

# Pokemon Mystery Dungeon: Gates To Infinity

## *Pokemon Mystery Dungeon: Gates to Infinity: My Experience*

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I have not finished the game yet but my review so far is:

It is an outstanding game with an amazing story that will move you, it moved me to tears so far and I haven't even finished it. I've fallen in love with all the characters and even the ones I meet along the way.

I love that you can name your team members because it makes you feel more attached to your team. I try and train every one of them and even take all on quests! Its extremely engaging to do this and fun!

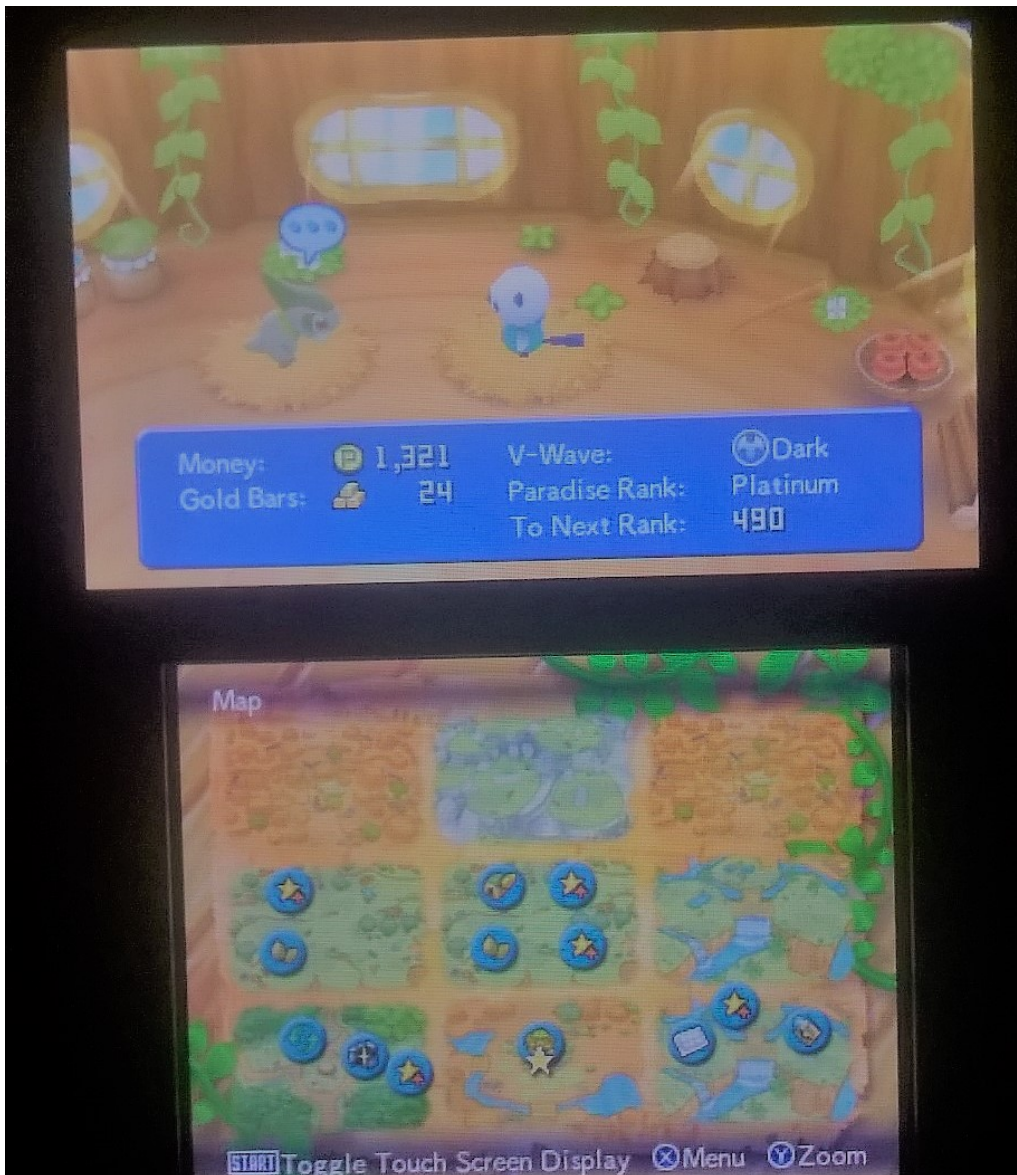
I love that you get to build your own "Paradise" for Pokemon and you can use a second mode to do so to work on it, that is not in story mode. You can even choose what Pokemon you want to use in this section out of the Pokemon that have joined your team.

I have almost all sections in my paradise and didn't realize til later on you can add 4 facilities to each section of your paradise! My first section I focused on berries and training for what types of Pokemon I had and then added item hunting, cause wynaut? Every time I got a new type I added that training area to a different section or in my case a section

that didn't have 4. Every time you level up your Paradise you get a new facility!

The game is challenging! To make money, get experience and get items you must do as many "Quests" as possible. Your Paradise is also essential to finishing the story because you can grow berries, train your team or even get items., your paradise takes time to build and money! You also need to do Quests to train your team, if your team isn't a high enough level you have a high chance of failing the quest. I suggest saving the 1-2 star requests in your "Saved Quests" for easy money or any items you want cause they may disappear! Also, speaking of saving, save your game often!

My strategy for quests is usually winging it and running for my life, especially when my team isn't a high level, especially on the main story, they are very challenging and if you don't have the right items or revier's I suggest running for it. If my team is trained then I don't do that because in Quests you go to the "Mystery Dungeon's" where you can find various goodies that come in handy for your team so you don't have to buy them.



My Axew, Gerald, and my Oshawott Nessie.

Down below is my Paradise Map

I have a total around 25-50 hours on the game from either working on my Paradise or doing the story ☐ I love it! I recommend it for any age!

I'm not going to spoil the game for anyone, so I'm going to leave my review there ☐ I don't want to say how you meet Axew or where anything really is ☐

Pokemon Mystery Dungeon: Gates to Infinity is a fun and challenging game for all ages! #Pokemon JDSalvatore

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My next Pokemon review will be: Pokemon Super Mystery Dungeon and no I haven't finished it.

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## Hello Video and Games

[http://fandomgeeklife.com/wp-content/uploads/2017/01/Intro-Post\\_17MB.mp4](http://fandomgeeklife.com/wp-content/uploads/2017/01/Intro-Post_17MB.mp4)

I was very scared to make this, then chickened out to post it! Then I finally did! Hope you enjoy it!! This is mainly my gaming! I'll do another video on books

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## The Ramblings of a Pokemon Trainer

So, I own both copies of Sun and Moon but I have not finished the story yet on either because I've been breeding and working on projects for my Facebook group (I'll link below)! I mainly want to finish the story on Moon, I'll explain later why that is!

In Moon, I choose Rowlet as my starter. I trained up a Pikippek (who is now Trumbeak) and Slowpoke at first then I caught a Alola Meowth, now I have a Salandit on my team along with Lycanroc who I evolved from Rockruff. My team is ever changing and I train them all myself.

I wanted to show you guys what I've been doing! I powersave but I only do it to do shinies, I don't cheat in battling, I

raise my own pokes for that!

I am an avid breeder and wonder trader (WT) (I'm going to do stuff on Wednesday for Wonder Trade Wednesday)! I have probably bred over 100 eggs in Moon so far! I actually hatched a legit shiny Gible!!



I evolved him into a Gabite this was in Pokemon Moon, his name is Chompy



Trainer in Moon

Now let me tell you what I'm doing with Sun. I want to complete the Pokedex without leaving the second island. I am

currently at the Nursery (I went to the PokeCenter beyond it but that's it), so far I have all the UB's and Legends for Su/Mo via trading, so I'm doing pretty good ☐ This game I really could care less about powersaving for money/items/etc. so it kinda gets dumped on with codes.



Pokemon Sun Trainer

I am currently at 33% Alola Pokedex, 41% Melemele, 27% Akala!

So with my powersave I made these and WT-d them:



I was WT-ing these to be a troll

This is my Pokemon fun ☐

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## EV's, IV's and Natures: What Are They and Why The Heck Do They Matter?



Hello everyone and welcome to my guide on EV's (Effort Values), IV's (Individual Values) and Natures for all Pokemon Games and the latest news for on EV's, IV's and Natures for Sun and Moon!! I hope you enjoy it and I really hope it is easy to follow!

First off I'm going to give you a setup of a Pokemon I made as an example! To show you where the stat's go and how they work! I'll add next to them what they are and how they work, then do a detailed description!

I made this Pokemon in Pokemon Showdown, if you do not know what it is, I will link it at the bottom! I usually test my team out here before I make them on the DS games ☐

**Blissey @ Leftovers** <<<<<Name and Item

**Ability: Natural Cure** <<<<<Ability

**EVs: 252 HP / 4 SpA / 252 SpD** <<<EV's have to add up to 508

**Gentle Nature** <<<<The Nature, a Gentle nature raises Special Defense (SpD) and lowers defense (I'll give a screenshot of Bulbapedia with nature or link it)

**IVs: 0 Atk** <<<<<I choose to not give it any IV's in attack because this Pokemon is a defensive wall, it takes attacks. I'll add a screenshot of its stats from Pokemon Showdown, what I sued to build. IV's are maxed out at 31.

**Moves:**

- Aromatherapy
- Dazzling Gleam
- Wish
- Calm Mind



My Blissey in Pokemon Showdown'

***EV'S: What They Are Useful For and***



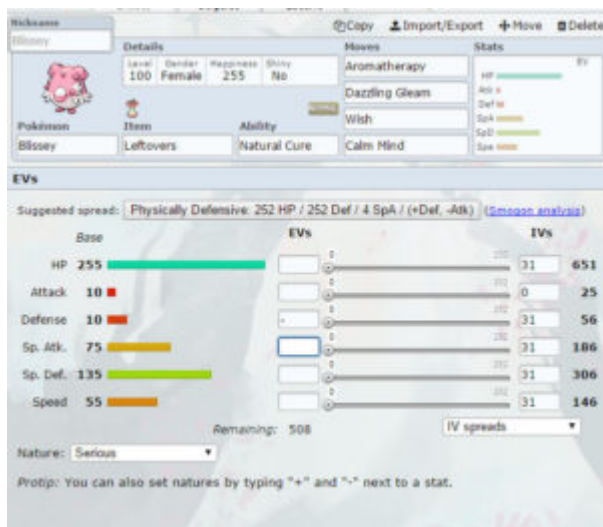
## How to Use Them

Like I said above your EV's have to total to 508, if you powersave you need to make sure that you clear **ALL** EV's and put 252/252/4 or they may not be tradeable. I have had customs ones and they wouldn't trade. It may have just been my fault, though.

EV's boost your stats, its simple as that. If you're in competitive battling, EV training is really helpful.

In Sun/Moon you can also use Poke Palego, I've heard at least. I added a post on Serebii for more info because I do not know enough info to inform you guys.

Here is my Blissey without the EV's for an example:



You see how the HP (Health Points) and SpD went down again? Even the one I gave only 4 points too? EV's can be crucial.

What is EV Training? EV Training is grinding your Pokémon's certain stats so they reach the perfect marker. You sometimes get a ribbon when they have perfect stats. Also, if you hit the "Y" button while on the summary in your box, you can see the EV training progress.

Here are some items used:



Wings



Braces



Vitamins

All of these help enhance EV'. The braces are given to Pokemon to help during training. Wings enhance the stats just like Vitamins which have been around for generations, Wings are newer.

Vietnam's only can go a certain way and they do not enhance your Pokemon completely. They are limited. So if you want to max a stat, you can't use this. You have to train.

You can get EV's from certain Pokemon here's a list: [http://bulbapedia.bulbagarden.net/wiki/List\\_of\\_Pok%C3%A9mon\\_by\\_effort\\_value\\_yield](http://bulbapedia.bulbagarden.net/wiki/List_of_Pok%C3%A9mon_by_effort_value_yield)

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## ***What are IV's, how do I use them?***

IV's are usually bred down but now in Sun and Moon, and if you use the Pokemon's natural call for help and chain (keep getting Pokemon) to about 15 or 30, you can get a max of 4-5IV's and maybe a Hidden Ability. I will do another post about chaining for Sun and Moon.

To breed down IV's, what I suggest having a 6IV Ditto in the Nursery with a destiny knot. A destiny knot helps breed down IV's, and even if you don't have a good IV parent with the Ditto you'll have good chances of getting a good IV baby.

All your IV's add up to 31 each, so you can choose to not max one or to max all. Perfect IV's is what people strive for.

*TIP: In Sun and Moon, once you get to the Battle Tree there is a man who gives you an IV checker for your box if you have bred 20 eggs.*



# Pokemon Natures

So, the natures usually lower one stat and raise the other depending on what nature you choose.

Here is a hand list from good ol' Bulbapedia: <http://bulbapedia.bulbagarden.net/wiki/Nature>

Getting a good nature is a hard process that many trainers strive for. An adamant Ditto is usually what people want for their Ditto (or so I'm told).

That...that is really it for natures.

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Here is the link for Pokemon Showdown: <http://pokemonshowdown.com/>

Here is a link if you want to learn more: [https://www.youtube.com/watch?v=1u\\_37RK-mFA](https://www.youtube.com/watch?v=1u_37RK-mFA)

Poke Palego/Festival Plaza/etc: <http://www.serebii.net/sunmoon/evchanges.shtml>

Here is an IV Calculator on Serebii: <http://www.serebii.net/games/iv-calcxy.shtml>