

# Gigantamachy

THE GIGAKING

31st January 2024



# Contents

<b>1</b>	<b>Abstract for the Busy and Uninterested</b>	<b>3</b>
1.1	Rules . . . . .	3
1.1.1	Additional attributes . . . . .	3
1.1.2	How to specify the Spirit set . . . . .	3
1.2	Clauses & Banlist . . . . .	3
1.3	Strategy . . . . .	3
1.4	Questions for the Community . . . . .	3
<b>2</b>	<b>Introduction &amp; Premise</b>	<b>4</b>
<b>3</b>	<b>Heart of the Giants</b>	<b>4</b>
3.1	Choose a "Vessel" mon and a "Spirit" mon . . . . .	4
3.2	Open your Vessel mon's "Import" section and paste the Spirit's set at the bottom of the Vessel mons set . . . . .	5
<b>4</b>	<b>Strength of the Giants</b>	<b>5</b>
<b>5</b>	<b>Transformation of the Giants</b>	<b>6</b>
<b>6</b>	<b>Explanation of the Gigantic Form</b>	<b>7</b>
6.1	Vessel Stats, EVs & IVs, Natures . . . . .	8
6.2	Type, Tera Type, Abilities, Items . . . . .	8
6.3	Moves . . . . .	8
<b>7</b>	<b>Ruleset</b>	<b>8</b>
7.1	Extra Clauses . . . . .	8
7.2	Extra Bans . . . . .	8
<b>8</b>	<b>Metagame Predictions</b>	<b>9</b>
<b>A</b>	<b>Gigantamachy Sets</b>	<b>10</b>
A.1	Flutter Mane + Gholdengo . . . . .	10
A.2	THE GIGAKING . . . . .	11
<b>B</b>	<b>Questions and Answers</b>	<b>12</b>
B.1	Mechanics QnA . . . . .	12
B.2	Miscellaneous QnA . . . . .	12
<b>C</b>	<b>Meme</b>	<b>13</b>

# 1 Abstract for the Busy and Uninterested

This abstract serves as a standalone section dedicated to people who are legally obligated to read but don't want to.

## 1.1 Rules

Doubles OM where every mon gets two phases before fainting. First phase is base set, "Vessel". When a pokemon faints, they transform into full hp second phase form at the end of that turn. In phase two, gains additional attributes based on another pokemon set specified in the teambuilder, the "Spirit".

### 1.1.1 Additional attributes

The Vessel gains the following from the Spirit during second phase:

1. Half its base stats
2. Type
3. Moves
4. Ability
5. Item
6. Tera Type
7. Half its weight

### 1.1.2 How to specify the Spirit set

Copy paste the set into import/export section of a mon. Will require new code that saves the additional information. Spirits must share at least one type with Vessel to be compatible. Refer to section 3 in the full document for further explanation.

## 1.2 Clauses & Banlist

Will be based on Doubles OU clauses and banlist. "Restricted" mons may be made in the future which prevents them from being used as Spirits.

## 1.3 Strategy

Stall is dead in doubles. Fast paced meta, mons explode every turn but because every mon have two lives, games will be longer. Reason why this is doubles is because if singles, game would take forever. Preferably have high BST vessel and powerful/utility spirit. E.g Flutter Mane can gain more power with Adaptability via Basculegion-F or utility Good as Gold from Gholdengo. Ability combinations like Protosynthesis and Chlorophyll or Quark Drive and Transistor possible. Weather, Tailwind and Trick Room are the best strategies according to Doubles OU and VGC meta, but are slightly weaker due to extended game length here.

## 1.4 Questions for the Community

1. Did you stop reading after you read "Doubles"?
2. Are you tired of OMs where you fuse mons together?
3. Do we need to implement epic cutscenes every time a mon dies and transform?
4. What do you make of the concept "mons transform into stronger versions of themselves when defeated, like final bosses in other video games"? Do you think it's interesting?

## 2 Introduction & Premise

Welcome to Gigantamachy, a Doubles-based OM where all of your pokemon are imbued with the spirit and strength of the Giants. Instead of succumbing to death, your pokemon are able to return to battle, stronger than ever with terrifying newfound abilities.

## 3 Heart of the Giants

Each pokemon will have access to a customisable secondary form. This new form is henceforth referred to as the "Gigantic Form", and the transition shall be referred to as "Gigantamax". Instead of becoming unable to battle after fainting, your pokemon will instead Gigantamax at the end of that turn. I will now explain how to give your pokemon Gigantic Forms.

### 3.1 Choose a "Vessel" mon and a "Spirit" mon

The first step is to create two mons, one serves as the Vessel while the other shall serve as the Spirit which empowers the Vessel. The only restriction between the choice of the Vessel and the Spirit is that they must share at least one type. I have provided an example below:



Figure 1: "Vessel" Kingambit



Figure 2: "Spirit" Ting-Lu

### 3.2 Open your Vessel mon's "Import" section and paste the Spirit's set at the bottom of the Vessel mons set

The next step is to paste the Spirit's set under the Vessel set and click save. Congratulations, you have successfully bestowed the ability to Gigantamax to your pokemon.

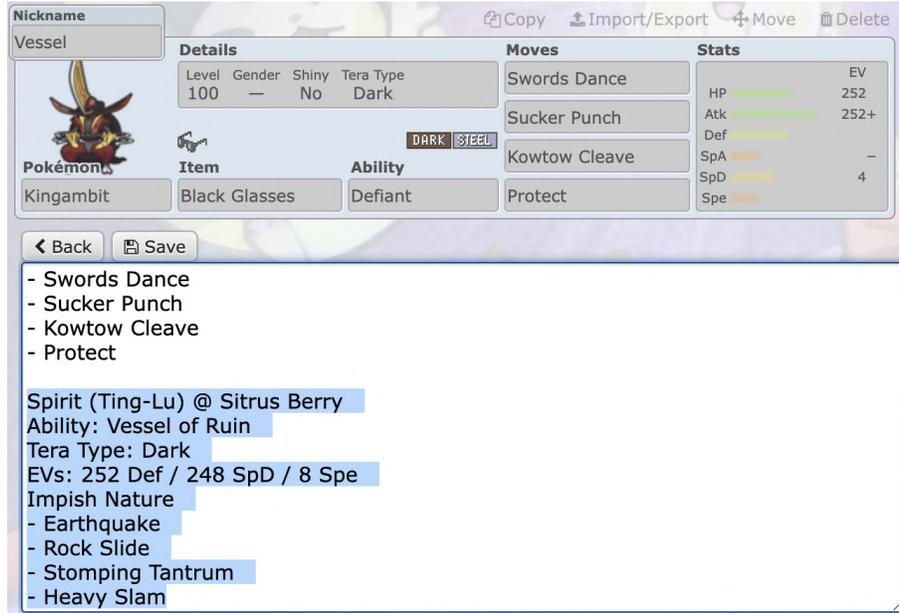


Figure 3: "Giant" Kingambit-Gigantic

## 4 Strength of the Giants

So, what does Gigantamax have to offer for your pokemon? Your Vessel mon shall inherit the following attributes from the Spirit mon upon Gigantamax:

1. Half of all its base stats
2. Type
3. Moves
4. Ability
5. Item
6. EVs (cap: 252)
7. Tera Type (stacks with Vessel's)
8. Half of its Weight

*All attributes not listed above are NOT inherited by the base mon. Such attributes are:*

1. Nature
2. Level
3. Happiness
4. Gender
5. Shiny
6. IVs

*Alongside the blessing of a full HP recovery and wealth of attributes, Gigantamax will purge a mon of all status ailments. It will be as if the Giant has just entered the battle. The full list of effects are as follows:*

1. Reset all stat changes
2. Remove all negative afflictions (Curse, Leech Seed, Perish Song, Taunt, etc.)
3. Remove choice-locks (Encore, Torment, Choice items)
4. Remove all positive bonuses (Aqua Ring, Ingrain, Focus Energy)
5. Removes Terastallization
6. Trigger all "start of turn" abilities (Intimidate, Drought, Electric Surge) inherited from Spirits.

## 5 Transformation of the Giants

This section is about the Gigantamax process. Gigantamax will trigger at the very end of the turn which a Vessel mon is knocked out. By "very end", I mean after all post-combat effects from all mons have been resolved. This includes damaging effects such as Poison, Leech Seed and Perish Song as well as non-damaging effects such as Speed Boost and Aqua Ring. No matter how a Vessel mon dies, it will always transform into its Gigantic form at the end of the turn, recovering all HP and removing all positive status and negative ailments. You can think of it as if you sent out a completely new pokemon after your mon faints, except you have no choice who to send out but the Gigantic form of the fainted mon.

## 6 Explanation of the Gigantic Form

Are you still befuddled, unable to comprehend the Giants' awesome power? Unsure what Gigantamax and Gigantic Form has to offer to your pokemon? Worry not, because I will provide a practical example of the above Kingambit Giant in this OM.

	Vessel	Spirit	Giant
<b>Base Stats</b>	<b>Kingambit</b>	<b>Ting-Lu</b>	<b>Kingambit-Gigantic</b>
HP	100	155	177
Attack	135	110	190
Defense	120	125	182
Sp. Atk	60	55	87
Sp. Def	85	80	125
Speed	50	45	72
BST	550	570	833
<b>EVs</b>			
HP	252	0	252
Attack	252	0	252
Defense	0	252	252
Sp. Atk	0	0	0
Sp. Def	4	248	252
Speed	0	8	8
<b>Ability</b>	Defiant	Vessel of Ruin	Defiant + Vessel of Ruin
<b>Type</b>	Dark/Steel	Dark/Ground	Dark/Steel/Ground
<b>Item</b>	Black Glasses	Sitrus Berry	Black Glasses + Sitrus Berry
<b>Weight</b>	246.6	1542.6	1017
<b>Tera Type</b>	Dark	Poison	Dark/Poison
<b>Moves</b>	Swords Dance, Sucker Punch, Kowtow Cleave, Protect	Earthquake, Rock Slide, Stomping Tantrum, Heavy Slam	Swords Dance, Sucker Punch, Kowtow Cleave, Protect, Earthquake, Rock Slide, Stomping Tantrum, Heavy Slam
<b>Nature</b>	Adamant	Impish	Adamant
<b>Gender</b>	Male	Genderless	Male

Figure 4: Kingambit-TingLu Giant

## 6.1 Vessel Stats, EVs & IVs, Natures

We first start of with Kingambit, the Vessel of the Giant. Kingambit starts off with its normal base stats, 100/135/120/60/85/50 and max HP and Attack EVs. After it is knocked out by a move, it will Gigantamax, inheriting half of Ting-Lu's base stats. For example, Ting-Lu has a base attack of 110, half of which is 55. This is added on to Kingambit's base 135 Attack, resulting in Kingambit-Gigantic possessing 190 base Attack. If you apply this formula to the other stats, the Gigantic Kingambit possesses a base stat distribution of 177/190/182/87/125/72. Furthermore, Kingambit will also receive all of Ting-Lu's max Defense and Sp. Defense EVs upon Gigantamax, meaning that it will have maximum EVs on HP, Attack, Defense and Sp. Defense. Unlike base stats and EVs, Natures and IVs are unaffected by Gigantamax. Kingambit will remain an Adamant nature with 31 IVs on all stats.

## 6.2 Type, Tera Type, Abilities, Items

Upon Gigantamax, the Vessel will receive additional Type, Ability and Item. Kingambit starts with the Dark/Steel typing but gains the Ground type upon Gigantamax. This means that Kingambit-Gigantic is Dark/Steel/Ground. The same rule applies for items and abilities. Kingambit will gain the Citrus Berry alongside its own Black Glasses, and Vessel of Ruin on top of Defiant. Kingambit starts with the Dark Tera Type, but after it Gigantamaxes, Ting-Lu's Poison Tera Type is added on to the Dark Tera Type. This means that if you have not used Terastallization yet, you are able to Terastallize Kingambit-Gigantic into a Dark/Poison Type, overwriting its Dark/Steel/Ground type. All other Tera effects remain the same. If both Spirit and Vessel have the same Tera Type, then the Gigantic Form will also have that singular Tera Type.

## 6.3 Moves

Finally, Kingambit will receive all of Ting-Lu's moves. Kingambit-Gigantic will have Swords Dance, Sucker Punch, Kowtow Cleave and Protect from its base set and also Earthquake, Rock Slide, Stomping Tantrum and Heavy Slam from Ting-Lu.

# 7 Ruleset

Because this is a Doubles-based OM, the banlist will be mostly derived from Doubles OU. All banned mons are unavailable as a Vessel or as a Spirit. There may be Restricted mons in the future which are allowed to remain as Vessels or Spirits, though I prefer to keep the banlist as simple as possible. Unlike in singles, the Doubles meta is much faster and normally oppressive pokemon such as Flutter Mane and Chien-Pao are more vulnerable to dying.

## 7.1 Extra Clauses

- Updated Species Clause: a Pokemon species may only be used once as a Vessel or a Spirit.
- Singularity Clause: a Vessel and a Spirit may not have the same Ability, Move or Item.
- EV clause: a Vessel and a Spirit's combined EV may not exceed 252 in any stat.

## 7.2 Extra Bans

- Mons: Ditto
- Item: none
- Move: Transform
- Ability: Commander

## 8 Metagame Predictions

I'm going to be honest and say I have never played Doubles OU or VGC in my life, therefore I cannot with confidence say that I know how the meta will develop. Nevertheless, I think the fundamental and intrinsic characteristic of Doubles remain prevalent. This being the fast-paced nature and emphasis on Protect, Intimidate, speed control and spread moves. The addition of Gigantic forms will extend game lengths simply because you technically have to kill 12 mons instead of 6, but it will not change the fast-paced nature of the format. If you want a more specific answer, then I have thought of some. Firstly is Slaking/Regigigas + Neutralising Gas. Because vessels will gain access to its Spirit's moves, these two mon are able to have Skill Swap in their Gigantic Form. In the meantime, a Weezing Spirit can be used to set Neutralising Gas to temporarily remove the debilitating abilities. Another strong strategy is weather. Because Giant mons will have two abilities, they can stack things such as Protosynthesis and Chlorophyll. For example, Great Tusk/Brute Bonnet + Liligant-Hisui. As long as the sun is up, Protosynthesis will remain active after the transition. You can replicate this with other weather/terrain-related abilities as well. Remember that moves such as Trick Room, Tailwind and Weather conditions are significantly more powerful in Doubles compared to Singles due to how fast-paced it is. Finally, like traditional Doubles, spread moves are extremely powerful at dealing damage. Mons such as Flutter Mane and the Genies will appreciate Gigantamax to further boost their damage.

# A Gigantamachy Sets

## A.1 Flutter Mane + Gholdengo

	Vessel	Spirit	Giant
Base Stats	Flutter Mane	Gholdengo	Flutter Mane-Gigantic
HP	55	87	98
Attack	55	60	85
Defense	55	95	102
Sp. Atk	135	133	201
Sp. Def	135	91	180
Speed	135	84	177
BST	570	550	843
EVs			
HP	156	96	252
Attack	0	0	0
Defense	0	8	8
Sp. Atk	100	152	252
Sp. Def	0	252	252
Speed	252	0	252
Ability	Protosynthesis	Good as Gold	Protosynthesis + Good as Gold
Type	Ghost/Fairy	Steel/Ghost	Ghost/Fairy/Steel
Item	Choice Specs	Assault Vest	Choice Specs + Assault Vest
Weight		8.8	66.1
Tera Type	Fairy	Fairy	Fairy
Moves	Moonblast, Dazzling Gleam, Shadow Ball, Power Gem	Make It Rain, Focus Blast, Thunderbolt, Hex	Moonblast, Dazzling Gleam, Shadow Ball, Power Gem
Nature	Timid	Modest	Timid
Gender	Genderless	Genderless	Genderless

Figure 5: Flutter Mane-Gholdengo Giant

## A.2 THE GIGAKING

Nickname:  Copy Import/Export Move Delete



**Pokémon**  
Regigigas

**Details**

Level: 100 | Gender: — | Shiny: No | Tera Type: Steel

Item: Leftovers | Ability: Slow Start

**Moves**

Substitute, Protect, Knock Off, Body Slam

**Stats**

HP: 248 | Atk: 8 | Def: — | SpA: — | SpD: 252+ | Spe: —

Nickname:  Copy Import/Export Move Delete



**Pokémon**  
Slaking

**Details**

Level: 100 | Gender: — | Shiny: No | Tera Type: Fairy

Item: Citrus Berry | Ability: Truant

**Moves**

Heavy Slam, High Horsepower, Double-Edge, Play Rough

**Stats**

HP: 4 | Atk: 252 | Def: — | SpA: — | SpD: 252+ | Spe: 252+

	VESSEL	SPIRIT	GIANT
	REGIGIGAS	SLAKING	THE GIGAKING
<b>BASE STATS</b>			
HP	110	150	185
ATTACK	160	160	240
DEFENSE	110	100	160
SP. ATK	80	95	127
SP. DEF	110	65	142
SPEED	100	100	150
BST	670	670	1004
<b>EVs</b>			
HP	248	4	252
ATTACK	8	0	8
DEFENSE	0	252	252
SP. ATK	0	0	0
SP. DEF	252	0	252
SPEED	0	252	252
BST			
<b>ABILITY</b>	SLOW START	TRUANT	SLOW START + TRUANT
<b>TYPE</b>	NORMAL	NORMAL	NORMAL
<b>ITEM</b>	LEFTOVERS	SITRUS BERRY	LEFTOVERS + SITRUS BERRY
<b>WEIGHT</b>	925.9	287.7	1069
<b>TERA TYPE</b>	STEEL	FAIRY	STEEL/FAIRY
<b>MOVES</b>	SUBSTITUTE, PROTECT, KNOCK OFF, BODY SLAM	HEAVY SLAM, HIGH HORSEPOWER, DOUBLE-EDGE, PLAY ROUGH	SUBSTITUTE, PROTECT, KNOCK OFF, BODY SLAM
<b>NATURE</b>	CAREFUL	JOLLY	CAREFUL
<b>GENDER</b>	GENDERLESS	MALE	GENDERLESS

Figure 6: THE GIGAKING

## B Questions and Answers

### B.1 Mechanics QnA

**How do moves like Knock Off and Trick work?** *Those moves only affect the Vessel's items. So if you Trick your Gigantic mon have a Choice Scarf and Choice Specs and tries to trick an opposing Gigantic mon's Rocky Helmet and Sitrus Berry, it will only swap the Choice Scarf and Rocky Helmet from the Vessels.*

**How does forme change work (eg. Relic Song, Zero to Hero)** *I'm not sure but I think upon Gigantamax, all forme changes revert before the pokemon becomes Gigantic. Eg when Palafin-Hero dies, it reverts back to normal Palafin before transforming into Palafin-Gigantic with bad stats.*

**What happens if a mon dies behind a Substitute or during Fly/Dive, or other two-turn moves?** *Remember that Gigantamax is similar to sending out a completely new mon. The Substitute will be lost, and all two-turn moves are cancelled.*

**If my Vessel has a start of turn/on-switch Ability, will it trigger after Gigantamax?** *No, only the Spirit's start of turn abilities will trigger after Gigantamax. The vessel's start of turn abilities will trigger when they first switch in. If you switch a Gigantic mon with two start of turn abilities out then back in, it will trigger both abilities again.*

**When I paste the second mon's set below the first on Showdown Teambuilder and save, it just disappears.** *There must be some code required to save the additional sets in the teambuilder because at the moment, the import section will only save the first set inside.*

### B.2 Miscellaneous QnA

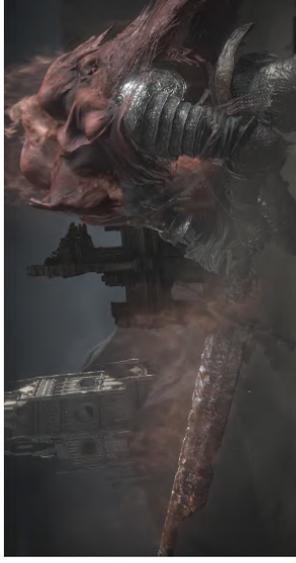
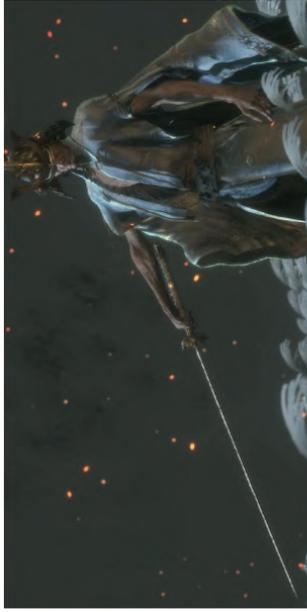
**How did you come up with this OM?** *There were a lot of iterations which this OM idea has gone through. The primary goal was to explore the idea of pokemon with "multiple phases" just like in many video game bosses. The defining characteristics of an epic boss battle is multiple phases and progressive difficulty, so I wanted an OM idea which would encapsulate these two concepts.*

**Why is the OM in Doubles and not Singles format?** *It is because of game length. If you are unfamiliar with Doubles or VGC formats, they are significantly faster-paced than singles. The average game length of gen 9 OU is 40 turns compared to VGC's 8. I'm not quite sure on Doubles OU but it's probably  $\geq 20$ . If you think about it, this OM is basically a 12v12 which would take forever to do in Singles. By using the Doubles Format, I expect games to last around 20-30 turns only, compared to 100+ in Singles. Also Doubles give the matches a sense of scale. You don't only have TWO god-like mons on the field, there are FOUR of them.*

**Why do you limit the combination of Giants by typing?** *This was a recent addition to the ruleset. Basically, it prevents mons from gaining access to "out of character" abilities and moves. When you fight a fire dragon in a game, do you expect it to suddenly gain a water and fairy typing out of nowhere and start to use water moves? No, right? Also four types is hard to keep track of.*

# C Meme

Mom, can we have epic, multiple-phase boss fights in Pokemon games like from Dark Souls?



But son, we have epic, multiple-phase boss fights in Pokemon at home  
Epic, multiple-phase boss fight in pokemon at home:

