1. Level 1+: StageDataEvent #247 (Keldeo (Resolute Form))
2. Level 11+: StageDataEvent #248 (Keldeo (Resolute Form))
3. Level 26+: StageDataEvent #249 (Keldeo (Resolute Form))
4. Level 30+: StageDataEvent #267 (Keldeo (Resolute Form))
5. Level 31+: StageDataEvent #250 (Keldeo (Resolute Form))
6. Level 41+: StageDataEvent #251 (Keldeo (Resolute Form))
7. Level 50+: StageDataEvent #268 (Keldeo (Resolute Form))
8. Level 51+: StageDataEvent #252 (Keldeo (Resolute Form))
9. Level 61+: StageDataEvent #255 (Keldeo (Resolute Form))
10. Level 71+: StageDataEvent #256 (Keldeo (Resolute Form))
11. Level 81+: StageDataEvent #258 (Keldeo (Resolute Form))
12. Level 91+: StageDataEvent #260 (Keldeo (Resolute Form))
13. Level 100+: StageDataEvent #269 (Keldeo (Resolute Form))
14. Level 101+: StageDataEvent #261 (Keldeo (Resolute Form))
15. Level 126+: StageDataEvent #257 (Keldeo (Resolute Form))
16. Level 141+: StageDataEvent #259 (Keldeo (Resolute Form))
17. Level 150+: StageDataEvent #270 (Keldeo (Resolute Form))
18. Level 151+: StageDataEvent #262 (Keldeo (Resolute Form))
19. Level 176+: StageDataEvent #265 (Keldeo (Resolute Form))
20. Level 191+: StageDataEvent #266 (Keldeo (Resolute Form))
21. Level 200+: StageDataEvent #271 (Keldeo (Resolute Form))
22. Level 201+: StageDataEvent #253 (Keldeo (Resolute Form))
23. Level 241+: StageDataEvent #254 (Keldeo (Resolute Form))
24. Level 250+: StageDataEvent #272 (Keldeo (Resolute Form))
25. Level 251+: StageDataEvent #263 (Keldeo (Resolute Form))
26. Level 296+: StageDataEvent #264 (Keldeo (Resolute Form))
27. Level 300+: StageDataEvent #273 (Keldeo (Resolute Form))
28. StageDataEvent #247/23. (1.2.27)
29. --Pokémon data--
30. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
31. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
33. --Stage data--
34. Area: Special Stages
35. Background ID: 12
36. HP: 3180 (+118/level)
37. Moves: 16
38. Experience: +5
39. Catch rate: Not catchable
40. Sound track: BGM\_STAGE\_LEGEND
41. Pokémon count: 4 (4 elegible)
43. Default Pokémon: Buneary, Happiny, Minccino, Meowth
44. Coins reward: 200 for the first time, 30 for every repeat
46. --Countdown 1--
47. \*After 3 moves, choose an action:
48. -Fill 3 random blocks with Rocks
49. \*Repeat every 3 moves.


53. StageDataEvent #248/24. (1.2.27)
54. --Pokémon data--
55. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
56. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
58. --Stage data--
59. Area: Special Stages
60. Background ID: 12
61. HP: 4032 (+96/level)
62. Moves: 16
63. Experience: +5
64. Catch rate: Not catchable
65. Sound track: BGM\_STAGE\_LEGEND
66. Pokémon count: 4 (4 elegible)
68. Default Pokémon: Buneary, Happiny, Minccino, Meowth
69. Coins reward: 30 for the first time, 30 for every repeat
71. --Countdown 1--
72. \*After 3 moves, choose an action:
73. -Fill 3 random blocks with Metal
74. \*Repeat every 3 moves.


78. StageDataEvent #249/25. (1.2.27)
79. --Pokémon data--
80. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
81. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
83. --Stage data--
84. Area: Special Stages
85. Background ID: 12
86. HP: 8820 (+420/level)
87. Moves: 16
88. Experience: +5
89. Catch rate: Not catchable
90. Sound track: BGM\_STAGE\_LEGEND
91. Pokémon count: 4 (4 elegible)
93. Default Pokémon: Buneary, Happiny, Minccino, Meowth
94. Coins reward: 30 for the first time, 30 for every repeat
96. --Countdown 1--
97. \*After 3 moves, choose an action:
98. -Fill row 6 with Ice
99. -Fill row 4 with Ice
100. \*Repeat every 3 moves.


104. StageDataEvent #250/26. (1.2.27)
105. --Pokémon data--
106. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
107. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
109. --Stage data--
110. Area: Special Stages
111. Background ID: 12
112. HP: 8190 (+210/level)
113. Moves: 16
114. Experience: +5
115. Catch rate: Not catchable
116. Sound track: BGM\_STAGE\_LEGEND
117. Pokémon count: 4 (4 elegible)
119. Default Pokémon: Buneary, Happiny, Minccino, Meowth
120. Coins reward: 30 for the first time, 30 for every repeat
122. --Countdown 1--
123. \*After 3 moves, choose an action:
124. -Fill row 6 with Ice
125. -Fill row 4 with Ice
126. \*Repeat every 3 moves.


130. StageDataEvent #251/27. (1.2.27)
131. --Pokémon data--
132. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
133. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
135. --Stage data--
136. Area: Special Stages
137. Background ID: 12
138. HP: 11200 (+140/level)
139. Moves: 16
140. Experience: +5
141. Catch rate: Not catchable
142. Sound track: BGM\_STAGE\_LEGEND
143. Pokémon count: 4 (4 elegible)
145. Default Pokémon: Buneary, Happiny, Minccino, Meowth
146. Coins reward: 30 for the first time, 30 for every repeat
148. --Countdown 1--
149. \*After 5 moves, choose an action:
150. -Fill rows 3 and 4 with Rocks
151. -Fill rows 4 and 5 with Rocks
152. -Fill rows 5 and 6 with Rocks
153. \*After 2 times, switch countdown.
154. \*Repeat every 5 moves.
156. --Countdown 2--
157. \*After 0 moves, choose an action:
158. -Fill rows 3 and 4 with Rocks
159. -Fill rows 4 and 5 with Rocks
160. -Fill rows 5 and 6 with Rocks
161. \*After 2 times, switch countdown.
162. \*Repeat every 0 moves.


166. StageDataEvent #252/28. (1.2.27)
167. --Pokémon data--
168. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
169. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
171. --Stage data--
172. Area: Special Stages
173. Background ID: 12
174. HP: 7280 (+187/level)
175. Moves: 16
176. Experience: +5
177. Catch rate: Not catchable
178. Sound track: BGM\_STAGE\_LEGEND
179. Pokémon count: 4 (4 elegible)
181. Default Pokémon: Buneary, Happiny, Minccino, Meowth
182. Coins reward: 30 for the first time, 30 for every repeat
184. --Countdown 1--
185. \*After 3 moves, choose an action:
186. -Fill 3 random blocks with Rocks
187. \*After 1 time, switch countdown.
188. \*Repeat every 3 moves.
190. --Countdown 2--
191. \*After making a move, if there is not a 3+ lines combo, choose an action:
192. -Fill 5 random blocks with Rocks
193. \*After 2 times, switch countdown.


197. StageDataEvent #253/29. (1.2.27)
198. --Pokémon data--
199. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
200. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
202. --Stage data--
203. Area: Special Stages
204. Background ID: 12
205. HP: 12800
206. Moves: 16
207. Experience: +5
208. Catch rate: Not catchable
209. Sound track: BGM\_STAGE\_LEGEND
210. Pokémon count: 4 (4 elegible)
212. Default Pokémon: Buneary, Happiny, Minccino, Meowth
213. Coins reward: 30 for the first time, 30 for every repeat
215. --Countdown 1--
216. \*After 3 moves, choose an action:
217. -Fill 3 random blocks with Rocks
218. \*After 1 time, switch countdown.
219. \*Repeat every 3 moves.
221. --Countdown 2--
222. \*After making a move, if there is not a 3+ lines combo, choose an action:
223. -Fill 5 random blocks with Rocks
224. \*After 2 times, switch countdown.


228. StageDataEvent #254/30. (1.2.27)
229. --Pokémon data--
230. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
231. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
233. --Stage data--
234. Area: Special Stages
235. Background ID: 12
236. HP: 18900
237. Moves: 16
238. Experience: +5
239. Catch rate: Not catchable
240. Sound track: BGM\_STAGE\_LEGEND
241. Pokémon count: 4 (4 elegible)
243. Default Pokémon: Buneary, Happiny, Minccino, Meowth
244. Coins reward: 30 for the first time, 30 for every repeat
246. --Countdown 1--
247. \*After 3 moves, choose an action:
248. -Fill 3 random blocks with Rocks
249. \*After 1 time, switch countdown.
250. \*Repeat every 3 moves.
252. --Countdown 2--
253. \*After making a move, if there is not a 3+ lines combo, choose an action:
254. -Fill 5 random blocks with Rocks
255. \*After 2 times, switch countdown.


259. StageDataEvent #255/31. (1.2.27)
260. --Pokémon data--
261. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
262. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
264. --Stage data--
265. Area: Special Stages
266. Background ID: 12
267. HP: 7280 (+187/level)
268. Moves: 16
269. Experience: +5
270. Catch rate: Not catchable
271. Sound track: BGM\_STAGE\_LEGEND
272. Pokémon count: 4 (4 elegible)
274. Default Pokémon: Buneary, Happiny, Minccino, Meowth
275. Coins reward: 30 for the first time, 30 for every repeat
277. --Countdown 1--
278. \*After 3 moves, choose an action:
279. -Fill column 2 with Ice
280. -Fill column 5 with Ice
281. \*After 1 time, switch countdown.
282. \*Repeat every 3 moves.
284. --Countdown 2--
285. \*After 4 moves, choose an action:
286. -Fill column 2 with Ice
287. -Fill column 5 with Ice
288. \*After 1 time, switch countdown.
289. \*Repeat every 4 moves.


293. StageDataEvent #256/32. (1.2.27)
294. --Pokémon data--
295. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
296. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
298. --Stage data--
299. Area: Special Stages
300. Background ID: 12
301. HP: 4480 (+249/level)
302. Moves: 16
303. Experience: +5
304. Catch rate: Not catchable
305. Sound track: BGM\_STAGE\_LEGEND
306. Pokémon count: 4 (4 elegible)
308. Default Pokémon: Buneary, Happiny, Minccino, Meowth
309. Coins reward: 30 for the first time, 30 for every repeat
311. --Countdown 1--
312. \*After 3 moves, choose an action:
313. -Fill row 1 with Metal
314. \*After 3 times, switch countdown.
315. \*Repeat every 3 moves.
317. --Countdown 2--
318. \*After 2 moves, choose an action:
319. -Fill row 1 with Metal
320. \*Repeat every 2 moves.


324. StageDataEvent #257/33. (1.2.27)
325. --Pokémon data--
326. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
327. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
329. --Stage data--
330. Area: Special Stages
331. Background ID: 12
332. HP: 6739 (+111/level)
333. Moves: 16
334. Experience: +5
335. Catch rate: Not catchable
336. Sound track: BGM\_STAGE\_LEGEND
337. Pokémon count: 4 (4 elegible)
339. Default Pokémon: Buneary, Happiny, Minccino, Meowth
340. Coins reward: 30 for the first time, 30 for every repeat
342. --Countdown 1--
343. \*After 3 moves, choose an action:
344. -Fill row 1 with Metal
345. \*After 3 times, switch countdown.
346. \*Repeat every 3 moves.
348. --Countdown 2--
349. \*After 2 moves, choose an action:
350. -Fill row 1 with Metal
351. \*Repeat every 2 moves.


355. StageDataEvent #258/34. (1.2.27)
356. --Pokémon data--
357. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
358. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
360. --Stage data--
361. Area: Special Stages
362. Background ID: 12
363. HP: 9520 (+124/level)
364. Moves: 16
365. Experience: +5
366. Catch rate: Not catchable
367. Sound track: BGM\_STAGE\_LEGEND
368. Pokémon count: 4 (4 elegible)
370. Default Pokémon: Buneary, Happiny, Minccino, Meowth
371. Coins reward: 30 for the first time, 30 for every repeat
373. --Countdown 1--
374. \*When the stage starts, choose an action:
375. -Fill 5 random blocks with Rocks
376. \*After 1 time, switch countdown.
377. \*Repeat every 4 moves.
379. --Countdown 2--
380. \*After 0 moves, choose an action:
381. -Fill 5 random blocks with Rocks
382. \*After 2 times, switch countdown.
383. \*Repeat every 0 moves.


387. StageDataEvent #259/35. (1.2.27)
388. --Pokémon data--
389. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
390. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
392. --Stage data--
393. Area: Special Stages
394. Background ID: 12
395. HP: 12312
396. Moves: 16
397. Experience: +5
398. Catch rate: Not catchable
399. Sound track: BGM\_STAGE\_LEGEND
400. Pokémon count: 4 (4 elegible)
402. Default Pokémon: Buneary, Happiny, Minccino, Meowth
403. Coins reward: 30 for the first time, 30 for every repeat
405. --Countdown 1--
406. \*When the stage starts, choose an action:
407. -Fill 5 random blocks with Rocks
408. \*After 1 time, switch countdown.
409. \*Repeat every 4 moves.
411. --Countdown 2--
412. \*After 0 moves, choose an action:
413. -Fill 5 random blocks with Rocks
414. \*After 2 times, switch countdown.
415. \*Repeat every 0 moves.


419. StageDataEvent #260/36. (1.2.27)
420. --Pokémon data--
421. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
422. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
424. --Stage data--
425. Area: Special Stages
426. Background ID: 12
427. HP: 18772 (+247/level)
428. Moves: 16
429. Experience: +5
430. Catch rate: Not catchable
431. Sound track: BGM\_STAGE\_LEGEND
432. Pokémon count: 4 (4 elegible)
434. Default Pokémon: Buneary, Happiny, Minccino, Meowth
435. Coins reward: 30 for the first time, 30 for every repeat
437. --Countdown 1--
438. \*After 3 moves, choose an action:
439. -Fill the 4x2 block starting at 2:3 with Ice
440. \*After 1 time, switch countdown.
441. \*Repeat every 3 moves.
443. --Countdown 2--
444. \*After 4 moves, choose an action:
445. -Fill 5 random blocks with Rocks
446. \*After 1 time, switch countdown.
447. \*Repeat every 4 moves.


451. StageDataEvent #261/37. (1.2.27)
452. --Pokémon data--
453. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
454. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
456. --Stage data--
457. Area: Special Stages
458. Background ID: 12
459. HP: 9458 (+91/level)
460. Moves: 16
461. Experience: +5
462. Catch rate: Not catchable
463. Sound track: BGM\_STAGE\_LEGEND
464. Pokémon count: 4 (4 elegible)
466. Default Pokémon: Buneary, Happiny, Minccino, Meowth
467. Coins reward: 30 for the first time, 30 for every repeat
469. --Countdown 1--
470. \*After making a move, if there is not a 4+ lines combo, choose an action:
471. -Fill 3 random blocks with Rocks
472. \*After 2 times, switch countdown.
474. --Countdown 2--
475. \*After making a move, if there is not a 4+ lines combo, choose an action:
476. -Fill 3 random blocks with Metal
477. \*After 4 times, switch countdown.


481. StageDataEvent #262/38. (1.2.27)
482. --Pokémon data--
483. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
484. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
486. --Stage data--
487. Area: Special Stages
488. Background ID: 12
489. HP: 9913 (+95/level)
490. Moves: 16
491. Experience: +5
492. Catch rate: Not catchable
493. Sound track: BGM\_STAGE\_LEGEND
494. Pokémon count: 4 (4 elegible)
496. Default Pokémon: Buneary, Happiny, Minccino, Meowth
497. Coins reward: 30 for the first time, 30 for every repeat
499. --Countdown 1--
500. \*After making a move, if there is not a 4+ lines combo, choose an action:
501. -Fill 3 random blocks with Rocks
502. \*After 2 times, switch countdown.
504. --Countdown 2--
505. \*After making a move, if there is not a 4+ lines combo, choose an action:
506. -Fill 3 random blocks with Metal
507. \*After 4 times, switch countdown.


511. StageDataEvent #263/39. (1.2.27)
512. --Pokémon data--
513. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
514. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
516. --Stage data--
517. Area: Special Stages
518. Background ID: 12
519. HP: 18113
520. Moves: 16
521. Experience: +5
522. Catch rate: Not catchable
523. Sound track: BGM\_STAGE\_LEGEND
524. Pokémon count: 4 (4 elegible)
526. Default Pokémon: Buneary, Happiny, Minccino, Meowth
527. Coins reward: 30 for the first time, 30 for every repeat
529. --Countdown 1--
530. \*After making a move, if there is not a 4+ lines combo, choose an action:
531. -Fill 3 random blocks with Rocks
532. \*After 2 times, switch countdown.
534. --Countdown 2--
535. \*After making a move, if there is not a 4+ lines combo, choose an action:
536. -Fill 3 random blocks with Metal
537. \*After 4 times, switch countdown.


541. StageDataEvent #264/40. (1.2.27)
542. --Pokémon data--
543. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
544. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
546. --Stage data--
547. Area: Special Stages
548. Background ID: 12
549. HP: 36225
550. Moves: 16
551. Experience: +5
552. Catch rate: Not catchable
553. Sound track: BGM\_STAGE\_LEGEND
554. Pokémon count: 4 (4 elegible)
556. Default Pokémon: Buneary, Happiny, Minccino, Meowth
557. Coins reward: 30 for the first time, 30 for every repeat
559. --Countdown 1--
560. \*After making a move, if there is not a 4+ lines combo, choose an action:
561. -Fill 3 random blocks with Rocks
562. \*After 2 times, switch countdown.
564. --Countdown 2--
565. \*After making a move, if there is not a 4+ lines combo, choose an action:
566. -Fill 3 random blocks with Metal
567. \*After 4 times, switch countdown.


571. StageDataEvent #265/41. (1.2.27)
572. --Pokémon data--
573. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
574. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
576. --Stage data--
577. Area: Special Stages
578. Background ID: 12
579. HP: 9653 (+159/level)
580. Moves: 16
581. Experience: +5
582. Catch rate: Not catchable
583. Sound track: BGM\_STAGE\_LEGEND
584. Pokémon count: 4 (4 elegible)
586. Default Pokémon: Buneary, Happiny, Minccino, Meowth
587. Coins reward: 30 for the first time, 30 for every repeat
589. --Countdown 1--
590. \*After 4 moves, choose an action:
591. -Fill columns 1 and 2 with Rocks
592. -Fill column 1 with Rocks
593. \*After 1 time, switch countdown.
594. \*Repeat every 4 moves.
596. --Countdown 2--
597. \*After 0 moves, choose an action:
598. -Fill columns 5 and 6 with Rocks
599. -Fill column 6 with Rocks
600. \*After 1 time, switch countdown.
601. \*Repeat every 0 moves.


605. StageDataEvent #266/42. (1.2.27)
606. --Pokémon data--
607. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
608. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
610. --Stage data--
611. Area: Special Stages
612. Background ID: 12
613. HP: 17820 (+278/level)
614. Moves: 16
615. Experience: +5
616. Catch rate: Not catchable
617. Sound track: BGM\_STAGE\_LEGEND
618. Pokémon count: 4 (4 elegible)
620. Default Pokémon: Buneary, Happiny, Minccino, Meowth
621. Coins reward: 30 for the first time, 30 for every repeat
623. --Countdown 1--
624. \*After 4 moves, choose an action:
625. -Fill columns 1 and 2 with Rocks
626. -Fill column 1 with Rocks
627. \*After 1 time, switch countdown.
628. \*Repeat every 4 moves.
630. --Countdown 2--
631. \*After 0 moves, choose an action:
632. -Fill columns 5 and 6 with Rocks
633. -Fill column 6 with Rocks
634. \*After 1 time, switch countdown.
635. \*Repeat every 0 moves.


639. StageDataEvent #267/43. (1.2.27)
640. --Pokémon data--
641. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
642. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
644. --Stage data--
645. Area: Special Stages
646. Background ID: 12
647. HP: 16800
648. Moves: 16
649. Experience: +5
650. Catch rate: Not catchable
651. Sound track: BGM\_STAGE\_BOSS2
652. Pokémon count: 4 (4 elegible)
654. Default Pokémon: Keldeo (Ordinary Form), Keldeo (Resolute Form), Azurill, Pichu
655. Coins reward: 30 for the first time, 30 for every repeat
657. --Countdown 1--
658. \*After 5 moves, choose an action:
659. -Fill columns 3 and 4 with [Rocks,nothing,nothing,Rocks,Rocks,nothing,nothing,Rocks,Rocks,nothing,nothing,Rocks]
660. \*After 1 time, switch countdown.
661. \*Repeat every 5 moves.
663. --Countdown 2--
664. \*After 0 moves, choose an action:
665. -Fill columns 3 and 4 with Ice
666. -Fill 4 random blocks with Rocks
667. \*After 2 times, switch countdown.
668. \*Repeat every 0 moves.


672. StageDataEvent #268/44. (1.2.27)
673. --Pokémon data--
674. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
675. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
677. --Stage data--
678. Area: Special Stages
679. Background ID: 12
680. HP: 21840
681. Moves: 16
682. Experience: +5
683. Catch rate: Not catchable
684. Sound track: BGM\_STAGE\_BOSS2
685. Pokémon count: 4 (4 elegible)
687. Default Pokémon: Keldeo (Ordinary Form), Keldeo (Resolute Form), Azurill, Pichu
688. This stage has got a predefined layout
689. Coins reward: 30 for the first time, 30 for every repeat
691. --Countdown 1--
692. \*After 5 moves, choose an action:
693. -Fill columns 3 and 4 with [Rocks,nothing,nothing,Rocks,Rocks,nothing,nothing,Rocks,Rocks,nothing,nothing,Rocks]
694. \*After 1 time, switch countdown.
695. \*Repeat every 5 moves.
697. --Countdown 2--
698. \*After 0 moves, choose an action:
699. -Fill columns 3 and 4 with Ice
700. -Fill 4 random blocks with Rocks
701. \*After 2 times, switch countdown.
702. \*Repeat every 0 moves.


706. StageDataEvent #269/45. (1.2.27)
707. --Pokémon data--
708. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
709. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
711. --Stage data--
712. Area: Special Stages
713. Background ID: 12
714. HP: 40824
715. Moves: 16
716. Experience: +5
717. Catch rate: Not catchable
718. Sound track: BGM\_STAGE\_BOSS2
719. Pokémon count: 4 (4 elegible)
721. Default Pokémon: Keldeo (Ordinary Form), Keldeo (Resolute Form), Azurill, Pichu
722. This stage has got a predefined layout
723. Coins reward: 30 for the first time, 30 for every repeat
725. --Countdown 1--
726. \*After 0 moves, choose an action:
727. -Fill columns 3 and 4 with Ice
728. -Fill 4 random blocks with Rocks
729. \*After 2 times, switch countdown.
730. \*Repeat every 0 moves.
732. --Countdown 2--
733. \*After 5 moves, choose an action:
734. -Fill columns 3 and 4 with [Rocks,nothing,nothing,Rocks,Rocks,nothing,nothing,Rocks,Rocks,nothing,nothing,Rocks]
735. \*After 1 time, switch countdown.
736. \*Repeat every 5 moves.


740. StageDataEvent #270/46. (1.2.27)
741. --Pokémon data--
742. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
743. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
745. --Stage data--
746. Area: Special Stages
747. Background ID: 12
748. HP: 32130
749. Moves: 16
750. Experience: +5
751. Catch rate: Not catchable
752. Sound track: BGM\_STAGE\_BOSS2
753. Pokémon count: 5 (4 elegible)
755. Default Pokémon: Keldeo (Resolute Form), Azurill, Pichu, Togepi
756. Additional Pokémon (not from countdowns or maps): Keldeo (Ordinary Form)
757. This stage has got a predefined layout
758. Coins reward: 30 for the first time, 30 for every repeat
760. --Countdown 1--
761. \*After 0 moves, choose an action:
762. -Fill columns 3 and 4 with Ice
763. -Fill 4 random blocks with Rocks
764. \*After 2 times, switch countdown.
765. \*Repeat every 0 moves.
767. --Countdown 2--
768. \*After 5 moves, choose an action:
769. -Fill columns 3 and 4 with Ice
770. -Fill 4 random blocks with Rocks
771. \*After 1 time, switch countdown.
772. \*Repeat every 5 moves.


776. StageDataEvent #271/47. (1.2.27)
777. --Pokémon data--
778. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
779. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
781. --Stage data--
782. Area: Special Stages
783. Background ID: 12
784. HP: 37400
785. Moves: 16
786. Experience: +5
787. Catch rate: Not catchable
788. Sound track: BGM\_STAGE\_BOSS2
789. Pokémon count: 5 (4 elegible)
791. Default Pokémon: Keldeo (Resolute Form), Azurill, Pichu, Togepi
792. Additional Pokémon (not from countdowns or maps): Keldeo (Ordinary Form)
793. This stage has got a predefined layout
794. Coins reward: 30 for the first time, 30 for every repeat
796. --Countdown 1--
797. \*After 0 moves, choose an action:
798. -Fill columns 3 and 4 with Ice
799. -Fill 4 random blocks with Rocks
800. \*After 2 times, switch countdown.
801. \*Repeat every 0 moves.
803. --Countdown 2--
804. \*After 5 moves, choose an action:
805. -Fill columns 3 and 4 with Ice
806. -Fill 4 random blocks with Rocks
807. \*After 1 time, switch countdown.
808. \*Repeat every 5 moves.


812. StageDataEvent #272/48. (1.2.27)
813. --Pokémon data--
814. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
815. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
817. --Stage data--
818. Area: Special Stages
819. Background ID: 12
820. HP: 42000
821. Moves: 16
822. Experience: +5
823. Catch rate: Not catchable
824. Sound track: BGM\_STAGE\_BOSS2
825. Pokémon count: 5 (4 elegible)
827. Default Pokémon: Keldeo (Resolute Form), Azurill, Pichu, Togepi
828. Additional Pokémon (not from countdowns or maps): Keldeo (Ordinary Form)
829. This stage has got a predefined layout
830. Coins reward: 30 for the first time, 30 for every repeat
832. --Countdown 1--
833. \*After 0 moves, choose an action:
834. -Fill columns 3 and 4 with Ice
835. -Fill 4 random blocks with Rocks
836. \*After 2 times, switch countdown.
837. \*Repeat every 0 moves.
839. --Countdown 2--
840. \*After 5 moves, choose an action:
841. -Fill columns 3 and 4 with Ice
842. -Fill 4 random blocks with Rocks
843. \*After 1 time, switch countdown.
844. \*Repeat every 5 moves.


848. StageDataEvent #273/49. (1.2.27)
849. --Pokémon data--
850. Keldeo (Resolute Form), Fighting, Base 60, Dex #168
851. Ability: Power of 4+ (0%, 80%, 0%, damage, x3, Attacks do even more damage when you make a match of four.)
853. --Stage data--
854. Area: Special Stages
855. Background ID: 12
856. HP: 63840
857. Moves: 16
858. Experience: +5
859. Catch rate: Not catchable
860. Sound track: BGM\_STAGE\_BOSS2
861. Pokémon count: 5 (4 elegible)
863. Default Pokémon: Keldeo (Resolute Form), Azurill, Pichu, Togepi
864. Additional Pokémon (not from countdowns or maps): Keldeo (Ordinary Form)
865. This stage has got a predefined layout
866. Coins reward: 30 for the first time, 30 for every repeat
868. --Countdown 1--
869. \*After 0 moves, choose an action:
870. -Fill columns 3 and 4 with Ice
871. -Fill 4 random blocks with Rocks
872. \*After 2 times, switch countdown.
873. \*Repeat every 0 moves.
875. --Countdown 2--
876. \*After 5 moves, choose an action:
877. -Fill columns 3 and 4 with Ice
878. -Fill 4 random blocks with Rocks
879. \*After 1 time, switch countdown.
880. \*Repeat every 5 moves.