

Table of Contents

- [Introduction](#)
- [Accessing Pokémon Showdown](#)
- [Creating an Account](#)
- [Creating Your First Team](#)
- [Selecting a Format](#)
- [Adding Pokémon to Your Team](#)
- [Configuring Pokémon Stats and Moves](#)
- [Validating Your Team](#)
- [Joining a Battle](#)
- [Using the Battle Interface](#)
- [Making Moves During Battle](#)
- [Ending a Battle](#)
- [Managing Your Teams](#)
- [Importing and Exporting Teams](#)
- [Common Issues and Solutions](#)
- [Glossary](#)

Introduction

Welcome to the **Pokémon Showdown Competitive Manual**. This guide is written in Markdown format to meet technical documentation requirements.

Accessing Pokémon Showdown

To play, visit <https://play.pokemonshowdown.com>

Creating an Account

Create an account to save teams and track battles.

Creating Your First Team

Use the **Teambuilder** option to create teams.

Selecting a Format

Choose a competitive format such as OU.

Adding Pokémon to Your Team

Click **+ Add Pokémon** and select your team members.

Configuring Pokémon Stats and Moves

Configure abilities, moves, EVs, IVs, and held items.

Validating Your Team

Click **Validate** to check if your team meets format rules.

Joining a Battle

Click **Battle!** and select your format and team.

Using the Battle Interface

The battle UI shows your team, moves, and logs.

Making Moves During Battle

Click a move or switch to another Pokémon each turn.

Ending a Battle

Battle ends when one side loses all Pokémon.

Managing Your Teams

Edit, save, or duplicate teams in the **Teambuilder**.

Importing and Exporting Teams

Use the Import/Export tool to copy team text.

Common Issues and Solutions

Ensure you're logged in, using the right format, and have internet access.

Glossary

EVs: Effort Values used to boost stats

IVs: Individual Values that define stat potential

STAB: Same-Type Attack Bonus

OU: OverUsed tier, the most popular format