17)	against	59 / 60	x / x / 30+	x / x / 23 - 30
13 - 15 / (16)	against	61	x / x / x	x/x/31

### Roller Skater Rolanda:

**Sawk:** faster at -1 Speed at 72+ Speed (L27: x / 12+ / 0+) (L28: 31 / 3+ / 0+) Swords Dance + Wing Attack

### Hariyama:

<u>If 65+ Attack (L28: x / 25+ / 7+) (L29: x / 17+ / 0+):</u> Wing Attack <u>Otherwise:</u> Flying Press

### Hawlucha's Flying Press does:

46 - 54 / (55)	against	44	0 - 3 / x / x
45 - 52 / (54)	against	45 / 46	4 - 13 / x / x
43 - 51 / (52)	against	47	14 - 16 / x / x
42 - 49 / (51)	against	48 / 49	17 - 23 / 0 - 3 / x
42 - 48 / (49)	against	50	24 - 27 / 4 - 6 / x
40 - 46 / (48)	against	51 / 52	28+ / 7 - 13 / x
39 - 45 / (46)	against	53 / 54	x / 14 - 20 / 0 - 3
37 - 43 / (45)	against	55 / 56	x / 21 - 27 / 4 - 10
36 - 42 / (43)	against	57 / 58	x / 28+ / 11 - 16
34 - 40 / (42)	against	59 / 60	x / x / 17 - 23
33 - 39 / (40)	against	61 / 62	x / x / 24 - 30
33 - 37 / (39)	against	63	x/x/31

### Leader Korrina:

### Mienfoo:

If 72+ Attack (L19: x / x / 20+), (L20: x / x / 21+) on Hawlucha:

Swords Dance (again if Fake Out)

Wing Attack

#### Otherwise:

X-Attack + Swords Dance

Wing Attack

Machoke: Wing Attack

**Hawlucha:** Wing Attack faster at 88+ Speed (x / x / 22+)

Pickup TM47 Low Sweep.

#### Successor Korrina:

Lucario: [Mega Evolve] Metal Sound x2

Say yes to getting Lucario and leave.

- Get Lapras.
- Heal Hawlucha to full.
- Repel
- Teach Rock Smash to Lapras in Slot 1.
- Teach Surf to Lapras in Slot 2.
- Teach Strength to Lapras in Slot 3.
- Teach Rock Tomb to Lucario over Metal Sound (Slot 3).
- Teach Low Sweep to Lucario over Power-Up Punch (Slot 1).
- If Hawlucha is slower than Meowstic, teach Shadow Claw over Metal Sound instead.

Early shopping if you do not know you have Limber and used your Paralyze Heal already.

### Early risky shopping (left):

12 Super Repels (^^^)
1 Escape Rope (^^)
6 Full Heals (^)
11 Hyper Potions (<)
2 Revives (v)

Absol's Quick	Attack does:		L30	L31
20 - 23 / (24)	against	45 / 46	0 - 7 / x / x	0 - 2 / x / x
19 - 22 / (23)	against	47 - 49	8 - 17 / x / x	3 - 12 / x / x
18 - 21 / (22)	against	50 / 51	18 - 24 / 0 - 4 / x	13 - 18 / x / x
17 - 20 / (21)	against	52 - 54	25+ / 5 - 14 / x	19+ / 0 - 9 / x
17 - 19 / (20)	against	55 - 57	x / 15 - 24 / 0 - 7	x / 10 - 18 / 0 - 2
16 - 18 / (19)	against	58 - 60	x / 25+ / 8 - 17	x / 19 - 28 / 3 - 12
15 - 17 / (18)	against	61 - 64	x / x / 18+	x / 29+ / 13 - 25
14 - 16 / (17)	against	66+	x/x/x	x / x / 26+

### Pokémon Trainer Calem (if Hawlucha is faster than Meowstic):

Meowstic: faster at 69+ Speed (L29: 12+ / 0+ / 0+) (L30: 3+ / 0+ / 0+)

X-Attack

Encore on Light Screen / Fake Out

If level 30 and 71+ Attack (x / 28+ / 8+):

Swords Dance x2 + Wing Attack

Otherwise:

Swords Dance + Wing Attack x2

Braixen:

<u>+3:</u> Flying Press 100% at 62+ Attack (22+ / 0+ / 0+)

+5: Wing Attack

Absol: has Quick Attack

+3: Flying Press

<u>+5:</u> Wing Attack 100% at 57+ Attack (5+ / 0+ / 0+)

### **Pokémon Trainer Calem (if Hawlucha is slower than Meowstic):**

**Meowstic:** 

Switch to Lucario

Swords Dance + Shadow Claw

Braixen: Bone Rush (+ Low Sweep)

Bone Rush is 71.5% range with 2 hits

Absol: Low Sweep

Bone Rush is 82.5% success rate.

Pokémon Ranger Chaise:

**Simisage:** Flying Press 100% at 73+ Attack (x / 28+ / 8+)

Pokémon Ranger Brooke:

Roselia: Wing Attack Wormadam: Wing Attack

Pokémon Ranger Twiggy:

**Gloom:** Swords Dance (x2) + Wing Attack

**Exeggutor:** Wing Attack (Psyshock usually OHKOs)

Ranges:

13 / 16 at 63 Attack 12 - 17 / x / x 15 / 16 at 64 / 65 Attack 18 - 23 / x / x 100% at 66+ Attack 24+ / 0+ / 0+

- Heal to full if can not live Acrobatics from Jumpluff / Take Down from Gogoat.
- Heal status.
- Move Lucario to the front if Hawlucha has 77- Speed (L32: 18- / x / x) (L33: 10- / x / x)
- Teach Rock Tomb over Shadow Claw (slot 3) if taught Shadow Claw.

Defense	L32 IV	L33 IV	Acrobatics	Take Down (always L33)	
47 / 48	0 - 4 / x / x	x/x/x	74 - 86 / (90)		
49	5 40 (0) (0)	0 - 2 / x / x	70 04 / (96)	42 - 49 / (50)	
50	5 - 10 / x / x	3 - 5 / x / x	72 - 84 / (86)	41 - 48 / (49)	
51	11 - 16 / x / x	6 - 8 / x / x	68 - 80 / (84)	40 - 47 / (48)	
52		9 - 11 / x / x		39 - 46 / (47)	
53 / 54	17 - 26 / 0 - 4 / x	12 - 20 / x / x	66 - 78 / (80)	39 - 45 / (46)	
55	27+/5-10/x	21 - 23 / 0 - 2 / x	66 - 74 / (78)	38 - 44 / (45)	
56		24 - 26 / 3 - 5 / x		37 - 43 / (44)	
57	x / 11 - 16 / 0 - 1	27 - 29 / 6 - 8 / x	62 - 72 / (74)	36 - 42 / (43)	
58		30+ / 9 - 11 / x		35 - 41 / (42)	
59	x / 17 - 26 / 2 - 10	x / 12 - 14 / x	60 - 68 / (72)	33 - 417 (42)	
60		x / 15 - 17 / 0 - 2		34 - 40 / (41)	
61		x / 18 - 20 / 3 - 5		34 - 39 / (40)	
62	x / 27+ / 11 - 19	x / 21 - 23 / 6 - 8	56 - 66 / (68)		
63 / 64	X/2/-/11	x / 24 - 29 / 9 - 14	00 007 (00)	33 - 38 / (39)	
65 / 66	x/x/20 - 26	x / 30+ / 15 - 17	54 - 62 / (66)	32 - 37 / (38)	
67	X/ X/ 20 - 20	x / x / 18 - 20	04 - 02 / (00)	31 - 36 / (37)	
68 / 69	x / x / 27+	x / x / 21 - 26	50 - 60 / (62)	30 - 35 / (36)	
70+	A/A/2/+	x / x / 27+	30 - 00 / (02)	29 - 34 / (35)	

### **Leader Ramos (without Lucario):**

Jumpluff: Swords Dance + Wing Attack

→ If Hawlucha dies, switch to Lucario:

[Mega] Swords Dance + Rock Tomb + Low Sweep + Low Sweep

Gogoat: Flying Press / Wing Attack Wing Attack at 80+ Attack (x / x / 15+)

Weepinbell: Wing Attack

### Leader Ramos (with Lucario):

Jumpluff: Swords Dance + Rock Tomb

Gogoat:

Switch to Hawlucha Swords Dance

Flying Press / Wing Attack Wing Attack at 80+ Attack (x / x / 15+)

Weepinbell: Wing Attack

- If Hawlucha fainted, do shopping early and PC heal Hawlucha.
- Get Lucky Egg.
- Heal Lucario if got hit by Acrobatics.
- Teach Fly to Hawlucha over Flying Press.
- Turn off Experience Share.
- Give Lucario Lucky Egg.
- Swap Hawlucha with Lucario.
- Fly to Coumarine.

### Shopping (left):

11 Max Repels (^^)

12 if unconfident in movement.

1 Escape Rope (^^^)

11 Full Heals (^)

3 Revives (v<)

MAX Hyper Potions (^^)

No Wind: xx:10, xx:30, xx:50 for 10 minutes.

Pickup hidden Power Plant Pass.

**Team Flare Grunt:** 

Houndoom: Swords Dance + Low Sweep

Golbat: Rock Tomb

Heal to full if got hit by Fire Fang or Acrobatics.

**Team Flare Grunt:** 

Scraggy: Low Sweep Croagunk: Bone Rush

**Team Flare Grunt:** 

Croagunk: Swords Dance + Low Sweep

Golbat: Rock Tomb

**Team Flare Grunt:** 

Mightyena: Low Sweep 12 / 16 range

**Team Flare Grunt:** 

Scraggy: Low Sweep

Golbat: Swords Dance + Rock Tomb

**Team Flare Grunt:** 

Golbat: Swords Dance + Rock Tomb Wing Attack does 27 / (28)

Mightyena: Low Sweep

**Team Flare Grunt:** 

**Swalot:** Bone Rush (5 hits needed) Body Slam does 10 - 11 / (12)

**Team Flare Grunt:** 

**Liepard:** Low Sweep **Swalot:** Bone Rush

Heal if 20 HP or less.

**Team Flare Grunt:** 

Croagunk: Bone Rush Sucker Punch does 8 / (9)

Scraggy: Low Sweep

**Liepard:** Low Sweep Fake Out can do 6

**Team Flare Admin:** 

Houndoom: Low Sweep

Team Flare Aliana:

Mightyena: Low Sweep x2 Assurance can do 21

Schoolboy Finnian (#3):

**Dedenne:** Bone Rush (3 hits) (+ Low Sweep if only 2)

Rising Star Estel (#1):

Raichu: Bone Rush (3 hits) (+ Rock Tomb if only 2)

Ace Trainer Rico (#3): Thunder Punch does: (33) / 34 - 39 / (40)

**Ampharos:** Bone Rush (5 hits) (+ Rock Tomb if only 4)

Poké Fan Lydie (#2):

Plusle: Low Sweep

ightarrow Teach Aura Sphere over Low Sweep (Slot 1)

→ If already taught Aura Sphere, use Bone Rush.

Heal if less than 40 HP.

**Leader Clemont:** 

**Emolga:** Swords Dance (+ Rock Tomb)

Magneton: Bone Rush

→ If you miss, Revive and Bone Rush without setup (only SD on Emolga).

Heliolisk: Aura Sphere Emolga: Rock Tomb

- Heal to full

- Teach Shadow Claw over Bone Rush (Slot 4).

- Max Repel (drop it in the gym, unless feeling very confident about movement).

#### **Pokémon Trainer Calem:**

Meowstic: X-Attack + Shadow Claw

**Delphox:** Shadow Claw

**Absol:** Aura Sphere (x2 if Light Screen) 2 / 16 range with Light Screen

### Pickup Rare Candy.

### **Leader Valerie:**

**Mawile:** Swords Dance x3 + Aura Sphere (Shadow Claw if no Iron Defense)

→ If Iron Defense turn 1 or 2, Shadow Claw the turn after Iron Defense

Aura Sphere is 6 / 16 to OHKO.

Mr. Mime: Shadow Claw

**Sylveon:** Shadow Claw 15 / 16 range

- $\rightarrow$  If you miss the range and die:
  - Send out Lapras
  - Perish Song
  - Revive Lucario
  - Heal Lucario
  - Perish Song

Heal if 34 / (36).

#### **Team Flare Admin:**

**Scraggy:** Aura Sphere **Houndoom:** Aura Sphere

#### **Team Flare Double:**

Aura Sphere Liepard

Aura Sphere x2 Manectric Spark does 36 / (38)

- Buy 6 Proteins (right vendor) do not use them yet.
- Heal if 106 / (109).
- Max Repel

#### **Team Flare Grunt:**

#### Golbat:

**Swords Dance** 

If not hit by Acrobatics: Swords Dance again + Shadow Claw

Otherwise: Rock Tomb

### Manectric:

2 Swords Dances: Rock Tomb

1 Swords Dance: Shadow Claw (+ Aura Sphere) 4 / 16 range

→ Do not teach Calm Mind.

#### **Team Flare Mable:**

Houndoom: Aura Sphere 14 / 16 range

- Pickup PP Up if had to use the other one.
  - You can pick it up anyway for safety. Safety usages are marked in Blue.
- Heal to full.
- Escape Rope.
- Pickup Rare Candy.

#### **Pokémon Trainer Calem:**

### **Meowstic:**

Swords Dance

If Fake Out:

Swords Dance x2 Shadow Claw

Otherwise:

**Shadow Claw** 

**Delphox:** Shadow Claw

Jolteon: Quick Attack can do 7 / (8), Discharge 63 / (64)

<u>If Meowstic used Fake Out:</u> Shadow Claw <u>Otherwise:</u> Rock Tomb + Shadow Claw

Absol: Aura Sphere Quick Attack can do 14

### **Psychic Paschal:**

**Exeggutor:** Shadow Claw x2

### Puzzle:

-	GREEN	Right	Up			
_	BLUE	Down	Left			
-	GREEN	Down	Left			
_	BLUE	Down	Down	Right	Right	
_	GREEN	Up				
-	PURPLE	Up	Once o	on top:	Left	Down
-	GREEN	Left	Up	Left		
-	PURPLE	Up				

Heal if can die to Psychic.

### Leader Olympia:

**Sigilyph:** Psychic does: 51 - 58 / (60)

Swords Dance (x3 if Reflect) + Shadow Claw

**Slowking:** Shadow Claw

Meowstic: Shadow Claw Fake Out can do 7 / (8)

- Heal if 28 / (29).
- If already level 51, use 2 Rare Candies and 6 Proteins from the Restore menu.
- Fly to Lumiose.

#### **Team Flare Grunt:**

**Scrafty:** Aura Sphere (x2) 5 / 16 range at L51, 14/16 at L53

→ Revive Lucario on Hawlucha if died + Wing Attack.

#### **Team Flare Grunt:**

Liepard: Aura Sphere

- $\rightarrow$  Do not teach Heal Pulse.
- Use 2 Rare Candies.
- Use all 6 Protein.
- Heal to full if 90- HP.

### **Team Flare Lysandre:**

Mienfoo: Aura Sphere Pyroar: Aura Sphere

**Gyarados:** 

Switch to Lapras Rock Smash

→ If no Outrage, switch to Hawlucha, Revive Lapras and try again.

Switch to Lucario Swords Dance Rock Tomb

Murkrow: Aura Sphere

#### **Team Flare Grunt:**

Swalot: Swords Dance x2 / x3 + Shadow Claw +2 Spit Up does 32 / (33)

**Team Flare Aliana:** 

Mightyena: Aura Sphere

**Druddigon:** Aura Sphere x2 Shadow Claw does 45 / (46)

#### **Team Flare Grunt:**

**Liepard:** Aura Sphere **Mightyena:** Aura Sphere

- → Teach Close Combat over Shadow Claw (Slot 4).
- Heal to full if 66 / (68).
- Use PP Up(s) on Close Combat (Slot 4) in first heal menu.

### **Team Flare Grunt:**

Houndoom: Aura Sphere

**Toxicroak:** Swords Dance + Close Combat Sucker Punch does 18 / (19)

**Team Flare Grunt:** 

Golbat: Swords Dance + Rock Tomb Acrobatics does 64 / (66)

Heal to full if 66 / (68)

#### **Team Flare Grunt:**

Toxicroak: Swords Dance + Close Combat

Liepard: Aura Sphere

Heal to full if 36 / (37).

**Team Flare Mable:** 

**Houndoom:** Aura Sphere

Weavile: Aura Sphere Ice Shard does: 15 - 17 / (18)

**Team Flare Xerosic:** 

Crobat: Swords Dance + Rock Tomb Air Slash does 36 / (37)

Malamar: Close Combat

- PC Heal Lucario and Lapras.

- Withdraw all Pokémon:

- Swap Lucario and Chespin.

- Swap Lucario and Chespin.

- Swap Lapras and Chespin.

- Withdraw everything (remember Lapras' spot).

**Team Flare Grunt:** 

Manectric: Aura Sphere Scrafty: Aura Sphere

Golbat: Rock Tomb (+ Aura Sphere) 4 / 16 range at L57, 9 / 16 at L58

Heal if 88 / (90).

**Team Flare Lysandre:** 

**Mienshao:** Close Combat **Pyroar:** Aura Sphere

**Gyarados:** 

Switch to Lapras

Rock Smash (or heal Lucario to full)

→ If not full HP and no Outrage, switch to Squirtle, Revive Lapras

Switch to Lucario Swords Dance Rock Tomb

Honchkrow: Close Combat

Heal to full if below half health.

**Team Flare Double 1:** 

Aura Sphere Liepard

Heal Stall (can Aura Sphere)

#### **Team Flare Double 2:**

Aura Sphere Mightyena

Aura Sphere **Manectric** Discharge does 49 / (51)

→ Do not teach Dragon Pulse.

Heal to full

### **Team Flare Double 3:**

Aura Sphere **Scrafty**Aura Sphere **Houndoom** 

### Team Flare Admin 1 (right):

Mightyena: Aura Sphere Houndoom: Aura Sphere

### Team Flare Admin 2 (back):

Golbat: Swords Dance + Rock Tomb Acrobatics does 70 / (72)

### Team Flare Admin 3 (left):

Swalot: Swords Dance x2 + Close Combat x2 57 / (58) for -1 Sp. Def Spit Up

### Team Flare Admin 4 (middle):

**Liepard:** Aura Sphere **Manectric:** Close Combat

Catch Xerneas with Master Ball, say no to getting him into the party.

### **Team Flare Lysandre:**

Mienshao: Close Combat Pyroar: Aura Sphere

Honchkrow: Swords Dance + Rock Tomb SD + Close Combat

**Gyarados:** Close Combat

- Fly to Anistar.

- Heal to full.
- Max Repel.
- Use PP Up(s) on Close Combat if not done so yet.

### **Pokémon Professor Sycamore:**

### Venusaur:

**Swords Dance** 

If got damaged: Swords Dance again + Close Combat

Otherwise: Close Combat (+ Aura Sphere) 9 / 16 range

Charizard: Rock Tomb

**Blastoise:** Close Combat (or Aura Sphere x2 if had to Revive)

Heal if 46 HP or below.

### **Pokémon Trainer Shauna:**

**Delcatty:** Aura Sphere **Goodra:** Close Combat **Greninja:** Aura Sphere

### **Pokémon Trainer Tierno:**

Talonflame: Rock Tomb

Crawdaunt:

If can tank 100 / (102): Swords Dance

Aura Sphere

Roserade:

If didn't Swords Dance yet: Swords Dance

Close Combat

#### **Pokémon Trainer Trevor:**

Raichu: Swords Dance (+ heal paralysis) + Rock Tomb

Florges: Close Combat Aerodactyl: Close Combat

→ Rock Tomb Aerodactyl if you have an X-Attack left.

**POSSIBLE YOLO** (loses time / deadly if you get static'd, saves time if you don't):

Raichu: Close Combat

Florges: (Heal paralysis +) Swords Dance + Close Combat

Aerodactyl: Close Combat

→ Rock Tomb Wulfric's Cryogonal to save the Close Combat

- Bike to the forest.
- Heal if 71 or less HP.
- Fly out of the forest.

Gym Puzzle: Pink x2, Blue x3, Pink x3

#### Ace Trainer Imelda:

**Sneasel:** Aura Sphere **Cloyster:** Aura Sphere

#### Ace Trainer Viktor:

**Delibird:** Aura Sphere **Mamoswine:** Aura Sphere

Gym Puzzle: Yellow x1, Green x3

**Ace Trainer Shannon:** 

**Cryogonal:** Rock Tomb **Piloswine:** Aura Sphere

Jynx: Rock Tomb Close Combat

**Ace Trainer Theo:** 

**Beartic:** Aura Sphere **Vanilluxe:** Aura Sphere

**Leader Wulfric:** 

**Abomasnow:** Aura Sphere **Cryogonal:** Close Combat **Avalugg:** Aura Sphere

Note: information in italic red letters is currently outdated and only approximate. Needs fixing when I have time to fix it.

Heal if 55 or below.

**Ace Trainer Robbie:** 

Carbink: Swords Dance + Close Combat Moonblast does 40 / (42)

Raichu: Rock Tomb Quick Attack does 13 - 15

Kingdra: Close Combat

**Ace Trainer Alanza:** 

Weavile: Aura Sphere

- Heal if 80 HP or lower

- Teach Shadow Claw over Aura Sphere (Slot 1)

### **Pokémon Trainer Calem:**

**Meowstic:** 

If you have an X-Attack left (and 2 Close Combats):

X-Attack

Otherwise:

Swords Dance (again if Fake Out)

Shadow Claw **Delphox:** Shadow Claw

Jolteon: speed tie without Steadfast boost

With Swords Dance: Shadow Claw With X-Attack: Close Combat

Altaria: Rock Tomb

**Absol:** Close Combat Quick Attack can do 17 at +0 Defense.

Get free heal from Ranger.

### If you forgot to heal: <a href="https://pastebin.com/bS3XdUv8">https://pastebin.com/bS3XdUv8</a>

**Veteran Gerard:** 

Banette: Shadow Claw

Leafeon: Swords Dance + Close Combat

#### **Veteran Timeo:**

#### Trevenant:

Shadow Claw

If hit by Will-O-Wisp: Full Heal

Shadow Claw

### Gigalith:

If Cursed OR if can die to 132 - 154 / (156):

Switch to Hawlucha

Wing Attack (then spam Swords Dance / Encore Stone Edge)

Switch to Lucario Close Combat

Otherwise: Shadow Claw + Close Combat

### **Veteran Catrina:**

Glaceon: Blizzard does 59 / (60)

If Gigalith used Protect on Close Combat: Swords Dance + Rock Tomb

Otherwise: Close Combat

**Snorlax:** Close Combat

Heal if 37 HP or less.

#### **Veteran Gilles:**

Skarmory: Shadow Claw (+ Swords Dance if Steel Wing boost) + Close Combat

Alakazam: Shadow Claw

**Umbreon:** Close Combat Quick Attack does (11) / 12 - 13 / (14)

- Deposit all Pokémon
- PC Heal Lucario
- Buy Full Restores (>) if none left.

#### **Elite Four Malva:**

### Pyroar:

**Swords Dance** 

If Noble Roared: Swords Dance again

If burnt: Full Restore

→ Full Restore on Talonflame instead if 24 - 34 HP left (experimental)

Close Combat

**Talonflame:** Rock Tomb Quick Attack does 17 - 19 / (20)

Torkoal: Close Combat

Chandelure:

If low HP or playing it safe: Shadow Claw

Otherwise: Rock Tomb

Heal to full if you took more damage than Talonflame's Quick Attack (Full Restore if burnt).

#### **Elite Four Wikstrom:**

#### Klefki:

Swords Dance x2 (Rock Tomb in between if Tormented)

If got hit by 2 Dazzling Gleams: Hyper Potion

Shadow Claw

**Probopass:** Earth Power does 76 - 88 / (90)

No Torment: Shadow Claw x2

Otherwise: Rock Tomb (Shadow Claw if you miss) + Close Combat

**Aegislash:** Shadow Claw → Need to be at 68 HP or lower

Scizor:

Heal if 40/(41) +0 Def, 60/(61) -1 Def

Close Combat

Heal if 120 HP or lower (or if 168 HP or lower if you intend to play Drasna safely).

#### Elite Four Drasna:

Dragalge: Thunderbolt does 41 - 48 / (49)

Swords Dance x2

If at 24 HP or less: Heal to full

Shadow Claw

→ Safer strat: Swords Dance x3 + Shadow Claw x4

Noivern: Close Combat (Rock Tomb if used Close Combat on Probopass)

→ Close Combat if used PP Up.

**Druddigon:** Close Combat **Altaria:** Close Combat

- Heal to full
- Ether Close Combat
- Equip Lucarionite

**Elite Four Siebold:** 

Clawitzer: [Mega Evolve] Close Combat

**Gyarados:** Swords Dance + Close Combat

**Barbaracle:** Close Combat **Starmie:** Shadow Claw

Heal if you took any damage.

### Champion Diantha (fast version, safer version below):

Hawlucha: Swords Dance + Close Combat

**Goodra:** Close Combat **Tyrantrum:** Close Combat

**Aurorus:** 

Rock Tomb Close Combat if you took no damage.

15 / 16 range

If miss, you are at full HP, and Aurorus used Reflect:

Swords Dance

If you got hit by Thunder:

[Meva Evolve] Rock Tomb

If Thunder missed or went for Light Screen:

Swords Dance + Rock Tomb

If you missed and no Reflect is up:

Rock Tomb again

Gourgeist:

If took damage:

Heal to full

If Gourgeist uses Phantom Force and you have X-Defense:

(X-Defense +) Heal to full

Shadow Claw

Gardevoir: Shadow Claw

### **Champion Diantha (safer version):**

Hawlucha: [Mega Evolve] Swords Dance + Shadow Claw

Goodra: Close Combat Tyrantrum: Close Combat Aurorus: Close Combat

Gourgeist:

If got crit by Hawlucha: Heal to full

Shadow Claw

Gardevoir: Shadow Claw

AZ:

Torkoal: Swords Dance x2 / x3