Battle Frontier

Battle Tower – Traditional Tower format. Trainer battles 10 trainers in a row. No XP is won in this area. Prizes are won after winning 50, 100, and 200 battles in a row. Only 3 pokemon allowed (set to 50).

Leader: Arya

Prizes: Red Orb(50), Blue Orb(100), Eternal Bloom (200)

Battle Pike – Trainers enter a room where several possible events can occur. Single battle, double battle, wild pokemon, single battle heal a pokemon, heal one pokemon, heal two pokemon , full heal, status condition. Each round is 7 rooms long. No XP gains in this area. Wild pokemon are level 50 by default. Only 3 pokemin allowed (set to 50)

Leader: Jeb

Prizes: Lunar Wing (21), Magma Stone (105), Call to the Sea (210)

Battle Pyramid – This facility will have 5 floors. Each one will be harder to complete. There will be approximately 12 to 25 trainers per floor. To beat the floor you have to defeat all of the trainers and then beat the boss. A full team of 6 is allowed and there is XP available. There are also wild pokemon and items available.

Leader: Koro

Prizes: Sail Fossil (1), Root Fossil (2), Plume Fossil (3), Armor Fossil (4), Masterball (5)

Battle Factory – Trainer is forced to battle 30 trainers in a row, healed every 6th battle. Levels of enemies increase drastically over the course of the gauntlet. A full team of 6 is used and XP is available.

Leader: Liana

Prizes: Eon Ticket (30), GS Ball (60), Dragon Flute (90)

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