MONOTYPE TOURNAMENTS (trainers valley)

CONSUMABLES:

You can use as many consumables as you like in battle, they aren't consumed.

LVL 50(3 pokemon):

Achieve 5 wins in a row to get the Z-Ring, a classic Rain like the following is efficient. Ignore if you already have it and spam Lvl 100 format.





LVL 100(6 pokemon):

You bring 2 different Mono Teams for this format. I recommend using the mentioned Mono Fly in the teams comp list to support the other team you'll use to obtain a Z-Crystal for free.

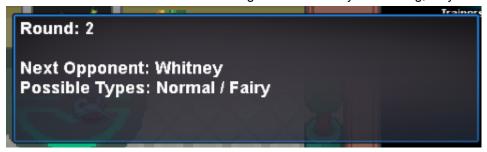
Z-CRYSTALS:

To get for free the Z-Crystal of the same type as your used Mono Team, you need to achieve 11 wins + winning at least 6 matches with the same Mono Team out of those 11 wins.

The Crystal Seller will sell Z-Crystals of the same type used by the defeated opponents only after winning the 6th round, so starting from the 7th.

NPC FUNCTIONING:

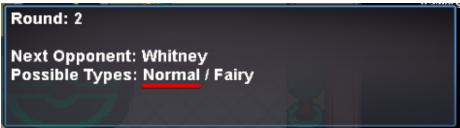
Interact with the TV screen before each fight to know who you're facing, so you can adapt your team and lead.



FIRST TEAM:

They keep their 1st displayed team type on the TV screen if their 2 teams are:

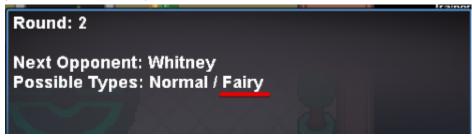
- Neutral on your chosen team.
- Super effective on your chosen team.
- Resisted on your chosen team.



Also, Water VS Rock Steel they keep Rock, it seems they prefer hitting you on a neutrality than on a resistance even if that means being weak to your selected team. Water VS Steel Rock they pick Steel wtf? => Byron (need to check further).

SECOND TEAM:

They only use their 2nd displayed team type on the TV screen if it's better against you. (It needs more research).



ENCOUNTERABLE OPPONENTS:

It's always Koga at the 1st fight.

It's always Drake and Lance at the 9th and 10th fight (2 possibilities => Lance 9, Drake 10 / Drake 9, Lance 10). It's always Anabel at the 11th fight.

RECOMMENDED TEAM COMP FOR EACH TYPE:

Generally, you want Pokémon:

- Hitting hard that are fast.
- Taking 1 turn to set up like a Shell Smash user or any offensive setup.
- That can swap with ease between Choice Band/Specs/LO and Scarf depending on the matchup.

A defensive Pokémon may be used as it's too good to pass on and acts as an insurance for some fights.

REWARDS:

if you win all the 11 battles you will gain that:

- -Z CRYSTAL (as mentioned before)
- -25k Pokedollars
- -10 PVE coins.

Below you could find some tested team for each type and a list of every NPC with his own teams.

TESTED TEAM FOR EACH Z CRYSTAL

Normal: Sometimes you'll swap Scarf for Band and vice-versa. I wouldn't use anything other than those since they're the most destructive and Chansey is an insurance.





Fire: Blaziken will do most of the work by itself. 1 SD + at 1 HP ensures to OHKO a lot of things with Reversal even if resisted. Tho X4 resistance and heavy tanks resisting it will tank.

Use any 3rd you like.



Fighting: Mega Lucario to deal with Fairies and absurd power, Blaziken for power, Keldeo to 3-0 foes' Mono Ground. Keldeo may have to swap for Specs and vice-versa.





Water: Ludicolo helps A LOT to deal with foes' Mono Water. VS Wallace give it Scarf and weaken the Politoed with Pelipper to annihilate any freeze hax chance that could cost victory. I thought of using a Timid offensive Pelipper to do the job better, while keeping Damp Rock/Scarf + it would die faster.

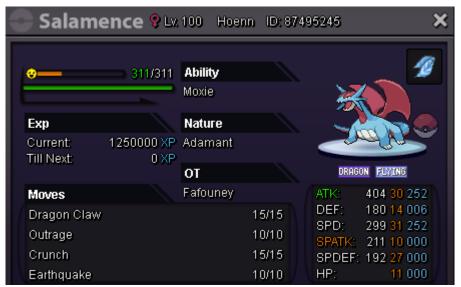




Flying: Gyara VS Mono Rock (weaken Bertha's Sudo before Gyara) and Anabel. Both Stara and Sala Band on Claire, Steven and Nurse Joy. Sala Band on Whitney.

Mono Water and Lorelei are your worst enemies with this team so avoid them.





Grass: Breloom the carry, sometimes swap Specs Shaymin and pray to not miss \bigcirc , Venu for safety and to deal with Mono Poison.





Poison: Swap Specs sometimes with Nido, Gengar for Mono Psy and swap Specs sometimes too, Venu for extra safety.





Electric: Spam Outrage Zekrom on everything, sometimes swap Band. Without Zekrom it becomes really harder to achieve 6 wins. Banded Zekrom the way VS Mono Grass.





Ground: Swap Choice depending on the matchup.





Psychic: Lunala goes brrr, swap Choice depending on matchup.





Rock: Sometimes swap Sash Terrakion if matchup allows it.





Ice: Kyu-W sometimes swap LO/Specs, Cloy for dumb Shell Smash and Rotom Frost for Mono Water that are painful for the other 2 to face, fuck Wallace.



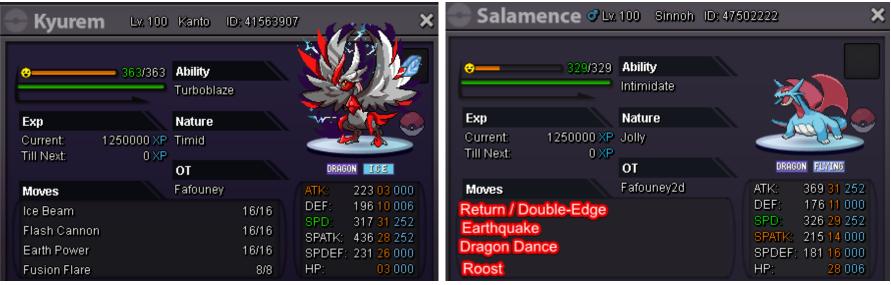


Bug: Truant Durant into 2X SS Crustle or just Genesect to be even faster lol!





Dragon: Kyu-W swap sometimes LO/Specs, Mega Sala bcz broken af, Weakness Policy Drago acting as a insurance.





Ghost: Lunala broken swap Specs depending on matchup, Mimikyu with Mimikyum Z broken insurance, Mega Sableye another insurance.





Dark: Greninja Specs/Scarf/LO broken, Muk-Alo with stupid broken set and Sableye insurance.





Steel: Truant Durant into SD Mega Lucario (can even play Protect instead of Meteor Mash if no fun allowed) or Solgaleo brr.





Fairy: Zacian broken shit swap Lum/Sash/Band depending on matchup.





KOGA P	KOGA Poison/Bug		
KOGA Poison:	KOGA Bug:		
Muk: AV / Poison Jab / Thunder Punch / Fire Punch / Ice Punch	Forretress: Lefto / EQ / Volt Switch / Gyro Ball		
Crobat: Sharp Beak / Brave Bird / Roost / Leech Life	Ariados:		
Venomoth: Poisonium Z / Sludge Bomb / Psychic / Bug Buzz QD	Venomoth: Buginium Z / Bug Buzz		
VOLKNER Electric/Water			
VOLKNER Electric:	VOLKNER Water:		
Raichu: Static / LO / Tbolt / Nasty Plot / Surf	Pelipper:		
Luxray: Flame Orb / Superpower	Lanturn: LO / Hydro Pump		
Electivire: EQ	Octillery: Moody		
FLINT Fire/Ghost			
FLINT Fire:	FLINT Ghost:		
Ninetales:	Maro-Alo: Flare Blitz / Shadow Bone		
Mega Houndoom:	Chandelure: Ghostium Z / CM / Fire Blast / Energy Ball / Shadow Ball		
Infernape:	Drifblim: Flame Orb / Psychic		
GARDENIA	GARDENIA Grass/Flying		
GARDENIA Grass:			
Breloom: Toxic Orb / Seed Bomb / Leech Seed	GARDENIA Flying:		
	Vespiquen: Bold full def/hp / Lefto / Air Slash		
Torterra: Lefto / EQ / Stone Edge / Wood Hammer	Jumpluff: Acrobatics / SD		
Roserade: HP Fire	Tropius: Dragon Pulse		
NURSE JOY Normal/Grass			
NURSE JOY Normal:	NURSE JOY Grass:		
Wigglytuff: Normalium Z / Dazzling Gleam / Fire Blast	Meganium: Grassium Z / Giga Drain / Grassy Terrain / HP Fire		
Chansey: Defense Curl / Seismic Toss / Toxic / Soft-Boiled	Vileplume: Lefto / Sleep Powder / Sludge Bomb		
Mega Audino: Hyper Voice / Tbolt / CM	Mega Venusaur: Giga Drain (no EQ) / HP Fire		

BERTHA Ground/Rock			
BERTHA Ground: Gliscor: Seems Full Atk Spd / Toxic Orb / EQ / Knock Off Hippowdon: EQ / Ice Fang / Thunder Fang / Slack Off Rhyperior: Groundium Z / EQ / Fire Punch / Avalanche	BERTHA Rock: Sudowoodo: Sturdy / Head Smash Golem: Sturdy / WP / Stone Edge / EQ Rhyperior:		
WHITNEY Normal/Fairy			
WHITNEY Normal: Ursaring: Flame Orb / Facade / Close Combat Miltank: Normalium Z / Block / Seismic Toss Mega Lopunny: Hjk / Ice Punch	WHITNEY Fairy: Wigglytuff: Fairium Z Mr. Mime: Clefable: Moonblast / Tbolt		
GRETA Fig	GRETA Fighting/Ghost		
GRETA Fighting: Heracross: Moxie / Fightinium Z / Close Combat Hariyama: Heavy Slam Mega Medicham:	GRETA Ghost: Mismagius: Nasty Plot Shedinja: Sash / SD / Shadow Claw Mega Gengar:		
SIDNEY Dark/Grass			
SIDNEY Dark: Scrafty: Lefto Crawdaunt: Mega Absol: Superpower / SD / Knock Off	SIDNEY Grass: Cacturne: LO / Sucker Punch Shiftry: Mega Sceptile:		
AGATHA G	host/Poison		
AGATHA Ghost: Mismagius: Ghostium Z / Shadow Ball / Nasty Plot / Tbolt Maro-Alo: SD / Flare Blitz / Shadow Bone / EQ Mega Gengar: HP Ice	AGATHA Poison: Arbok: Crobat: Brave Bird Mega Gengar: HP Ice / Tbolt		
JASMINE S	teel/Electic		
JASMINE Steel: Skarmory: Sturdy / Lefto / Brave Bird / Iron Head Magnezone: Sturdy / Tbolt Mega Steelix:	JASMINE Electric: Electrode: LO / Swagger / Signal Beam / Tbolt Magnezone: Sturdy / Electrium Z / Substitute Mega Ampharos: Tbolt		

WALLACE Water/Ground			
WALLACE Water: Politoed: Damp Rock / Scald / Toxic / Ice Beam / Focus Blast Mega Swampert: Ada / EQ / Ice Punch / Superpower Milotic: Competitive / HP Fire	WALLACE Ground: Seismitoad: Whiscash: Swampert:		
GIOVANNI Ground/Normal			
GIOVANNI Ground: Rhyperior: Groundium Z / EQ Nidoking: LO / Sludge Wave / Ice Beam Mega Steelix: EQ	GIOVANNI Normal: Tauros: Sheer Force + LO / Zen Headbutt / Body Slam Persian: Mega Kangaskhan: Body Slam / Ice Punch / T-Punch / Power-Up Punch		
FALKNER Flying/Normal			
FALKNER Flying: Swellow: Honchkrow: Flyinium Z Mega Pidgeot:	FALKNER Normal: Swellow: Boomburst Dodrio: Mega Pidgeot:		
ROXANNE Rock/Steel			
ROXANNE Rock: Golem: Sturdy / WP / EQ Carracosta: Sturdy / WP / Waterfall Probopass: Sturdy / Rockium Z	ROXANNE Steel: Steelix: Sheer Force + LO / EQ / Iron Head / Crunch Mega Aggron: Avalanche / EQ Probopass: Sturdy / Steelium Z / Earth Power / HP Fire		
LANCE Dra	LANCE Dragon/Flying		
LANCE Dragon: Salamence: Intimidate / Air Cutter / Draco Meteor / Hydro Pump Mega Garchomp: EQ / Stone Edge / Fire Fang / SD Dragonite: Dragonium Z / Fly / DD / Outrage	LANCE Flying: Aerodactyl: EQ / Stone Edge Mega Charizard X: Dragon Claw / Flare Blitz / DD Dragonite: Flyinium Z / Fly / Outrage		
DRAKE Dragon/Flying			
DRAKE Dragon: Flygon: Outrage / DD Haxorus: Dragonium Z / DD / Outrage Mega Salamence: Hyper Voice / Flamethrower / Dragon Pulse / Roar	DRAKE Flying: Noivern: Flamethrower Altaria: Lefto / Fly / Toxic Mega Salamence: Double-Edge / Outrage		

ANABEL Steel/Psychic		
ANABEL Steel: Bronzong: Zen Headbutt / Rock Slide / EQ	ANABEL Psychic: Alakazam: Psychium Z / CM	
Metagross: Zen Headbutt Mega Lucario:	Metagross: Band / Meteor Mash Mega Latios: Ice Beam / Tbolt / Psychic	
JUAN Wa	ater/Ice	
JUAN Water:	JUAN Ice:	
Politoed: Damp Rock / Scald / Toxic / Focus Blast	Lapras: Icium Z / Freeze-Dry	
Crawdaunt:	Mega Glalie: Double-Edge	
Kingdra: Waterium Z / Hydro Pump / Ice Beam	Walrein: Lefto / Surf / Ice Beam / Toxic	
JENNY Fil	re/Water	
JENNY Fire:	JENNY Water:	
Ninetales: Heat Rock / Flamethrower / Nasty Plot / HP Ice	Swanna:	
Arcanine (No Inti): Wild Charge / Extreme Speed	Feraligatr:	
Mega Houndoom: Fire Blast / Dark Pulse	Mega Blastoise:	
MAYLENE Figh	nting/Psychic	
MAYLENE Fighting:	MAYLENE Psychic:	
Machamp: Flame Orb / Close Combat / Facade	Grumpig: LO / Shadow Ball / Psychic / CM	
Medicham: Fightinium Z /	Gallade:	
Mega Lucario: SD	Mega Medicham:	
CLAIR Drag	gon/Water	
CLAIR Dragon:	CLAIR Water:	
Druddigon: MB / Lefto / Outrage	Pelipper: Surf	
Mega Altaria: Full HP confirmed / Fire Blast	Gyarados: Lefto / DD / Waterfall	
Kingdra: Jolly / Waterfall / Outrage	Kingdra: Waterium Z / Draco Meteor	
BRUNO Figh	hting/Rock	
BRUNO Fighting:	BRUNO Rock:	
Hitmonchan:	Onix: Sturdy / WP / Stone Edge / EQ / Rock Smash	
Hitmonlee:	Golem-Alolan:	
Machamp:	Rhyperior:	

CANDICE Ice/Psychic			
CANDICE Ice: Mamoswine: Icium Z / Superpower Weavile: Low Kick Mega Abomasnow: Focus Blast / Giga Drain	CANDICE Psychic: Slowking: Jynx: Dry Skin / Psynium Z / Lovely Kiss / Psychic Mega Medicham:		
SABRINA Psychic/Water			
SABRINA Psychic: Slowbro: Lefto / Psychic Mr. Mime: Psynium Z / Focus Blast Mega Alakazam: Focus Blast	SABRINA Water: Slowking: Fire Blast Lapras: Mega Slowbro:		
LORELEI	Ice/Water		
LORELEI Ice: Mega Gyara DD Jynx: LO / Ice Beam / Psychic / Focus Blast / Lovely Kiss Cloyster: King's Rock / Rock Blast / Icicle Spear Lapras: Icium Z / Freeze-Dry	LORELEI Water: Cloyster: Lapras: Mega Slowbro:		
MISTY Wa	ater/Flying		
MISTY Water: Golduck: Modest / SS / LO / Ice Beam / HP Grass / Surf / Rain Dance Starmie: Waterium Z / Psychic / Tbolt / Surf Mega Gyarados: EQ / Crunch / Waterfall / DD	MISTY Flying: Swanna: Togekiss: Mega Gyarados: EQ / Crunch / Waterfall / DD		
BUGSY B	Bug/Flying		
BUGSY Bug: Armaldo: Shedinja: SASH / X-Scissor Mega Scizor:	BUGSY Flying: Vespiquen: Yanmega: Mega Pinsir:		
BYRON Steel/Rock			
BYRON Steel: Bronzong: Rock Slide Mega Steelix: Bastiodon: Sturdy / Lefto / Metal Burst / Rock Slide	BYRON Rock: Rampardos: Rockium Z Mega Aggron: Avalanche Bastiodon: Avalanche		

BILL Psychic/Fairy		
BILL Psychic:	BILL Fairy:	
Mr. Mime: LO / Dazzling Gleam	Mr. Mime: LO	
Alakazam: LO / Focus Blast Espeon: Psynium Z	Clefable:	
	Sylveon:	
KAREN D	Park/Ghost	
KAREN Dark:	KAREN Ghost:	
Umbreon: Lefto / Psychic / Dark Pulse	Spiritomb:	
Honchkrow:	Mismagius:	
Mega Houndoom: Nasty Plot / Fire Blast	Mega Gengar:	
STEVENS	Steel/Rock	
STEVEN Steel:	STEVEN Rock:	
Skarmory: Sturdy / Brave Bird / Iron Head	Cradily: Storm Drain / Toxic	
Aggron: Sturdy / Stone Edge	Armaldo: Rockium Z / SD	
Mega Metagross:	Mega Aggron: Avalanche / EQ	
ERIKA Gra	ass/Poison	
ERIKA Grass:	ERIKA Poison:	
Liligant:	Victreebel:	
Tangrowth: no AV	Vileplume:	
Mega Venusaur: Bold Full def/hp / Sludge Bomb / Giga Drain / HP Fire	Mega Venusaur: Bold Full def/hp / Sludge Bomb / Giga Drain / HP Fire	
PRYCE Ice/Water		
PRYCE Ice:	PRYCE Water:	
Jynx: Psychic	Dewdong:	
Weavile:	Lapras:	
Mamoswine: Icium Z	Cloyster:	