**X247: Preparing Competitive Pokémon: Beginner and Advanced Techniques**

**Class Outline**

Teacher: Rita Fang

1) Basic overview of competitive Pokémon

2) Fundamentals of breeding

* Compatible Pokémon and egg groups
  + Gender, genderless, Ditto
* Receiving eggs from the Day Care
  + Probability depends on whether or not they are the same species and if they have the same trainer ID
* Hatching eggs as quickly as possible
  + Flame Body/Magma Armor, Hatching O-Power
  + Infinite cycling loops

3) Breeding Natures

* Use the Everstone to grab a nature off of a Pokémon and pass it down to the offspring you want
* Waiting for the nature you want to randomly pop up is infuriating

4) Egg moves

* Definition: moves known as soon as the egg hatches, gotten from the parents
* Chain breeding moves
  + Examples: Breloom (Focus Punch), Aegislash (Wide Guard)

5) Standard Breeding for IVs

* Destiny Knot: 5 IVs from the child will be from the parents (each one can come from the mother or the father)
  + One IV will be randomized, 1-31
* Keep swapping out children to build up IVs over successive generations (inbreeding ftw!)
  + Ex: Honedge with physical attacker IVs
* The Judge will tell you which IVs are perfect
* Note: You may run into Pokémon that prefer having 0IVs in a stat
* Use high-IV Dittos and Pokémon found over Wonder Trade to speed up the process

6) Advanced Breeding: Time Machine

* Takes advantage of how the RNG generates eggs
* Get two parents with unique IVs and get (or calculate) their stats at level 50 with a certain nature
  + Magikarp is best, due to the extremely short egg cycle (6)
  + You can go to the Battle Institute, which will automatically set the participant’s levels to 50, or use an online calculator
* Save, then breed those parents w/ a Destiny Knot and Everstone combo, then hatch the egg
* Go to the Battle Institute and check the child’s stats at level 50
* Match child’s stats to the corresponding parent (one should come from neither) and build the gene map
  + If more than one stat doesn’t match up, you might not have attached an Everstone properly
  + If no stats match up, the randomized stat matches the IV of one of the parents’; use another pair to figure it out, or just YOLO it
* Reset the game
  + If you want to use the gene map, swap out the parents
  + If you don’t want to use the gene map, reject the egg, save, and then test the next egg
* Note: Gendered gene map is produced independently of the genderless gene map, use Rotom to test genderless gene map
* Can test what gender, if the hidden ability will pass down
* Time Machine is slow, standard breeding is wasteful