# CPSSMUN XIII



# Pokémon: XYZ

Rishika Hassarajani and Simarpreet Nijjer

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# Content Disclaimer

It is important to note that this background guide is based on the existing Kalos Region, Pokémon, and the fictional events and characters presented within the Pokémon universe. The imaginative elements that make this narrative possible are solely intended to emphasize the structure and goals of this committee. In consequence of this, this background guide will explore sensitive topics including environmental destruction, violence, terrorism, security, exploitation, and extremism. These topics serve the purpose of enhancing this committee's direction and engaging with delegates in formal debate. These ideas exist in this background guide for the overall success of the committee, and the actions and doings in this committee should by no means be replicated in real-world conduct.

# Equity Concerns

Bullying and discrimination are unwelcome practices at CPSSMUN. All attendees of CPSSMUN XIII will be made safe, welcomed, and appreciated, thanks to the efforts of our teacher supervisor and the Secretariat team. In the event that any CPSSMUN Staff, Secretariat, or Delegate acts inappropriately or causes discomfort, please contact our Equity Officer at cpssmodelunequity@gmail.com. This can be done at any time leading up to, during, or after the conference.

# Directors' Letter

*Dear Delegates,*

Welcome to the world of Pokémon: the Kalos region! The time has come when the fate of Kalos is in your hands. We put a lot of thought into the committee we present to you, and we are more than excited to see how you save the region. Our names are Rishika Hassarajani (Director) and Simarpreet Nijjer (Director), and we are awaiting your arrival, whether you're a trainer, gym leader, worker or performer.

Since we were young, Pokémon has been our favourite show, and still is today. The Pokémon world has always fascinated us with its creative world and deep aspects, and we hope it can inspire you the same way! As soon as we got the idea for this committee, we knew exactly what to do: make the Kalos region come to life. In this committee, you will not just be fixing Kalos physically, but also reviving what it once was. We're thrilled to see how each one of you moves forward while catching Pokémon, using abilities, and exploring at the same time.

Even if you have never even heard the term "Pokémon" before, rest assured. To succeed in this committee, we recommend reading this guide as thoroughly as possible and getting familiar with your assigned character by watching relevant episodes of "Pokémon the Series: XYZ" (Relevancy depends on each character; feel free to contact us for context). Considering this committee has 0 relevance to the game, we suggest watching the final episodes of "Pokémon the Series: XYZ", as the events in this guide are taking place after them. In Kalos, anything is possible, so be sure to come prepared, as twists and updates will strike when you least expect!

Be sure to remember, each delegate is capable of changing the direction of the entire committee either publicly with speeches, directives and solutions, or privately with mechanics, backrooms and private directives. As Mewtwo once said…

"I see now that the circumstances of one's birth are irrelevant; it is what you do with the gift of life that determines who you are."

So delegates, give it your all. Nonetheless, Kalos is desperate for every effort you can give. If there are any questions or concerns, do not hesitate to reach out to cpssmun@gmail.com. Our goal as a committee is to ensure each of you has a memorable

experience to look back on and feels proud of doing your best. Good luck, and see you in Kalos.

Sincerely,
Rishika Hassarajani (She/Her) and Simarpreet Nijjer (He/Him)

*Directors of Pokémon the Series: XYZ Committee*

# Background Information

The Kalos region is widely known for its beauty, innovation, and the amazing bond between Pokémon and their trainers. From the peaceful natural landscapes to the high-tech city of Lumiose, Kalos has been a region where harmony and progress co-exist. One of its significant features is Mega Evolution, a special evolution which works through the strong connection and trust between a trainer and their Pokémon. Mega Evolution is a temporary battle mechanic where specific Pokémon transform into a more powerful form, gaining stat boosts, new abilities, and sometimes new typings. To trigger it, your Pokémon must hold its specific Mega Stone while the trainer possesses a Key Stone (or Mega Ring). This phenomenon has defined Kalos' culture, battles, and research—becoming the symbol to represent unity and strength.

At the same time, Kalos is also protected by the legendary Zygarde, a mysterious Pokémon believed to maintain the natural balance of Kalos. Unlike other Pokémon, Zygarde exists in multiple forms, as its cells and cores spread across Kalos, monitoring the environment daily. Despite its extremely rare appearances, its role is significant in making sure ecosystems remain stable, and disruptions are kept in check. Its form moves from cells to cores to its full form. If Zygarde's behaviour is seen as unusual, abnormal, or wrong, it may lead to escalated destruction of ecosystems, environments, and balance, which reassures its importance to Kalos. However, recent history has displayed that this balance comes with caution, or can be broken. During the events of Pokémon the Series: XYZ, the region dealt with a major crisis led by Lysandre and Team Flare, a criminal organization. Their attempt to "reshape the world" into what they believed was a more perfect world was led by a plan called Operation Z. He planned to cause a mass extinction event through widespread destruction.. He intended to use an ancient, bio-energy superweapon to eradicate most of humanity. His goal was to eliminate all "selfish" and "greedy" life so the planet's remaining beauty and natural resources could be preserved for a chosen few. Luckily, he was stopped by Ash Ketchum, Serena, Bonnie, Clemont, Kalos Gym Leaders, and their allies.

Operation Z, led by Lysandre, had many phases to achieve their goal. They first captured both Zygarde cores to gain control over the ecosystems across the region. They also tricked citizens, such as Alain, into collecting large amounts of Mega Evolution Energy. This

Energy was used to power a bio-energy superweapon to control Zygarde. During the Lumiose conference, Team Flare took control of Prism Tower to control the mind of Zygarde, forcing it to unleash dangerous roots, destroying Lumiose City to accomplish Operation Z. Zygarde was unstoppable until Bonnie used her bond with Zygarde (“Squishy”) for it to break free.

Currently, after the Lumiose conference, Kalos continues to recover. While its attempts are serious, new problems have begun to emerge: Mega Stones are displaying clear signs of instability, unusual environmental changes are destroying ecosystems, and unorganized attempts to fix crises have been reported across the region. Within this uncertainty, Lysandre Labs have reappeared, publicly apologizing for their past actions and claiming to have distanced themselves from old values. The organization insists it wishes to help Kalos by using advanced technology only they are capable of using. They have been attempting to prove their new leadership, transparency and commitment.

This has divided Kalos, with some believing that Lysandre Labs should be given a second chance, arguing their resources are most important in fixing the growing crisis. Others remain skeptical, questioning whether a group harming not just the city, but also citizens' hearts, can be trusted again. As tensions rise, the recovery of Kalos does nothing but slow down; Kalos must determine the future of Mega Evolution, restore Zygarde's balance, and rebuild trust, while being careful of potential threats

# Topics of Discussion

## Topic #1: Regulation of Mega Evolution and the Role of Lysandre Labs

Across Kalos, Mega Evolution, once used as a significant expression of trust between a trainer and Pokémon, is now showing irregularities and abnormal changes. Reports from research facilities indicate that while Kalos is actively trying to fix the damage, Mega Stones are becoming unstable, which is triggering involuntary and abnormal evolutions that place a huge physical and mental strain on Pokémon. This instability is spreading stone to stone at a fast pace, which is causing Pokémon to show clear signs of stress, loss of control, and long-term harm. These ethical and safety concerns have not just been harming Pokémon; they have also reduced the performance of Gym Leaders, Performers, and Researchers alike. If left unaddressed, this instability not only threatens Pokémon activity, but also the foundation of Kalos in battle, culture, and its reliance on Mega Evolution.

In response to this growing crisis, Lysandre Labs have re-emerged, publicly apologizing for their past actions in attempts to "reshape the world." They have claimed to distance themselves from old tactics to reform. This organization now proposes to take control of Mega Stone Instability by using their energy extraction, Pokémon energy research, and advanced bio-technology, showing that it seeks redemption by stabilizing Mega Evolution and preventing further harm to Pokémon. Lysandre Labs also states that all advanced technology will be used for good research purposes, instead of its old intent. Along with this, they stated no company or researcher in Kalos has the quantity of information that they do, and without it, fixing the Mega Stones will be a challenge Kalos has never endured. This proposal has divided Kalos into two sectors. One side is skeptical about whether a group with such a destructive past can really fix the stability of Mega Stones. Meanwhile, others argue that Lysandre Labs has advanced technology no other organization can claim, and that trust is what will fix this crisis for good.

As this instability spreads, Kalos is aware of how desperately technological help is needed. It must be quickly decided whether to forget and forgive for the sake of Mega Evolution, or proceed with caution, before consequences become irreversible. Failure to provide stability in Mega Stones as soon as possible will result in corruption amongst Mega

Energy across Kalos, causing Kalos to lose its power entirely. Without Mega Evolution, Kalos will never be the same again…

## Guiding Questions

1. Should Mega Evolution continue working, have restrictions, or be suspended until its stability is ensured?
2. How can it be confirmed that Lysandre Labs is trusted to lead a region-changing issue after its past?
3. Who, if anyone, should be in control over Mega Stone regulations across Kalos?
4. How should Kalos balance urgent action with the ethical responsibility to protect Pokémon?

# Topic #2: Environmental Contamination and the Destabilization of Zygarde

Since the Kalos Region was discovered in 2013, the water has always been usable and safe for people and Pokémon, but today... Water supplies throughout the Kalos Region are becoming toxic, and tests point toward a mysterious contaminant. Bodies of water such as lakes and rivers, along with facilities that rely on water to cool equipment, are showing abnormal chemical shifts. These changes are disrupting wildlife zones and affecting towns where hundreds of people live. Officials do not yet know where it started, though clues hint at possible causes like deserted labs, abandoned facilities and even secret trials conducted by unidentified individuals.

The rivers in wildlife areas, outside facilities, and deep into villages seem to give off a purplish hue, which is present in all areas where Zygarde uses the water. In affected areas, where the air thickens and rivers slow, Zygarde stirs uneasily, its role disrupted by this contaminant, potentially caused by humans. Its monitoring systems, once steady, now flicker like faulty signals in stormy conditions. Zygarde's Cells rely on Cores in order for it to interpret the world, and without clear feedback from its surroundings, Zygarde's Cells and Cores lose any type of coordination, drifting apart without pattern or sense. Some even go silent, while others falter mid-response, as if they are deteriorating…

As Zygarde weakens, Kalos begins to weaken as well. Life forms start to degrade where they once thrived. Creatures are shifting without pattern, greenery fades rapidly, and entire areas tremble under unseen stress. This is not sudden destruction, but a slow and creeping failure  spreading through forests, rivers, and even the air itself. This situation presents a difficult choice. If humans are responsible for the damage, then intervention becomes necessary to repair what was broken. However, attempting to fix Zygarde by force may further disrupt the natural balance and how it functions. At the same time, certain factions may view its fragile condition as an opportunity to gain control of its power.

Delegates must now address both the environmental crisis and the declining condition of a Pokémon that is essential to maintaining balance.

## Guiding Questions

1. How can we be sure that the source of the contamination is not an enemy pretending to be an ally?
2. Considering Zygarde's importance to Kalos, should there be a monitor for Zygarde?
3. Should efforts focus on restoring Zygarde's health or repairing the environment first?
4. How should the committee respond to groups attempting to exploit the situation?

# Topic #3: Leadership and Governance Crisis of Kalos

As crises continue to happen, and plans keep getting destroyed, the region of Kalos is in desperate need of a unified authority capable of coordinating a region-wide response. While Gym Leaders, Researchers, and public figures have tried to act within their own specialties, these fragmented efforts have been shown to be insignificant in addressing the threats of this scale. Delayed decision-making, overlapping strategies, and a lack of communication risk making the situation worse—potentially leading to irreversible destruction not just of the environment, but of Pokémon populations as well.

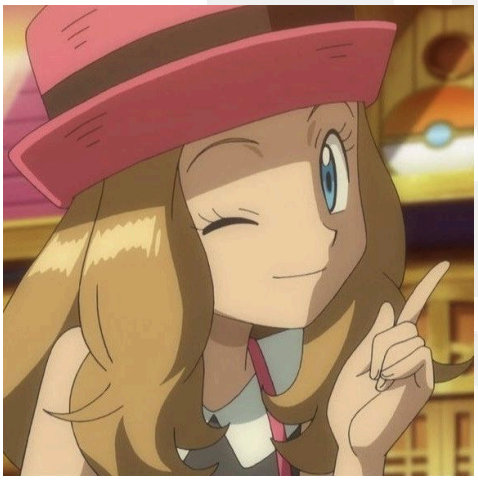
This has created a growing debate over how Kalos should be governed during times of serious crisis. Some argue that the region must make an official centralized leadership system, either through a single decisive leader or a large governing body, to ensure quick and active action. Others oppose this, arguing that concentrating power, specifically in an uncertain time, has a high chance of leading to misuse, lack of accountability, or decisions that prioritize control instead of long-term stability in Kalos. Given the recent history of Kalos, such as Operation Z, there have been questions of trust, legitimacy, and authority.

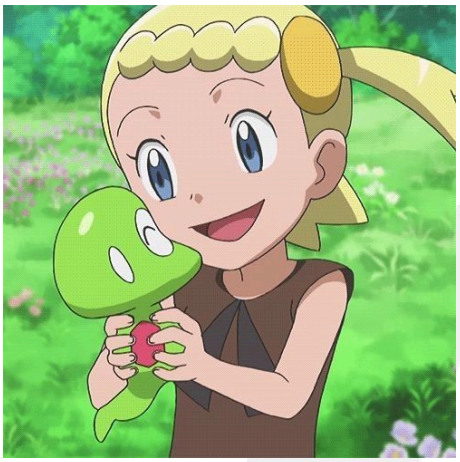
The leadership order is not just a title; it comes with clear responsibilities to protect Kalos. The order must detect threats against Kalos, coordinate with Gym leaders, organize large scale attacks, and manage the region's environment. The order is selected with voting, proposals and  of course, Pokémon… If no clear leadership order is established, Kalos risks becoming an unstable and disorganized region due to the urgent need to assess threats, organize Mega Evolution, and make long-term decisions. If too much power is placed in the hands of those who are not capable, the consequences may lead to the Kalos region's downfall in the economy, mega evolution, and wrongful leaders. The region is in your hands. Will you give Kalos the light it once had with a deserving leader, or be the reason for its demise?

## Guiding Questions

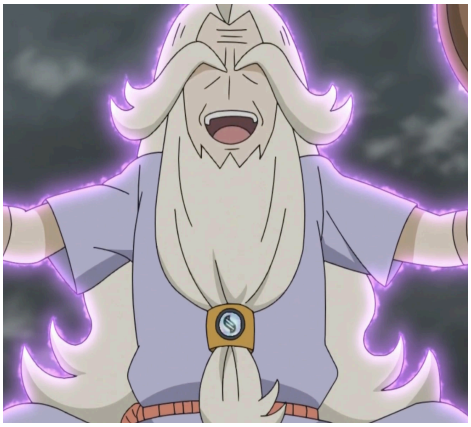
1. Should Kalos appoint one leader, or establish a council to manage the crisis?
2. What criteria should determine who is granted authority at which time?
3. How can Kalos ensure accountability while still allowing for swift decision-making?
4. What risks arise if leadership is either too weak or too centralized?

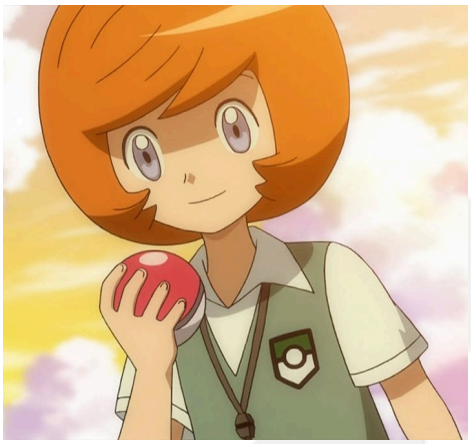
# Character List

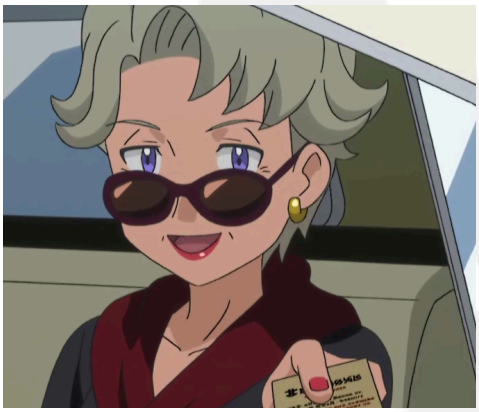
| | |
|---|---|
| **Ash Ketchum**<br> | Ash Ketchum is a strong-willed Pokémon trainer from Pallet Town and is aiming to become a Pokémon Master. He values trust, friendship, and strong bonds with his Pokémon, often choosing cooperation over force. Ash is the only one in the Kalos region to have a phenomenal bond with a Pokémon, which increased its strength and connection (Ash Greninja). Ash often believes decisions come with huge responsibilities. However, his impulsive nature and habit of acting on emotion can lead to risky choices during stressful matters. Ash's determination is highly admired throughout Kalos, leading people to trust his judgment often.<br><br>PokéCoins: 4/10 |
| **Serena**<br> | Serena is a Pokémon Performer from the Kalos region whose dream is to become the Kalos Queen. She is kind, supportive, and emotionally intelligent, always helping others stay motivated during difficult moments. Serena believes in inspiring both people and Pokémon rather than controlling them. Her emotional attachment to others can make it difficult for her to make harsh or strategic decisions. Because of Serena's kindness and reliability, people often come to her with emotional problems. They know she can be trusted and will always be by their side.<br><br>PokéCoins: 5.5/10 |

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| **Bonnie**<br> | Bonnie is Clemont's younger sister, with a cheerful, energetic personality. She has strong emotional awareness and can form quick bonds with Pokémon. Bonnie believes in protecting Pokémon no matter the crisis and understanding their feelings above all else. Bonnie is also most trusted by the legendary Pokémon Zygarde, or as she calls it "Squishy". Sometimes, her emotionally driven personality and lack of experience can create accidental problems. Her young age also causes people to doubt her abilities. Bonnie knows how to communicate accurately with people and Pokémon; she is known for helping Pokémon's emotional and mental state improve.<br><br>PokéCoins: 2/10 |
| **Professor Sycamore**<br> | Professor Sycamore is the leading researcher on Mega Evolution in the Kalos region. He focuses on understanding the scientific causes behind excessive power growth and instability and believes knowledge is key to solving the crisis. He supports controlled and informed use of Mega Evolution. His over-cautiousness sometimes delays immediate action during emergencies. Because of Professor Sycamore's research skills, he can often find things out fast.<br><br>PokéCoins: 8/10 |
| **Diantha**<br> | Diantha is the Kalos Champion and an extremely respected leader who is responsible for maintaining regional stability. She prioritizes the safety of civilians and supports balanced, fair use of power. Diantha often supports diplomatic and controlled solutions to crises. Unfortunately, her focus on stability may lead her to support strict restrictions that others tend to oppose. Diantha has gained a lot of respect and strength, giving her a strong public influence.<br><br>PokéCoins: 8.5/10 |

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| **Korrina**<br> | Korrina is the Gym Leader of Shalour City and is the successor to the Mega Evolution lineage. She values passion, trust, and emotional connection during battle and everyday life. In the Kalos Region, Korrina is known to be a “Mega Evolution Guru”. However, her energetic personality can lead her to act without fully considering long-term consequences, causing regret. Due to Korrina's energy and knowledge, people ask her about Mega Evolution daily, which increases her knowledge day by day.<br><br>PokéCoins: 7/10 |
| **Steven Stone**<br> | Steven Stone is the Champion of Hoenn and an expert in rare stones, including Mega Stones. He brings an extensive amount of knowledge and a strategic mindset to the committee. Steven believes in understanding root causes before jumping to conclusions. He has a calm and analytical personality, which can make him seem detached from people and emotions. Because of Steven Stone's understanding, he is good at breaking things down to find deep meanings.<br><br>PokéCoins: 7.5/10 |
| **Shauna**<br> | Shauna is a friendly and optimistic trainer who values teamwork and cooperation. She prefers peaceful solutions and works to keep morale high among others. Shauna believes unity is the best way to overcome challenges. However, her lack of competitiveness may limit her effectiveness in competitions and intense situations. Because of Shauna's cooperative energy, she is easy to work with and thinks quickly in a group.<br><br>PokéCoins: 5.5/10 |

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| **Sawyer**<br> | Sawyer is a highly analytical trainer who learns quickly through observation and experience. He focuses on strategy and adapting to new situations, making him a strong problem-solver. Sawyer admires Ash's determination the most and wants to be just like him. Although Sawyer is not extremely knowledgeable in Mega Evolution, he has a great amount of experience. Sawyer supports logical and calculated approaches to the crisis. Yet, he often overthinks decisions and hesitates under pressure. Since he analyzes everyone's behaviour, Sawyer seems to have a stronger memory than most.<br><br>PokéCoins: 5/10 |
| **Aria**<br> | Aria is the Kalos Queen and a symbol of excellence, confidence, and influence. She inspires others because of her performances and believes in discipline and growth. Aria supports maintaining balance and control within the region. She carries so much pressure to uphold her reputation that it may affect her decisions. Because of her greater number of wins and experience, Aria has outstanding spatial awareness. Her high reputation for performances and beauty causes people to follow her opinions.<br><br>PokéCoins: 9/10 |
| **Gurkinn**<br> | Gurkinn is the master of Mega Evolution and a mentor to many trainers. He has deep knowledge of its origins and believes it should only be used responsibly. Gurkinn supports guiding and helping others rather than controlling people and outcomes. However, his passive approach may create barriers to his direct involvement in issues. Since he has deep knowledge of Mega Evolution, he is a role model for those around.<br><br>PokéCoins: 8/10 |

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| **Trevor**<br> | Trevor is a trainer who is research-focused and prioritizes data collection and analysis over intuition. He is curious and methodical, always providing valuable opinions and possibilities about Pokémon behaviour and environmental changes. Trevor believes understanding the crisis is the first step to solving it. Considering he has more experience in research, he lacks strong battle experience. Because of his methodical personality, Trevor's predictions often come true.<br><br>PokéCoins: 4/10 |
| **Nurse Joy**<br> | Nurse Joy is the fastest nurse and resource for medical support. She is the core reason for the well-being of both Pokémon and trainers. She prioritizes healing, ethics, and safety above everything else. Nurse Joy has experience with healing physically and mentally ill trainers and Pokémon, to a level no one has reached. Nurse Joy strongly disagrees with using actions that harm Pokémon. However, she does not engage in combat or direct conflict. Luckily, her occupation made her familiar with everyone in Kalos and has healed almost everyone in the region at least once.<br><br>PokéCoins: 9.5/10 |
| **Mairin**<br> | Mairin is a young trainer with a strong emotional bond with her Pokémon, specifically “Chespy” ( a Chespin that fell into a deep coma after being shown to have energy from corrupted Zygarde at Lysandre Labs). She is compassionate and determined to protect those she cares about. Mairin supports protecting Pokémon from harm caused by instability. However, her inexperience often makes her easily manipulated. Her compassion allows her to connect deeply with other trainers and understand their motivations.<br><br>PokéCoins: 3.5/10 |

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| **Alain**<br> | Alain is a powerful trainer with past connections to Team Flare (Refer to Background Information. He values strength and has amazing battle skills, especially with Mega Evolution, specifically with his Mega Charizard. Alain is conflicted between power and morality. His decisions usually shift depending on his personal beliefs and experiences. As much as it seems like Alain does not care for emotions, he would do anything to see a friend happy. His past regrets circulate around how he prioritized his friend's (Mairin) well-being. His reputation as a skilled battler attracts challengers, but his history with Team Flare causes some to question whether he can truly be trusted.<br><br>PokéCoins: 6/10 |
| **Palermo**<br> | Palermo is a strict and observant Pokémon performer scout who prioritizes discipline and growth. She scouted Aria, making her the Kalos Queen she is today. She pushes others to reach their full potential and expects high standards. Palermo supports structured and controlled approaches to power. While her methods may appear strict, her dedication to improvement helps others discover their potential.<br><br>PokéCoins: 9.5/10 |
| **Olympia**<br> | Olympia is the leader of the Anistar Gym and specializes in Psychic-type Pokémon. Olympia is known around Kalos for her calm and mystical personality. She is also famous for her ability of foresight into the future, which makes her seem more future-oriented compared to other characters. (Mostly considering her visions come out to be true.) Unfortunately, her psychic abilities make it seem like her head is always in the clouds, and not the present. Her ability to predict battles and future events gives her a unique advantage, allowing her to anticipate situations before they unfold.<br><br>PokéCoins: 8/10 |

# Committee Mechanics

## Pokémon Ability Cards

Each delegate will be assigned to one secret Pokémon ability card emailed to them, and can obtain more Ability Cards during committee. Each delegate will have at least one card, with a maximum of 5 if they are able to obtain another. These cards represent unique actions that can influence the crisis in real time.

**Ability Cards May Include:**

- Offensive actions (disrupt another delegate's plan)
- Defensive actions (protect assets, locations, or allies)
- Support actions (gather intelligence, heal, or gain assistance)

**Usage Rules:**

- Ability Cards are used by sending a crisis note to the backrooms, on why they used it, what they want to get out of it, and how they are planning to operate their plan.
- Delegates may combine Ability cards with other delegates through a JPD (Joint Private Directive)
- Delegates may only use their cards once, yet can recharge them with PokéCoins.
- The crisis staff determine the final outcome of each action
- Be as specific as possible, or things may backfire and take a turn for the worst…
- Each card will be emailed to the delegate along with a physical copy which must be given with the note written

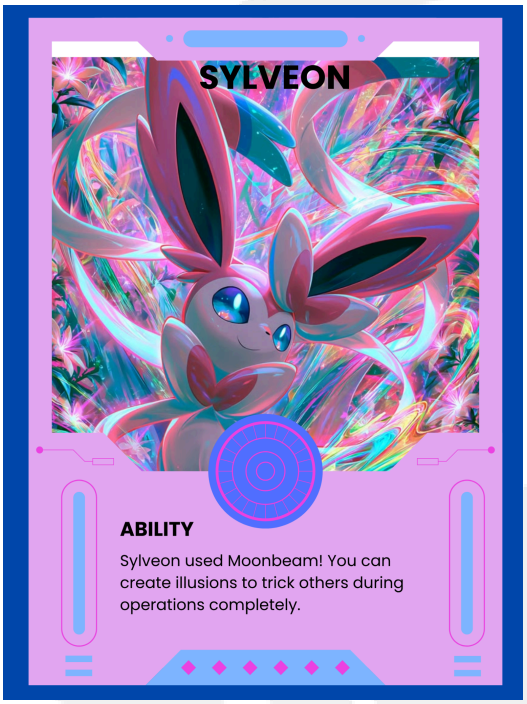
**To Obtain Another:**

- There are some Pokémon ready to obtain, and some which are in the wild and can be obtained with exploring
    - The ones that are ready to obtain are listed below
    - The ones in the wild are spontaneous, and will not be known until the time of
- In order to obtain a Pokémon, delegates need to write a crisis note on:
    - Why they want the Pokémon
    - What they intend to do

- How their plan will work

- Two delegates cannot share one Card, yet they can help each other get one (If explored together)

**Public Pokémon Ready To Be Obtained:**











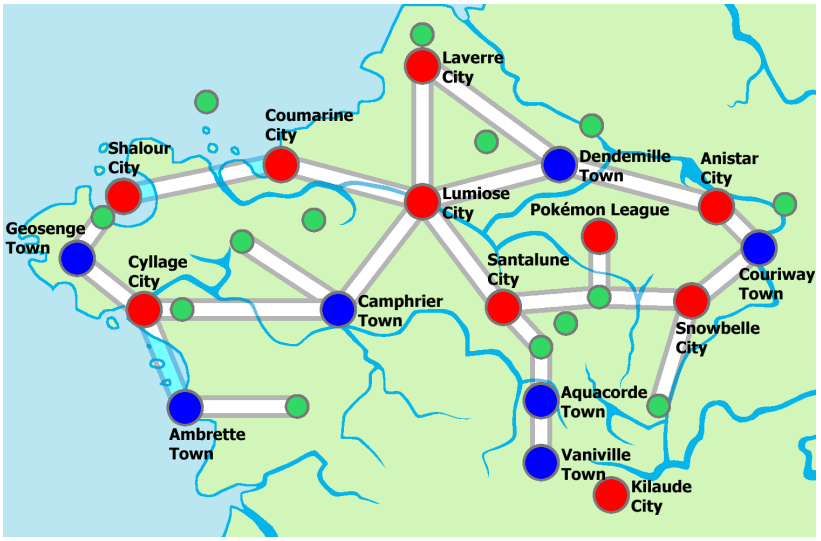

# Exploration

Delegates are not confined to debate. They may choose to "venture out" from Snowbelle City to explore surrounding areas in search of Pokémon, resources, or critical information.

**Exploration Mechanics:**

- Delegates submit a note to the backroom indicating where they want to go and what they hope to gain
- Crisis staff will respond with a detailed encounter, event, or challenge
- An Encounter: means you have found a new Pokémon (A new ability card or an ally)
    - This can be used for operations and directives
- An Event: means you have obtained valuable information or objects
    - This can include evidence, experiences, or statistics, technology, ancient artifacts, or PokéCoins
- A Challenge: means you have come across an obstacle
    - Obstacles include villains, anomalies, or physical barriers
    - These could result in PokéCoins going down or up, along with ability cards being removed/weakened
    - After the challenge is completed, depending on success or failure, a valuable lead is given
- Cities are ranked by Risk Level
- The areas in Kalos are high-risk, high reward. The riskier the area you explore, the greater the chance of failing, yet also a very valuable lead if successful.
- Don't forget: if too many people venture out, Snowbelle city is not protected!

*(You are in Snowbelle City)*



| City Name | Chance of Encounter | Chance of Challenge | Chance of Event | Risk/Reward Level |
|---|---|---|---|---|
| Anistar City | 20% | 40% | 40% | 6/10 |
| Kilaude City | 50% | 15% | 35% | 7/10 |
| Santalune City | 33% | 33% | 33% | 3/10 |
| Lumiose City | 15% | 50% | 35% | 4/10 |
| Shalour City | 30% | 25% | 45% | 8/10 |
| Coumarine City | 55% | 30% | 15% | 2/10 |
| Laverre City | 10% | 80% | 10% | 5/10 |

## PokéCoins

To explore, recharge cards, get funding, and campaign, delegates must use an in-committee currency system called PokéCoins.



**PokéCoin Functions:**

- Fund Directives
- 1/10 = 10,000 coins
- Recharge Ability cards (1 recharge per card)
- Heal captured Pokémon
- Possibly trade or exchange resources
- Betting

**Current Set Shop:**

- Recharge Card: 40,000 Coins (4/10)
- Exploring: 20,000 Coins (2/10)

**Delegates Earn Currency Through:**

- Successful actions
- Completing trials or missions
- Contributing meaningfully to committee progression
- During Events and Challenges
- Through delegate trade

## Pokémon Battle

The Debate motion is now called **Pokémon Battle**. Delegates never play battles themselves. They send orders to Crisis, and Crisis plays the battle out on Pokémon Showdown.

### Core Rules

- **Level 50, 50 EVs** for every Pokémon, unless Crisis says otherwise.
- You may only use Pokémon from the **Ability Cards you currently own**.
- Items must come from exploration, rewards, or another committee mechanic.
- **Results are final. No rerolls.**

### Battle Orders

Before any battle, send Crisis a Note with your orders. Crisis follows them as closely as possible and decides for you wherever they don't cover a situation, so vague orders can backfire.

**Include:**

- Which Pokémon you use..
- Which moves to use, and when.
- Any other specific instructions.

**Be specific.** Instead of "use the best move," write:

- "For snorlax use earthquake, if my HP is below 30, use Rest."
- "If my Pokémon falls below 25% HP, use Hyperbeam."
- "Use Protect first, then Toxic if the opponent stays in."

Orders cannot be changed once that part of the battle has been played.

### Exploration Battles

Triggered when an Encounter or Challenge leads to a fight. Your Note must state your **objective** (**defeat, catch, or escape**) along with your orders. To catch a Pokémon, you must declare it before the battle starts.

The battle ends when you reach your objective, all your Pokémon are defeated, or Crisis's own condition is met. Poor decisions may cost you Pokémon, EVs, or other consequences set by Crisis.

### Delegate vs. Delegate

1. **Challenge:** Send Crisis a Note stating who you are fighting, why, and what is at stake (reward, consequence, or issue to settle).
2. **Response:** Crisis forwards it. The opponent may **accept or decline**. If they decline, no battle happens.
3. **Preparation:** Both delegates pick Pokémon and privately send orders. Neither sees the other.
4. **Battle:** Crisis controls both teams using the orders. It ends when one side's Pokémon are all defeated or another set condition is met.
5. **Reward:** The winner receives the agreed or specified reward, such as PokéCoins, items, Ability Cards, or information.

### Public Battles

A larger Delegate vs. Delegate battle that settles a **committee-wide issue**, watched by the whole committee. It is mainly used for battles that change the outcome of the committee

- **Starting:** A delegate requests one by Crisis Note, or Crisis starts one through an event or crisis update. The Note names the opponent, the **motion or directive** at stake, and

what the winner gains. The opponent may accept or decline, and Crisis may attach a public consequence for declining,

- **Teams:** Each side uses any Pokémon from the Ability Cards they own (maximum 5)
- **Orders:** Sent privately by a deadline Crisis sets after the announcement
- **Battle:** Crisis announces both sides and the stakes, then plays the battle live presented by the staff.
- **Rewards:** Larger than in private battles, and may include a committee outcome, such as a motion passing or a directive being backed.

**Betting:**

- When public Pokémon battle occurs (Delegate vs Delegate), delegates may bet on what side will win
- Allows delegates to obtain more PokéCoins
- Everyone must put a specific amount of PokéCoins on the table that they put on the line
    - MUST put an amount if labelled as "Present and Voting"
    - Optional for those labelled as "Present"
- If side you bet on wins, PokéCoins are gained
- If side you bet on loses, PokéCoins are lost

# Glossary

**Kalos Region** - The Kalos region is one of the major regions in the Pokémon world and is also inspired by France. Kalos is known for its advanced tech, beautiful cities, Pokémon shows, and most importantly Mega Evolution. The events of Pokémon X, Pokémon Y, and Pokémon series XYZ all take place here.

**Pokémon Trainer** - A Person who catches, raises and also battles alongside Pokémon. A powerful bond between a trainer and their Pokémon is an important aspect throughout this world.

**EV's (Effort Values) -** Hidden values that Pokémon gain through battling or training, which influence how their stats develop as they grow stronger. Different Pokémon and training methods can provide different EVs, allowing trainers to specialize a Pokémon's strengths.

**Mega Evolution** - A temporary transformation that allows certain Pokémon to become much more powerful during battle. It requires a Pokémon to hold its specific Mega Stone (e.g., Blazikenite); the trainer will also have a key stone (usually inside a Mega Ring), and also needs a powerful bond between the trainer and Pokémon. Mega Evolution will increase the Pokémon's stats, change its abilities and sometimes even change the Pokémon's typing.

**Mega Stone** - A special stone that will allow one specific Pokémon species to Mega Evolve. Every Mega Evolution has its own unique Mega Stone (Eg. Lucarionite or Charizardite X or Y)

**Key Stone** - A rare stone that is carried by the trainer that activates Mega Evolution when it resonates with their Pokémons specific Mega Stone.

**Mega Ring** - A wearable accessory that contains a trainer's Key Stone and allows Mega Evolution to occur

**Mega Evolution Energy** - The energy released whenever a Pokémon Mega evolves. During Operation Z, Team Flare used this energy to power the Ultimate weapon.

**Typing or Pokémon Type** - Every Pokémon will have either one or two elemental types, which can be either fire, water, ice, grass, flying, fighting, psychic, fairy, poison, bug, electric, ground, rock, ghost, dragon, steel, or dark. A Pokémon's type determines its strengths and weaknesses against other types. Typing can change under certain conditions, such as Mega Evolution.

**Zygarde** - A Legendary Dragon/Ground-type Pokémon that is responsible for maintaining the natural balance of the Kalos Region. Unlike most Pokémon, Zygarde exists as multiple Cells and Cores that combine into different forms depending on the severity of the threat.

**Legendary Pokémon** - They are extremely rare and powerful Pokémon that are closely connected to the history, mythology, and/or natural balance of the Pokémon World

**Zygarde Cell** - One of hundreds of individual components that make up Zygarde. These Cells will monitor the environment but cannot think independently.

**Zygarde Core** - The intelligent component of Zygarde that commands nearby Cells and coordinates all of Zygarde's actions. Bonnie's companion "Squishy" is one of these cores.

**Team Flare** - The main antagonist of the Kalos region, a villainous organization led by Lysandre. Although it claimed to want a more beautiful world, they secretly planned to destroy most life using the ultimate weapon

**Operation Z** - Team Flare's plan during the Pokémon series: XYZ to capture Zygarde by collecting the Mega Evolution Energy, activating the ultimate weapon using the harnessed energy and reshaping the world through mass destruction

**Ultimate Weapon** (Bio-Energy Superweapon) - An ancient machine that was powered by Pokémon life energy that is capable of devastating destruction. As mentioned before, Lysandre attempted to use it during Operation Z

**Lumiose City** - The capital and largest city of the Kalos region. It serves as Kalos' tech center and was the main target in Operation Z

**Prism Tower** - The Kalos Pokémon League tournament where trainers around the whole region compete against each other. Team Flare launched Operation Z during this event

**Pokémon League** - The main Pokémon competition in a region. Trainers must earn all gym badges before challenging it.

**Gym** - An official battle area where trainers will challenge a Gym Leader to earn a Gym Badge

**Gym Leader** - A skilled Pokémon trainer who is responsible for running a Pokémon Gym and fighting other trainers. Gym leaders will usually specialize in one Pokémon type (E.g Clemont is the electric/ground gym leader in the region)

**Gym Badge** - A badge that's awarded to you after defeating the gym leader. Trainers will need to collect 8 before fighting in the Pokémon League

**Champion** - The strongest officially recognized trainer in a Pokémon region who has defeated the Elite Four and all challengers

**Pokémon Performer** - A trainer who competes in Pokémon Showcases by demonstrating creativity, teamwork, and elegance with their Pokémon rather than battling. (E.g Serena is one of these)

**Pokémon Showcase** - A competition where performers demonstrate their Pokémon's coordination, beauty, and overall skills. Winners will then eventually compete for the title of Kalos Queen

**Kalos Queen** - The highest title the Pokémon performer can earn in the region, after winning the master class showcase

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