

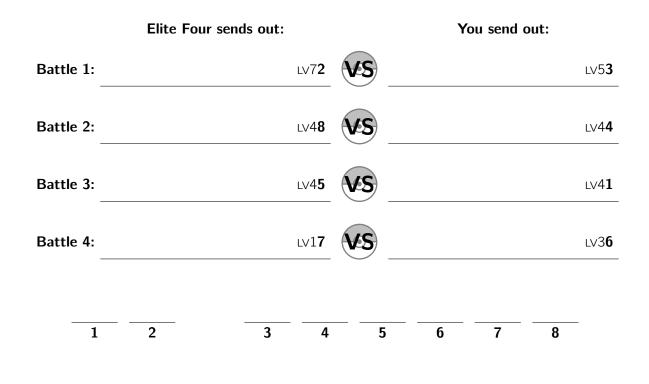
August 2018 Route to Victory Metapuzzle

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You've finally reached the end of your journey, having reached the Pokémon League on Indigo Plateau, located in the northwest corner of Kanto. This final stop for would-be Pokémon champions is home to the Elite Four, the top four trainers in the region!

Each member of the Elite Four has chosen one Pokémon to use in battle. Of course, if you compare the provided Pokédex with the memories of your journey, anticipating their choices should be a Pokémon snap!

Once you've figured that out, you should reference the Pokédex to choose one of the six remaining Pokémon to battle each member of the Elite Four, leaving two unused. You may not always have the edge in experience levels, but if you can ensure that you have the type advantage in all four battles, you'll realize something about the Elite Four's intimidation tactics.



The following is not a puzzle! :-) This evening's puzzles were adapted from the 2017-18 MaPP Challenge competition for secondary math students. Unlike many math contests, the MaPP Challenge gets students excited about mathematical problem-solving by challenging them with fun puzzles like the kind you're familiar with from Puzzled Pint, not boring algebra problems. And like Puzzled Pint, these puzzles are made public under a permissive license so anyone can download and enjoy/adapt these puzzles freely. If you'd like to get involved with supporting mathematics education using puzzles, please visit MaPP's website (http://mappmath.org) for more information or contact info@mappmath.org. Thanks! -Steven & Zack



August 2018 Route to Victory Pokédex

Name	Туре	Description				
Charmander	Fire	Pushes itself to the extreme.				
Chansey	Normal	Caring and thoughtful.				
Clefairy	Fairy	Keeps in time with others.				
Dratini	Dragon	Cautious and level-headed.				
Dugtrio	Ground	Works well with other Pokémon.				
Hitmonchan	Fighting	Strikes hard and fast.				
Hypno	Psychic	Minds its own business.				
Koffing	Poison	Out to make a name for itself.				
Shellder	Water	A pearl of a Pokémon.				
Tangela	Grass	Caught up in itself.				

Opponent Pokémon Type

NormalFireWaterGrassFight.PoisonGroundPsych.DragonFairyNormal														
Fire Image: Constraint of the second se			Normal	Fire	Water	Grass	Fight.	Poison	Ground	Psych.	Dragon	Fairy		
Water \checkmark \cdot \cdot \sim \sim \sim \sim Mater \checkmark \checkmark \checkmark \sim \checkmark \checkmark \checkmark \checkmark \checkmark \checkmark Grass \checkmark Fighting \checkmark Poison \checkmark \checkmark \checkmark \checkmark \checkmark \checkmark \checkmark \checkmark \checkmark Brown \checkmark \checkmark \checkmark \checkmark \checkmark \checkmark \checkmark \checkmark \checkmark Poison \checkmark \checkmark \checkmark \checkmark \checkmark \checkmark \checkmark \checkmark \checkmark Poison \checkmark Dragon \checkmark Dragon \Box \Box \Box \Box \Box \Box \bullet \bullet \bullet \bullet	Your Pokémon Type	Normal												
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Dragon		Ground		\checkmark				\checkmark						
		Psychic					\checkmark	\checkmark						
Fairy 🗸 🗸 🗸		Dragon									\checkmark			
		Fairy					\checkmark				\checkmark			

 \checkmark = Super Effective