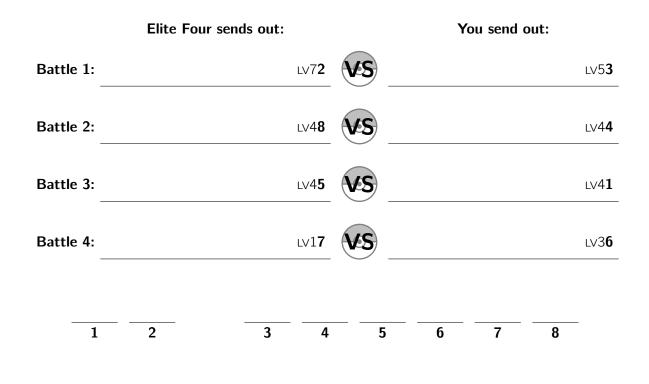# Route to Victory
Metapuzzle

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.

Elite Four sends out:		You send out:
Battle 1: LV7**2**	**VS**	LV5**3**
Battle 2: LV4**8**	**VS**	LV4**4**
Battle 3: LV4**5**	**VS**	LV4**1**
Battle 4: LV1**7**	**VS**	LV3**6**

1 2   3 4 5 6 7 8

Route to Victory

Pokédex

Name	Type	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

Your Pokémon Type

	Normal	Fire	Water	Grass	Fight.	Poison	Ground	Psych.	Dragon	Fairy
Normal										
Fire				✓						
Water		✓					✓			
Grass			✓				✓			
Fighting	✓									
Poison				✓						✓
Ground		✓				✓				
Psychic					✓	✓				
Dragon									✓	
Fairy					✓				✓	

✓ = Super Effective