Referee/Ranger Manual

Version 2.6

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# Introduction

Hi! First and foremost, I want to say, from the bottom of my heart, *thank you*. Despite what you may think, individuals who are Referees or Rangers are crucial to the ASB’s success, so *thank you*, for even considering the position. (It pays really well too!)

# Getting Started

While normally this manual will be used while reffing battles, if you’re reading this for the first time, you’re likely looking at this while looking at a Ref Test – the manner by which we judge referees. Throughout this manual, we will run through **every** step that all refs should follow for **every** battle they’re engaged in. Doing so severely cuts down on the amount of mistakes you will make during your career.

For the duration of this manual, the example we’ll be using comes from old ref tests. We will run through two older tests, and then a few things to wrap it all up.

# Things You Should Know

Before even *attempting* to read this document, you should be totally familiar with all the rules pertaining to the ASB – namely rules concerning battles. You should be aware of things like Items, Vitamins and Tutored Moves (all found in the Downtown Market). You should also be familiar with how Conditionals work, order of Actions within a Round, et cetera.

When ordered to “roll”, the calculator handles things like Critical Hits and Accuracy. Rolling for side effects of attacks can be done in the calculator itself – in the bottom left of the white menu. Instructions usually say “Roll 1-10….”. Set Roll Max to 10, then use the value in Actual Roll as instructed.

Remember that ASB =/= video games. Simply because something occurs a certain way in the video games **does not necessarily** mean this ruling will apply in the ASB. Make sure to check all the rules if you are unsure. Some common mistakes include type matchups, and unique things like Shedinja’s HP (which, in ASB, begins at 100!) ***Most questions can be answered by just checking this document or the Compendium****.*

While this manual and the Compendium aim to be totally comprehensive, there are some situations where the manual cannot give you an answer. In this case, you’ve two options:

1. **Ask an experienced referee**: While, in theory, this should always point you in the *right* direction, this is not ALWAYS the case, but a good bet none the less.
2. **Use your judgment**: As a referee, we trust you to make these calls – just make sure these calls are fair and consistent throughout your referee career.

# Example 1

**Trainer 1**

Species: Darmanitan

Gender: Male

Ability: Zen Mode

Stats: +1 ATK, +3 SPD

HP/Energy: 100/100

Orders: If your opponent inflicts a status condition on you, use Fire Punch instead!

**Belly Drum ~ Ember / Fire Punch**

**Trainer 2**

Species: Beheemyem

Gender: Female

Ability: Analytic

Stats: -2 ATK, +2 SPATK, +5 SPD

HP/Energy: 100/100

Orders: Use Synchronoise, then Thunderbolt!

**Synchronoise ~ Thunderbolt**

For the purpose of the Referee Test, assume that there are no critical hits, and Thunderbolt does not cause paralysis.

# Checking the Field

While this does not apply to either of the examples in this document, when doing a round, it is important to read up on the battle so far – are any effects like Rest, or Leech Seed in effect. Is either Pokémon under the spell or Torment, or Encore? How many actions has this Pokémon been paralyzed? Is there special rule in the arena? Is it currently raining, or sunny? A good referee checks for these things, and also makes this information readily available for others to see in their rounds.

# Using the Compendium

Now you’re ready to open the Compendium. You’ll notice at the very top, there is a menu with several options, to be covered later. The first option, Calculator, has several empty boxes, with varying colors. We’ll fill those in later.

**Attacks**: A list of attacks Pokémon can use during their actions, as well as their Base Power (BP), Accuracy (ACC), Damage Type, Attack type, Energy Modifier, and their effects.

**Abilities:** A list of abilities and their effects.

**Field Effects**: A list of effects that change the conditions of battle based on the arena or changes to it.

**Statuses:** A page used to determine how the handle certain status ailments.

**Safari Zone**: Functions related to being a Ranger. Don’t touch yet!

**Formulae:** The inner workings of the ASB. Read if you dare.

Going back to the calculator, we’ll begin by inputting some values. Observe the center of the page, where a red box sits above a yellow box. On the left side of these, is a drop down menu. In the first menu, choose Darmanitan-S. For the 2nd,in the yellow box, choose Beheeyem.

You will notice that several values in both boxes changed as you selected the Pokémon. They are adjusted for the Pokémon’s specific stats. Current HP and Current HP remain untouched, however. They only need to be filled in for moves like Trump Card, or Reversal. Weight also remains untouched, as it is only altered in very specific cases.

Underneath each stat, should sit two drop down menus as well as a red box. The drop down menus deal with changes with whatever stat they sit under, and the final box in each column is the final stat for the Pokémon. You can edit the bottom boxes, for cases like Power or Guard Swap, but otherwise, should be left alone – use the drop down menus to modify them.

As per ASB rules, the calculator will ignore any and all attempts to change stats outside of their legal boundaries, which you do not need to worry about. Simply know that if the calculator is working properly, then the value given at the very bottom is the value you should use.

## Abilities

Generally, before you do anything, you should check the Abilities of the Pokémon. Darmanitan’s Zen Mode states “When this Darmanitan is below 51, it transforms to Darmanitan-Z. Darmanitan-Z will change back to Darmanitan if HP is 51 or higher.”, while Beheemyem’s Analytic says “If this Pokémon moves directly after the target does, damage dealt by this Pokémon's action is multiplied by 1.5.”. Keep track of these things as you go through a round – Abilities only come into effect when a Pokémon is conscious and in battle. Shadow Tag, for example, does not work if the holder is not currently battling. Abilities generally override all other effects, unless otherwise stated.

## Judging Speed

Once you are finished changing stats, observe the Speed stats in the SPD column for both combatants. Darmanitan’s SPD is higher, so at the beginning of this round, it will attack first. Conditionals, Abilities, and Priority also impact which Pokémon attacks when, but those will be covered later. If for, whatever reason, both Pokémon share the same Speed and priority/conditionals do not come into play, simply roll to determine who moves first. The highest priority action is switching Pokémon, and occurs before all other actions. The following cases will help decide how to order actions.

**Pokémon 1 is faster than Pokémon 2, and Pokémon 2 is not ordered to use any moves with increased priority.**

Pokémon 1 uses its first commanded action.

Pokémon 2 uses its first commanded action.

* Pokémon 1 is still faster.

Pokémon 1 uses its second commanded action.

Pokémon 2 uses its second commanded action.

**Pokémon 1 is faster than Pokémon 2, but Pokémon 2 is ordered to use a move with increased priority during its first action.**

Pokémon 2 uses its first commanded action.

Pokémon 1 uses its first commanded action.

* Pokémon 1 is still faster.

Pokémon 1 uses its second commanded action.

Pokémon 2 uses its second commanded action.

**Pokémon 1 is faster than Pokémon 2, but Pokémon 2 becomes faster than Pokémon 1.**

Pokémon 1 uses its first commanded action.

Pokémon 2 uses its first commanded action.

* At this point, for whatever reason, Pokémon 1 is no longer faster than Pokémon 2.

Pokémon 2 uses its second commanded action.

Pokémon 1 uses its second commanded action.

**Pokémon 1 is faster than Pokémon 2, but Pokémon 2 is ordered to use a move with increased priority during both of its actions.**

Pokémon 2 uses its first commanded action.

Pokémon 1 uses its first commanded action.

* Pokémon 1 is still faster.

Pokémon 2 uses its second commanded action.

Pokémon 1 uses its second commanded action.

## Actions

Now that it has been determined that Darmanitan will strike first,look at the menu to the left. Change the User value to 1 (as Darmanitan is in the 1st slot), and Target to 2.

Darmanitan’s first action order was to use Belly Drum, which reads as follows: “User: -50 HP. +3 ATK. Fails if user's HP is less than 51, or if user's ATK is greater than +3.” Darmanitan’s HP is 100, as this is the beginning of a battle, and its ATK is only +1, so this move will not fail. Next, check Veekun’s page on Darmanitan. Belly Drum is indeed listed here, which means Darmanitan can successfully use it. If it was not listed there (or on Darumaka’s page), then this action would fail (covered later).

Now that we’ve judged that this action will be successful, we can go about applying it. As this is a Status move, it does not deal damage, so we only have to worry about the effect. Do as the action says, and subtract 50 from Darmanitan’s HP. Then apply +3 ATK using the drop down menu in Darmanitan’s ATK column. After this has been applied, change the menu labeled Action to read Belly Drum. This will load the Stats needed for the Calculator to begin functioning.

The calculator requires several questions to be answered before it can finish processing data, usually relating to critical hits. For the purposes of this test, simply turn Critical Hits Off by choosing Yes. Do so for the remainder of this test.

**Successful Hit:** If this box says “No”, then the action will miss the target. If this occurs, damage and other effects on the target are not applied. (Effects on the user are still applied.)

**Damage Dealt:** This value is subtracted from the target’s HP. Often times, actions, abilities, or otherwise will cause this to change before subtraction occurs, so be sure to read carefully.

**Energy Usage:** This value is subtracted from the user’s Energy.

With our example, Darmanitan’s Belly Drum is successful, as Darmanitan uses 4 Energy as a result. A good practice to get into when reffing is auditing yourself after every action. It allows you to quickly catch mistakes, and quickly becomes second nature. As of now, the field is as follows:

**Trainer 1**

Species: Darmanitan

Gender: Male

Ability: **Zen Mode**

Stats: +**4** ATK, +3 SPD

HP/Energy: **50**/**96**

**Trainer 2**

Species: Beheemyem

Gender: Female

Ability: Analytic

Stats: -2 ATK, +2 SPATK, +5 SPD

HP/Energy: 100/100

Note that Zen Mode was written in bold this time! As you shall recall, Zen Mode is triggered by Darmanitan possessing less than 51 HP, which has now been fulfilled. Darmanitan now becomes Darmanitan-Z. Go ahead and change the Pokémon in slot 1 to Darmanitan-Z.

**Trainer 1**

Species: **Darmanitan-Z**

Gender: Male

Ability: Zen Mode

Stats: +**4** ATK, +3 SPD

HP/Energy: 50/96

**Trainer 2**

Species: Beheemyem

Gender: Female

Ability: **Analytic**

Stats: -2 ATK, +2 SPATK, +5 SPD

HP/Energy: 100/100

As we move into the second action of the Round, take note that Analytic is now written in bold. Analytic has been triggered, as Beheemyem is using its action *after* the target used theirs, then the damage dealt is multiplied by 1.5. Keep this in mind!

Beheemyem is now ordered to use Synchronoise, which “Deals damage any Pokémon that shares a type with user, aside from user.” By looking at Darmanitan-Z’s type, we can see that it is Fire/Psychic – Psychic matches the type of Beheemyem, so Synchronoise will deal damage to Darmanitan-Z. Checking Veekun, we can see that Beheemyem indeed learns Synchronoise, so this action will not fail.

Using the calculator again, change the User to 2 and the Target to 1, and change the Action to Synchronoise, and hit Calculate. This time, also click on Show Work. A box should appear at the top, alerting you of how the calculator came to the values that it did.

Here, we see that the damage dealt is 9. However, Analytic comes into play, multiplying this by 1.5, equaling 13.5. ASB values **always round up**, so 14 damage is dealt to Darmanitan-Z. The Energy Usage here is 6, so that will be subtracted from Beheemyem’s Energy. As of now, the battle looks as such:

**Trainer 1**

Species: Darmanitan-Z

Gender: Male

Ability: Zen Mode

Stats: +4 ATK, +3 SPD

HP/Energy: **36**/96

**Trainer 2**

Species: Beheemyem

Gender: Female

Ability: Analytic

Stats: -2 ATK, +2 SPATK, +5 SPD

HP/Energy: 100/**94**

Next, keep in mind that Darmanitan-Z’s Speed changed when it transformed into Zen Mode. Its Speed is now **138**, while Beehemyem’s Speed **140**. This means that Beheeyem is now faster, so rather than taking turns during the second half of this round, Beheeyem will strike yet again. Its next order was to use Thunderbolt. According to Veekun, Beheemyem can indeed learn Thunderbolt, so the action will not fail.

Using the calculator again, change the Action in question to Thunderbolt, and hit Calculate.

Here, we see that the damage dealt is 12. After a quick check, we see that no Abilities or other effects are in play now, so the damage remains at 12, which is subtracted from Darmanitan-Z’s HP. The Energy Usage here is 13, so that will be subtracted from Beheemyem’s Energy. As of now, the battle looks as such:

**Trainer 1**

Species: Darmanitan-Z

Gender: Male

Ability: Zen Mode

Stats: +4 ATK, +3 SPD

HP/Energy: **24**/96

**Trainer 2**

Species: Beheemyem

Gender: Female

Ability: Analytic

Stats: -2 ATK, +2 SPATK, +5 SPD

HP/Energy: 100/**81**

Finally, it is Darmanitan-Z’s turn to use its second command. Darmanitan was ordered a conditional, meaning that there are certain rules that need to be followed here. The particular order here is dependent on whether or not a status ailment was inflicted on Darmanitan-Z by Beheemyem. This is not the case, so instead of using Fire Punch, Darmanitan-Z will use Ember instead. First, of course, we check Veekun to see if Darmanitan-Z can learn Ember. A search reveals that it **cannot**. As Darmanitan-Z evolves from Darumaka, we should check it as well. Neither Pokémon, according to Veekun, however, can learn Ember. **If a Pokémon is ordered to use a move that, according to Veekun, it cannot learn, then the move will fail. When a move fails, all damage and effects of any kind regarding the move do not come into play. Rather, the Energy is subtracted as if the move *had* been used.**

Use the calculator to change the Action being used to Ember. Ignore the damage dealt. Ember costs Darmanitan-Z 3 Energy, which is subtracted from its Energy. Four actions have been executed, and all side effects have been resolved, meaning that this round is over.

**Trainer 1**

Species: Darmanitan-Z

Gender: Male

Ability: Zen Mode

Stats: +4 ATK, +3 SPD

HP/Energy: 24/**93**

**Trainer 2**

Species: Beheemyem

Gender: Female

Ability: Analytic

Stats: -2 ATK, +2 SPATK, +5 SPD

HP/Energy: 100/81

This generally covers everything you’ll need to be a referee. Of course, there are a few things that should be mentioned, which shall be explained below.

## Flinching

When a Pokémon flinches during an action, it does nothing during the action. Energy is not lost or restored, but any other effects contingent on the number of actions still occur.

## Critical Hits

Simply answer the questions posed in the Calculator, and it shall handle the rest. This is why it is important to read over a battle before reffing it – you’ll need to know if the User performed Focus Energy or not.

## Multi Hit Attacks

Attacks such as, but not limited to: Arm Thrust, Barrage, Bone Rush, Bullet Seed, Comet Punch, DoubleSlap, Fury Attack, Fury Swipes, Icicle Spear, Pin Missile, Rock Blast,and Spike Cannon follow a unique set of rules regarding how many hits come in play.

1. Roll, as the attacks say, for the number of hits. This changes depending on the attack, but generally, this is 2 to 5 hits.
2. Change the Action in the Calculator to match the one being used.
3. For every hit that occurs, hit Calculate to roll the accuracy for each hit.
4. Apply damage for every successful roll according to the Calculator. If one hit deals 5 damage, and it successfully hits 5 times, 25 damage is dealt.
5. Regardless of how many successful hits there are, Energy is only subtracted **once**

## Positions

Positions include, but are not limited to, things like ‘underground’, ‘airborne’ and ‘underwater’. Some actions, like Dig, or Dive, change depending on these positions. These should also be taken into accounts, when judging on whether or not attacks are successful. Some Pokémon, like Masquerain, can be considered to be consistently “airborne”, and so attacks like Earthquake may miss them – but it is entirely up to the referee at hand to make a good judgment call.

## Field Effects

Effects that change the field of battle are listed in their own sheet, and are in effect for as long as the action that invoked them specifies. Some actions include, but are not limited to, sunny weather from Sunny Day, or sandstorms invoked by Sand Stream and/or Sandstorm.

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# Ranger Manual

### Taking an Adventure

First, you’ll be looking in the [Safari Zone thread](http://www.google.com/url?q=http%3A%2F%2Fwww.pokemonelite2000.com%2Fforum%2Fshowthread.php%3Ft%3D111423&sa=D&sntz=1&usg=AFQjCNEOemlNYb4Hu4xWVTZq7_NroStzPA). Users will be posting their desired Zone and the Pokémon they’re bringing in with them. If another Ranger has not made a thread for that member, then do it! The title of thread should look like this:

USERNAME - POKEMON USED - AREA

PM the user when their thread is made.

In the first post, you’ll need to present the user with a list of scenarios. Some examples include:

1. You see a cloud of bubbles to your left. Confront bubbles?
2. Continue swimming west.
3. Leave Safari Zone

Scenarios can be whatever you want and you can have as many as you like, as long as:

1. One of the options clearly allowed the user to leave
2. One of the options clearly allows the user to heal their Pokémon, at the cost of three Safari Points
3. Roughly a third of the options allow the user to run into a Wild Pokémon (if there are 10 scenarios, 3 of them need to have Wild Pokémon)

During your first post, you’ll also need to establish that the user has 30 Safari Points. 1 point is consumed for every post they make in the thread. During scenarios (NOT BATTLES), users can pay 3 points to heal their Pokémon. When all 30 points are depleted, the user is ejected from the Safari Zone immediately.

If the user chooses a scenario that leads to a Pokémon, proceed as follows:

### Wild Battles

1. In the Compendium, access the Safari Zone page.
2. Click on the zone that you are performing Ranger duties in.
3. Copy the text in the box below that appears after your click and replace XXX with the player’s remaining points.
4. Present the user with the following options:
   1. Attack
      1. Attack allows the user to use ONE action with their Pokémon. Ref as if this were a normal round. Randomly choose a Level Up attack for the Wild Pokémon’s attack – **Wild Pokémon cannot use any moves aside from Level Up moves**. If, at the end of the round, the Wild Pokémon’s HP is less than 30, they will flee during their next available action.
   2. Capture
      1. Capture will throw one Safari Ball at target. Consult sheet “Safari Zone\_Capture”. Find remaining HP and appropriate Pokémon. The intersecting cell is the percentage chance of capture. Roll from 1-100, with any number equal to or lower than the number found above resulting in a capture.
      2. Capture is ALWAYS ALWAYS ALWAYS faster than a Wild Pokémon’s attack or flee.
      3. If successful, user can keep the Pokémon. At the end of the Safari Challenge, they must register the Pokémon. Return user to a list of scenarios. User’s Pokémon is not automatically healed.
      4. If unsuccessful, randomly choose a Level Up attack for the Wild Pokémon’s attack, unless the Wild Pokémon has less than 30 HP. In that case, they will flee.
   3. Flee
      1. If user chooses to flee, the battle ends immediately and user is returned to a list of scenarios.
      2. User’s Pokémon is not automatically healed.

### Leaving

If:

1. User decides to leave the Safari Zone
2. User runs out of points
3. User’s Pokémon faints

their Safari Adventure is over. Direct user to Register any captured Pokémon and request thread be locked.