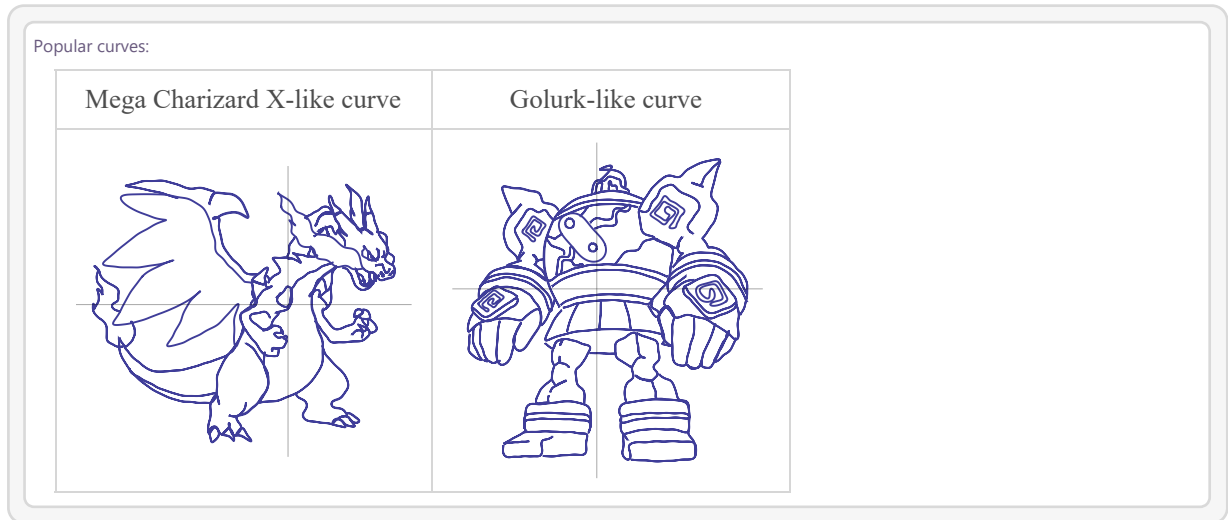


Pokémath: Group Work 11

Name _____,



The Final Battle!

This is it! The final battle with Cy from Team Cyclone! Using your many Pokemon trained based on previous battles with your rival (group works), you were narrowly able to defeat Cy's Tornadus. However, the evil Team Leader had one last trick up his sleeve: Mega Evolution! Cy throws out a Mega Charizard X at full HP, and manages to take out your starter and Gigalith easily. All seems lost...

But you have one last Pokeball in your bag! It was given to you by the Pokémon® Professor. She said it contains her favorite Pokémon® of them all... Golurk! You toss the ball and grit your teeth. Let's see if we can win!

The Pokémon®

Golurk (Ghost/Ground Type)

CP: 2029

Base: 222 atk, 154 def, 205 HP

IVs: 15 atk, 15 def, 13 HP

Fast Move: Mud Slap

Charge Move: Shadow Punch

Mega Charizard X (Fire/Dragon Type)

CP: 2475

Base: 273 atk, 213 def, 186 HP

IVs: 15 atk, 15 def, 15 HP

Fast Move: Dragon Breath

Charge Move: Dragon Claw

The Battle Simulator

Download and open BattleSimulatorPokemonGO.xlsx

1) Stats:

a) In cells A2 and A3, put the names of the two Pokemon. Let's put Golurk first so Golurk will be orange and Mega Charizard X will be blue in the graphs.

b) We need the true attack, true defense, and true HP for Golurk. In the second tab of the excel file, you will find our trusty stat calculator. Plug in Golurk's base stats and IVs. Then, identify Golurk's true attack, true defense, and true HP by matching one of the rows of the calculator to Golurk's given CP. Return to the battle simulator tab and plug the stats you found into cells B2, C2 and D2.

c) Use the third tab of the excel document to find Mega Charizard X's true attack, true defense, and true HP, and plug those into cells B3, C3, and D3.

2) Fast Moves:

a) Find the information for Golurk's Mud Slap and enter the name, power, energy, and turns in cells E2, F2, G2, and H2. **Remember to use the trainer battle version of the stats!**

b) Do the same for Mega Charizard X's Dragon Breath, but in cells E3, F3, G3, and H3.

c) For each fast move, determine if STAB is 1 or 1.2 and enter it in cells I2 and I3.

d) For each fast move, determine the type effectiveness and enter 1, 0.625, 1.6, or a product of these, in cells J2 and J3.

3) Charge Moves:

a) Find the information for Golurk's Shadow Punch and enter the name, power, and energy cost in cells N2, O2, and P2. **Remember to use the trainer battle version of the stats!**

b) Do the same for Mega Charizard X's Dragon Claw, but in cells N3, O3, and P3.

c) For each move, determine the STAB multiplier and enter it into cells Q2 and Q3.

d) For each move, determine the type effectiveness multiplier and enter it into cells R2 and R3.

e) The default is to use charge moves as soon as they become available, but timing for charge moves may be changed in O6-9 and O13-16. The default is to use the shields on the first two charge moves but shield use may be changed in Q6-9 and Q13-16. The number of bubbles for each minigame is in P6-9 and P13-16. Since the minigames are not too difficult, these numbers are 32 (the maximum bubble count) unless changed.

4) Battle!

a) In row 15, you can see that turn 1 is filled in. There are equations in these cells that automatically calculate what will happen in the battle. To find out what happens on the rest of the turns highlight A15 through J15 and fill down or copy/paste for as many turns as you like. Who wins and on what turn?

b) How can you use the calculator to find out what would happen if neither battler used shields?

“Curse you Pokémon® Trainers!” Yells Cy as the Pokepolice take him to Pokejail. You high-five your rival and your Pokemon as you prepare for your final test: Victory Road (Project 3)...