🛡 LOCKED TEAM CHALLENGE 🛡

Creator: Gabriele Bertani
AKA: @ultras_di.excadrill

⚔ GOAL

Defeat the League Champion using a predetermined team, without ever breaking the rules.

🧠 PREPARATION PHASE

1. **Pick your Pokémon game**
   Every mainline title is valid, including Rom Hacks. Apply the rules adapted to the chosen version.

2. **Build your final team**
   • Choose 6 total Pokémon (including your starter, which is mandatory)
   • Team must be decided BEFORE starting the run and CANNOT be changed
   • Each Pokémon must be:
       - Obtainable in the chosen game before the first Pokémon League battle
       - Caught before entering the League
       - No legendaries, mythicals, or pseudo-legendaries (max BST under 600)
       - No in-game trades with NPCs
   • For each Pokémon, specify the exact location you will catch it (e.g., Route 5, Diglett Cave, etc.)
   • You may not catch more than one Pokémon, planned or Jolly, in the same location.
   • You MUST catch the first instance of your planned Pokémon in the declared location. If encountered earlier elsewhere, you CANNOT catch it.

📌 SPECIES CLAUSE ACTIVE
You cannot have two Pokémon of the same species on your team, including alternate forms (e.g., Rotom, regular and Alolan Muk...).

🎮 FIRST RIVAL BATTLE: EXEMPT

The first rival battle (right after getting your starter) is outside of the rules.
No KOs matter here, and it doesn't affect the run.
It's a fight heavily influenced by random IVs and early move pools ➜ no point restricting it.

🧭 REGION DIVISION

Split the region into 5 macro-areas to get your Jolly Pokémon.
Macro-areas can be large map sections (e.g., "from City X to City Y").

🔥 START OF THE RUN

1. Pick your Starter
   The starter must be one of the official team members.

2. Catch your Companion Pokémon
   • As soon as you reach the first area with wild encounters, catch the first Pokémon you find
   • This is your Companion Pokémon:
      - Must be released after earning your second badge
      - Does not need to be declared in advance
      - If it faints ➜ run continues, but you can't use it anymore
      - Must be released once you catch your second planned team member
      - Must be released once you catch your first Jolly

📦 TEAM POKÉMON RULES

✅ Allowed:
• Use them freely
• Train them up to the Level Cap, which equals the level of the highest-level Gym Leader or Champion Pokémon
• Going over the Level Cap during the actual boss fight that sets the cap is allowed

❌ Rules:
• If a team member faints before the League ➜ run failed
• During the Pokémon League:
   - If a member dies ➜ it can't be used anymore
   - Reviving in any way is forbidden
• No other Pokémon may replace an official member during the League, not even a Jolly

---

🀄 JOLLY POKÉMON

Jollies are bonus, limited, and expendable Pokémon.

💡 How to get them:
• You get 1 Jolly per macro-area
• For each Jolly, you must:
   - Pick a specific zone inside the macro-area (e.g., "Route 9", "Petalburg Woods", etc.)
   - Catch the first Pokémon you encounter there
   - Repel-tricks are allowed

📜 Rules:
• Each Jolly can participate in up to 3 battles
   - If it hits the field ➜ it counts as a battle
   - If it stays in the team but doesn't battle ➜ it doesn't count
   - Even wild encounters count if the Jolly hits the field
• After 3 battles ➜ it must be released

• If it faints ➜ it's lost, but the run continues
• It may exceed the level cap by 1 level
• It cannot replace official members in the League

🔒 BANS & LIMITATIONS

❌ Not allowed:
• Grinding ➜ you can only level up through:
    - Rare Candies (you can give yourself 999 at the start and restore them as needed) or trainer battles
• Using bag items during battle
• Using EV items (Protein, Zinc, etc.)
• Using:
    - Choice Items
    - Mega Evolutions
    - Z-Moves
    - Dynamax
    - Terastallization
    - Bijou
    - Revival Blessing (banned move)

✅ Allowed:
• Healing Pokémon OUTSIDE of battle with items
• Using TMs/HMs and changing movesets
    - TMs are considered consumable even after Gen 5
    - Farming them in Game Corners or similar is forbidden
• Using held items: Berries, Charcoal, Life Orb, Eviolite, etc.
• Using Ability Capsules (if available in game)

💻 CHEATS & MODS

✅ Allowed:
• You may give yourself at the start of the run:
    - 999 Rare Candies
    - 20 Poké Balls
    - 3 Quick Balls
    - 10 regular Repels
• During the run, you may use cheats ONLY to:
    - Get Rare Candies
    - Get Escape Ropes
• If you get stuck due to a softlock, you're allowed to use a cheat to obtain a Pokémon or item needed to fix the issue.
  ⚠️ Must be released or sold immediately afterward.

❌ Not allowed:
• Modifying: IVs, EVs, Nature, Friendship, Gender, Level, Moves
• Giving yourself items not listed above
• Giving yourself TMs/HMs or story-related items before their in-game availability

---

🏴 WIN CONDITION

Defeat the League Champion using the 6 Pokémon chosen at the start.
If even one dies before the League, or if you lose to the League → run failed.

🔥 HARDCORE MODE (optional)

• If a Jolly dies → run failed
• Jollies cannot exceed the level cap
• Play on "Set" battle style

🦴 HM SLAVES & OTHER

⚙️ HM Slaves are allowed, but:
• They can only be used for HMs (Cut, Surf, Strength, etc.)
• They CANNOT enter battle
• They do NOT count as Jolly or team members
• Must remain passive in the box or party