Pokemon Nuzlocke Challenge

2 Balls 1 Item

A Pokemon Nuzlocke Challenge rulesheet

Initially designed for Pokemon Emerald/Ruby/Sapphire

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2 Balls, 1 Item – A Tactical Nuzlocke Challenge

This is a custom Nuzlocke ruleset focused on limited healing, item scarcity, and strict level management designed to heighten the tension of every encounter, requiring resource management.

Core Rules

1. **Faint = Death**

   If a Pokémon faints, it must be permanently boxed or released.

2. **First Encounter Only**

   Only the first wild Pokémon encountered in each area may be caught. If it faints or flees, you lose the opportunity.

3. **Nicknames Required**

   All caught Pokémon must be nicknamed.

4. **Set Battle Style**

   Disabled free switching after defeating an opponent's Pokémon.

"One In the Chamber" Rest System – "2 Balls, 1 Item and Healing"

Every time you enter a **new area or town**, you activate a **Reload your One in the chamber**, allowing:

- One **Pokémon Center heal**
- A single **Poké Mart transaction**, allowing:
  - Up to **2 Poké Balls**
  - And **1 item** (excluding Revives)

Rest Stop Rules:

- If you leave an area without using your one in the chamber and enter a new one, the reload for that area is **forfeited**.
- You must buy items **from the Poké Mart in the current area**.
- **Re-entering an area does not reload** the One in the chamber.
- **Towns count** as their own Areas that reload your One in the chamber.
- **Diving spots are not** considered new areas.
- **Caves are** considered new areas.

Healing & Item Use

- You may use **any found items freely outside of battle**, including in Gyms and the Elite Four.
- **In-battle**: Only **1 healing/status item per battle**.
- **Held items** are unrestricted.
- **No item purchases outside of using your One in the chamber.**
- **Repels and Revives may not be purchased.**

Species Clause

- You may only catch one Pokémon of each **evolutionary line** (e.g., if you catch a Poochyena, you may not catch a Mightyena later).
- If your **first encounter** is a **Pokémon species** you have **already caught**, you may try again until you encounter a new species and that counts as your first encounter to catch for that area.
- If a Pokémon dies, its entire species line becomes permanently banned, you may not catch that species again, even if you encounter it later.

Level Management & Wild Encounters

- Pokémon may reach **exactly** the next Gym Leader's ace level.
- Once **all party members** are at or above that level, you may **run from wild Pokémon**.
- Until then, **you must battle** wild Pokémon you encounter.
- If a Pokémon **exceeds the level cap**:
    - It becomes **unusable both in the Gym and outside of battle** (e.g., it may not be used for catching or grinding) until the Gym is completed.

Gym Rules

- You may rest at a Pokecenter **before entering A Gym** so you should always enter a Pokemon Gym fully rested, this is outside the other rules of the challenge.
- **No healing at the Pokémon Center** between the first Gym trainer and the Gym Leader.
- However, **found items may be used freely outside of battle** inside Gyms.

Elite Four Rules

- You may use any found healing/status items **freely between battles**.
- Still only **1 item per battle**.
- Your Pokémon may not exceed the level of the Champion's ace Pokémon before entering the Elite Four.
- If a Pokémon levels up during the Elite Four, it may still be used, but you may not enter over-leveled.

Team & Storage Rules

- A team of up to 6 may be used at any time.
- Extra Pokémon may be stored in the PC and swapped freely outside of Gyms.
- **No Legendary or Mythical Pokémon may be used**.

Revive Clause – Second Chance Catch Mechanic

- **Revives may not be used** to bring back fainted Pokémon.
- Instead, you may **use a found Revive** to attempt a second encounter **in a new area only if the original was missed**.
- You must declare the Revive use **before encountering another Pokémon**.
- May not be used in areas where a Pokémon has already been caught.
- Once used, the Revive must be **tossed**, not sold.

Shiny Clause

- You can always catch **shiny pokemon** if you encounter them.
- Once caught, they're treated like any other team member under **Nuzlocke rules**.