

Pokemon Let's Go Zombielocke RedT Challenge

RULES

- You may only catch one Pokemon per Route/Cave of your choice unless one engages you then you must catch that one, if the engaged Pokemon flees you may not catch another.
- Dupes Clause is in effect, which means you do not count any encounter against any Pokémon whose species you have already caught, which is usually determined by the Poké Ball symbol by their HP bar.
- When a pokemon faints, a revive can be used to turn the fainted pokemon into a "Zombiemon". A Zombiemon will be indicated by a capital letter "Z" at the beginning of its name.
- A Zombiemon is a fainted pokemon that if gets KO'ed again, dies for good.
- A Zombiemon cannot be healed by normal procedures, other healthy pokemon must be "sacrificed" to the respective Zombiemon in order fully heal it.
- When a healthy pokemon is "sacrificed", it is considered dead and has to be released or boxed permanently.
- Ghost types cannot become Zombiemons.
- Zombiemons cannot have recovery moves.
- Zombiemons cannot be boxed unless it's dead. (Like, dead dead)
- Zombiemons cannot hold items.
- You may catch a shiny if it appears. But if a Pokemon was previously caught in the area it appears you must send the other Pokemon to professor Oak in order to use the Shiny or store the shiny and never use it.
- Legendaries cannot be used, though they may be caught with purchasable balls (no Masterball).
- Nicknames are required after catching a Pokemon, you may edit the name to show how many battles the Pokemon has participated in and won (only Pokemon that are active in battle can add this).
- Blackout/ whiteout means you must restart the game.
- Soft resetting is forbidden and the game must be closed after each save (this is due to the way the switch puts the game in sleep mode and can hold combos etc, potentially abuse able).
- Awakening Values are permitted.
- Receiving Pokemon from trainers and using them is permitted
- Snorlax and any other mandatory Pokemon are not considered part of the Pokemon on the route and are usable.
- Trainers will name their rival the following:
 - Shiwonkhan to name Saazbaum, Saazbaum to name Supers and Supers names his Shiwonkhan.

Optional Voted In Rules

-Each trainer is allowed 2 trades.

-You MAY train 1 pokemon at the daycare, only 1 time. When removed daycare is closed.

-Cannot evolve Pokemon but can catch evolved versions of Pokemon. You can evolve Pokemon through trades and use them.

Some Road Blocks

- Pewter Gym – You must have a grass type to compete in the gym
- Fushcia Gym _ You must be level 50
- Once 30 pokemon are captured you can obtain the ability to check your Pokemon's stats from the Aide in Vermillion