

# Snorlaxeon's Pokemon Breeding & Training Guide for Noobs (Gen 6)

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## Introduction

### Starting Notes/ Disclaimer

- This document does not go into great technical detail of team selection or planning, but is a detailed enough overview to help “noobs” get into breeding and training, and assist them in being the next regional VG champion. A different Guide will be made for the “Why” of a team where this is the “How” Guide.
- All Base Stats, IVs and EVs are affected by the level of the Pokémon so the values discussed in this document are based on level 100 Pokémon. More on this later.

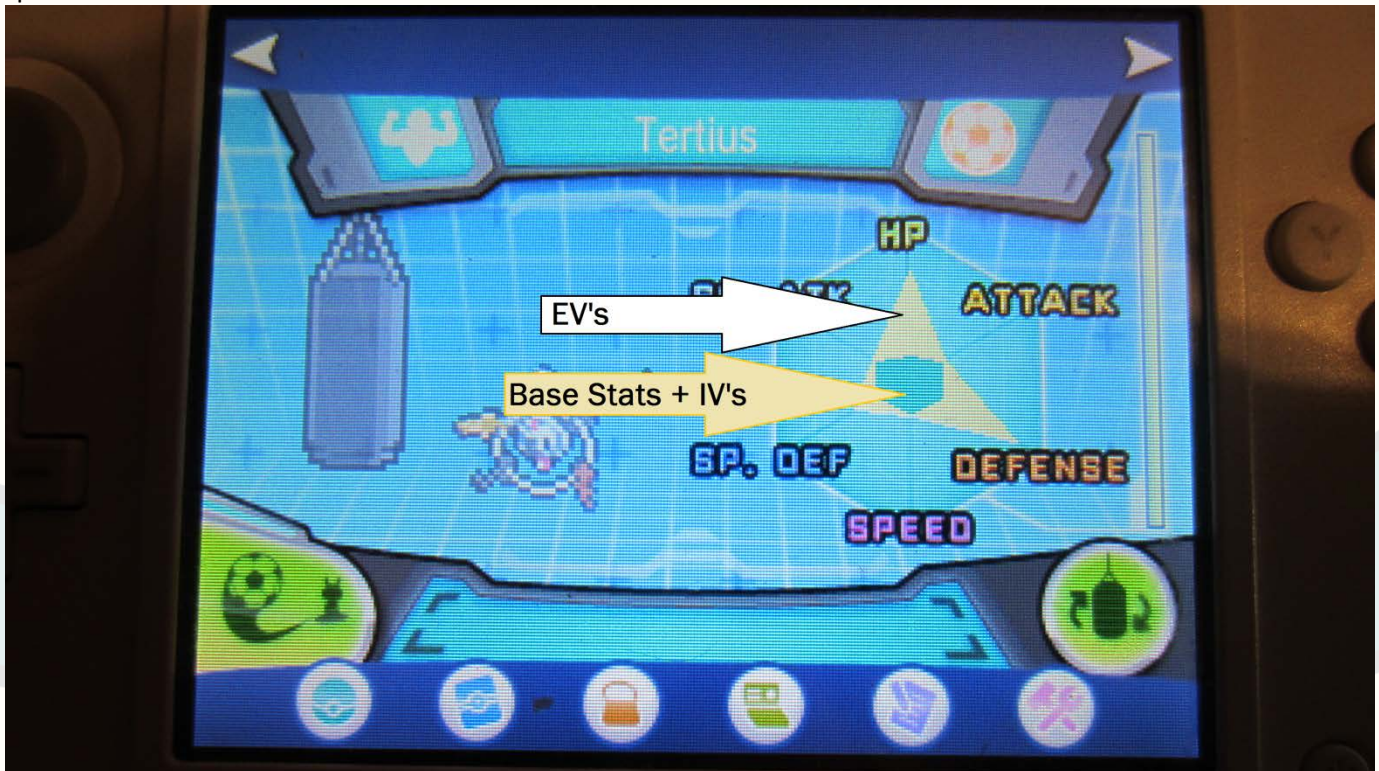
## Pokémon Stats

### Base Stats

The basic attributes that make Pokémon different from each other are called the Base Stats.

- Health Points (HP) determines how many hits a Pokémon can endure before fainting.
- Attack (Atk) determines how much damage a physical move can do.
- Defence (Def) determines by how much an opponent's physical move is reduced before it strikes and causes damage.
- Special Attack (Sp.Atk) and Special Defence (Sp.Def) are similar to Attack and Defence but boosts and counters Special Attacks.  
*(Physical and Special Attacks can be compared to Melee and Ranged attacks in classical Role Playing Games.)*
- Speed (Spd) determines the order in which Pokémon attack during a battle: A Pokémon with higher Speed normally attacks first.

Each of these has a value assigned into it depending on the type of Pokémon it is and every Pokémon of the same species has the same set of base stats.

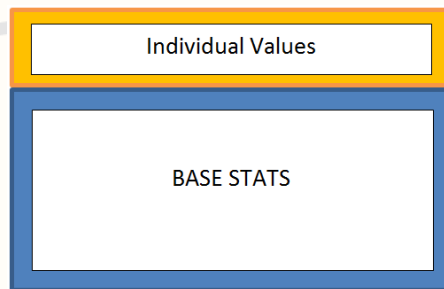


The dark area is comprised of the Base Stats and IVs together. The Light area and bar on the right indicate EVs.

## Pokémon Individual Values (IVs).

These are stat values that get added to your Base Stats and range from 0 to 31. Every Pokémon has IVs in each stat and the combination of these is the reason why two untrained Oddish are different from each other. A value of 0 means that 0 points added to the base stat where 31 means that there are+ 31 stat points added to the base stat (at LVL100).

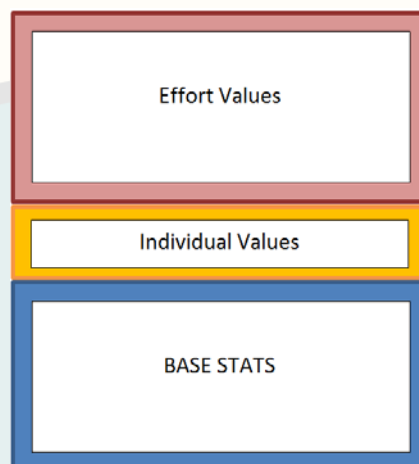
In general: The higher the IV, the better the Pokémon. There are exceptions to this rule. If your chosen Pokémon won't be using any Sp.Atk moves then it does not need to have 31 in that stat. If you want to use the move Gyro Ball or if you want to use the Trick Room strategy, a low Spd stat might be required.



*\*Stacking them like this is not entirely how it is calculated but it will suffice for our purposes.*

## Pokémon Effort Values (EVs).

For every Pokémon you defeat they will yield an Effort Value point to the Pokémon that faced in in battle. This is what makes your Pokémon better than the rest. Different EVs are yielded by different Pokémon and this is useful during gameplay because your party Pokémon become stronger than their wild counterparts and allows players to take out a pesky Gym Leader or defeat the Elite Four. 1, 2 or 3 EVs can be yielded depending on the Pokémon defeated. This can be used to train Pokémon even further. EVs will be discussed in more detail in the EV-Training Section.



*\*More Visual Aides.*

## Pokémon Breeding

### Items and basic knowledge needed for Pokémon breeding.

#### *Pokémon Natures*

As you probably noticed, in the Pokémon summary they have Natures listed. Every Nature increases one stat set by 10% while decreasing another by 10%. Choosing the correct Nature is paramount to making a winning team. For example, if you are making a Pokémon which will be using a lot of Sp.Atk moves but which you need to be slow because of Trick Room, it will be a great candidate for the “Quiet” Nature. In the summary window, the increased stat is indicated in red and the decreased stat is indicated in blue. HP is not affected by Natures.

Increased stat ↑ & Decreased stat ↓					
	↓Attack	↓Defense	↓Sp.Atk	↓Sp.Def	↓Speed
↑Attack	<i>Hardy</i>	<b>Lonely</b>	<b>Adamant</b>	<b>Naughty</b>	<b>Brave</b>
↑Defense	<b>Bold</b>	<i>Docile</i>	<b>Impish</b>	<b>Lax</b>	<b>Relaxed</b>
↑Sp.Atk	<b>Modest</b>	<b>Mild</b>	<i>Serious</i>	<b>Rash</b>	<b>Quiet</b>
↑Sp.Def	<b>Calm</b>	<b>Gentle</b>	<b>Careful</b>	<i>Bashful</i>	<b>Sassy</b>
↑Speed	<b>Timid</b>	<b>Hasty</b>	<b>Jolly</b>	<b>Naive</b>	<i>Quirky</i>

#### *Destiny Knot*

This held item makes it so that if two Pokémon are bred, 5 of their IVs (randomly from each parent) will carry down to the offspring. We can with the use of multiple generations of breeding to build up on the IVs. Obtainable from Maid in Cyllage City Hotel or Beauty in Lumiose City.

#### *Everstone*

This held item ensures that the holder’s Nature is carried over to the offspring. Obtainable from Scientist in Geosenge Town or randomly from wild Geodude, Roggerola or Gravelers.

#### *Flame Body/ Magma Armor*

Having a Pokémon with this Ability in your party, will reduce the amount of steps needed to hatch an egg. Getting a Big Pecks Fletchling in route 3 will be ideal because it will evolve into Talonflame with Flame Body.

#### *Friend Safari (FS)*

Every Pokémon caught in FS will have a guaranteed minimum of 2 Perfect IVs. This will be the source of our IVs that we breed into our desired Pokémon. Don’t worry if the Pokémon you want isn’t in any of your FS’s.

#### *Egg groups*

All Pokémon fall within one or two egg groups where any two Pokémon of the same group can breed and the offspring will be the mother’s type. A Wailord (Male) and Skitty (Female) will produce a Skitty egg. This is where FS Males will be the fathers of your winning team. Ditto’s can breed with anything except Nidorina, Nidoqueen and Legendries. A link to Egg Group lists are at the end of this document.


### Day-care sayings (More Advanced Stuff)

Not all Pokémon have the same chances of producing an egg but the day-care man will let you know what your chances are. He will say one of four things:

- Same species, different IDs:** "The two seem to get along very well." ~70% chance of an egg.
- Same species, same IDs:** "The two seem to get along." ~50% chance of an egg.
- Different species, different IDs:** "The two seem to get along." ~50% chance of an egg.
- Different species, same IDs:** "The two don't seem to get along very well." ~20% chance of an egg.
- Not Compatible** "The two prefer to play with other Pokémon..." ~ 0% chance of an egg.

The first four of these responses will yield eggs if enough steps are taken so just keep trying (Or get Ditto's from someone else).

### Checking for Perfect IVs

In the Pokémon Center in Kiloude City is a purple haired man that will judge your Pokémon. If he lists stat names and ends it off in "Stats like those... They simply can't be beat! That's how I judge it." You have perfect stats in those areas. Many breeders and trainers use the markings of the Pokémon to indicate which stats are perfect. They are used in the following order: HP Atk Def Sp.Atk Sp.Def Spd. You can use this method as well. In the Summary screen of the Pokémon you can edit and view these symbols.  The darkened symbol indicated a perfect IV in that stat where the greyed out symbol indicates that the stat is not perfect.

### Judge Quotes (More Advanced Stuff)

There are two parts to his response to judging a Pokémon.

Part 1: When all the IVs are added together they can range from 0 to 186 (6x0 to 6x31).

"This Pokémon has <Potential> overall."

Potential	Total IV's
decent	0 to 90
above average	91 to 120
relatively superior	121 to 150
outstanding	151 to 186

Part 2: The second part indicates which stat point is the best (Maybe multiple ones if there are two or more equally good stat points) and he'll mention them by name. His last sentence indicates where the highest stat point lies,

Potential	IV Range
"It has rather decent stats, I'd say. That's how I judge it."	<b>0-15</b>
"It's definitely got some good stats. That's how I judge it."	<b>16-25</b>
"This Pokemon has some fantastic stats. That's how I judge it."	<b>26-30</b>
"Stats like those... They simply can't be beat! That's how I judge it."	<b>31</b>



## Breeding

- **Species**  
All offspring are of the same species as the “mother” Pokémon. If you breed using Dittos, the offspring will be the same type as the non-Ditto parent.
- **Nature:**  
If you have a Ralts/Arba with the Nature you want AND it has the Synchronize Ability, put it in the first slot in your party (fainted or not) and you stand a 50% chance of encountering a wild Pokémon with that Nature. I’m not a fan of this method so I went to Pokémon Village (and later to Friend Safari) and caught a Dittos for their Natures.  
Give an Everstone to the Pokémon whose Nature you require (before breeding) to ensure that the Nature passed on to the offspring. This will generally be given to the Ditto first and then to the first Female egg which will be the first of our line of mothers.
- **Abilities.**  
Pokémon have abilities and for every species it is normally one out of two possible abilities. For example, a Pangoro will either have Mold Breaker or Iron Fist as its Ability. Hidden abilities are a special 3<sup>rd</sup> type of Ability that a Pokémon can have under the right conditions (Scrappy for Pangoro). Once bred or caught, a Pokémon cannot change its Ability. One of the basic abilities occurs 20% of the time where the mother’s Ability has an 80% chance of being passed on. If you are breeding with a Ditto, a Male Pokémon has a 60% chance of passing on the Hidden Ability, if it has the Ability. This only works if bred with Ditto. Hidden Ability Pokémon can occur within horde battles and in Friend Safari: use a Pokémon with the moves Entertainment, Worry Seed or Skill Swap which will allow you to see the Abilities of the Horde and FS Pokémon one at a time.

## Actual Breeding.

- **Step 1** Breed the initial mother with the Nature you require. If you require the Hidden Ability, she has to have this too.
- **Step 1a** More advanced stuff, see next page.
- **Step 2** Give the mother the Everstone and the Father from a compatible egg group the Destiny Knot (Friend Safari Males or Dittos would be the best for this job). Make sure that the required IVs are present in one or both of the parents. Run, skate or cycle up and down in front of the Day-care on route 7, after depositing your Pokémon in there, and wait for the Day-care man to turn around and reward you with an egg. Do this a few times to get a bunch of Eggs.
- **Step 3** Cycle up and down route 7 (or in circles in Centrico Plaza) to hatch your eggs. Don’t forget your Flame Body Ability Pokémon to reduce the hatching steps and hatching O-Powers will also be handy for this exercise. After hatching, fly off to Kiloude City to check and use the marking system mentioned before to identify the Pokémon IVs for easy identification later.
- **Step 4** If you have a Female Pokémon with more IVs than its mother and with the right Ability (the Nature will be correct by default) make it your new Mother and proceed from **Step 2** again. Don’t forget to swap the Everstone to your new mother and the Destiny Knot to a more suitable father.

## Ditto Breeding.

- This works exactly the same as above but in this case the FS Ditto will always be the “Father” with the Destiny Knot and the Pokémon takes the role of the “Mother”, regardless of its actual gender.

**NOTE:** This can be difficult in the beginning but as you build up your pool of Male Pokémon (that you can breed with your future projects) it will take less and less time. Do not disregard all the Males you get.

### **Example:**

I bred a Male Prankster Ability Klefki with a Ditto with a Calm Nature. I had the correct Female Klefki by my 3<sup>rd</sup> Egg. I then used a Male Mawile. They are both in the fairy egg group and the Mawile had 5 perfect IVs in the stats I required, which made it a suitable father. I kept it as my only father and only swapped out the Female Klefkis until I had one with all the required IVs. I ended up with 3 perfect Klefkis in that last batch of eggs.

### **Items and basic knowledge needed for Pokémon breeding. (More Advanced Stuff)**

#### ***Egg Moves***

As you progress with breeding you might want to become adventurous with specific moves that the Pokémon has to know too. Many Pokémon can use moves that they do not naturally learn. They can be taught by a TM or via breeding (like giving Iron Tail to Charmander).

- **Step 1a** Get a Female with the Nature and Ability you want and give her the Everstone. Make sure the compatible Male has the desired egg move. Breed until you have a suitable candidate which will have the egg moves if it can be learned. Should you require more than one egg move onto a Pokémon just repeat this step with the new baby as your new mother (don't forget the Everstone). Proceed to **Step 2**. The egg moves will stack onto the babies and basic moves like Tackle and Growl are over written. Both Males and Females will pass on egg moves.

**Example:** Clawitzer can pass the move Aura Sphere to Squirtle.

Any moves that a Pokémon knew via breeding or levelling can be taught to it again by the Move Reminder in Dendemille Town (at the cost of one heart scale). HM and other moves can be unlearned from the Move Deleter in the same town.

Chain Breeding might be required to breed a move onto a Pokémon which doesn't have any compatible Pokémon in their egg group that learn the move naturally through levelling. It will need to be bred from egg group to egg group onto the needed Pokémon. Switcheroo Noivern springs to mind here: The move has to be bred from Inkay → Corphish → Archen → Noibat. There is an Egg Move Calculator in the Links Lektion to help you out.

#### ***Power Items (More Advanced Stuff)***

These can be used to breed Pokémon with 5 perfect IVs, very successfully. Power Items gives a 100% chance that a specific IV stat, from the parent holding the item, will pass down to the egg. Destiny Knot and a power item does mean that Nature-assurance is sacrificed but it does decrease the breeding process time. This is a brilliant way of creating egg-group fathers with high stats. Obviously your initial mother does not have to have your required Nature if you are using this method.

Item	Stat
Power Weight	HP
Power Bracer	Atk
Power Belt	Def
Power Lens	Sp.Atk
Power Band	Sp.Def
Power Anklet	Spd

## Pokémon Training (Using hordes and ignoring all vitamins)

### Items and basic knowledge needed for Pokémon training.

#### *EVs (Effort Values)*

Every Pokémon has the potential to acquire to 510 EVs spread out amongst its stat points. A maximum of 252 EVs can be placed into a stat at which it is also capped. Training beyond this point will have no adverse effect except maybe wasting time. It used to have a max of 255, up to Generation 5. The possible maximum of 510 usable EVs can be obtained. At level 100 every 4 EVs is equals to 1 IV. This means that you can gain an additional 63 “IV” points in a stat.

#### *Exp.Share*

This allows all the Pokémon in your party to share experience gained from a battle but also gives every Pokémon in your party the yielded EV. This allows for the Pokémon you are training to not even go into battle.

#### *Macho Brace*

This doubles the amount of EVs gained during battle. This item can be found during the game after obtaining the move Rock Smash.

#### *Power Items*

Power Items add 4 IVs into a specific stat after battle (depending on the item used). They can be obtained by redeeming Battle Points earned at the Battle Maison.

Item	Stat
Power Weight	HP
Power Bracer	Atk
Power Belt	Def
Power Lens	Sp.Atk
Power Band	Sp.Def
Power Anklet	Spd

#### *Pokérus (Pokémon-Virus)*

A contagious virus that improves your Pokémon’s training potential. Pokérus doubles the amount of total EV point’s gained by the Pokémon during battle and essentially halves training time. The calculation is [EV Yield + Item used] x 2. Pokérus is easily obtained by GTS or Wonder Traded. It is contagious and will infect Pokémon adjacent to the infected Pokémon, in your party. Placing an infected Pokémon into PC-Storage does stop the Pokérus, on that Pokémon, from curing itself and allows for future infections. Boxed Pokémon cannot infect others while boxed. Pokérus does get cured by itself after a few days but the double EV points effect will remain on the cured Pokémon.



*Active Pokérus*



*Inactive/Cured Pokérus*



## Pokémon Hordes

When using Sweet Scent in a grassy area or cave (Oddish Route 6 or Combee on Route 4 learn this move naturally) will always give 100% chance of a horde attack unless there is rain, snow or a sandstorm. 5 Pokémon mean you get **5 times the number the EVs yielded**. Using moves like Earthquake and Surf will knock them out in one shot (if the Pokémon doesn't have a Sturdy Ability). Gyarados, Blastoise, Nidoking and Snorlax are just a few of the quake/surf Pokémon out there. A list of moves, that hit more than one Pokémon at a time and will knock out Hordes in a foul swoop, will be at the end of this document.

## Horde Locations

My favourite ones are in white. Run away from mixed hordes: your EVs won't add up otherwise.

Yield	1 EV	Horde Location	2 EV	Horde Location
HP	Gulpin	Route 5	Lickitung	Victory Road
	Whismer	Connecting Cave		
Atk	Scraggy	Route 7	Trevenant	Route 20
	Bellsprout	Route 14	Weepinbell	Route 19
Def	Nosepass	Route 10	Durant	Terminus Cave
			Miltank	Route 12
Sp.Atk	Spinda	Route 21	Roselia	Route 7
	Psyduck	Route 7		
Sp.Def	Hoppip	Route 7	Heatmor	Route 18
			Lombre	Pokémon Village
Spd	Wingull	Route 8	Floatzel	Victory Road
	Yanma	Route 10		

## Avoid Mixed Hordes

## Consolidation

EV Yielded	1 EV	2 EV	3 EV
Pokerus	2	4	6
Pokerus+Macho Brace	4	8	12
Pokerus+Power Item	10	12	14
<b>Hordes x 5</b>			

Example: Pokérus + Macho Brace + Horde +1 EV yield per Pokémon = 20 EVs

## Actual Training

- **Step 1** Choose your method of training. Give items + Pokérus to the trainee and have EXP share active.
- **Step 2** Choose your training spot and go there, be sure to take your surf/earthquake attacker and Sweet Scent Pokémon too.
- **Step 3** Keep diligent score of how many EVs you've taught the Pokémon.
- **Repeat until done.**

## Items and basic knowledge needed for Pokémon training. (More Advanced Stuff)

### What if my Pokémon has the wrong EVs in a stat?

There are 6 Berries in the game that actually reduces a Pokémon's EVs, 10 at a time. They can be obtained from trade or mutations. A full berry guide listed in the links

- |          |         |        |         |
|----------|---------|--------|---------|
| - Pomeg  | HP↓     | Kelpsy | Atk↓    |
| - Qualot | Def↓    | Hondew | Sp.Atk↓ |
| - Grepa  | Sp.Def↓ | Tomato | Spd↓    |

## Useful stuff

\*Methods I like using, but they are probably not the norm or best ones out there.

### Easy way of getting Heart Scales.

Heart Scales are used to relearn moves to Pokémon, so having access to them helps a lot.

- Get a Pokémon with the Frisk Ability (Trevenant, Banette or Gourgeist will work) and teach them the move Thief.
- Use an Old Rod to fish for Luvdiscs on Route 8.
- Make sure your thief has no held item and is out front. If the Luvdisc has a heart scale, and you are informed of this, use thief and run away (or make it faint). Remove from the thieving Pokémon and repeat.

This process helps in farming any held items that wild Pokémon might hold. Most items required to be held during a trade-evolution can be obtained by this method. For a proper list look towards the link section.

### Maximising Stylish points.

We do this to get that final Hatching O-Power from Mr Bonding.

Here are a few things you can do to increase stylish points.

- Visit Lumiose Museum and listen to the audio guide
  - Make a Trainer PR Video
  - Try your luck at the Loto-ID Center
  - Get your Furfrou styles at Friseur Furfrou and yourself at Coiffure Clips
  - Buy juice at the Juice Shoppe and Galettes at the Galette Stand.
  - Take a Lumi Cab, Gogoat Shuttle and train.
  - Shoppe at the Herboriste, Stone Emporium, Pokéball Boutique\*, and Boutique Couture
  - Have a meal at all of the restaurants in town.
  - Take on the Battle institute when it becomes available.
  - Help out at hotel Richissime
  - Chat with Alexa at Lumiose Press.
- **The quickest way of doing this in my opinion: Go to the Pokéball Boutique in Lumiose City and buy 1 individual premier ball. Exit the menu structure and repeat. Do this 100x to get Max Stylish points.**

### Becoming Rich

- 1 In Lumiose City go to Café Le Wow.
- 2 Use the Prize Money O-Power.
- 3 Make sure an Amulet Coin is held by one of your first 3 Pokémon.
- 4 Do a triple battle.
- 5 Try to end each battle on the round number indicated (either 3 or 4 depending). Or earlier if you're in a hurry.

The prize money might break even or more but the Balm mushrooms (which you also get as a reward) sell for a few thousand each which will definitely land you with a lot of money.

## Links:

### Base Stats

[Base Stats List](#)

### Egg groups

[Amorphous](#)

[Bug](#)

[Dragon](#)

[Fairy](#)

[Field](#)

[Flying](#)

[Grass](#)

[Human-Like](#)

[Mineral](#)

[Monster](#)

[Water 1](#)

[Water 2](#)

[Water 3](#)

[Ditto](#)

[Undiscovered](#)

### Egg Move Calculator.

[Waiting for Seedot](#) (It, sadly, only goes up to Generation 4)

### Horde Locations

[Pokémon Horde and Moves List](#)

[Horde List according to Location](#)

### Berries

[Berry and Mutation Guide](#)

### Held Item List

[Wild Pokémon Held Item List](#)

## Sources:

[Bulbapedia](#)

[Pokémon Database](#)

[Serebii](#)

[Smogon](#)

## Getting you started

Here are a few of the Pokémon I like to battle with. Feel free to try them out.

Column1	Pokémon 1	Pokémon 2	Pokémon 3
<b>Pokémon</b>	<b><u>Garchomp</u></b>	<b><u>Gyarados</u></b>	<b><u>Rotom-Wash</u></b>
<b>Ability</b>	Sand Veil	Intimidate	Levitate
<b>Nature</b>	Jolly	Adamant	Modest
<b>Held Item</b>	Left Overs	Gyaradosite	Mystic Water
<b>Effort Values in</b>	HP 28/ Atk 240/ Spd 240	HP 204/ Atk 252/ Spd 52	HP 232/ Sp.Atk 56/ Spd 220
<b>Move 1</b>	Dragon Claw	Waterfall	Hidden Power
<b>Move 2</b>	Earthquake	Earthquake	Thunder Shock
<b>Move 3</b>	Stone Edge	Protect	Hydro Pump
<b>Move 4</b>	Swords Dance	Taunt	Will-O-Wisp

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