

Rulings for the 2014 Elite Four Challenge @ Campus Game Fest

Team Robo Video Games

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The **2014 Elite Four Challenge** is a Pokémon video game tournament that will be held at the Campus Game Fest (CGF) from 27 to 29 June 2014. This document contains the rulings and format¹ that will be used in the tournament. This will apply to both swiss qualifiers (27, 28 June 2014) and Top Cut single-elimination matches (29 June 2014). Participants are expected to comply with applicable sections of these rules when attending the tournament.

The *2014 Elite Four Challenge* is organized by Team Robo Video Games (TRVG) and is supported by the Singapore Cybersports & Online Gaming Association (SCOGA).

1 Game Versions and Game Systems

Only legitimate versions of *Pokémon X* or *Pokémon Y* can be used in the tournament, which also includes downloadable versions of *Pokémon X* or *Pokémon Y*.

Players may use any system in the Nintendo 3DS™ family of systems during the competition. This includes the Nintendo 3DS™, Nintendo 3DS XL™, and Nintendo 2DS™. Players are responsible for bringing a charger that is compatible with their system.

2 Team Restrictions

Players may only use Pokémon that are legal for the tournament format. Players are responsible for ensuring that their team adheres to any restrictions set forth by the tournament format and this document.

2.1 Illegally Modified Pokémon

The use of external or third-party devices, such as a mobile app, to modify or create items or Pokémon in a player's party is expressly forbidden. Players found to have Pokémon or items that have been tampered with will be disqualified from competition, regardless of whether the Pokémon or items belong to that player or were traded for. We recommended that players only use Pokémon that they have raised themselves and items that they have received through normal game play. It is always the player's responsibility to have legal Pokémon and items during the competition.

A player's Battle Box may be checked at any time for illegal Pokémon. Any player who fails this check may be immediately disqualified and be unable to participate in the tournament.

¹Adapted from 2014 Play! Pokémon VG Rules and Format (as of 20 May 2014, from <http://www.pokemon.com/us/play-pokemon/about/tournaments-rules-and-resources/>)

2.2 Trainer and Pokémon Names

Players are responsible for using appropriate names for their Trainer character and any Pokémon placed in their Battle Box. Players must avoid the use of obscene or otherwise offensive words or phrases when naming their Trainer or their Pokémon. The tournament organizers reserve the right to refuse entry to any players whose names are deemed inappropriate.

3 Team Registration and Trainer Cards

Before the first round of the tournament, Battle Box team registration will occur. All players must set up their Battle Box, including all Pokémon and held items they intend to use, before they register for the tournament.

All team details in the player's Battle Box will be recorded down by the tournament staff during registration, and each player will subsequently receive a Trainer Card upon successful registration. **Players are not allowed to change their Pokémon or items at any time during the tournament and after receiving their Trainer Card, or risk disqualification from the tournament.**

3.1 Trainer Cards

After the successful completion of team registration, each player will receive a Trainer Card with their details and their team of 6 Pokémon. Players are to promptly display their Trainer Cards to their opponents before the selection of their Pokémon during Team Preview. In addition, players are advised to check that their opponent's team on the Team Preview matches the team on their opponent's Trainer Card. Players who battle with a team different from the team shown on their Trainer Card may risk disqualification from the tournament.

4 Time limits and note taking

Tournament staff are responsible for running a timely event. The following are guidelines for various portions of the event:

4.0.1 Pre-game Time Limit (Team Preview)

Players will have 90 seconds to view their opponent's team and select their Pokémon.

4.0.2 Mid-game Time Limit

Any mid-game effects, such as selecting a move or switching Pokémon, are to take place within the 99 seconds allocated per turn.

4.0.3 Match Time Limits

Single-game matches will be 20 minutes. For best-of-three matches, each game in the match will be 20 minutes. **Judges will have the discretion to apply tiebreakers to conclude a match if it is not completed within the allocated 20 minutes.**

4.1 Note taking

Players may take notes at any time during their match but must begin each match with a blank sheet of paper. **The use of electronic devices to take notes is strictly prohibited.**

5 Technical Issues

Over the course of the tournament, a player's game connection may become disrupted in a number of ways.

5.1 Single Frozen Game State (i.e. power loss, disconnect, etc.)

If one player's game system is stuck in an unfixable frozen game state and it can be determined which player's Game Card or system is responsible for the frozen state, the player whose game system is frozen will receive a game loss.

5.2 Double Frozen Game State (i.e. power loss, disconnect, etc.)

If both players' game systems are stuck in an unfixable frozen game state and it cannot be determined which player's Game Card or system is responsible for the frozen state, both players will receive a tie for that game.

5.3 Game State Disruption

Players should attempt to fix any game disruption by checking their 3DS systems and making sure they are aligned properly. If issues persist, contact a judge for immediate assistance. If consistent disruptions are determined to be due to actions on the part of a player, the judge may issue an appropriate penalty.

6 Match Resolution

A player wins by making his or her opponent's final Pokémon faint.

- If the player's final Pokémon used Selfdestruct, Explosion, Destiny Bond, or Final Gambit, and both players' final Pokémon faint as a result, the player who used the move loses that game.
- If a player's final Pokémon used Double-Edge, Volt Tackle, Flare Blitz, Take Down, Submission, Brave Bird, Wood Hammer, Head Smash, Struggle, Head Charge, or Wild Charge, or was holding Life Orb, and both players' final Pokémon faint as a result, the player who used the move wins that game.
- If both players' final Pokémon faint due to a weather condition, such as Hail or Sandstorm, the player whose Pokémon faints last wins the game. This includes the effects of Perish Song.
- If a Pokémon's Ability (such as Rough Skin, Aftermath, Liquid Ooze, or Iron Barbs) or held item (such as Rocky Helmet) results in each player's final Pokémon fainting, the player whose Pokémon had the Ability or held item wins the game.

A player who selects "Run" during a battle will count as the loser of that game, whether selected intentionally or not. Players may not intentionally play a match to a tie nor agree to record a match as a tie without playing.

6.1 Tiebreakers

Should the time limit expire before a player makes his or her opponent's final Pokémon faint, the winner of the game is determined based on the criteria below.

1. Remaining Pokémon

- (a) If one player has more remaining Pokémon than the other, that player wins the game.
- (b) If both players have the same number of Pokémon remaining, the result of the game is determined by average percentage of HP remaining, as described below.

2. Average Percentage of HP Remaining

- (a) If one player's team has a higher average percentage of HP remaining, that player wins the game.
- (b) If both players' teams have the same average HP remaining, the result of the game is determined by amount of HP remaining, as described below.

3. Amount of Total HP Remaining

- (a) If one player's team has a higher total HP remaining, that player wins the game.
- (b) If both players' teams have the same total HP remaining, the result of the game is a tie.

6.2 Sudden Death

If a game ends in a tie during the single-elimination portion of the event, a single Sudden Death game is played to determine the winner of the match. Players are required to gain an advantage in number of remaining Pokémon over their opponent. Tournament staff will evaluate the game at the end of each turn to determine if an advantage has been gained. After each turn has been completed, the tournament staff will determine the number of Pokémon that each player has remaining.

- If both players have the same number of Pokémon remaining at the end of the turn, the game continues for another turn.
- If a player has more remaining Pokémon than his or her opponent at the end of any turn, that player wins the game.

6.3 Determining the Outcome of a Best-of-Three Match

Use the following criteria, in order, to determine the outcome of a match that is unresolved after any given game has ended. After one of the criteria has been met, none of the others are applied.

GAME 1:

- The players proceed to game 2.

GAME 2:

- If the winner of game 2 also won game 1, that player wins the match. If the winner of game 2 did not win game 1, players proceed to game 3.

GAME 3:

- The winner of game 3 wins the match.

7 Tournament Format

The following section contains information about the tournament format used in the *2014 Elite Four Challenge*.

7.1 Standard Format Style

The *2014 Elite Four Challenge* requires players to assemble a team of Pokémon, with items, prior to the start of the event. The standard format style is Double Battle.

7.1.1 Double Battle

In Double Battles, each player selects four Pokémon from his or her party of six to battle with. At the start of the battle, players send out the first two Pokémon in their party, making a total of four Pokémon on the battlefield. Game play continues until a player makes all four of his or her opponent's Pokémon faint.

8 Standard Team Construction Rules

When building a team for the *2014 Elite Four Challenge*, all players must adhere to these standard construction rules.

- A player's team cannot contain two Pokémon with the same Pokédex number.
- Each Pokémon on a player's team can hold an item, though no two Pokémon may hold the same item.
- A player's team cannot contain two Pokémon with the same nickname.
- A player's team cannot contain a Pokémon nicknamed with the name of another Pokémon (for example, an Talonflame named "Fletchling").
- Pokémon may only use moves that have been learned through one of the following methods:
 - By leveling up
 - By TM or HM
 - As an Egg Move, through breeding
 - From a character in the game
 - A move already known by a Pokémon received at an official Pokémon event or promotion

9 Standard Format

The standard tournament format for the *2014 Elite Four Challenge* will use the following restrictions:

- Only *Pokémon X* and *Pokémon Y* Game Cards or downloadable versions are permitted for use.
- Players may only use Pokémon from the Central Kalos Pokédex from #001 to #150, Coastal Kalos Pokédex from #001 to #153, or Mountain Kalos Pokédex from #001 to #147.
- Pokémon must be placed in the Battle Box.
- Pokémon are allowed to Mega Evolve.

- Pokémon above Level 50 are permitted, but they are auto-leveled down to 50 for the duration of battle.
- Players may use Pokémon with Hidden Abilities.
- Players may use items that have been officially released via *Pokémon X*, *Pokémon Y*, the Pokémon Global Link, or an official event or promotion.

9.1 Kalos Native

Pokémon used in the *2014 Elite Four Challenge* must be native to the Kalos region in *Pokémon X* or *Pokémon Y*. A native Pokémon is a Pokémon that is hatched, distributed to, or caught in *Pokémon X* or *Pokémon Y* as indicated by a blue pentagon on the Pokémon status screen. Pokémon that have been transferred to *Pokémon X* or *Pokémon Y* via Pokémon Bank or Poké Transporter are *not* native.



A List of Eligible Pokémon, sorted by National Pokédex number

(Ce - Central, Co - Coastal, Mo - Mountain)

#001 (Ce080) Bulbasaur	#065 (Ce104) Alakazam	#131 (Co150) Lapras
#002 (Ce081) Ivysaur	#066 (Co057) Machop	#132 (Mo138) Ditto
#003 (Ce082) Venusaur	#067 (Co058) Machoke	#133 (Co077) Eevee
#004 (Ce083) Charmander	#068 (Co059) Machop	#134 (Co078) Vaporeon
#005 (Ce084) Charmeleon	#069 (Mo026) Bellsprout	#135 (Co079) Jolteon
#006 (Ce085) Charizard	#070 (Mo027) Weepinbell	#136 (Co080) Flareon
#007 (Ce086) Squirtle	#071 (Mo028) Victreebel	#142 (Co068) Aerodactyl
#008 (Ce087) Wartortle	#072 (Co025) Tentacool	#143 (Ce139) Snorlax
#009 (Ce088) Blastoise	#073 (Co026) Tentacruel	#144 (Co151) Articuno
#010 (Ce023) Caterpie	#074 (Mo009) Geodude	#145 (Co152) Zapdos
#011 (Ce024) Metapod	#075 (Mo010) Graveler	#146 (Co153) Moltres
#012 (Ce025) Butterfree	#076 (Mo011) Golem	#147 (Mo145) Dratini
#013 (Ce026) Weedle	#079 (Co133) Slowpoke	#148 (Mo146) Dragonair
#014 (Ce027) Kakuna	#080 (Co134) Slowbro	#149 (Mo147) Dragonite
#015 (Ce028) Beedrill	#081 (Mo069) Magnemite	#161 (Ce109) Sentret
#016 (Ce017) Pidgey	#082 (Mo070) Magnetron	#162 (Ce110) Furret
#017 (Ce018) Pidgeotto	#083 (Ce061) Farfetch'd	#163 (Mo117) Hoothoot
#018 (Ce019) Pidgeot	#084 (Ce094) Doduo	#164 (Mo118) Noctowl
#021 (Mo109) Spearow	#085 (Ce095) Dodrio	#165 (Ce074) Ledyba
#022 (Mo110) Fearow	#090 (Co036) Shellder	#166 (Ce075) Ledian
#023 (Mo037) Ekans	#091 (Co037) Cloyster	#167 (Mo107) Spinarak
#024 (Mo038) Arbok	#092 (Mo030) Gastly	#168 (Mo108) Ariados
#025 (Ce036) Pikachu	#093 (Mo031) Haunter	#169 (Ce147) Crobat
#026 (Ce037) Raichu	#094 (Mo032) Gengar	#170 (Co147) Chinchou
#027 (Mo097) Sandshrew	#095 (Co053) Onix	#171 (Co148) Lanturn
#028 (Mo098) Sandslash	#100 (Mo072) Voltorb	#172 (Ce035) Pichu
#029 (Co104) Nidoran♀	#101 (Mo073) Electrode	#174 (Mo119) Igglybuff
#030 (Co105) Nidorina	#102 (Co136) Exeggcute	#179 (Co127) Mareep
#031 (Co106) Nidoqueen	#103 (Co137) Exeggutor	#180 (Co128) Flaaffy
#032 (Co107) Nidoran♂	#104 (Co060) Cubone	#181 (Co129) Ampharos
#033 (Co108) Nidorino	#105 (Co061) Marowak	#182 (Ce108) Bellossom
#034 (Co109) Nidoking	#108 (Mo134) Lickitung	#183 (Ce042) Marill
#039 (Mo120) Jigglypuff	#111 (Co050) Rhyhorn	#184 (Ce043) Azumarill
#040 (Mo121) Wigglytuff	#112 (Co051) Rhydon	#185 (Mo130) Sudowoodo
#041 (Ce145) Zubat	#115 (Co062) Kangaskhan	#186 (Mo036) Politoed
#042 (Ce146) Golbat	#116 (Co039) Horsea	#187 (Ce135) Hoppip
#043 (Ce105) Oddish	#117 (Co040) Seadra	#188 (Ce136) Skiploom
#044 (Ce106) Gloom	#118 (Ce053) Goldeen	#189 (Ce137) Jumpluff
#045 (Ce107) Vileplume	#119 (Ce054) Seaking	#193 (Co087) Yanma
#050 (Mo001) Diglett	#120 (Co034) Staryu	#194 (Mo017) Wooper
#051 (Mo002) Dugtrio	#121 (Co035) Starmie	#195 (Mo018) Quagsire
#054 (Ce059) Psyduck	#122 (Co114) Mr. Mime	#196 (Co081) Espeon
#055 (Ce060) Golduck	#123 (Mo136) Scyther	#197 (Co082) Umbreon
#060 (Mo033) Poliwhag	#124 (Mo084) Jynx	#198 (Mo051) Murkrow
#061 (Mo034) Poliwhirl	#127 (Co130) Pinsir	#199 (Co135) Slowking
#062 (Mo035) Poliwrath	#128 (Co125) Tauros	#202 (Co119) Wobuffet
#063 (Ce102) Abra	#129 (Ce049) Magikarp	#206 (Ce040) Dunsparce
#064 (Ce103) Kadabra	#130 (Ce050) Gyarados	#207 (Mo115) Gligar

#208 (Co054) Steelix	#297 (Co096) Hariyama	#370 (Co029) Luvdisc
#209 (Co071) Snubbull	#298 (Ce041) Azurill	#371 (Co014) Bagon
#210 (Co072) Granbull	#299 (Co093) Nosepass	#372 (Co015) Shelgon
#211 (Co038) Qwilfish	#300 (Ce078) Skitty	#373 (Co016) Salamence
#212 (Mo137) Scizor	#301 (Ce079) Delcatty	#396 (Co099) Starly
#213 (Mo014) Shuckle	#302 (Co123) Sableye	#397 (Co100) Staravia
#214 (Co131) Heracross	#303 (Co063) Mawile	#398 (Co101) Staraptor
#215 (Mo091) Sneasel	#304 (Mo099) Aron	#399 (Ce038) Bidoof
#216 (Mo132) Teddiursa	#305 (Mo100) Lairon	#400 (Ce039) Bibarel
#217 (Mo133) Ursaring	#306 (Mo101) Aggron	#406 (Ce071) Budew
#218 (Mo012) Slugma	#307 (Ce143) Meditite	#407 (Ce073) Roserade
#219 (Mo013) Magcargo	#308 (Ce144) Medicham	#412 (Ce044) Burmy
#220 (Mo076) Swinub	#309 (Co073) Electrike	#413 (Ce045) Wormadam
#221 (Mo077) Piloswine	#310 (Co074) Manectric	#414 (Ce046) Mothim
#222 (Co146) Corsola	#311 (Ce096) Plusle	#415 (Ce076) Combee
#223 (Co144) Remoraid	#312 (Ce097) Minun	#416 (Ce077) Vespiquen
#224 (Co145) Octillery	#313 (Ce133) Volbeat	#417 (Co132) Pachirisu
#225 (Mo090) Delibird	#314 (Ce134) Illumise	#418 (Mo058) Buizel
#226 (Co140) Mantine	#315 (Ce072) Roselia	#419 (Mo059) Floatzel
#227 (Mo112) Skarmory	#316 (Ce098) Gulpin	#425 (Co001) Drifloon
#228 (Co075) Houndour	#317 (Ce099) Swalot	#426 (Co002) Drifblim
#229 (Co076) Houndoom	#318 (Ce055) Carvanha	#430 (Mo052) Honchkrow
#230 (Co041) Kingdra	#319 (Ce056) Sharpedo	#433 (Co111) Chingling
#235 (Ce124) Smeargle	#320 (Co027) Wailmer	#434 (Co102) Stunky
#238 (Mo083) Smoochum	#321 (Co028) Wailord	#435 (Co103) Skuntank
#241 (Co126) Miltank	#324 (Mo096) Torkoal	#438 (Mo129) Bonsly
#246 (Mo102) Larvitar	#325 (Co007) Spoink	#439 (Co113) Mime Jr.
#247 (Mo103) Pupitar	#326 (Co008) Grumpig	#441 (Co138) Chatot
#248 (Mo104) Tyranitar	#327 (Mo131) Spinda	#443 (Mo006) Gible
#261 (Mo044) Poochyena	#328 (Mo003) Trapinch	#444 (Mo007) Gabite
#262 (Mo045) Mightyena	#329 (Mo004) Vibrava	#445 (Mo008) Garchomp
#263 (Ce012) Zigzagoon	#330 (Mo005) Flygon	#446 (Ce138) Munchlax
#264 (Ce013) Linoone	#333 (Mo139) Swablu	#447 (Ce062) Riolu
#270 (Mo055) Lotad	#334 (Mo140) Altaria	#448 (Ce063) Lucario
#271 (Mo056) Lombre	#335 (Co005) Zangoose	#449 (Co048) Hippopotas
#272 (Mo057) Ludicolo	#336 (Co006) Seviper	#450 (Co049) Hippowdon
#276 (Co019) Tailow	#337 (Co012) Lunatone	#451 (Mo015) Skorupi
#277 (Co020) Swellow	#338 (Co013) Solrock	#452 (Mo016) Drapion
#278 (Co017) Wingull	#339 (Mo040) Barboach	#453 (Ce125) Croagunk
#279 (Co018) Pelipper	#340 (Mo041) Whiscash	#454 (Ce126) Toxicroak
#280 (Ce064) Ralts	#341 (Ce051) Corphish	#455 (Mo029) Carnivine
#281 (Ce065) Kirlia	#342 (Ce052) Crawdaunt	#458 (Co139) Mantyke
#282 (Ce066) Gardevoir	#352 (Ce116) Kecleon	#459 (Mo088) Snover
#283 (Ce047) Surskit	#353 (Mo122) Shuppet	#460 (Mo089) Abomasnow
#284 (Ce048) Masquerain	#354 (Mo123) Banette	#461 (Mo092) Weavile
#290 (Ce111) Nincada	#358 (Co112) Chimecho	#462 (Mo071) Magnezone
#291 (Ce112) Ninjask	#359 (Co009) Absol	#463 (Mo135) Lickilicky
#292 (Ce113) Shedinja	#360 (Co118) Wynaut	#464 (Co052) Rhyperior
#293 (Ce140) Whismur	#366 (Co141) Clamperl	#469 (Co088) Yanmega
#294 (Ce141) Loudred	#367 (Co142) Huntail	#470 (Co083) Leafeon
#295 (Ce142) Exploud	#368 (Co143) Gorebyss	#471 (Co084) Glaceon
#296 (Co095) Makuhita	#369 (Co042) Relicanth	#472 (Mo116) Gliscor
		#473 (Mo078) Mamoswine
		#475 (Ce067) Gallade
		#476 (Co094) Probopass

#479 (Mo068) Rotom	#590 (Mo053) Foongus	#673 (Ce090) Gogoat
#504 (Mo046) Patrat	#591 (Mo054) Amoonguss	#674 (Ce091) Pancham
#505 (Mo047) Watchog	#594 (Co149) Alomomola	#675 (Ce092) Pangoro
#509 (Mo042) Purrloin	#597 (Co069) Ferroseed	#676 (Ce093) Furfrou
#510 (Mo043) Liepard	#598 (Co070) Ferrothorn	#677 (Ce114) Espurr
#511 (Ce029) Pansage	#607 (Mo065) Litwick	#678 (Ce115) Meowstic
#512 (Ce030) Simisage	#608 (Mo066) Lampent	#679 (Ce117) Honedge
#513 (Ce031) Pansear	#609 (Mo067) Chandelure	#680 (Ce118) Doublade
#514 (Ce032) Simisear	#610 (Ce148) Axew	#681 (Ce119) Aegislash
#515 (Ce033) Panpour	#611 (Ce149) Fraxure	#682 (Ce129) Spritzee
#516 (Ce034) Simipour	#612 (Ce150) Haxorus	#683 (Ce130) Aromatisse
#524 (Co120) Roggenrola	#613 (Mo081) Cubchoo	#684 (Ce131) Swirlix
#525 (Co121) Boldore	#614 (Mo082) Beartic	#685 (Ce132) Slurpuff
#526 (Co122) Gigalith	#615 (Mo111) Cryogonal	#686 (Co010) Inkay
#527 (Co055) Woobat	#616 (Mo024) Shelmet	#687 (Co011) Malamar
#528 (Co056) Swoobat	#617 (Mo025) Accelgor	#688 (Co021) Binacle
#531 (Ce123) Audino	#618 (Mo039) Stunfisk	#689 (Co022) Barbaracle
#532 (Mo093) Timburr	#619 (Co003) Mienfoo	#690 (Co030) Skrelp
#533 (Mo094) Gurdurr	#620 (Co004) Mienshao	#691 (Co031) Dragalge
#534 (Mo095) Conkeldurr	#621 (Mo141) Druddigon	#692 (Co032) Clauncher
#538 (Co097) Throh	#622 (Co091) Golett	#693 (Co033) Clawitzer
#539 (Co098) Sawk	#623 (Co092) Golurk	#694 (Co046) Helioptile
#543 (Ce120) Venipede	#624 (Mo048) Pawniard	#695 (Co047) Heliolisk
#544 (Ce121) Whirlipede	#625 (Mo049) Bisharp	#696 (Co064) Tyrunt
#545 (Ce122) Scolipede	#631 (Mo105) Heatmor	#697 (Co065) Tyrantrum
#550 (Mo060) Basculin	#632 (Mo106) Durant	#698 (Co066) Amaura
#551 (Co043) Sandile	#633 (Mo142) Deino	#699 (Co067) Aurorus
#552 (Co044) Krokorok	#634 (Mo143) Zweilous	#700 (Co085) Sylveon
#553 (Co045) Krookodile	#635 (Mo144) Hydreigon	#701 (Co089) Hawlucha
#557 (Co023) Dwebble	#650 (Ce001) Chespin	#702 (Co110) Dedenne
#558 (Co024) Crustle	#651 (Ce002) Quilladin	#703 (Co124) Carbink
#559 (Ce100) Scraggy	#652 (Ce003) Chesnaught	#704 (Mo019) Goomy
#560 (Ce101) Scrafty	#653 (Ce004) Fennekin	#705 (Mo020) Sliggoo
#561 (Co090) Sigilyph	#654 (Ce005) Braixen	#706 (Mo021) Goodra
#568 (Mo074) Trubbish	#655 (Ce006) Delphox	#707 (Mo050) Klefki
#569 (Mo075) Garbodor	#656 (Ce007) Froakie	#708 (Mo061) Phantump
#570 (Mo124) Zorua	#657 (Ce008) Frogadier	#709 (Mo062) Trevenant
#571 (Mo125) Zoroark	#658 (Ce009) Greninja	#710 (Mo063) Pumpkaboo
#574 (Mo126) Gothita	#659 (Ce010) Bunnelby	#711 (Mo064) Gourggeist
#575 (Mo127) Gothorita	#660 (Ce011) Diggersby	#712 (Mo079) Bergmite
#576 (Mo128) Gothitelle	#661 (Ce014) Fletchling	#713 (Mo080) Avalugg
#577 (Co115) Solosis	#662 (Ce015) Fletchinder	#714 (Mo113) Noibat
#578 (Co116) Duosion	#663 (Ce016) Talonflame	#715 (Mo114) Noivern
#579 (Co117) Reuniclus	#664 (Ce020) Scatterbug	
#580 (Ce127) Ducklett	#665 (Ce021) Spewpa	
#581 (Ce128) Swanna	#666 (Ce022) Vivillon	
#582 (Mo085) Vanillite	#667 (Ce057) Litleo	
#583 (Mo086) Vanillish	#668 (Ce058) Pyroar	
#584 (Mo087) Vanilluxe	#669 (Ce068) Flabébé	
#587 (Co086) Emolga	#670 (Ce069) Floette	
#588 (Mo022) Karrablast	#671 (Ce070) Florges	
#589 (Mo023) Escavalier	#672 (Ce089) Skiddo	