

Enter:

# Orre Colosseum

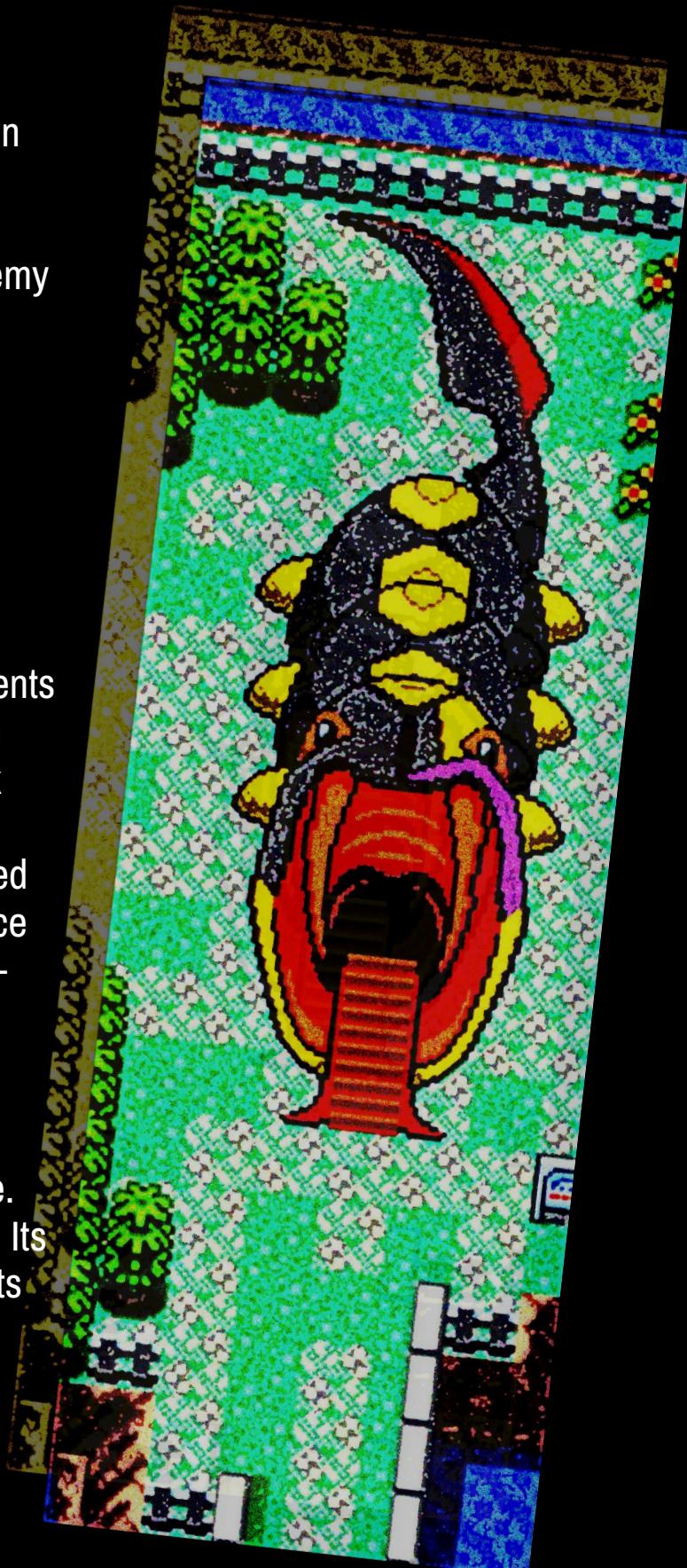
*Pokémon's  
Most Vicious  
Doubles Format*



Orre Colosseum is a format based on the gamemode of the same name from *Pokemon XD: Gale of Darkness*. *Pokemon XD* was the last game to be released in Generation 3, and Orre Colosseum is the game's final, most difficult challenge. Enemy trainers use advanced AI and highly-specialized teams. All battles are double battles, with rules that are very reminiscent of VGC, *Pokemon*'s official competitive format from Generation 4 onwards.

This format has been played before, with minor differences. Some official tournaments took place in Japan in 2005 for '*Pokemon League*'. Unofficial tournaments also took place, such as '*Corundum Cup*', which is said to have been the most highly attended unofficial *Pokemon* tournament ever. Since then however, the format saw little play — until now.

Founded in 2022, Orre Colosseum represents the first serious attempt at reviving this highly underrated metagame. So what makes Orre Colosseum special? Its metagame is wonderfully balanced, and its mechanics are completely unique.



## Enter: ORRE COLOSSEUM // Pokemon's Most Vicious Doubles Format



The best Pokemon in the metagame, Metagross, Zapdos, Latios & Latias, form a rock-paper-scissors dynamic. They are the format's center of gravity.

Metagross is the format's most threatening offensive presence, thanks to its Steel typing, immunity to stat drops, and unmatched damage output via moves such as Meteor Mash, Earthquake and, of course, Explosion.

### Explosion

As Metagross uses 'Earthquake' and 'Explosion' to cause damage, it is vulnerable to moves that reduce its Steel typing. Latios and Latias are the best options to use against Metagross, as they are immune to Steel typing and can use their own powerful moves to deal with it.

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#### Metagross @ Lum Berry

**Ability: Clear Body**

**EVs: 4 HP / 252 Atk / 252 Spe**

**Jolly Nature**

- Meteor Mash
- Earthquake
- Explosion

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**Latios (M) @ Cheri Berry**

**Ability: Levitate**

**EVs: 4 HP / 252 SpA / 252 Spe**

**Timid Nature**

**IVs: 0 Atk**

**– Dragon Claw**

**– Psychic**

**– Calm Mind**

**– Protect**

The Lati twins are the format's most versatile and effective special attackers, with a vast offensive and supportive movepool that allows them to fulfill a variety of roles.

**Latias (F) @ Leftovers**

**Ability: Levitate**

**EVs: 252 HP / 4 Def / 252 Spe**

**Timid Nature**

**IVs: 0 Atk**

**– Reflect**

**– Protect**

**– Thunder Wave**

**– Dragon Claw**

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Zapdos is the most reliable defensive piece in the format, and one of the most effective Metagross counters.

### Zapdos @ Magnet

**Ability: Pressure**

**EVs: 4 HP / 252 SpA / 252 Spe**

**Timid Nature**

**IVs: 2 Atk / 30 Def**

- Thunderbolt

- Hidden Power [Ice]

- Substitute

- Detect

### Raikou @ Lum Berry

**Ability: Pressure**

**EVs: 4 Def / 252 SpA / 252 Spe**

**Timid Nature**

**IVs: 0 Atk**

- Protect

- Thunderbolt

- Crunch

- Calm Mind

### Marowak @ Thick Club

**Ability: Lightning Rod**

**EVs: 196 HP / 236 Atk / 76 Spe**

**Adamant Nature**

- Protect

- Earthquake

- Bonemerang

- Hidden Power [Ghost]

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**Gengar @ White Herb**

**Ability: Levitate**

**EVs: 64 HP / 180 Atk / 12 SpD / 252 Spe**

**Jolly Nature**

- **Protect**
- **Explosion**
- **Swagger**
- **Curse**

When a Pokemon faints, its replacement is sent in mid-turn, adding notable strategic depth. This mechanic is wholly unique to Generation 3 double battles. Many, many Pokemon can be used, and have been used, effectively. There is a sense of endless discovery. Battles are intense, fast-paced, psychological, fun and explosive (literally). There are many different ways to approach the game, and your individual preferences will shine through in your team choices, and in your playstyle.

## Enter: ORRE COLOSSEUM // Pokemon's Most Vicious Doubles Format

Orre Colosseum is by far my favorite competitive Pokemon format. And competitive Pokemon is probably my favorite competitive game. It is a game that rewards creativity through the teambuilding process. And the battles reward dynamic, intense, confident decision-making. The complexity is high, but it can be broken down. Pokemon exists somewhere on a spectrum between chess and a fighting game. It is not a turn-based game. Both players choose their action, and then they happen simultaneously. There is no room for sterile or passive play.

Is it "luck-based"?

No. Over the course of a best-of-3 or best-of-5 set, you are consistently given opportunities to make key decisions and swing the momentum in your favor. By the end of it, the better player will come out on top.



# Battle. It. Out.

We are also dedicated to exploring numerous other formats, highlighting lesser used Pokemon, or powerful Legendaries. If you want to experience the endless possibilities of Generation 3 Double Battles, join our server now:



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***Pokémon's Most Vicious Doubles Format***

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