**University of British Columbia, Vancouver**
Department of Computer Science

# CPSC 304 Project Cover Page

| | |
|---|---:|
| **Milestone #:** | 4 |
| **Date:** | April 6, 2024 |
| **Group Number:** | 20 |

| Name | Student Number | CS Alias (Userid) | Preferred E-mail Address |
|---|---|---|---|
| Matthew Smith | 51209682 | v1d5r | magsubc@student.ubc.ca |
| Aman Prakash | 88693502 | l1u5t | amanprakashburnett@gmail.com |
| Danial Jaber | 15766819 | c1t4e | valentino.jaber@live.com |

By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia.

# 1 Project Description

The final updated ER diagram is presented below,
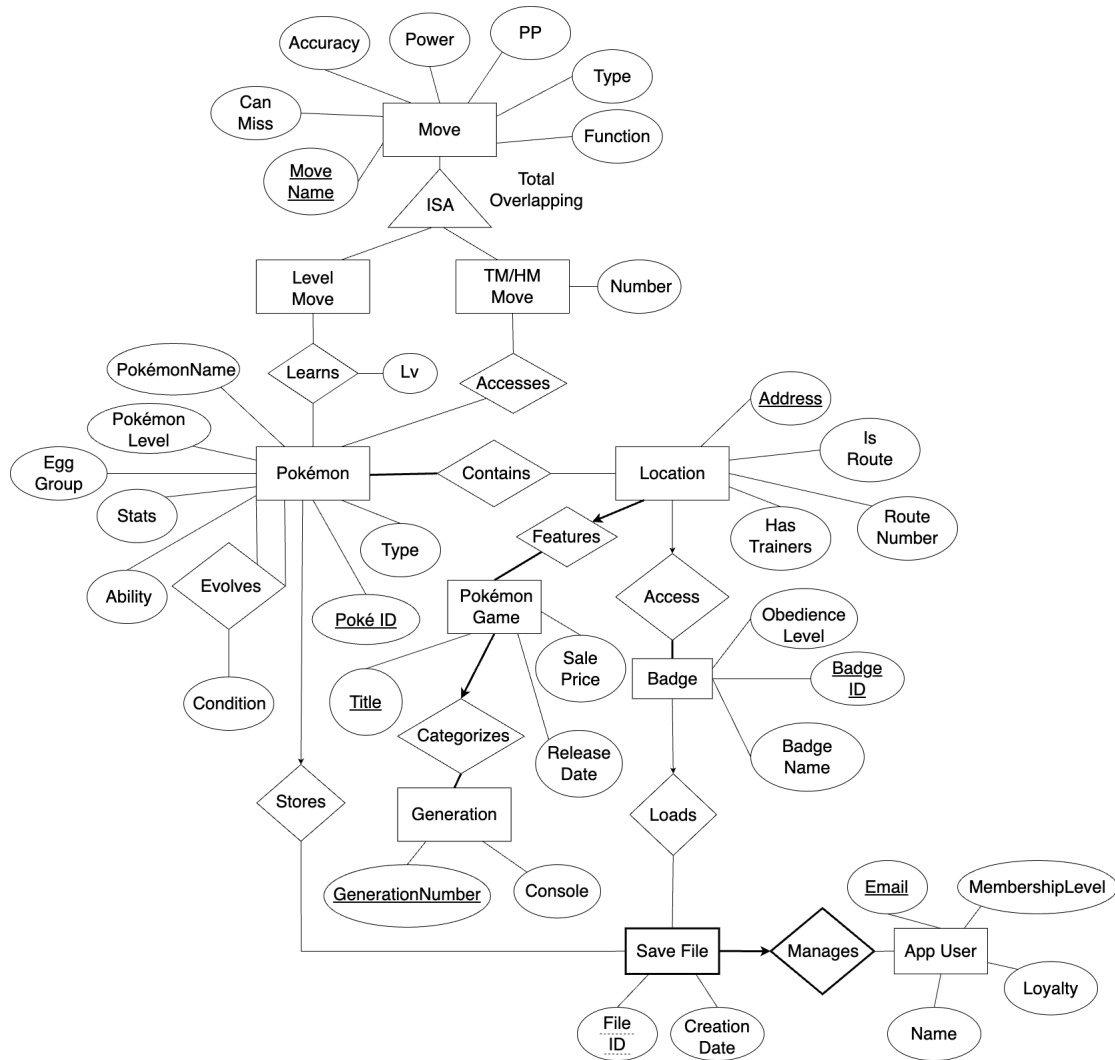


Our completed application: *Pokédex Master*, is a one-stop-shop that provides everyone one would need for their Pokemon play-through. It is a full-stack web application developed with an intuitive Vite-React-Typescript frontend, a RESTful Django backend, and a MySQL database powered by AWS RDS. Our application allows users to sign up, and to track added save files on their account. In terms of helping them through their play-throughs, our application allows for a diverse range of queries regarding Pokemon, in-game locations, game-specific information, and moves that their Pokemon might use. This combined functionality empowers our users with the ability to make informed decisions towards building their team, and ultimately results in the best experience possible for the end-user on their Pokemon play-throughs.

# 2 Final Schema Discussion

There are a few main things that differ between the final schema, and the previous iteration.

1. *Interactions regarding Move and Pokemon.* There was a lot of bloat and redundancy regarding the children of the ISA relationship for Move previously. This resulted in not only an increasingly difficult schema to maintain, but also one that did not make much sense in the context of our application. As such, the following changes were made to the schema,

    (a) Removed relations regarding EggMove, TutorMove, Parent, Uses, and Teaches.

    (b) Changed the ISA constraint to partial overlapping

    (c) Added a new relation to connect Pokemon and LevelMove: Learns

    (d) Added a new relation to connect Pokemon and TMHMMove: Accesses

2. *AppUser attributes.* Due to the constraints of the project, and in order to have an `UPDATE` query that make sense in the scope of our project, we changed some of the attributes of the AppUser1 relation. The following changes were made,

    (a) Removed DateJoined attribute because changing this attribute would not make sense in the context of the application

    (b) Replaced DateJoined with MembershipLevel in all instances, so Loyalty now relies on MembershipLevel. MembershipLevel is related to how much a user has donated to the website's operational costs

# 3 Schema and Data

1. AppUser2(<u>MembershipLevel</u>, Loyalty)

| MembershipLevel | Loyalty |
|---|---|
| 1 | 100 |
| 2 | 200 |
| 3 | 300 |
| 4 | 400 |
| 5 | 500 |

2. AppUser1(<u>Email</u>, Username, **MembershipLevel**)

| Email | Username | MembershipLevel |
|---|---|---|
| amanprakashburnett@gmail.com | aman | 1 |
| billjones.com.com@gmail.com | matthew3 | 1 |
| matthewasmith442@gmail.com | matthew | 1 |
| test@gmail.com | first-account | 1 |
| xx442boyxx@gmail.com | matthew2 | 1 |

3. SaveFileManages(<u>FileID</u>, CreationDate, **Email**)

| FileID | CreationDate | Email |
|---|---|---|
| 0 | 2024-03-01 | amanprakashburnett@gmail.com |
| 0 | 2024-03-01 | matthewasmith442@gmail.com |
| 1 | 2024-03-02 | amanprakashburnett@gmail.com |
| 1 | 2024-03-02 | matthewasmith442@gmail.com |
| 2 | 2024-03-03 | matthewasmith442@gmail.com |

4. Move2(<u>Func</u>, CanMiss)

| Func | CanMiss |
|---|---|
| PHYSICAL | 1 |
| SPECIAL | 1 |
| STATUS | 0 |

5. Move1(Accuracy, Power, MoveType, **Func**, <u>MoveName</u>)

| Accuracy | Power | MoveType | Func | MoveName |
|---|---|---|---|---|
| 100 | 20 | Grass | SPECIAL | Absorb |
| 100 | 40 | Poison | PHYSICAL | Acid |
| -1 | -1 | Poison | STATUS | "Acid Armor" |
| -1 | -1 | Psychic | STATUS | Agility |
| -1 | -1 | Psychic | STATUS | Amnesia |
| 100 | 65 | Ice | SPECIAL | "Aurora Beam" |
| 85 | 15 | Normal | PHYSICAL | Barrage |
| -1 | -1 | Psychic | STATUS | Barrier |
| -1 | -1 | Normal | PHYSICAL | Bide |
| 75 | 15 | Normal | PHYSICAL | Bind |
| 100 | 60 | Normal | PHYSICAL | Bite |
| 90 | 120 | Ice | SPECIAL | Blizzard |
| 100 | 85 | Normal | PHYSICAL | "Body Slam" |
| 85 | 65 | Ground | PHYSICAL | "Bone Club" |
| 90 | 50 | Ground | PHYSICAL | Bonemerang |
| 100 | 20 | Water | SPECIAL | Bubble |
| 100 | 65 | Water | SPECIAL | BubbleBeam |
| 75 | 35 | Water | SPECIAL | Clamp |
| 85 | 18 | Normal | PHYSICAL | "Comet Punch" |
| 100 | -1 | Ghost | STATUS | "Confuse Ray" |
| 100 | 50 | Psychic | SPECIAL | Confusion |
| 100 | 10 | Normal | PHYSICAL | Constrict |
| -1 | -1 | Normal | STATUS | Conversion |
| 100 | -1 | Fighting | PHYSICAL | Counter |
| 85 | 90 | Water | SPECIAL | Crabhammer |

| | | | | |
|---|---|---|---|---|
| 95 | 50 | Normal | PHYSICAL | Cut |
| -1 | -1 | Normal | STATUS | "Defense Curl" |
| 100 | 100 | Ground | PHYSICAL | Dig |
| 55 | -1 | Normal | STATUS | Disable |
| 100 | 70 | Normal | PHYSICAL | "Dizzy Punch" |
| 100 | 30 | Fighting | PHYSICAL | "Double Kick" |
| -1 | -1 | Normal | STATUS | "Double Team" |
| 100 | 100 | Normal | PHYSICAL | Double-Edge |
| 85 | 15 | Normal | PHYSICAL | DoubleSlap |
| 100 | -1 | Dragon | SPECIAL | "Dragon Rage" |
| 100 | 100 | Psychic | SPECIAL | "Dream Eater" |
| 100 | 80 | Flying | PHYSICAL | "Drill Peck" |
| 100 | 100 | Ground | PHYSICAL | Earthquake |
| 75 | 100 | Normal | PHYSICAL | "Egg Bomb" |
| 100 | 40 | Fire | SPECIAL | Ember |
| 100 | 170 | Normal | PHYSICAL | Explosion |
| 85 | 120 | Fire | SPECIAL | "Fire Blast" |
| 100 | 75 | Fire | SPECIAL | "Fire Punch" |
| 70 | 15 | Fire | SPECIAL | "Fire Spin" |
| 30 | -1 | Ground | PHYSICAL | Fissure |
| 100 | 95 | Fire | SPECIAL | Flamethrower |
| 70 | -1 | Normal | STATUS | Flash |
| 95 | 70 | Flying | PHYSICAL | Fly |
| -1 | -1 | Normal | STATUS | "Focus Energy" |
| 85 | 15 | Normal | PHYSICAL | "Fury Attack" |
| 80 | 18 | Normal | PHYSICAL | "Fury Swipes" |
| 75 | -1 | Normal | STATUS | Glare |
| 100 | -1 | Normal | STATUS | Growl |
| -1 | -1 | Normal | STATUS | Growth |
| 30 | -1 | Normal | PHYSICAL | Guillotine |
| 100 | 40 | Normal | PHYSICAL | Gust |
| -1 | -1 | Normal | STATUS | Harden |
| -1 | -1 | Ice | STATUS | Haze |
| 100 | 70 | Normal | PHYSICAL | Headbutt |
| 90 | 85 | Fighting | PHYSICAL | "Hi Jump Kick" |
| 100 | 65 | Normal | PHYSICAL | "Horn Attack" |
| 30 | -1 | Normal | PHYSICAL | "Horn Drill" |
| 80 | 120 | Water | SPECIAL | "Hydro Pump" |
| 90 | 150 | Normal | PHYSICAL | "Hyper Beam" |
| 90 | 80 | Normal | PHYSICAL | "Hyper Fang" |
| 60 | -1 | Psychic | STATUS | Hypnosis |
| 100 | 95 | Ice | SPECIAL | "Ice Beam" |

| 100 | 75 | Ice | SPECIAL | "Ice Punch" |
|---|---|---|---|---|
| 95 | 70 | Fighting | PHYSICAL | "Jump Kick" |
| 100 | 50 | Normal | PHYSICAL | "Karate Chop" |
| 100 | 20 | Bug | PHYSICAL | "Leech Life" |
| 90 | -1 | Grass | STATUS | "Leech Seed" |
| 100 | -1 | Normal | STATUS | Leer |
| 100 | 20 | Ghost | PHYSICAL | Lick |
| -1 | -1 | Psychic | STATUS | "Light Screen" |
| 75 | -1 | Normal | STATUS | "Lovely Kiss" |
| 90 | 50 | Fighting | PHYSICAL | "Low Kick" |
| -1 | -1 | Psychic | STATUS | Meditate |
| 100 | 40 | Grass | SPECIAL | "Mega Drain" |
| 75 | 120 | Normal | PHYSICAL | "Mega Kick" |
| 85 | 80 | Normal | PHYSICAL | "Mega Punch" |
| -1 | -1 | Normal | STATUS | Metronome |
| 100 | -1 | Normal | STATUS | Mimic |
| -1 | -1 | Normal | STATUS | Minimize |
| -1 | -1 | Flying | STATUS | "Mirror Move" |
| -1 | -1 | Ice | STATUS | Mist |
| 100 | -1 | Ghost | PHYSICAL | "Night Shade" |
| 100 | 40 | Normal | PHYSICAL | "Pay Day" |
| 100 | 35 | Flying | PHYSICAL | Peck |
| 100 | 70 | Grass | SPECIAL | "Petal Dance" |
| 85 | 14 | Bug | PHYSICAL | "Pin Missile" |
| 55 | -1 | Poison | STATUS | "Poison Gas" |
| 100 | 15 | Poison | PHYSICAL | "Poison Sting" |
| 75 | -1 | Poison | STATUS | PoisonPowder |
| 100 | 40 | Normal | PHYSICAL | Pound |
| 100 | 65 | Psychic | SPECIAL | Psybeam |
| 100 | 90 | Psychic | SPECIAL | Psychic |
| 80 | -1 | Psychic | SPECIAL | Psywave |
| 100 | 40 | Normal | PHYSICAL | "Quick Attack" |
| 100 | 20 | Normal | PHYSICAL | Rage |
| 95 | 55 | Grass | SPECIAL | "Razor Leaf" |
| 75 | 80 | Normal | PHYSICAL | "Razor Wind" |
| -1 | -1 | Normal | STATUS | Recover |
| -1 | -1 | Psychic | STATUS | Reflect |
| -1 | -1 | Psychic | STATUS | Rest |
| 100 | -1 | Normal | STATUS | Roar |
| 90 | 75 | Rock | PHYSICAL | "Rock Slide" |
| 65 | 50 | Rock | PHYSICAL | "Rock Throw" |
| 85 | 60 | Fighting | PHYSICAL | "Rolling Kick" |

| 100 | -1 | Normal | STATUS | Sand-Attack |
|---|---|---|---|---|
| 100 | 40 | Normal | PHYSICAL | Scratch |
| 85 | -1 | Normal | STATUS | Screech |
| 100 | -1 | Fighting | PHYSICAL | "Seismic Toss" |
| 100 | 130 | Normal | PHYSICAL | Selfdestruct |
| -1 | -1 | Normal | STATUS | Sharpen |
| 55 | -1 | Normal | STATUS | Sing |
| 100 | 100 | Normal | PHYSICAL | "Skull Bash" |
| 90 | 140 | Flying | PHYSICAL | "Sky Attack" |
| 75 | 80 | Normal | PHYSICAL | Slam |
| 100 | 70 | Normal | PHYSICAL | Slash |
| 75 | -1 | Grass | STATUS | "Sleep Powder" |
| 100 | 65 | Poison | PHYSICAL | Sludge |
| 70 | 20 | Poison | PHYSICAL | Smog |
| 100 | -1 | Normal | STATUS | SmokeScreen |
| -1 | -1 | Normal | STATUS | Softboiled |
| 100 | 120 | Grass | SPECIAL | SolarBeam |
| 90 | -1 | Normal | PHYSICAL | SonicBoom |
| 100 | 20 | Normal | PHYSICAL | "Spike Cannon" |
| -1 | -1 | Normal | STATUS | Splash |
| 100 | -1 | Grass | STATUS | Spore |
| 100 | 65 | Normal | PHYSICAL | Stomp |
| 100 | 80 | Normal | PHYSICAL | Strength |
| 95 | -1 | Bug | STATUS | "String Shot" |
| 75 | -1 | Grass | STATUS | "Stun Spore" |
| 80 | 80 | Fighting | PHYSICAL | Submission |
| -1 | -1 | Normal | STATUS | Substitute |
| 90 | -1 | Normal | PHYSICAL | "Super Fang" |
| 55 | -1 | Normal | STATUS | Supersonic |
| 100 | 95 | Water | SPECIAL | Surf |
| 100 | 60 | Normal | PHYSICAL | Swift |
| -1 | -1 | Normal | STATUS | "Swords Dance" |
| 95 | 35 | Normal | PHYSICAL | Tackle |
| 100 | -1 | Normal | STATUS | "Tail Whip" |
| 85 | 90 | Normal | PHYSICAL | "Take Down" |
| -1 | -1 | Psychic | STATUS | Teleport |
| 100 | 90 | Normal | PHYSICAL | Thrash |
| 70 | 120 | Electric | SPECIAL | Thunder |
| 100 | -1 | Electric | STATUS | "Thunder Wave" |
| 100 | 95 | Electric | SPECIAL | Thunderbolt |
| 100 | 75 | Electric | SPECIAL | ThunderPunch |
| 100 | 40 | Electric | SPECIAL | ThunderShock |

| 85 | -1 | Poison | STATUS | Toxic |
| -1 | -1 | Normal | STATUS | Transform |
| 100 | 80 | Normal | PHYSICAL | "Tri Attack" |
| 100 | 25 | Bug | PHYSICAL | Twineedle |
| 100 | 55 | Normal | PHYSICAL | ViceGrip |
| 100 | 35 | Grass | SPECIAL | "Vine Whip" |
| 100 | 40 | Water | SPECIAL | "Water Gun" |
| 100 | 80 | Water | SPECIAL | Waterfall |
| 85 | -1 | Normal | STATUS | Whirlwind |
| 100 | 35 | Flying | PHYSICAL | "Wing Attack" |
| -1 | -1 | Water | STATUS | Withdraw |
| 85 | 15 | Normal | PHYSICAL | Wrap |

6. LevelMove(**MoveName**)

| **MoveName** |
| --- |
| Absorb |
| Acid |
| "Acid Armor" |
| Agility |
| Amnesia |
| "Aurora Beam" |
| Barrage |
| Barrier |
| Bind |
| Bite |
| Blizzard |
| "Body Slam" |
| "Bone Club" |
| Bonemerang |
| Bubble |
| Clamp |
| "Comet Punch" |
| "Confuse Ray" |
| Confusion |
| Constrict |
| Conversion |
| Counter |
| Crabhammer |
| "Defense Curl" |
| Dig |
| Disable |

| |
|---|
| "Dizzy Punch" |
| "Double Kick" |
| "Double Team" |
| Double-Edge |
| DoubleSlap |
| "Dragon Rage" |
| "Dream Eater" |
| "Drill Peck" |
| Earthquake |
| Ember |
| Explosion |
| "Fire Punch" |
| "Fire Spin" |
| Flamethrower |
| "Focus Energy" |
| "Fury Attack" |
| "Fury Swipes" |
| Glare |
| Growl |
| Growth |
| Guillotine |
| Gust |
| Harden |
| Haze |
| Headbutt |
| "Hi Jump Kick" |
| "Horn Attack" |
| "Horn Drill" |
| "Hydro Pump" |
| "Hyper Beam" |
| "Hyper Fang" |
| Hypnosis |
| "Ice Beam" |
| "Ice Punch" |
| "Jump Kick" |
| "Karate Chop" |
| "Leech Life" |
| "Leech Seed" |
| Leer |
| Lick |
| "Light Screen" |
| "Lovely Kiss" |

| |
|---|
| "Low Kick" |
| Meditate |
| "Mega Kick" |
| "Mega Punch" |
| Metronome |
| Minimize |
| "Mirror Move" |
| Mist |
| "Night Shade" |
| "Pay Day" |
| Peck |
| "Petal Dance" |
| "Pin Missile" |
| "Poison Gas" |
| "Poison Sting" |
| PoisonPowder |
| Pound |
| Psybeam |
| Psychic |
| "Quick Attack" |
| Rage |
| "Razor Leaf" |
| Recover |
| Reflect |
| Rest |
| Roar |
| "Rock Throw" |
| "Rolling Kick" |
| Sand-Attack |
| Scratch |
| Screech |
| "Seismic Toss" |
| Selfdestruct |
| Sharpen |
| Sing |
| "Skull Bash" |
| "Sky Attack" |
| Slam |
| Slash |
| "Sleep Powder" |
| Sludge |
| Smog |

| |
|---|
| SmokeScreen |
| SolarBeam |
| SonicBoom |
| "Spike Cannon" |
| Splash |
| Spore |
| Stomp |
| "String Shot" |
| "Stun Spore" |
| Submission |
| Substitute |
| "Super Fang" |
| Supersonic |
| Swift |
| "Swords Dance" |
| Tackle |
| "Tail Whip" |
| "Take Down" |
| Teleport |
| Thrash |
| Thunder |
| "Thunder Wave" |
| ThunderPunch |
| ThunderShock |
| Transform |
| "Tri Attack" |
| Twineedle |
| ViceGrip |
| "Vine Whip" |
| "Water Gun" |
| Waterfall |
| Whirlwind |
| "Wing Attack" |
| Withdraw |
| Wrap |

7. TMHMMove(**MoveName**, MoveNumber)

| MoveName | MoveNumber |
|---|---|
| Bide | 34 |
| Blizzard | 14 |
| "Body Slam" | 8 |

| | |
|---|---|
| BubbleBeam | 11 |
| Counter | 18 |
| Cut | 1 |
| Dig | 28 |
| "Double Team" | 32 |
| Double-Edge | 10 |
| "Dragon Rage" | 23 |
| "Dream Eater" | 42 |
| Earthquake | 26 |
| "Egg Bomb" | 37 |
| Explosion | 47 |
| "Fire Blast" | 38 |
| Fissure | 27 |
| Flash | 5 |
| Fly | 2 |
| "Horn Drill" | 7 |
| "Hyper Beam" | 15 |
| "Ice Beam" | 13 |
| "Mega Drain" | 21 |
| "Mega Kick" | 5 |
| "Mega Punch" | 1 |
| Metronome | 35 |
| Mimic | 31 |
| "Pay Day" | 16 |
| Psychic | 29 |
| Psywave | 46 |
| Rage | 20 |
| "Razor Wind" | 2 |
| Reflect | 33 |
| Rest | 44 |
| "Rock Slide" | 48 |
| "Seismic Toss" | 19 |
| Selfdestruct | 36 |
| "Skull Bash" | 40 |
| "Sky Attack" | 43 |
| Softboiled | 41 |
| SolarBeam | 22 |
| Strength | 4 |
| Submission | 17 |
| Substitute | 50 |
| Surf | 3 |
| Swift | 39 |

| | |
|---|---|
| "Swords Dance" | 3 |
| "Take Down" | 9 |
| Teleport | 30 |
| Thunder | 25 |
| "Thunder Wave" | 45 |
| Thunderbolt | 24 |
| Toxic | 6 |
| "Tri Attack" | 49 |
| "Water Gun" | 12 |
| Whirlwind | 4 |

8. PokemonStores2(<u>PokemonName</u>, PokeType, EggGroup)

| PokemonName | PokeType | EggGroup |
|---|---|---|
| Abra | Psychic | Human-Like |
| Aerodactyl | Rock/Flying | Flying |
| Alakazam | Psychic | Human-Like |
| Arbok | Poison | Dragon/Field |
| Arcanine | Fire | Field |
| Articuno | Ice/Flying | Undiscovered |
| Beedrill | Bug/Poison | Bug |
| Bellsprout | Grass/Poison | Grass |
| Blastoise | Water | "Monster/Water 1" |
| Bulbasaur | Grass/Poison | Grass/Monster |
| Butterfree | Bug/Flying | Bug |
| Caterpie | Bug | Bug |
| Chansey | Normal | Fairy |
| Charizard | Fire/Flying | Dragon/Monster |
| Charmander | Fire | Dragon/Monster |
| Charmeleon | Fire | Dragon/Monster |
| Clefable | Normal | Fairy |
| Clefairy | Normal | Fairy |
| Cloyster | Water/Ice | "Water 3" |
| Cubone | Ground | Monster |
| Dewgong | Water/Ice | "Field/Water 1" |
| Diglett | Ground | Field |
| Ditto | Normal | Ditto |
| Dodrio | Normal/Flying | Flying |
| Doduo | Normal/Flying | Flying |
| Dragonair | Dragon | "Dragon/Water 1" |
| Dragonite | Dragon/Flying | "Dragon/Water 1" |
| Dratini | Dragon | "Dragon/Water 1" |

| Drowzee | Psychic | Human-Like |
|---|---|---|
| Dugtrio | Ground | Field |
| Eevee | Normal | Field |
| Ekans | Poison | Dragon/Field |
| Electabuzz | Electric | Human-Like |
| Electrode | Electric | Mineral |
| Exeggcute | Grass/Psychic | Grass |
| Exeggutor | Grass/Psychic | Grass |
| Farfetchd | Normal/Flying | Field/Flying |
| Fearow | Normal/Flying | Flying |
| Flareon | Fire | Field |
| Gastly | Ghost/Poison | Amorphous |
| Gengar | Ghost/Poison | Amorphous |
| Geodude | Rock/Ground | Mineral |
| Gloom | Grass/Poison | Grass |
| Golbat | Poison/Flying | Flying |
| Goldeen | Water | "Water 2" |
| Golduck | Water | "Field/Water 1" |
| Golem | Rock/Ground | Mineral |
| Graveler | Rock/Ground | Mineral |
| Grimer | Poison | Amorphous |
| Growlithe | Fire | Field |
| Gyarados | Water/Flying | "Dragon/Water 2" |
| Haunter | Ghost/Poison | Amorphous |
| Hitmonchan | Fighting | Human-Like |
| Hitmonlee | Fighting | Human-Like |
| Horsea | Water | "Dragon/Water 1" |
| Hypno | Psychic | Human-Like |
| Ivysaur | Grass/Poison | Grass/Monster |
| Jigglypuff | Normal | Fairy |
| Jolteon | Electric | Field |
| Jynx | Ice/Psychic | Human-Like |
| Kabuto | Rock/Water | "Water 1/Water 3" |
| Kabutops | Rock/Water | "Water 1/Water 3" |
| Kadabra | Psychic | Human-Like |
| Kakuna | Bug/Poison | Bug |
| Kangaskhan | Normal | Monster |
| Kingler | Water | "Water 3" |
| Koffing | Poison | Amorphous |
| Krabby | Water | "Water 3" |
| Lapras | Water/Ice | "Monster/Water 1" |
| Lickitung | Normal | Monster |

| | | |
|---|---|---|
| Machamp | Fighting | Human-Like |
| Machoke | Fighting | Human-Like |
| Machop | Fighting | Human-Like |
| Magikarp | Water | "Dragon/Water 2" |
| Magmar | Fire | Human-Like |
| Magnemite | Electric/Steel | Mineral |
| Magneton | Electric/Steel | Mineral |
| Mankey | Fighting | Field |
| Marowak | Ground | Monster |
| Meowth | Normal | Field |
| Metapod | Bug | Bug |
| Mew | Psychic | Undiscovered |
| Mewtwo | Psychic | Undiscovered |
| Moltres | Fire/Flying | Undiscovered |
| "Mr. Mime" | Psychic | Human-Like |
| Muk | Poison | Amorphous |
| Nidoking | Poison/Ground | Field/Monster |
| Nidoqueen | Poison/Ground | Undiscovered |
| NidoranF | Poison | Field/Monster |
| NidoranM | Poison | Field/Monster |
| Nidorina | Poison | Undiscovered |
| Nidorino | Poison | Field/Monster |
| Ninetales | Fire | Field |
| Oddish | Grass/Poison | Grass |
| Omanyte | Rock/Water | "Water 1/Water 3" |
| Omastar | Rock/Water | "Water 1/Water 3" |
| Onix | Rock/Ground | Mineral |
| Paras | Bug/Grass | Bug/Grass |
| Parasect | Bug/Grass | Bug/Grass |
| Persian | Normal | Field |
| Pidgeot | Normal/Flying | Flying |
| Pidgeotto | Normal/Flying | Flying |
| Pidgey | Normal/Flying | Flying |
| Pikachu | Electric | Fairy/Field |
| Pinsir | Bug | Bug |
| Poliwag | Water | "Water 1" |
| Poliwhirl | Water | "Water 1" |
| Poliwrath | Water/Fighting | "Water 1" |
| Ponyta | Fire | Field |
| Porygon | Normal | Mineral |
| Primeape | Fighting | Field |
| Psyduck | Water | "Field/Water 1" |

| | | |
|---|---|---|
| Raichu | Electric | Fairy/Field |
| Rapidash | Fire | Field |
| Raticate | Normal | Field |
| Rattata | Normal | Field |
| Rhydon | Ground/Rock | Field/Monster |
| Rhyhorn | Ground/Rock | Field/Monster |
| Sandshrew | Ground | Field |
| Sandslash | Ground | Field |
| Scyther | Bug/Flying | Bug |
| Seadra | Water | "Dragon/Water 1" |
| Seaking | Water | "Water 2" |
| Seel | Water | "Field/Water 1" |
| Shellder | Water | "Water 3" |
| Slowbro | Water/Psychic | "Monster/Water 1" |
| Slowpoke | Water/Psychic | "Monster/Water 1" |
| Snorlax | Normal | Monster |
| Spearow | Normal/Flying | Flying |
| Squirtle | Water | "Monster/Water 1" |
| Starmie | Water/Psychic | "Water 3" |
| Staryu | Water | "Water 3" |
| Tangela | Grass | Grass |
| Tauros | Normal | Field |
| Tentacool | Water/Poison | "Water 3" |
| Tentacruel | Water/Poison | "Water 3" |
| Vaporeon | Water | Field |
| Venomoth | Bug/Poison | Bug |
| Venonat | Bug/Poison | Bug |
| Venusaur | Grass/Poison | Grass/Monster |
| Victreebel | Grass/Poison | Grass |
| Vileplume | Grass/Poison | Grass |
| Voltorb | Electric | Mineral |
| Vulpix | Fire | Field |
| Wartortle | Water | "Monster/Water 1" |
| Weedle | Bug/Poison | Bug |
| Weepinbell | Grass/Poison | Grass |
| Weezing | Poison | Amorphous |
| Wigglytuff | Normal | Fairy |
| Zapdos | Electric/Flying | Undiscovered |
| Zubat | Poison/Flying | Flying |

9. PokemonStores1(<u>PokeID</u>, **PokemonName**, PokemonLevel, Ability, Stats, **FileID**, **Email**)

# University of British Columbia, Vancouver
Department of Computer Science

| PokeID | PokemonName | Ability | Stats | FileID | Email |
|--------|-------------|---------|-------|--------|-------|
| 1-001 | Bulbasaur | 0 | Overgrow/Chlorophyll | 0 | NULL |
| 1-002 | Ivysaur | 0 | Overgrow/Chlorophyll | 0 | NULL |
| 1-003 | Venusaur | 0 | Overgrow/Chlorophyll | 0 | NULL |
| 1-004 | Charmander | 0 | "Blaze/Solar Power" | 0 | NULL |
| 1-005 | Charmeleon | 0 | "Blaze/Solar Power" | 0 | NULL |
| 1-006 | Charizard | 0 | "Blaze/Solar Power" | 0 | NULL |
| 1-007 | Squirtle | 0 | "Torrent/Rain Dish" | 0 | NULL |
| 1-008 | Wartortle | 0 | "Torrent/Rain Dish" | 0 | NULL |
| 1-009 | Blastoise | 0 | "Torrent/Rain Dish" | 0 | NULL |
| 1-010 | Caterpie | 0 | "Shield Dust/Run Away" | 0 | NULL |
| 1-011 | Metapod | 0 | "Shed Skin" | 0 | NULL |
| 1-012 | Butterfree | 0 | "Compound Eyes/Tinted Lens" | 0 | NULL |
| 1-013 | Weedle | 0 | "Shield Dust/Run Away" | 0 | NULL |
| 1-014 | Kakuna | 0 | "Shed Skin" | 0 | NULL |
| 1-015 | Beedrill | 0 | Swarm/Sniper | 0 | NULL |
| 1-016 | Pidgey | 0 | "Keen Eye/Tangled Feet/Big Pecks" | 0 | NULL |
| 1-017 | Pidgeotto | 0 | "Keen Eye/Tangled Feet/Big Pecks" | 0 | NULL |
| 1-018 | Pidgeot | 0 | "Keen Eye/Tangled Feet/Big Pecks" | 0 | NULL |
| 1-019 | Rattata | 0 | "Run Away/Guts/Hustle" | 0 | NULL |
| 1-020 | Raticate | 0 | "Run Away/Guts/Hustle" | 0 | NULL |
| 1-021 | Spearow | 0 | "Keen Eye/Sniper" | 0 | NULL |
| 1-022 | Fearow | 0 | "Keen Eye/Sniper" | 0 | NULL |
| 1-023 | Ekans | 0 | "Intimidate/Shed Skin/Unnerve" | 0 | NULL |
| 1-024 | Arbok | 0 | "Intimidate/Shed Skin/Unnerve" | 0 | NULL |
| 1-025 | Pikachu | 0 | "Static/Lightning Rod" | 0 | NULL |
| 1-026 | Raichu | 0 | "Static/Lightning Rod" | 0 | NULL |
| 1-027 | Sandshrew | 0 | "Sand Veil/Sand Rush" | 0 | NULL |
| 1-028 | Sandslash | 0 | "Sand Veil/Sand Rush" | 0 | NULL |
| 1-029 | NidoranF | 0 | "Poison Point/Rivalry/Hustle" | 0 | NULL |
| 1-030 | Nidorina | 0 | "Poison Point/Rivalry/Hustle" | 0 | NULL |
| 1-031 | Nidoqueen | 0 | "Poison Point/Rivalry/Sheer Force" | 0 | NULL |
| 1-032 | NidoranM | 0 | "Poison Point/Rivalry/Hustle" | 0 | NULL |
| 1-033 | Nidorino | 0 | "Poison Point/Rivalry/Hustle" | 0 | NULL |
| 1-034 | Nidoking | 0 | "Poison Point/Rivalry/Sheer Force" | 0 | NULL |
| 1-035 | Clefairy | 0 | "Cute Charm/Magic Guard/Friend Guard" | 0 | NULL |
| 1-036 | Clefable | 0 | "Cute Charm/Magic Guard/Unaware" | 0 | NULL |
| 1-037 | Vulpix | 0 | "Flash Fire/Drought" | 0 | NULL |
| 1-038 | Ninetales | 0 | "Flash Fire/Drought" | 0 | NULL |
| 1-039 | Jigglypuff | 0 | "Cute Charm/Competitive/Friend Guard" | 0 | NULL |
| 1-040 | Wigglytuff | 0 | "Cute Charm/Competitive/Frisk" | 0 | NULL |
| 1-041 | Zubat | 0 | "Inner Focus/Infiltrator" | 0 | NULL |
| 1-042 | Golbat | 0 | "Inner Focus/Infiltrator" | 0 | NULL |

| 1-043 | Oddish | 0 | "Chlorophyll/Run Away" | 0 | NULL |
|-------|--------|---|------------------------|---|------|
| 1-044 | Gloom | 0 | Chlorophyll/Stench | 0 | NULL |
| 1-045 | Vileplume | 0 | "Chlorophyll/Effect Spore" | 0 | NULL |
| 1-046 | Paras | 0 | "Effect Spore/Dry Skin/Damp" | 0 | NULL |
| 1-047 | Parasect | 0 | "Effect Spore/Dry Skin/Damp" | 0 | NULL |
| 1-048 | Venonat | 0 | "Compound Eyes/Tinted Lens/Run Away" | 0 | NULL |
| 1-049 | Venomoth | 0 | "Shield Dust/Tinted Lens/Wonder Skin" | 0 | NULL |
| 1-050 | Diglett | 0 | "Sand Veil/Arena Trap/Sand Force" | 0 | NULL |
| 1-051 | Dugtrio | 0 | "Sand Veil/Arena Trap/Sand Force" | 0 | NULL |
| 1-052 | Meowth | 0 | Pickup/Technician/Unnerve | 0 | NULL |
| 1-053 | Persian | 0 | Limber/Technician/Unnerve | 0 | NULL |
| 1-054 | Psyduck | 0 | "Damp/Cloud Nine/Swift Swim" | 0 | NULL |
| 1-055 | Golduck | 0 | "Damp/Cloud Nine/Swift Swim" | 0 | NULL |
| 1-056 | Mankey | 0 | "Vital Spirit/Anger Point/Defiant" | 0 | NULL |
| 1-057 | Primeape | 0 | "Vital Spirit/Anger Point/Defiant" | 0 | NULL |
| 1-058 | Growlithe | 0 | "Intimidate/Flash Fire/Justified" | 0 | NULL |
| 1-059 | Arcanine | 0 | "Intimidate/Flash Fire/Justified" | 0 | NULL |
| 1-060 | Poliwag | 0 | "Water Absorb/Damp/Swift Swim" | 0 | NULL |
| 1-061 | Poliwhirl | 0 | "Water Absorb/Damp/Swift Swim" | 0 | NULL |
| 1-062 | Poliwrath | 0 | "Water Absorb/Damp/Swift Swim" | 0 | NULL |
| 1-063 | Abra | 0 | "Synchronize/Inner Focus/Magic Guard" | 0 | NULL |
| 1-064 | Kadabra | 0 | "Synchronize/Inner Focus/Magic Guard" | 0 | NULL |
| 1-065 | Alakazam | 0 | "Synchronize/Inner Focus/Magic Guard" | 0 | NULL |
| 1-066 | Machop | 0 | "Guts/No Guard/Steadfast" | 0 | NULL |
| 1-067 | Machoke | 0 | "Guts/No Guard/Steadfast" | 0 | NULL |
| 1-068 | Machamp | 0 | "Guts/No Guard/Steadfast" | 0 | NULL |
| 1-069 | Bellsprout | 0 | Chlorophyll/Gluttony | 0 | NULL |
| 1-070 | Weepinbell | 0 | Chlorophyll/Gluttony | 0 | NULL |
| 1-071 | Victreebel | 0 | Chlorophyll/Gluttony | 0 | NULL |
| 1-072 | Tentacool | 0 | "Clear Body/Liquid Ooze/Rain Dish" | 0 | NULL |
| 1-073 | Tentacruel | 0 | "Clear Body/Liquid Ooze/Rain Dish" | 0 | NULL |
| 1-074 | Geodude | 0 | "Rock Head/Sturdy/Sand Veil" | 0 | NULL |
| 1-075 | Graveler | 0 | "Rock Head/Sturdy/Sand Veil" | 0 | NULL |
| 1-076 | Golem | 0 | "Rock Head/Sturdy/Sand Veil" | 0 | NULL |
| 1-077 | Ponyta | 0 | "Run Away/Flash Fire/Flame Body" | 0 | NULL |
| 1-078 | Rapidash | 0 | "Run Away/Flash Fire/Flame Body" | 0 | NULL |
| 1-079 | Slowpoke | 0 | "Oblivious/Own Tempo/Regenerator" | 0 | NULL |
| 1-080 | Slowbro | 0 | "Oblivious/Own Tempo/Regenerator" | 0 | NULL |
| 1-081 | Magnemite | 0 | "Magnet Pull/Sturdy/Analytic" | 0 | NULL |
| 1-082 | Magneton | 0 | "Magnet Pull/Sturdy/Analytic" | 0 | NULL |
| 1-083 | Farfetchd | 0 | "Keen Eye/Inner Focus/Defiant" | 0 | NULL |
| 1-084 | Doduo | 0 | "Run Away/Early Bird/Tangled Feet" | 0 | NULL |

| 1-085 | Dodrio | 0 | "Run Away/Early Bird/Tangled Feet" | 0 | NULL |
|---|---|---|---|---|---|
| 1-086 | Seel | 0 | "Thick Fat/Hydration/Ice Body" | 0 | NULL |
| 1-087 | Dewgong | 0 | "Thick Fat/Hydration/Ice Body" | 0 | NULL |
| 1-088 | Grimer | 0 | "Stench/Sticky Hold/Poison Touch" | 0 | NULL |
| 1-089 | Muk | 0 | "Stench/Sticky Hold/Poison Touch" | 0 | NULL |
| 1-090 | Shellder | 0 | "Shell Armor/Skill Link/Overcoat" | 0 | NULL |
| 1-091 | Cloyster | 0 | "Shell Armor/Skill Link/Overcoat" | 0 | NULL |
| 1-092 | Gastly | 0 | Levitate | 0 | NULL |
| 1-093 | Haunter | 0 | Levitate | 0 | NULL |
| 1-094 | Gengar | 0 | "Cursed Body" | 0 | NULL |
| 1-095 | Onix | 0 | "Rock Head/Sturdy/Weak Armor" | 0 | NULL |
| 1-096 | Drowzee | 0 | "Insomnia/Forewarn/Inner Focus" | 0 | NULL |
| 1-097 | Hypno | 0 | "Insomnia/Forewarn/Inner Focus" | 0 | NULL |
| 1-098 | Krabby | 0 | "Hyper Cutter/Shell Armor/Sheer Force" | 0 | NULL |
| 1-099 | Kingler | 0 | "Hyper Cutter/Shell Armor/Sheer Force" | 0 | NULL |
| 1-100 | Voltorb | 0 | Soundproof/Static/Aftermath | 0 | NULL |
| 1-101 | Electrode | 0 | Soundproof/Static/Aftermath | 0 | NULL |
| 1-102 | Exeggcute | 0 | Chlorophyll/Harvest | 0 | NULL |
| 1-103 | Exeggutor | 0 | Chlorophyll/Harvest | 0 | NULL |
| 1-104 | Cubone | 0 | "Rock Head/Lightning Rod/Battle Armor" | 0 | NULL |
| 1-105 | Marowak | 0 | "Rock Head/Lightning Rod/Battle Armor" | 0 | NULL |
| 1-106 | Hitmonlee | 0 | Limber/Reckless/Unburden | 0 | NULL |
| 1-107 | Hitmonchan | 0 | "Keen Eye/Iron Fist/Inner Focus" | 0 | NULL |
| 1-108 | Lickitung | 0 | "Own Tempo/Oblivious/Cloud Nine" | 0 | NULL |
| 1-109 | Koffing | 0 | "Levitate/Neutralizing Gas/Stench" | 0 | NULL |
| 1-110 | Weezing | 0 | "Levitate/Neutralizing Gas/Stench" | 0 | NULL |
| 1-111 | Rhyhorn | 0 | "Lightning Rod/Rock Head/Reckless" | 0 | NULL |
| 1-112 | Rhydon | 0 | "Lightning Rod/Rock Head/Reckless" | 0 | NULL |
| 1-113 | Chansey | 0 | "Natural Cure/Serene Grace/Healer" | 0 | NULL |
| 1-114 | Tangela | 0 | "Chlorophyll/Leaf Guard/Regenerator" | 0 | NULL |
| 1-115 | Kangaskhan | 0 | "Early Bird/Scrappy/Inner Focus" | 0 | NULL |
| 1-116 | Horsea | 0 | "Swift Swim/Sniper/Damp" | 0 | NULL |
| 1-117 | Seadra | 0 | "Poison Point/Sniper/Damp" | 0 | NULL |
| 1-118 | Goldeen | 0 | "Swift Swim/Water Veil/Lightning Rod" | 0 | NULL |
| 1-119 | Seaking | 0 | "Swift Swim/Water Veil/Lightning Rod" | 0 | NULL |
| 1-120 | Staryu | 0 | "Illuminate/Natural Cure/Analytic" | 0 | NULL |
| 1-121 | Starmie | 0 | "Illuminate/Natural Cure/Analytic" | 0 | NULL |
| 1-122 | "Mr. Mime" | 0 | Soundproof/Filter/Technician | 0 | NULL |
| 1-123 | Scyther | 0 | Swarm/Technician/Steadfast | 0 | NULL |
| 1-124 | Jynx | 0 | "Oblivious/Forewarn/Dry Skin" | 0 | NULL |
| 1-125 | Electabuzz | 0 | "Static/Vital Spirit" | 0 | NULL |
| 1-126 | Magmar | 0 | "Flame Body/Vital Spirit" | 0 | NULL |

| | | | | | |
|---|---|---|---|---|---|
| 1-127 | Pinsir | 0 | "Hyper Cutter/Mold Breaker/Moxie" | 0 | NULL |
| 1-128 | Tauros | 0 | "Intimidate/Anger Point/Sheer Force" | 0 | NULL |
| 1-129 | Magikarp | 0 | "Swift Swim/Rattled" | 0 | NULL |
| 1-130 | Gyarados | 0 | Intimidate/Moxie | 0 | NULL |
| 1-131 | Lapras | 0 | "Water Absorb/Shell Armor/Hydration" | 0 | NULL |
| 1-132 | Ditto | 0 | Limber/Imposter | 0 | NULL |
| 1-133 | Eevee | 0 | "Run Away/Adaptability/Anticipation" | 0 | NULL |
| 1-134 | Vaporeon | 0 | "Water Absorb/Hydration" | 0 | NULL |
| 1-135 | Jolteon | 0 | "Volt Absorb/Quick Feet" | 0 | NULL |
| 1-136 | Flareon | 0 | "Flash Fire/Guts" | 0 | NULL |
| 1-137 | Porygon | 0 | Trace/Download/Analytic | 0 | NULL |
| 1-138 | Omanyte | 0 | "Swift Swim/Shell Armor/Weak Armor" | 0 | NULL |
| 1-139 | Omastar | 0 | "Swift Swim/Shell Armor/Weak Armor" | 0 | NULL |
| 1-140 | Kabuto | 0 | "Swift Swim/Battle Armor/Weak Armor" | 0 | NULL |
| 1-141 | Kabutops | 0 | "Swift Swim/Battle Armor/Weak Armor" | 0 | NULL |
| 1-142 | Aerodactyl | 0 | "Rock Head/Pressure/Unnerve" | 0 | NULL |
| 1-143 | Snorlax | 0 | "Immunity/Thick Fat/Gluttony" | 0 | NULL |
| 1-144 | Articuno | 0 | "Pressure/Snow Cloak" | 0 | NULL |
| 1-145 | Zapdos | 0 | Pressure/Static | 0 | NULL |
| 1-146 | Moltres | 0 | "Pressure/Flame Body" | 0 | NULL |
| 1-147 | Dratini | 0 | "Shed Skin/Marvel Scale" | 0 | NULL |
| 1-148 | Dragonair | 0 | "Shed Skin/Marvel Scale" | 0 | NULL |
| 1-149 | Dragonite | 0 | "Inner Focus/Multiscale" | 0 | NULL |
| 1-150 | Mewtwo | 0 | Pressure/Unnerve | 0 | NULL |
| 1-151 | Mew | 0 | Synchronize | 0 | NULL |

10. Evolves(**PokeIDFrom**, **PokeIDTo**, Cond)

| PokeIDFrom | PokeIDTo | Cond |
|---|---|---|
| 1-001 | 1-002 | "Level 16" |
| 1-002 | 1-003 | "Level 32" |
| 1-004 | 1-005 | "Level 16" |
| 1-005 | 1-006 | "Level 36" |
| 1-007 | 1-008 | "Level 16" |
| 1-008 | 1-009 | "Level 36" |

11. Learns(**MoveName**, **PokeID**, Lv)

| MoveName | PokeID | Lv |
|---|---|---|
| Absorb | 1-043 | 1 |
| Absorb | 1-044 | 1 |
| Absorb | 1-114 | 29 |
| Absorb | 1-140 | 34 |

| Absorb | 1-141 | 1 |
|---|---|---|
| Acid | 1-023 | 38 |
| Acid | 1-024 | 47 |
| Acid | 1-043 | 24 |
| Acid | 1-044 | 28 |
| Acid | 1-045 | 1 |
| Acid | 1-069 | 26 |
| Acid | 1-070 | 29 |
| Acid | 1-071 | 1 |
| Acid | 1-072 | 1 |
| Acid | 1-073 | 1 |
| "Acid Armor" | 1-088 | 55 |
| "Acid Armor" | 1-089 | 60 |
| "Acid Armor" | 1-134 | 42 |
| Agility | 1-015 | 35 |
| Agility | 1-016 | 36 |
| Agility | 1-017 | 40 |
| Agility | 1-018 | 44 |
| Agility | 1-021 | 36 |
| Agility | 1-022 | 43 |
| Agility | 1-025 | 33 |
| Agility | 1-058 | 39 |
| Agility | 1-077 | 48 |
| Agility | 1-078 | 55 |
| Agility | 1-083 | 31 |
| Agility | 1-084 | 44 |
| Agility | 1-085 | 51 |
| Agility | 1-107 | 1 |
| Agility | 1-116 | 37 |
| Agility | 1-117 | 41 |
| Agility | 1-118 | 54 |
| Agility | 1-119 | 54 |
| Agility | 1-123 | 42 |
| Agility | 1-135 | 44 |
| Agility | 1-137 | 35 |
| Agility | 1-142 | 1 |
| Agility | 1-144 | 55 |
| Agility | 1-145 | 55 |
| Agility | 1-146 | 55 |
| Agility | 1-147 | 20 |
| Agility | 1-148 | 20 |
| Agility | 1-149 | 1 |

| | | |
|---|---|---|
| Amnesia | 1-060 | 38 |
| Amnesia | 1-061 | 41 |
| Amnesia | 1-079 | 40 |
| Amnesia | 1-080 | 44 |
| Amnesia | 1-143 | 1 |
| Amnesia | 1-150 | 81 |
| "Aurora Beam" | 1-086 | 35 |
| "Aurora Beam" | 1-087 | 1 |
| "Aurora Beam" | 1-090 | 30 |
| "Aurora Beam" | 1-091 | 1 |
| Barrage | 1-102 | 1 |
| Barrage | 1-103 | 1 |
| Barrier | 1-072 | 33 |
| Barrier | 1-073 | 35 |
| Barrier | 1-122 | 1 |
| Barrier | 1-150 | 63 |
| Bind | 1-095 | 15 |
| Bind | 1-114 | 1 |
| Bite | 1-007 | 22 |
| Bite | 1-008 | 24 |
| Bite | 1-009 | 24 |
| Bite | 1-023 | 17 |
| Bite | 1-024 | 17 |
| Bite | 1-029 | 29 |
| Bite | 1-030 | 32 |
| Bite | 1-041 | 15 |
| Bite | 1-042 | 1 |
| Bite | 1-052 | 12 |
| Bite | 1-053 | 1 |
| Bite | 1-058 | 1 |
| Bite | 1-115 | 26 |
| Bite | 1-130 | 1 |
| Bite | 1-133 | 37 |
| Bite | 1-134 | 40 |
| Bite | 1-136 | 40 |
| Bite | 1-142 | 38 |
| Blizzard | 1-124 | 58 |
| Blizzard | 1-144 | 51 |
| "Body Slam" | 1-031 | 1 |
| "Body Slam" | 1-039 | 34 |
| "Body Slam" | 1-060 | 31 |
| "Body Slam" | 1-061 | 33 |

| | | |
|---|---|---|
| "Body Slam" | 1-062 | 1 |
| "Body Slam" | 1-124 | 39 |
| "Body Slam" | 1-131 | 25 |
| "Body Slam" | 1-143 | 35 |
| "Bone Club" | 1-104 | 1 |
| "Bone Club" | 1-105 | 1 |
| Bonemerang | 1-104 | 43 |
| Bonemerang | 1-105 | 48 |
| Bubble | 1-007 | 8 |
| Bubble | 1-008 | 1 |
| Bubble | 1-009 | 1 |
| Bubble | 1-060 | 1 |
| Bubble | 1-061 | 1 |
| Bubble | 1-098 | 1 |
| Bubble | 1-099 | 1 |
| Bubble | 1-116 | 1 |
| Bubble | 1-117 | 1 |
| Clamp | 1-090 | 23 |
| Clamp | 1-091 | 1 |
| "Comet Punch" | 1-107 | 1 |
| "Comet Punch" | 1-115 | 1 |
| "Confuse Ray" | 1-037 | 28 |
| "Confuse Ray" | 1-041 | 21 |
| "Confuse Ray" | 1-042 | 21 |
| "Confuse Ray" | 1-092 | 1 |
| "Confuse Ray" | 1-093 | 1 |
| "Confuse Ray" | 1-094 | 1 |
| "Confuse Ray" | 1-126 | 39 |
| "Confuse Ray" | 1-131 | 31 |
| Confusion | 1-012 | 1 |
| Confusion | 1-054 | 36 |
| Confusion | 1-055 | 39 |
| Confusion | 1-064 | 1 |
| Confusion | 1-065 | 1 |
| Confusion | 1-079 | 1 |
| Confusion | 1-080 | 1 |
| Confusion | 1-096 | 17 |
| Confusion | 1-097 | 1 |
| Confusion | 1-122 | 1 |
| Confusion | 1-150 | 1 |
| Constrict | 1-072 | 27 |
| Constrict | 1-073 | 27 |

| | | |
|---|---|---|
| Constrict | 1-114 | 1 |
| Conversion | 1-137 | 1 |
| Counter | 1-107 | 53 |
| Crabhammer | 1-098 | 35 |
| Crabhammer | 1-099 | 42 |
| "Defense Curl" | 1-035 | 39 |
| "Defense Curl" | 1-039 | 19 |
| "Defense Curl" | 1-040 | 1 |
| "Defense Curl" | 1-074 | 11 |
| "Defense Curl" | 1-075 | 1 |
| "Defense Curl" | 1-076 | 1 |
| "Defense Curl" | 1-108 | 23 |
| "Defense Curl" | 1-113 | 44 |
| Dig | 1-050 | 19 |
| Dig | 1-051 | 1 |
| Disable | 1-039 | 14 |
| Disable | 1-040 | 1 |
| Disable | 1-048 | 1 |
| Disable | 1-049 | 1 |
| Disable | 1-054 | 31 |
| Disable | 1-055 | 1 |
| Disable | 1-064 | 1 |
| Disable | 1-065 | 1 |
| Disable | 1-079 | 18 |
| Disable | 1-080 | 1 |
| Disable | 1-088 | 1 |
| Disable | 1-089 | 1 |
| Disable | 1-096 | 12 |
| Disable | 1-097 | 1 |
| Disable | 1-108 | 15 |
| Disable | 1-150 | 1 |
| "Dizzy Punch" | 1-115 | 46 |
| "Double Kick" | 1-029 | 43 |
| "Double Kick" | 1-030 | 50 |
| "Double Kick" | 1-032 | 43 |
| "Double Kick" | 1-033 | 50 |
| "Double Kick" | 1-106 | 1 |
| "Double Kick" | 1-135 | 42 |
| "Double Team" | 1-123 | 24 |
| Double-Edge | 1-039 | 39 |
| Double-Edge | 1-113 | 54 |
| Double-Edge | 1-143 | 48 |

| | | |
|---|---|---|
| DoubleSlap | 1-035 | 18 |
| DoubleSlap | 1-036 | 1 |
| DoubleSlap | 1-039 | 24 |
| DoubleSlap | 1-040 | 1 |
| DoubleSlap | 1-060 | 25 |
| DoubleSlap | 1-061 | 26 |
| DoubleSlap | 1-062 | 1 |
| DoubleSlap | 1-113 | 1 |
| DoubleSlap | 1-122 | 31 |
| DoubleSlap | 1-124 | 23 |
| "Dragon Rage" | 1-130 | 1 |
| "Dragon Rage" | 1-147 | 40 |
| "Dragon Rage" | 1-148 | 45 |
| "Dragon Rage" | 1-149 | 45 |
| "Dream Eater" | 1-092 | 35 |
| "Dream Eater" | 1-093 | 38 |
| "Dream Eater" | 1-094 | 38 |
| "Drill Peck" | 1-021 | 29 |
| "Drill Peck" | 1-022 | 34 |
| "Drill Peck" | 1-084 | 30 |
| "Drill Peck" | 1-085 | 30 |
| "Drill Peck" | 1-145 | 1 |
| Earthquake | 1-050 | 40 |
| Earthquake | 1-051 | 47 |
| Earthquake | 1-074 | 31 |
| Earthquake | 1-075 | 36 |
| Earthquake | 1-076 | 36 |
| Ember | 1-004 | 9 |
| Ember | 1-005 | 1 |
| Ember | 1-006 | 1 |
| Ember | 1-037 | 1 |
| Ember | 1-038 | 1 |
| Ember | 1-058 | 18 |
| Ember | 1-059 | 1 |
| Ember | 1-077 | 1 |
| Ember | 1-078 | 1 |
| Ember | 1-126 | 1 |
| Ember | 1-136 | 1 |
| Explosion | 1-074 | 36 |
| Explosion | 1-075 | 43 |
| Explosion | 1-076 | 43 |
| Explosion | 1-100 | 43 |

| | | |
|---|---|---|
| Explosion | 1-101 | 50 |
| Explosion | 1-109 | 48 |
| Explosion | 1-110 | 53 |
| "Fire Punch" | 1-107 | 33 |
| "Fire Punch" | 1-126 | 43 |
| "Fire Spin" | 1-004 | 46 |
| "Fire Spin" | 1-005 | 56 |
| "Fire Spin" | 1-006 | 55 |
| "Fire Spin" | 1-037 | 42 |
| "Fire Spin" | 1-077 | 39 |
| "Fire Spin" | 1-078 | 39 |
| "Fire Spin" | 1-136 | 44 |
| "Fire Spin" | 1-146 | 1 |
| Flamethrower | 1-004 | 38 |
| Flamethrower | 1-005 | 42 |
| Flamethrower | 1-006 | 46 |
| Flamethrower | 1-037 | 35 |
| Flamethrower | 1-058 | 50 |
| Flamethrower | 1-126 | 55 |
| Flamethrower | 1-136 | 54 |
| "Focus Energy" | 1-015 | 16 |
| "Focus Energy" | 1-019 | 23 |
| "Focus Energy" | 1-020 | 27 |
| "Focus Energy" | 1-032 | 21 |
| "Focus Energy" | 1-033 | 23 |
| "Focus Energy" | 1-056 | 27 |
| "Focus Energy" | 1-057 | 27 |
| "Focus Energy" | 1-066 | 32 |
| "Focus Energy" | 1-067 | 36 |
| "Focus Energy" | 1-068 | 36 |
| "Focus Energy" | 1-104 | 31 |
| "Focus Energy" | 1-105 | 1 |
| "Focus Energy" | 1-106 | 43 |
| "Focus Energy" | 1-123 | 20 |
| "Focus Energy" | 1-127 | 36 |
| "Fury Attack" | 1-015 | 1 |
| "Fury Attack" | 1-021 | 15 |
| "Fury Attack" | 1-022 | 15 |
| "Fury Attack" | 1-032 | 29 |
| "Fury Attack" | 1-033 | 32 |
| "Fury Attack" | 1-083 | 15 |
| "Fury Attack" | 1-084 | 24 |

| | | |
|---|---|---|
| "Fury Attack" | 1-085 | 1 |
| "Fury Attack" | 1-111 | 40 |
| "Fury Attack" | 1-112 | 1 |
| "Fury Attack" | 1-118 | 30 |
| "Fury Attack" | 1-119 | 30 |
| "Fury Swipes" | 1-027 | 38 |
| "Fury Swipes" | 1-028 | 47 |
| "Fury Swipes" | 1-029 | 36 |
| "Fury Swipes" | 1-030 | 41 |
| "Fury Swipes" | 1-052 | 33 |
| "Fury Swipes" | 1-053 | 37 |
| "Fury Swipes" | 1-054 | 43 |
| "Fury Swipes" | 1-055 | 48 |
| "Fury Swipes" | 1-056 | 21 |
| "Fury Swipes" | 1-057 | 1 |
| Glare | 1-023 | 24 |
| Glare | 1-024 | 27 |
| Growl | 1-001 | 1 |
| Growl | 1-002 | 1 |
| Growl | 1-003 | 1 |
| Growl | 1-004 | 1 |
| Growl | 1-005 | 1 |
| Growl | 1-006 | 1 |
| Growl | 1-021 | 1 |
| Growl | 1-022 | 1 |
| Growl | 1-025 | 1 |
| Growl | 1-026 | 1 |
| Growl | 1-029 | 1 |
| Growl | 1-030 | 1 |
| Growl | 1-035 | 1 |
| Growl | 1-050 | 15 |
| Growl | 1-051 | 1 |
| Growl | 1-052 | 1 |
| Growl | 1-053 | 1 |
| Growl | 1-077 | 35 |
| Growl | 1-078 | 1 |
| Growl | 1-079 | 27 |
| Growl | 1-080 | 27 |
| Growl | 1-084 | 20 |
| Growl | 1-085 | 1 |
| Growl | 1-086 | 30 |
| Growl | 1-087 | 1 |

| | | |
|---|---|---|
| Growl | 1-104 | 1 |
| Growl | 1-105 | 1 |
| Growl | 1-113 | 30 |
| Growl | 1-131 | 1 |
| Growth | 1-001 | 34 |
| Growth | 1-002 | 38 |
| Growth | 1-003 | 43 |
| Growth | 1-046 | 41 |
| Growth | 1-047 | 48 |
| Growth | 1-069 | 1 |
| Growth | 1-070 | 1 |
| Growth | 1-114 | 49 |
| Guillotine | 1-098 | 25 |
| Guillotine | 1-099 | 25 |
| Guillotine | 1-127 | 30 |
| Gust | 1-016 | 1 |
| Gust | 1-017 | 1 |
| Gust | 1-018 | 1 |
| Harden | 1-011 | 1 |
| Harden | 1-014 | 1 |
| Harden | 1-074 | 26 |
| Harden | 1-075 | 29 |
| Harden | 1-076 | 29 |
| Harden | 1-088 | 42 |
| Harden | 1-089 | 45 |
| Harden | 1-095 | 43 |
| Harden | 1-098 | 40 |
| Harden | 1-099 | 49 |
| Harden | 1-120 | 22 |
| Harden | 1-121 | 1 |
| Harden | 1-127 | 43 |
| Harden | 1-140 | 1 |
| Harden | 1-141 | 1 |
| Harden | 1-143 | 41 |
| Haze | 1-041 | 36 |
| Haze | 1-042 | 43 |
| Haze | 1-109 | 45 |
| Haze | 1-110 | 49 |
| Haze | 1-134 | 44 |
| Headbutt | 1-079 | 22 |
| Headbutt | 1-080 | 1 |
| Headbutt | 1-086 | 1 |

| | | |
|---|---|---|
| Headbutt | 1-087 | 1 |
| Headbutt | 1-096 | 24 |
| Headbutt | 1-097 | 24 |
| Headbutt | 1-143 | 1 |
| "Hi Jump Kick" | 1-106 | 48 |
| "Horn Attack" | 1-032 | 8 |
| "Horn Attack" | 1-033 | 1 |
| "Horn Attack" | 1-034 | 1 |
| "Horn Attack" | 1-111 | 1 |
| "Horn Attack" | 1-112 | 1 |
| "Horn Attack" | 1-118 | 24 |
| "Horn Attack" | 1-119 | 24 |
| "Horn Attack" | 1-138 | 34 |
| "Horn Attack" | 1-139 | 1 |
| "Horn Drill" | 1-032 | 36 |
| "Horn Drill" | 1-033 | 41 |
| "Horn Drill" | 1-111 | 45 |
| "Horn Drill" | 1-112 | 48 |
| "Horn Drill" | 1-118 | 45 |
| "Horn Drill" | 1-119 | 48 |
| "Hydro Pump" | 1-007 | 42 |
| "Hydro Pump" | 1-008 | 47 |
| "Hydro Pump" | 1-009 | 52 |
| "Hydro Pump" | 1-054 | 52 |
| "Hydro Pump" | 1-055 | 59 |
| "Hydro Pump" | 1-060 | 45 |
| "Hydro Pump" | 1-061 | 49 |
| "Hydro Pump" | 1-072 | 48 |
| "Hydro Pump" | 1-073 | 50 |
| "Hydro Pump" | 1-116 | 45 |
| "Hydro Pump" | 1-117 | 52 |
| "Hydro Pump" | 1-120 | 47 |
| "Hydro Pump" | 1-130 | 1 |
| "Hydro Pump" | 1-131 | 46 |
| "Hydro Pump" | 1-134 | 54 |
| "Hydro Pump" | 1-138 | 53 |
| "Hydro Pump" | 1-139 | 49 |
| "Hydro Pump" | 1-140 | 49 |
| "Hydro Pump" | 1-141 | 53 |
| "Hyper Beam" | 1-130 | 52 |
| "Hyper Beam" | 1-142 | 54 |
| "Hyper Beam" | 1-143 | 56 |

| | | |
|---|---|---|
| "Hyper Beam" | 1-147 | 50 |
| "Hyper Beam" | 1-148 | 55 |
| "Hyper Beam" | 1-149 | 60 |
| "Hyper Fang" | 1-019 | 14 |
| "Hyper Fang" | 1-020 | 14 |
| Hypnosis | 1-060 | 16 |
| Hypnosis | 1-061 | 1 |
| Hypnosis | 1-062 | 1 |
| Hypnosis | 1-092 | 27 |
| Hypnosis | 1-093 | 29 |
| Hypnosis | 1-094 | 29 |
| Hypnosis | 1-096 | 1 |
| Hypnosis | 1-097 | 1 |
| Hypnosis | 1-102 | 1 |
| Hypnosis | 1-103 | 1 |
| "Ice Beam" | 1-086 | 50 |
| "Ice Beam" | 1-087 | 56 |
| "Ice Beam" | 1-090 | 50 |
| "Ice Beam" | 1-131 | 38 |
| "Ice Beam" | 1-144 | 1 |
| "Ice Punch" | 1-107 | 38 |
| "Ice Punch" | 1-124 | 31 |
| "Jump Kick" | 1-106 | 38 |
| "Karate Chop" | 1-056 | 15 |
| "Karate Chop" | 1-057 | 1 |
| "Karate Chop" | 1-066 | 1 |
| "Karate Chop" | 1-067 | 1 |
| "Karate Chop" | 1-068 | 1 |
| "Leech Life" | 1-041 | 1 |
| "Leech Life" | 1-042 | 1 |
| "Leech Life" | 1-046 | 20 |
| "Leech Life" | 1-047 | 1 |
| "Leech Life" | 1-048 | 27 |
| "Leech Life" | 1-049 | 1 |
| "Leech Seed" | 1-001 | 7 |
| "Leech Seed" | 1-002 | 1 |
| "Leech Seed" | 1-003 | 1 |
| "Leech Seed" | 1-102 | 28 |
| Leer | 1-004 | 15 |
| Leer | 1-005 | 15 |
| Leer | 1-006 | 1 |
| Leer | 1-021 | 9 |

| | | |
|---|---|---|
| Leer | 1-022 | 1 |
| Leer | 1-023 | 1 |
| Leer | 1-024 | 1 |
| Leer | 1-032 | 1 |
| Leer | 1-033 | 1 |
| Leer | 1-056 | 1 |
| Leer | 1-057 | 1 |
| Leer | 1-058 | 23 |
| Leer | 1-059 | 1 |
| Leer | 1-066 | 25 |
| Leer | 1-067 | 1 |
| Leer | 1-068 | 1 |
| Leer | 1-083 | 7 |
| Leer | 1-090 | 39 |
| Leer | 1-098 | 1 |
| Leer | 1-099 | 1 |
| Leer | 1-104 | 25 |
| Leer | 1-105 | 1 |
| Leer | 1-111 | 50 |
| Leer | 1-112 | 55 |
| Leer | 1-115 | 41 |
| Leer | 1-116 | 24 |
| Leer | 1-117 | 24 |
| Leer | 1-123 | 17 |
| Leer | 1-125 | 1 |
| Leer | 1-126 | 36 |
| Leer | 1-128 | 35 |
| Leer | 1-130 | 1 |
| Leer | 1-136 | 42 |
| Leer | 1-138 | 39 |
| Leer | 1-139 | 39 |
| Leer | 1-140 | 44 |
| Leer | 1-141 | 46 |
| Leer | 1-146 | 51 |
| Leer | 1-147 | 1 |
| Leer | 1-148 | 1 |
| Leer | 1-149 | 1 |
| Lick | 1-092 | 1 |
| Lick | 1-093 | 1 |
| Lick | 1-094 | 1 |
| Lick | 1-124 | 18 |
| "Light Screen" | 1-035 | 48 |

| | | |
|---|---|---|
| "Light Screen" | 1-100 | 29 |
| "Light Screen" | 1-101 | 29 |
| "Light Screen" | 1-113 | 48 |
| "Light Screen" | 1-120 | 42 |
| "Light Screen" | 1-122 | 23 |
| "Light Screen" | 1-125 | 49 |
| "Light Screen" | 1-145 | 60 |
| "Lovely Kiss" | 1-124 | 1 |
| "Low Kick" | 1-066 | 20 |
| "Low Kick" | 1-067 | 1 |
| "Low Kick" | 1-068 | 1 |
| Meditate | 1-096 | 37 |
| Meditate | 1-097 | 43 |
| Meditate | 1-106 | 1 |
| Meditate | 1-122 | 39 |
| "Mega Kick" | 1-106 | 53 |
| "Mega Punch" | 1-107 | 48 |
| "Mega Punch" | 1-115 | 36 |
| "Mega Punch" | 1-151 | 20 |
| Metronome | 1-035 | 31 |
| Metronome | 1-036 | 1 |
| Metronome | 1-151 | 30 |
| Minimize | 1-035 | 24 |
| Minimize | 1-036 | 1 |
| Minimize | 1-088 | 33 |
| Minimize | 1-089 | 33 |
| Minimize | 1-113 | 38 |
| Minimize | 1-120 | 37 |
| "Mirror Move" | 1-016 | 44 |
| "Mirror Move" | 1-017 | 49 |
| "Mirror Move" | 1-018 | 54 |
| "Mirror Move" | 1-021 | 22 |
| "Mirror Move" | 1-022 | 25 |
| Mist | 1-131 | 20 |
| Mist | 1-134 | 48 |
| Mist | 1-144 | 60 |
| Mist | 1-150 | 75 |
| "Night Shade" | 1-092 | 1 |
| "Night Shade" | 1-093 | 1 |
| "Night Shade" | 1-094 | 1 |
| "Pay Day" | 1-052 | 17 |
| "Pay Day" | 1-053 | 17 |

| Peck | 1-021 | 1 |
|---|---|---|
| Peck | 1-022 | 1 |
| Peck | 1-083 | 1 |
| Peck | 1-084 | 1 |
| Peck | 1-085 | 1 |
| Peck | 1-118 | 1 |
| Peck | 1-119 | 1 |
| Peck | 1-144 | 1 |
| Peck | 1-146 | 1 |
| "Petal Dance" | 1-043 | 33 |
| "Petal Dance" | 1-044 | 38 |
| "Petal Dance" | 1-045 | 1 |
| "Pin Missile" | 1-015 | 30 |
| "Pin Missile" | 1-135 | 48 |
| "Poison Gas" | 1-088 | 30 |
| "Poison Gas" | 1-089 | 1 |
| "Poison Gas" | 1-096 | 29 |
| "Poison Gas" | 1-097 | 33 |
| "Poison Sting" | 1-013 | 1 |
| "Poison Sting" | 1-023 | 10 |
| "Poison Sting" | 1-024 | 1 |
| "Poison Sting" | 1-027 | 24 |
| "Poison Sting" | 1-028 | 27 |
| "Poison Sting" | 1-029 | 14 |
| "Poison Sting" | 1-030 | 14 |
| "Poison Sting" | 1-031 | 14 |
| "Poison Sting" | 1-032 | 14 |
| "Poison Sting" | 1-033 | 14 |
| "Poison Sting" | 1-034 | 1 |
| "Poison Sting" | 1-072 | 18 |
| "Poison Sting" | 1-073 | 18 |
| PoisonPowder | 1-001 | 20 |
| PoisonPowder | 1-002 | 22 |
| PoisonPowder | 1-003 | 22 |
| PoisonPowder | 1-012 | 15 |
| PoisonPowder | 1-043 | 15 |
| PoisonPowder | 1-044 | 1 |
| PoisonPowder | 1-045 | 15 |
| PoisonPowder | 1-048 | 24 |
| PoisonPowder | 1-049 | 1 |
| PoisonPowder | 1-069 | 15 |
| PoisonPowder | 1-070 | 15 |

| | | |
|---|---|---|
| PoisonPowder | 1-071 | 15 |
| PoisonPowder | 1-102 | 37 |
| PoisonPowder | 1-114 | 32 |
| Pound | 1-035 | 1 |
| Pound | 1-039 | 9 |
| Pound | 1-088 | 1 |
| Pound | 1-089 | 1 |
| Pound | 1-096 | 1 |
| Pound | 1-097 | 1 |
| Pound | 1-113 | 1 |
| Pound | 1-124 | 1 |
| Pound | 1-151 | 1 |
| Psybeam | 1-012 | 32 |
| Psybeam | 1-048 | 35 |
| Psybeam | 1-049 | 38 |
| Psybeam | 1-064 | 27 |
| Psybeam | 1-065 | 27 |
| Psybeam | 1-137 | 23 |
| Psychic | 1-048 | 43 |
| Psychic | 1-049 | 50 |
| Psychic | 1-064 | 38 |
| Psychic | 1-065 | 38 |
| Psychic | 1-079 | 48 |
| Psychic | 1-080 | 55 |
| Psychic | 1-096 | 32 |
| Psychic | 1-097 | 37 |
| Psychic | 1-150 | 1 |
| Psychic | 1-151 | 40 |
| "Quick Attack" | 1-016 | 12 |
| "Quick Attack" | 1-017 | 12 |
| "Quick Attack" | 1-018 | 1 |
| "Quick Attack" | 1-019 | 7 |
| "Quick Attack" | 1-020 | 1 |
| "Quick Attack" | 1-025 | 16 |
| "Quick Attack" | 1-037 | 16 |
| "Quick Attack" | 1-038 | 1 |
| "Quick Attack" | 1-123 | 1 |
| "Quick Attack" | 1-125 | 1 |
| "Quick Attack" | 1-133 | 27 |
| "Quick Attack" | 1-134 | 1 |
| "Quick Attack" | 1-135 | 1 |
| "Quick Attack" | 1-136 | 1 |

| | | |
|---|---|---|
| Rage | 1-004 | 22 |
| Rage | 1-005 | 24 |
| Rage | 1-006 | 24 |
| Rage | 1-015 | 25 |
| Rage | 1-084 | 36 |
| Rage | 1-085 | 39 |
| Rage | 1-095 | 25 |
| Rage | 1-104 | 46 |
| Rage | 1-105 | 55 |
| Rage | 1-115 | 1 |
| Rage | 1-128 | 44 |
| Rage | 1-136 | 48 |
| "Razor Leaf" | 1-001 | 27 |
| "Razor Leaf" | 1-002 | 30 |
| "Razor Leaf" | 1-003 | 30 |
| "Razor Leaf" | 1-069 | 33 |
| "Razor Leaf" | 1-070 | 38 |
| "Razor Leaf" | 1-071 | 1 |
| Recover | 1-064 | 31 |
| Recover | 1-065 | 31 |
| Recover | 1-120 | 27 |
| Recover | 1-137 | 28 |
| Recover | 1-150 | 70 |
| Reflect | 1-064 | 42 |
| Reflect | 1-065 | 42 |
| Reflect | 1-102 | 25 |
| Rest | 1-039 | 29 |
| Rest | 1-086 | 40 |
| Rest | 1-087 | 44 |
| Rest | 1-143 | 1 |
| Roar | 1-037 | 21 |
| Roar | 1-038 | 1 |
| Roar | 1-058 | 1 |
| Roar | 1-059 | 1 |
| "Rock Throw" | 1-074 | 16 |
| "Rock Throw" | 1-075 | 16 |
| "Rock Throw" | 1-076 | 16 |
| "Rock Throw" | 1-095 | 19 |
| "Rolling Kick" | 1-106 | 33 |
| Sand-Attack | 1-016 | 5 |
| Sand-Attack | 1-017 | 1 |
| Sand-Attack | 1-018 | 1 |

| Sand-Attack | 1-027 | 10 |
|---|---|---|
| Sand-Attack | 1-028 | 1 |
| Sand-Attack | 1-050 | 24 |
| Sand-Attack | 1-051 | 24 |
| Sand-Attack | 1-083 | 1 |
| Sand-Attack | 1-133 | 1 |
| Sand-Attack | 1-134 | 1 |
| Sand-Attack | 1-135 | 1 |
| Sand-Attack | 1-136 | 1 |
| Scratch | 1-004 | 1 |
| Scratch | 1-005 | 1 |
| Scratch | 1-006 | 1 |
| Scratch | 1-027 | 1 |
| Scratch | 1-028 | 1 |
| Scratch | 1-029 | 8 |
| Scratch | 1-030 | 1 |
| Scratch | 1-031 | 1 |
| Scratch | 1-046 | 1 |
| Scratch | 1-047 | 1 |
| Scratch | 1-050 | 1 |
| Scratch | 1-051 | 1 |
| Scratch | 1-052 | 1 |
| Scratch | 1-053 | 1 |
| Scratch | 1-054 | 1 |
| Scratch | 1-055 | 1 |
| Scratch | 1-056 | 1 |
| Scratch | 1-057 | 1 |
| Scratch | 1-140 | 1 |
| Scratch | 1-141 | 1 |
| Screech | 1-023 | 31 |
| Screech | 1-024 | 36 |
| Screech | 1-042 | 1 |
| Screech | 1-052 | 24 |
| Screech | 1-053 | 1 |
| Screech | 1-072 | 40 |
| Screech | 1-073 | 43 |
| Screech | 1-081 | 47 |
| Screech | 1-082 | 54 |
| Screech | 1-088 | 48 |
| Screech | 1-089 | 53 |
| Screech | 1-095 | 1 |
| Screech | 1-100 | 1 |

| | | |
|---|---|---|
| Screech | 1-101 | 1 |
| Screech | 1-108 | 39 |
| Screech | 1-125 | 37 |
| "Seismic Toss" | 1-056 | 33 |
| "Seismic Toss" | 1-057 | 37 |
| "Seismic Toss" | 1-066 | 39 |
| "Seismic Toss" | 1-067 | 44 |
| "Seismic Toss" | 1-068 | 44 |
| "Seismic Toss" | 1-127 | 25 |
| Selfdestruct | 1-074 | 21 |
| Selfdestruct | 1-075 | 21 |
| Selfdestruct | 1-076 | 21 |
| Selfdestruct | 1-100 | 22 |
| Selfdestruct | 1-101 | 22 |
| Selfdestruct | 1-109 | 40 |
| Selfdestruct | 1-110 | 43 |
| Sharpen | 1-137 | 1 |
| Sing | 1-035 | 13 |
| Sing | 1-036 | 1 |
| Sing | 1-039 | 1 |
| Sing | 1-040 | 1 |
| Sing | 1-113 | 24 |
| Sing | 1-131 | 16 |
| "Skull Bash" | 1-007 | 35 |
| "Skull Bash" | 1-008 | 39 |
| "Skull Bash" | 1-009 | 42 |
| "Sky Attack" | 1-146 | 60 |
| Slam | 1-069 | 42 |
| Slam | 1-070 | 49 |
| Slam | 1-095 | 33 |
| Slam | 1-108 | 31 |
| Slam | 1-114 | 45 |
| Slam | 1-147 | 30 |
| Slam | 1-148 | 35 |
| Slam | 1-149 | 35 |
| Slash | 1-004 | 30 |
| Slash | 1-005 | 33 |
| Slash | 1-006 | 36 |
| Slash | 1-027 | 17 |
| Slash | 1-028 | 17 |
| Slash | 1-046 | 34 |
| Slash | 1-047 | 39 |

| | | |
|---|---|---|
| Slash | 1-050 | 31 |
| Slash | 1-051 | 35 |
| Slash | 1-052 | 44 |
| Slash | 1-053 | 51 |
| Slash | 1-083 | 39 |
| Slash | 1-123 | 29 |
| Slash | 1-127 | 49 |
| Slash | 1-140 | 39 |
| Slash | 1-141 | 39 |
| "Sleep Powder" | 1-001 | 41 |
| "Sleep Powder" | 1-002 | 46 |
| "Sleep Powder" | 1-003 | 55 |
| "Sleep Powder" | 1-012 | 17 |
| "Sleep Powder" | 1-043 | 19 |
| "Sleep Powder" | 1-044 | 19 |
| "Sleep Powder" | 1-045 | 1 |
| "Sleep Powder" | 1-048 | 38 |
| "Sleep Powder" | 1-049 | 43 |
| "Sleep Powder" | 1-069 | 18 |
| "Sleep Powder" | 1-070 | 18 |
| "Sleep Powder" | 1-071 | 1 |
| "Sleep Powder" | 1-102 | 48 |
| "Sleep Powder" | 1-114 | 39 |
| Sludge | 1-088 | 37 |
| Sludge | 1-089 | 37 |
| Sludge | 1-109 | 32 |
| Sludge | 1-110 | 1 |
| Smog | 1-109 | 1 |
| Smog | 1-110 | 1 |
| Smog | 1-126 | 52 |
| SmokeScreen | 1-109 | 37 |
| SmokeScreen | 1-110 | 39 |
| SmokeScreen | 1-116 | 19 |
| SmokeScreen | 1-117 | 1 |
| SmokeScreen | 1-126 | 48 |
| SolarBeam | 1-001 | 48 |
| SolarBeam | 1-002 | 54 |
| SolarBeam | 1-003 | 65 |
| SolarBeam | 1-043 | 46 |
| SolarBeam | 1-044 | 52 |
| SolarBeam | 1-102 | 42 |
| SonicBoom | 1-081 | 21 |

| | | |
|---|---|---|
| SonicBoom | 1-082 | 1 |
| SonicBoom | 1-100 | 17 |
| SonicBoom | 1-101 | 1 |
| "Spike Cannon" | 1-091 | 50 |
| "Spike Cannon" | 1-138 | 46 |
| "Spike Cannon" | 1-139 | 44 |
| Splash | 1-129 | 1 |
| Spore | 1-046 | 27 |
| Spore | 1-047 | 30 |
| Stomp | 1-077 | 32 |
| Stomp | 1-078 | 1 |
| Stomp | 1-098 | 30 |
| Stomp | 1-099 | 34 |
| Stomp | 1-103 | 28 |
| Stomp | 1-108 | 7 |
| Stomp | 1-111 | 30 |
| Stomp | 1-112 | 1 |
| Stomp | 1-128 | 21 |
| "String Shot" | 1-010 | 1 |
| "String Shot" | 1-013 | 1 |
| "Stun Spore" | 1-012 | 16 |
| "Stun Spore" | 1-043 | 17 |
| "Stun Spore" | 1-044 | 1 |
| "Stun Spore" | 1-045 | 1 |
| "Stun Spore" | 1-046 | 13 |
| "Stun Spore" | 1-047 | 1 |
| "Stun Spore" | 1-048 | 30 |
| "Stun Spore" | 1-049 | 30 |
| "Stun Spore" | 1-069 | 21 |
| "Stun Spore" | 1-070 | 23 |
| "Stun Spore" | 1-071 | 1 |
| "Stun Spore" | 1-102 | 32 |
| "Stun Spore" | 1-114 | 36 |
| Submission | 1-066 | 46 |
| Submission | 1-067 | 52 |
| Submission | 1-068 | 52 |
| Substitute | 1-122 | 47 |
| "Super Fang" | 1-019 | 34 |
| "Super Fang" | 1-020 | 41 |
| Supersonic | 1-012 | 21 |
| Supersonic | 1-041 | 10 |
| Supersonic | 1-042 | 10 |

| | | |
|---|---|---|
| Supersonic | 1-072 | 7 |
| Supersonic | 1-073 | 1 |
| Supersonic | 1-081 | 29 |
| Supersonic | 1-082 | 29 |
| Supersonic | 1-090 | 18 |
| Supersonic | 1-091 | 1 |
| Supersonic | 1-108 | 1 |
| Supersonic | 1-118 | 19 |
| Supersonic | 1-119 | 1 |
| Supersonic | 1-142 | 33 |
| Swift | 1-025 | 26 |
| Swift | 1-027 | 31 |
| Swift | 1-028 | 36 |
| Swift | 1-081 | 41 |
| Swift | 1-082 | 46 |
| Swift | 1-100 | 36 |
| Swift | 1-101 | 40 |
| Swift | 1-120 | 32 |
| Swift | 1-150 | 1 |
| "Swords Dance" | 1-083 | 23 |
| "Swords Dance" | 1-123 | 35 |
| "Swords Dance" | 1-127 | 54 |
| Tackle | 1-001 | 1 |
| Tackle | 1-002 | 1 |
| Tackle | 1-003 | 1 |
| Tackle | 1-007 | 1 |
| Tackle | 1-008 | 1 |
| Tackle | 1-009 | 1 |
| Tackle | 1-010 | 1 |
| Tackle | 1-019 | 1 |
| Tackle | 1-020 | 1 |
| Tackle | 1-029 | 1 |
| Tackle | 1-030 | 1 |
| Tackle | 1-031 | 1 |
| Tackle | 1-032 | 1 |
| Tackle | 1-033 | 1 |
| Tackle | 1-034 | 1 |
| Tackle | 1-048 | 1 |
| Tackle | 1-049 | 1 |
| Tackle | 1-074 | 1 |
| Tackle | 1-075 | 1 |
| Tackle | 1-076 | 1 |

| | | |
|---|---|---|
| Tackle | 1-081 | 1 |
| Tackle | 1-082 | 1 |
| Tackle | 1-090 | 1 |
| Tackle | 1-095 | 1 |
| Tackle | 1-100 | 1 |
| Tackle | 1-101 | 1 |
| Tackle | 1-109 | 1 |
| Tackle | 1-110 | 1 |
| Tackle | 1-120 | 1 |
| Tackle | 1-121 | 1 |
| Tackle | 1-128 | 1 |
| Tackle | 1-129 | 15 |
| Tackle | 1-133 | 1 |
| Tackle | 1-134 | 1 |
| Tackle | 1-135 | 1 |
| Tackle | 1-136 | 1 |
| Tackle | 1-137 | 1 |
| "Tail Whip" | 1-007 | 1 |
| "Tail Whip" | 1-008 | 1 |
| "Tail Whip" | 1-009 | 1 |
| "Tail Whip" | 1-019 | 1 |
| "Tail Whip" | 1-020 | 1 |
| "Tail Whip" | 1-029 | 21 |
| "Tail Whip" | 1-030 | 23 |
| "Tail Whip" | 1-031 | 1 |
| "Tail Whip" | 1-037 | 1 |
| "Tail Whip" | 1-038 | 1 |
| "Tail Whip" | 1-054 | 28 |
| "Tail Whip" | 1-055 | 1 |
| "Tail Whip" | 1-077 | 30 |
| "Tail Whip" | 1-078 | 1 |
| "Tail Whip" | 1-111 | 35 |
| "Tail Whip" | 1-112 | 1 |
| "Tail Whip" | 1-115 | 31 |
| "Tail Whip" | 1-118 | 1 |
| "Tail Whip" | 1-119 | 1 |
| "Tail Whip" | 1-128 | 28 |
| "Tail Whip" | 1-133 | 31 |
| "Tail Whip" | 1-134 | 37 |
| "Tail Whip" | 1-135 | 37 |
| "Tail Whip" | 1-136 | 37 |
| "Take Down" | 1-058 | 30 |

| | | |
|---|---|---|
| "Take Down" | 1-059 | 1 |
| "Take Down" | 1-077 | 43 |
| "Take Down" | 1-078 | 47 |
| "Take Down" | 1-086 | 45 |
| "Take Down" | 1-087 | 50 |
| "Take Down" | 1-111 | 55 |
| "Take Down" | 1-112 | 64 |
| "Take Down" | 1-128 | 51 |
| "Take Down" | 1-133 | 45 |
| "Take Down" | 1-142 | 45 |
| Teleport | 1-063 | 1 |
| Teleport | 1-064 | 1 |
| Teleport | 1-065 | 1 |
| Thrash | 1-034 | 1 |
| Thrash | 1-056 | 39 |
| Thrash | 1-057 | 46 |
| Thrash | 1-104 | 38 |
| Thrash | 1-105 | 41 |
| Thrash | 1-124 | 47 |
| Thunder | 1-025 | 43 |
| Thunder | 1-125 | 54 |
| Thunder | 1-135 | 54 |
| Thunder | 1-145 | 51 |
| "Thunder Wave" | 1-025 | 9 |
| "Thunder Wave" | 1-026 | 1 |
| "Thunder Wave" | 1-081 | 35 |
| "Thunder Wave" | 1-082 | 38 |
| "Thunder Wave" | 1-135 | 40 |
| "Thunder Wave" | 1-147 | 10 |
| "Thunder Wave" | 1-148 | 1 |
| "Thunder Wave" | 1-149 | 1 |
| ThunderPunch | 1-107 | 43 |
| ThunderPunch | 1-125 | 42 |
| ThunderShock | 1-025 | 1 |
| ThunderShock | 1-026 | 1 |
| ThunderShock | 1-081 | 25 |
| ThunderShock | 1-082 | 1 |
| ThunderShock | 1-125 | 34 |
| ThunderShock | 1-135 | 1 |
| ThunderShock | 1-145 | 1 |
| Transform | 1-132 | 1 |
| Transform | 1-151 | 10 |

| | | |
|---|---|---|
| "Tri Attack" | 1-084 | 40 |
| "Tri Attack" | 1-085 | 45 |
| "Tri Attack" | 1-137 | 42 |
| Twineedle | 1-015 | 20 |
| ViceGrip | 1-098 | 20 |
| ViceGrip | 1-099 | 1 |
| ViceGrip | 1-127 | 1 |
| "Vine Whip" | 1-001 | 13 |
| "Vine Whip" | 1-002 | 13 |
| "Vine Whip" | 1-003 | 1 |
| "Vine Whip" | 1-069 | 1 |
| "Vine Whip" | 1-070 | 1 |
| "Water Gun" | 1-007 | 15 |
| "Water Gun" | 1-008 | 15 |
| "Water Gun" | 1-009 | 1 |
| "Water Gun" | 1-060 | 19 |
| "Water Gun" | 1-061 | 1 |
| "Water Gun" | 1-062 | 1 |
| "Water Gun" | 1-072 | 22 |
| "Water Gun" | 1-073 | 22 |
| "Water Gun" | 1-079 | 33 |
| "Water Gun" | 1-080 | 33 |
| "Water Gun" | 1-116 | 30 |
| "Water Gun" | 1-117 | 30 |
| "Water Gun" | 1-120 | 17 |
| "Water Gun" | 1-121 | 1 |
| "Water Gun" | 1-131 | 1 |
| "Water Gun" | 1-134 | 1 |
| "Water Gun" | 1-138 | 1 |
| "Water Gun" | 1-139 | 1 |
| Waterfall | 1-118 | 37 |
| Waterfall | 1-119 | 39 |
| Whirlwind | 1-012 | 26 |
| Whirlwind | 1-016 | 19 |
| Whirlwind | 1-017 | 21 |
| Whirlwind | 1-018 | 21 |
| "Wing Attack" | 1-016 | 28 |
| "Wing Attack" | 1-017 | 31 |
| "Wing Attack" | 1-018 | 31 |
| "Wing Attack" | 1-041 | 28 |
| "Wing Attack" | 1-042 | 32 |
| "Wing Attack" | 1-142 | 1 |

| | | |
|---|---|---|
| Withdraw | 1-007 | 28 |
| Withdraw | 1-008 | 31 |
| Withdraw | 1-009 | 31 |
| Withdraw | 1-080 | 37 |
| Withdraw | 1-090 | 1 |
| Withdraw | 1-091 | 1 |
| Withdraw | 1-138 | 1 |
| Withdraw | 1-139 | 1 |
| Wrap | 1-023 | 1 |
| Wrap | 1-024 | 1 |
| Wrap | 1-069 | 13 |
| Wrap | 1-070 | 1 |
| Wrap | 1-071 | 13 |
| Wrap | 1-072 | 13 |
| Wrap | 1-073 | 1 |
| Wrap | 1-108 | 1 |
| Wrap | 1-147 | 1 |
| Wrap | 1-148 | 1 |
| Wrap | 1-149 | 1 |

12. Accesses(**MoveName**, **PokeID**)

| MoveName | PokeID |
|---|---|
| Bide | 1-001 |
| "Body Slam" | 1-001 |
| Cut | 1-001 |
| "Double Team" | 1-001 |
| Double-Edge | 1-001 |
| "Mega Drain" | 1-001 |
| Mimic | 1-001 |
| Rage | 1-001 |
| Reflect | 1-001 |
| Rest | 1-001 |
| SolarBeam | 1-001 |
| Substitute | 1-001 |
| "Swords Dance" | 1-001 |
| "Take Down" | 1-001 |
| Toxic | 1-001 |
| Bide | 1-002 |
| "Body Slam" | 1-002 |
| Cut | 1-002 |
| "Double Team" | 1-002 |

| | |
|---|---|
| Double-Edge | 1-002 |
| "Mega Drain" | 1-002 |
| Mimic | 1-002 |
| Rage | 1-002 |
| Reflect | 1-002 |
| Rest | 1-002 |
| SolarBeam | 1-002 |
| Substitute | 1-002 |
| "Swords Dance" | 1-002 |
| "Take Down" | 1-002 |
| Toxic | 1-002 |
| Bide | 1-003 |
| "Body Slam" | 1-003 |
| Cut | 1-003 |
| "Double Team" | 1-003 |
| Double-Edge | 1-003 |
| "Hyper Beam" | 1-003 |
| "Mega Drain" | 1-003 |
| Mimic | 1-003 |
| Rage | 1-003 |
| Reflect | 1-003 |
| Rest | 1-003 |
| SolarBeam | 1-003 |
| Substitute | 1-003 |
| "Swords Dance" | 1-003 |
| "Take Down" | 1-003 |
| Toxic | 1-003 |
| Bide | 1-004 |
| "Body Slam" | 1-004 |
| Counter | 1-004 |
| Cut | 1-004 |
| Dig | 1-004 |
| "Double Team" | 1-004 |
| Double-Edge | 1-004 |
| "Dragon Rage" | 1-004 |
| "Fire Blast" | 1-004 |
| "Mega Kick" | 1-004 |
| "Mega Punch" | 1-004 |
| Mimic | 1-004 |
| Rage | 1-004 |
| Reflect | 1-004 |
| Rest | 1-004 |

| | |
|---|---|
| "Seismic Toss" | 1-004 |
| "Skull Bash" | 1-004 |
| Strength | 1-004 |
| Submission | 1-004 |
| Substitute | 1-004 |
| Swift | 1-004 |
| "Swords Dance" | 1-004 |
| "Take Down" | 1-004 |
| Toxic | 1-004 |
| Bide | 1-005 |
| "Body Slam" | 1-005 |
| Counter | 1-005 |
| Cut | 1-005 |
| Dig | 1-005 |
| "Double Team" | 1-005 |
| Double-Edge | 1-005 |
| "Dragon Rage" | 1-005 |
| "Fire Blast" | 1-005 |
| "Mega Kick" | 1-005 |
| "Mega Punch" | 1-005 |
| Mimic | 1-005 |
| Rage | 1-005 |
| Reflect | 1-005 |
| Rest | 1-005 |
| "Seismic Toss" | 1-005 |
| "Skull Bash" | 1-005 |
| Strength | 1-005 |
| Submission | 1-005 |
| Substitute | 1-005 |
| Swift | 1-005 |
| "Swords Dance" | 1-005 |
| "Take Down" | 1-005 |
| Toxic | 1-005 |
| Bide | 1-006 |
| "Body Slam" | 1-006 |
| Counter | 1-006 |
| Cut | 1-006 |
| Dig | 1-006 |
| "Double Team" | 1-006 |
| Double-Edge | 1-006 |
| "Dragon Rage" | 1-006 |
| Earthquake | 1-006 |

| | |
|---|---|
| "Fire Blast" | 1-006 |
| Fissure | 1-006 |
| "Hyper Beam" | 1-006 |
| "Mega Kick" | 1-006 |
| "Mega Punch" | 1-006 |
| Mimic | 1-006 |
| Rage | 1-006 |
| Reflect | 1-006 |
| Rest | 1-006 |
| "Seismic Toss" | 1-006 |
| "Skull Bash" | 1-006 |
| Strength | 1-006 |
| Submission | 1-006 |
| Substitute | 1-006 |
| Swift | 1-006 |
| "Swords Dance" | 1-006 |
| "Take Down" | 1-006 |
| Toxic | 1-006 |
| Bide | 1-007 |
| Blizzard | 1-007 |
| "Body Slam" | 1-007 |
| BubbleBeam | 1-007 |
| Counter | 1-007 |
| Dig | 1-007 |
| "Double Team" | 1-007 |
| Double-Edge | 1-007 |
| "Ice Beam" | 1-007 |
| "Mega Kick" | 1-007 |
| "Mega Punch" | 1-007 |
| Mimic | 1-007 |
| Rage | 1-007 |
| Reflect | 1-007 |
| Rest | 1-007 |
| "Seismic Toss" | 1-007 |
| "Skull Bash" | 1-007 |
| Strength | 1-007 |
| Submission | 1-007 |
| Substitute | 1-007 |
| Surf | 1-007 |
| "Take Down" | 1-007 |
| Toxic | 1-007 |
| "Water Gun" | 1-007 |

| | |
|---|---|
| Bide | 1-008 |
| Blizzard | 1-008 |
| "Body Slam" | 1-008 |
| BubbleBeam | 1-008 |
| Counter | 1-008 |
| Dig | 1-008 |
| "Double Team" | 1-008 |
| Double-Edge | 1-008 |
| "Ice Beam" | 1-008 |
| "Mega Kick" | 1-008 |
| "Mega Punch" | 1-008 |
| Mimic | 1-008 |
| Rage | 1-008 |
| Reflect | 1-008 |
| Rest | 1-008 |
| "Seismic Toss" | 1-008 |
| "Skull Bash" | 1-008 |
| Strength | 1-008 |
| Submission | 1-008 |
| Substitute | 1-008 |
| Surf | 1-008 |
| "Take Down" | 1-008 |
| Toxic | 1-008 |
| "Water Gun" | 1-008 |
| Bide | 1-009 |
| Blizzard | 1-009 |
| "Body Slam" | 1-009 |
| BubbleBeam | 1-009 |
| Counter | 1-009 |
| Dig | 1-009 |
| "Double Team" | 1-009 |
| Double-Edge | 1-009 |
| Earthquake | 1-009 |
| Fissure | 1-009 |
| "Hyper Beam" | 1-009 |
| "Ice Beam" | 1-009 |
| "Mega Kick" | 1-009 |
| "Mega Punch" | 1-009 |
| Mimic | 1-009 |
| Rage | 1-009 |
| Reflect | 1-009 |
| Rest | 1-009 |

| | |
|---|---|
| "Seismic Toss" | 1-009 |
| "Skull Bash" | 1-009 |
| Strength | 1-009 |
| Submission | 1-009 |
| Substitute | 1-009 |
| Surf | 1-009 |
| "Take Down" | 1-009 |
| Toxic | 1-009 |
| "Water Gun" | 1-009 |
| Bide | 1-012 |
| "Double Team" | 1-012 |
| Double-Edge | 1-012 |
| Flash | 1-012 |
| "Hyper Beam" | 1-012 |
| "Mega Drain" | 1-012 |
| Mimic | 1-012 |
| Psychic | 1-012 |
| Psywave | 1-012 |
| Rage | 1-012 |
| "Razor Wind" | 1-012 |
| Reflect | 1-012 |
| Rest | 1-012 |
| SolarBeam | 1-012 |
| Substitute | 1-012 |
| Swift | 1-012 |
| "Take Down" | 1-012 |
| Teleport | 1-012 |
| Toxic | 1-012 |
| Whirlwind | 1-012 |
| Bide | 1-015 |
| Cut | 1-015 |
| "Double Team" | 1-015 |
| Double-Edge | 1-015 |
| "Hyper Beam" | 1-015 |
| "Mega Drain" | 1-015 |
| Mimic | 1-015 |
| Rage | 1-015 |
| Reflect | 1-015 |
| Rest | 1-015 |
| "Skull Bash" | 1-015 |
| Substitute | 1-015 |
| Swift | 1-015 |

| | |
|---|---|
| "Swords Dance" | 1-015 |
| "Take Down" | 1-015 |
| Toxic | 1-015 |
| Bide | 1-016 |
| "Double Team" | 1-016 |
| Double-Edge | 1-016 |
| Fly | 1-016 |
| Mimic | 1-016 |
| Rage | 1-016 |
| "Razor Wind" | 1-016 |
| Reflect | 1-016 |
| Rest | 1-016 |
| "Sky Attack" | 1-016 |
| Substitute | 1-016 |
| Swift | 1-016 |
| "Take Down" | 1-016 |
| Toxic | 1-016 |
| Whirlwind | 1-016 |
| Bide | 1-017 |
| "Double Team" | 1-017 |
| Double-Edge | 1-017 |
| Fly | 1-017 |
| Mimic | 1-017 |
| Rage | 1-017 |
| "Razor Wind" | 1-017 |
| Reflect | 1-017 |
| Rest | 1-017 |
| "Sky Attack" | 1-017 |
| Substitute | 1-017 |
| Swift | 1-017 |
| "Take Down" | 1-017 |
| Toxic | 1-017 |
| Whirlwind | 1-017 |
| Bide | 1-018 |
| "Double Team" | 1-018 |
| Double-Edge | 1-018 |
| Fly | 1-018 |
| "Hyper Beam" | 1-018 |
| Mimic | 1-018 |
| Rage | 1-018 |
| "Razor Wind" | 1-018 |
| Reflect | 1-018 |

| | |
|---|---|
| Rest | 1-018 |
| "Sky Attack" | 1-018 |
| Substitute | 1-018 |
| Swift | 1-018 |
| "Take Down" | 1-018 |
| Toxic | 1-018 |
| Whirlwind | 1-018 |
| Bide | 1-019 |
| Blizzard | 1-019 |
| "Body Slam" | 1-019 |
| BubbleBeam | 1-019 |
| Dig | 1-019 |
| "Double Team" | 1-019 |
| Double-Edge | 1-019 |
| Mimic | 1-019 |
| Rage | 1-019 |
| Rest | 1-019 |
| "Skull Bash" | 1-019 |
| Substitute | 1-019 |
| Swift | 1-019 |
| "Take Down" | 1-019 |
| Thunder | 1-019 |
| Thunderbolt | 1-019 |
| Toxic | 1-019 |
| "Water Gun" | 1-019 |
| Bide | 1-020 |
| Blizzard | 1-020 |
| "Body Slam" | 1-020 |
| BubbleBeam | 1-020 |
| Dig | 1-020 |
| "Double Team" | 1-020 |
| Double-Edge | 1-020 |
| "Hyper Beam" | 1-020 |
| "Ice Beam" | 1-020 |
| Mimic | 1-020 |
| Rage | 1-020 |
| Rest | 1-020 |
| "Skull Bash" | 1-020 |
| Substitute | 1-020 |
| Swift | 1-020 |
| "Take Down" | 1-020 |
| Thunder | 1-020 |

| | |
|---|---|
| Thunderbolt | 1-020 |
| Toxic | 1-020 |
| "Water Gun" | 1-020 |
| Bide | 1-021 |
| "Double Team" | 1-021 |
| Double-Edge | 1-021 |
| Fly | 1-021 |
| Mimic | 1-021 |
| Rage | 1-021 |
| "Razor Wind" | 1-021 |
| Rest | 1-021 |
| "Sky Attack" | 1-021 |
| Substitute | 1-021 |
| Swift | 1-021 |
| "Take Down" | 1-021 |
| Toxic | 1-021 |
| Whirlwind | 1-021 |
| Bide | 1-022 |
| "Double Team" | 1-022 |
| Double-Edge | 1-022 |
| Fly | 1-022 |
| "Hyper Beam" | 1-022 |
| Mimic | 1-022 |
| Rage | 1-022 |
| "Razor Wind" | 1-022 |
| Rest | 1-022 |
| "Sky Attack" | 1-022 |
| Substitute | 1-022 |
| Swift | 1-022 |
| "Take Down" | 1-022 |
| Toxic | 1-022 |
| Whirlwind | 1-022 |
| Bide | 1-023 |
| "Body Slam" | 1-023 |
| Dig | 1-023 |
| "Double Team" | 1-023 |
| Double-Edge | 1-023 |
| Earthquake | 1-023 |
| Fissure | 1-023 |
| "Mega Drain" | 1-023 |
| Mimic | 1-023 |
| Rage | 1-023 |

| Rest | 1-023 |
|---|---|
| "Rock Slide" | 1-023 |
| "Skull Bash" | 1-023 |
| Strength | 1-023 |
| Substitute | 1-023 |
| "Take Down" | 1-023 |
| Toxic | 1-023 |
| Bide | 1-024 |
| "Body Slam" | 1-024 |
| Dig | 1-024 |
| "Double Team" | 1-024 |
| Double-Edge | 1-024 |
| Earthquake | 1-024 |
| Fissure | 1-024 |
| "Hyper Beam" | 1-024 |
| "Mega Drain" | 1-024 |
| Mimic | 1-024 |
| Rage | 1-024 |
| Rest | 1-024 |
| "Rock Slide" | 1-024 |
| "Skull Bash" | 1-024 |
| Strength | 1-024 |
| Substitute | 1-024 |
| "Take Down" | 1-024 |
| Toxic | 1-024 |
| Bide | 1-025 |
| "Body Slam" | 1-025 |
| "Double Team" | 1-025 |
| Double-Edge | 1-025 |
| Flash | 1-025 |
| "Mega Kick" | 1-025 |
| "Mega Punch" | 1-025 |
| Mimic | 1-025 |
| "Pay Day" | 1-025 |
| Rage | 1-025 |
| Reflect | 1-025 |
| Rest | 1-025 |
| "Seismic Toss" | 1-025 |
| "Skull Bash" | 1-025 |
| Submission | 1-025 |
| Substitute | 1-025 |
| Swift | 1-025 |

| | |
|---|---|
| "Take Down" | 1-025 |
| Thunder | 1-025 |
| "Thunder Wave" | 1-025 |
| Thunderbolt | 1-025 |
| Toxic | 1-025 |
| Bide | 1-026 |
| "Body Slam" | 1-026 |
| "Double Team" | 1-026 |
| Double-Edge | 1-026 |
| Flash | 1-026 |
| "Hyper Beam" | 1-026 |
| "Mega Kick" | 1-026 |
| "Mega Punch" | 1-026 |
| Mimic | 1-026 |
| "Pay Day" | 1-026 |
| Rage | 1-026 |
| Reflect | 1-026 |
| Rest | 1-026 |
| "Seismic Toss" | 1-026 |
| "Skull Bash" | 1-026 |
| Submission | 1-026 |
| Substitute | 1-026 |
| Swift | 1-026 |
| "Take Down" | 1-026 |
| Thunder | 1-026 |
| "Thunder Wave" | 1-026 |
| Thunderbolt | 1-026 |
| Toxic | 1-026 |
| Bide | 1-027 |
| "Body Slam" | 1-027 |
| Cut | 1-027 |
| Dig | 1-027 |
| "Double Team" | 1-027 |
| Double-Edge | 1-027 |
| Earthquake | 1-027 |
| Fissure | 1-027 |
| Mimic | 1-027 |
| Rage | 1-027 |
| Rest | 1-027 |
| "Rock Slide" | 1-027 |
| "Seismic Toss" | 1-027 |
| "Skull Bash" | 1-027 |

| | |
|---|---|
| Strength | 1-027 |
| Submission | 1-027 |
| Substitute | 1-027 |
| Swift | 1-027 |
| "Swords Dance" | 1-027 |
| "Take Down" | 1-027 |
| Toxic | 1-027 |
| Bide | 1-028 |
| "Body Slam" | 1-028 |
| Cut | 1-028 |
| Dig | 1-028 |
| "Double Team" | 1-028 |
| Double-Edge | 1-028 |
| Earthquake | 1-028 |
| Fissure | 1-028 |
| "Hyper Beam" | 1-028 |
| Mimic | 1-028 |
| Rage | 1-028 |
| Rest | 1-028 |
| "Rock Slide" | 1-028 |
| "Seismic Toss" | 1-028 |
| "Skull Bash" | 1-028 |
| Strength | 1-028 |
| Submission | 1-028 |
| Substitute | 1-028 |
| Swift | 1-028 |
| "Swords Dance" | 1-028 |
| "Take Down" | 1-028 |
| Toxic | 1-028 |
| Bide | 1-029 |
| Blizzard | 1-029 |
| "Body Slam" | 1-029 |
| "Double Team" | 1-029 |
| Double-Edge | 1-029 |
| Mimic | 1-029 |
| Rage | 1-029 |
| Reflect | 1-029 |
| Rest | 1-029 |
| "Skull Bash" | 1-029 |
| Substitute | 1-029 |
| "Take Down" | 1-029 |
| Thunder | 1-029 |

| | |
|---|---|
| Thunderbolt | 1-029 |
| Toxic | 1-029 |
| Bide | 1-030 |
| Blizzard | 1-030 |
| "Body Slam" | 1-030 |
| BubbleBeam | 1-030 |
| "Double Team" | 1-030 |
| Double-Edge | 1-030 |
| "Horn Drill" | 1-030 |
| "Ice Beam" | 1-030 |
| Mimic | 1-030 |
| Rage | 1-030 |
| Reflect | 1-030 |
| Rest | 1-030 |
| "Skull Bash" | 1-030 |
| Substitute | 1-030 |
| "Take Down" | 1-030 |
| Thunder | 1-030 |
| Thunderbolt | 1-030 |
| Toxic | 1-030 |
| "Water Gun" | 1-030 |
| Bide | 1-031 |
| Blizzard | 1-031 |
| "Body Slam" | 1-031 |
| BubbleBeam | 1-031 |
| Counter | 1-031 |
| "Double Team" | 1-031 |
| Double-Edge | 1-031 |
| Earthquake | 1-031 |
| "Fire Blast" | 1-031 |
| Fissure | 1-031 |
| "Horn Drill" | 1-031 |
| "Hyper Beam" | 1-031 |
| "Ice Beam" | 1-031 |
| "Mega Kick" | 1-031 |
| "Mega Punch" | 1-031 |
| Mimic | 1-031 |
| "Pay Day" | 1-031 |
| Rage | 1-031 |
| Reflect | 1-031 |
| Rest | 1-031 |
| "Rock Slide" | 1-031 |

| | |
|---|---|
| "Seismic Toss" | 1-031 |
| "Skull Bash" | 1-031 |
| Strength | 1-031 |
| Submission | 1-031 |
| Substitute | 1-031 |
| Surf | 1-031 |
| "Take Down" | 1-031 |
| Thunder | 1-031 |
| Thunderbolt | 1-031 |
| Toxic | 1-031 |
| "Water Gun" | 1-031 |
| Bide | 1-032 |
| Blizzard | 1-032 |
| "Body Slam" | 1-032 |
| "Double Team" | 1-032 |
| Double-Edge | 1-032 |
| "Horn Drill" | 1-032 |
| Mimic | 1-032 |
| Rage | 1-032 |
| Reflect | 1-032 |
| Rest | 1-032 |
| "Skull Bash" | 1-032 |
| Substitute | 1-032 |
| "Take Down" | 1-032 |
| Thunder | 1-032 |
| Thunderbolt | 1-032 |
| Toxic | 1-032 |
| Bide | 1-033 |
| Blizzard | 1-033 |
| "Body Slam" | 1-033 |
| BubbleBeam | 1-033 |
| "Double Team" | 1-033 |
| Double-Edge | 1-033 |
| "Horn Drill" | 1-033 |
| "Ice Beam" | 1-033 |
| Mimic | 1-033 |
| Rage | 1-033 |
| Reflect | 1-033 |
| Rest | 1-033 |
| "Skull Bash" | 1-033 |
| Substitute | 1-033 |
| "Take Down" | 1-033 |

| | |
|---|---|
| Thunder | 1-033 |
| Thunderbolt | 1-033 |
| Toxic | 1-033 |
| "Water Gun" | 1-033 |
| Bide | 1-034 |
| Blizzard | 1-034 |
| "Body Slam" | 1-034 |
| BubbleBeam | 1-034 |
| Counter | 1-034 |
| "Double Team" | 1-034 |
| Double-Edge | 1-034 |
| Earthquake | 1-034 |
| "Fire Blast" | 1-034 |
| Fissure | 1-034 |
| "Horn Drill" | 1-034 |
| "Hyper Beam" | 1-034 |
| "Ice Beam" | 1-034 |
| "Mega Kick" | 1-034 |
| "Mega Punch" | 1-034 |
| Mimic | 1-034 |
| "Pay Day" | 1-034 |
| Rage | 1-034 |
| Reflect | 1-034 |
| Rest | 1-034 |
| "Rock Slide" | 1-034 |
| "Seismic Toss" | 1-034 |
| "Skull Bash" | 1-034 |
| Strength | 1-034 |
| Submission | 1-034 |
| Substitute | 1-034 |
| Surf | 1-034 |
| "Take Down" | 1-034 |
| Thunder | 1-034 |
| Thunderbolt | 1-034 |
| Toxic | 1-034 |
| "Water Gun" | 1-034 |
| Bide | 1-035 |
| Blizzard | 1-035 |
| "Body Slam" | 1-035 |
| BubbleBeam | 1-035 |
| Counter | 1-035 |
| "Double Team" | 1-035 |

| | |
|---|---|
| Double-Edge | 1-035 |
| "Fire Blast" | 1-035 |
| Flash | 1-035 |
| "Ice Beam" | 1-035 |
| "Mega Kick" | 1-035 |
| "Mega Punch" | 1-035 |
| Metronome | 1-035 |
| Mimic | 1-035 |
| Psychic | 1-035 |
| Psywave | 1-035 |
| Rage | 1-035 |
| Reflect | 1-035 |
| Rest | 1-035 |
| "Seismic Toss" | 1-035 |
| "Skull Bash" | 1-035 |
| SolarBeam | 1-035 |
| Strength | 1-035 |
| Submission | 1-035 |
| Substitute | 1-035 |
| "Take Down" | 1-035 |
| Teleport | 1-035 |
| Thunder | 1-035 |
| "Thunder Wave" | 1-035 |
| Thunderbolt | 1-035 |
| Toxic | 1-035 |
| "Tri Attack" | 1-035 |
| "Water Gun" | 1-035 |
| Bide | 1-036 |
| Blizzard | 1-036 |
| "Body Slam" | 1-036 |
| BubbleBeam | 1-036 |
| Counter | 1-036 |
| "Double Team" | 1-036 |
| Double-Edge | 1-036 |
| "Fire Blast" | 1-036 |
| Flash | 1-036 |
| "Hyper Beam" | 1-036 |
| "Ice Beam" | 1-036 |
| "Mega Kick" | 1-036 |
| "Mega Punch" | 1-036 |
| Metronome | 1-036 |
| Mimic | 1-036 |

| | |
|---|---|
| Psychic | 1-036 |
| Psywave | 1-036 |
| Rage | 1-036 |
| Reflect | 1-036 |
| Rest | 1-036 |
| "Seismic Toss" | 1-036 |
| "Skull Bash" | 1-036 |
| SolarBeam | 1-036 |
| Strength | 1-036 |
| Submission | 1-036 |
| Substitute | 1-036 |
| "Take Down" | 1-036 |
| Teleport | 1-036 |
| Thunder | 1-036 |
| "Thunder Wave" | 1-036 |
| Thunderbolt | 1-036 |
| Toxic | 1-036 |
| "Tri Attack" | 1-036 |
| "Water Gun" | 1-036 |
| Bide | 1-037 |
| "Body Slam" | 1-037 |
| Dig | 1-037 |
| "Double Team" | 1-037 |
| Double-Edge | 1-037 |
| "Fire Blast" | 1-037 |
| Mimic | 1-037 |
| Rage | 1-037 |
| Reflect | 1-037 |
| Rest | 1-037 |
| "Skull Bash" | 1-037 |
| Substitute | 1-037 |
| Swift | 1-037 |
| "Take Down" | 1-037 |
| Toxic | 1-037 |
| Bide | 1-038 |
| "Body Slam" | 1-038 |
| Dig | 1-038 |
| "Double Team" | 1-038 |
| Double-Edge | 1-038 |
| "Fire Blast" | 1-038 |
| "Hyper Beam" | 1-038 |
| Mimic | 1-038 |

| | |
|---|---|
| Rage | 1-038 |
| Reflect | 1-038 |
| Rest | 1-038 |
| "Skull Bash" | 1-038 |
| Substitute | 1-038 |
| Swift | 1-038 |
| "Take Down" | 1-038 |
| Toxic | 1-038 |
| Bide | 1-039 |
| Blizzard | 1-039 |
| "Body Slam" | 1-039 |
| BubbleBeam | 1-039 |
| Counter | 1-039 |
| "Double Team" | 1-039 |
| Double-Edge | 1-039 |
| "Fire Blast" | 1-039 |
| Flash | 1-039 |
| "Ice Beam" | 1-039 |
| "Mega Kick" | 1-039 |
| "Mega Punch" | 1-039 |
| Mimic | 1-039 |
| Psychic | 1-039 |
| Psywave | 1-039 |
| Rage | 1-039 |
| Reflect | 1-039 |
| Rest | 1-039 |
| "Seismic Toss" | 1-039 |
| "Skull Bash" | 1-039 |
| SolarBeam | 1-039 |
| Strength | 1-039 |
| Submission | 1-039 |
| Substitute | 1-039 |
| "Take Down" | 1-039 |
| Teleport | 1-039 |
| Thunder | 1-039 |
| "Thunder Wave" | 1-039 |
| Thunderbolt | 1-039 |
| Toxic | 1-039 |
| "Tri Attack" | 1-039 |
| "Water Gun" | 1-039 |
| Bide | 1-040 |
| Blizzard | 1-040 |

| | |
|---|---|
| "Body Slam" | 1-040 |
| BubbleBeam | 1-040 |
| Counter | 1-040 |
| "Double Team" | 1-040 |
| Double-Edge | 1-040 |
| "Fire Blast" | 1-040 |
| Flash | 1-040 |
| "Hyper Beam" | 1-040 |
| "Ice Beam" | 1-040 |
| "Mega Kick" | 1-040 |
| "Mega Punch" | 1-040 |
| Mimic | 1-040 |
| Psychic | 1-040 |
| Psywave | 1-040 |
| Rage | 1-040 |
| Reflect | 1-040 |
| Rest | 1-040 |
| "Seismic Toss" | 1-040 |
| "Skull Bash" | 1-040 |
| SolarBeam | 1-040 |
| Strength | 1-040 |
| Submission | 1-040 |
| Substitute | 1-040 |
| "Take Down" | 1-040 |
| Teleport | 1-040 |
| Thunder | 1-040 |
| "Thunder Wave" | 1-040 |
| Thunderbolt | 1-040 |
| Toxic | 1-040 |
| "Tri Attack" | 1-040 |
| "Water Gun" | 1-040 |
| Bide | 1-041 |
| "Double Team" | 1-041 |
| Double-Edge | 1-041 |
| "Mega Drain" | 1-041 |
| Mimic | 1-041 |
| Rage | 1-041 |
| "Razor Wind" | 1-041 |
| Rest | 1-041 |
| Substitute | 1-041 |
| Swift | 1-041 |
| "Take Down" | 1-041 |

| | |
|---|---|
| Toxic | 1-041 |
| Whirlwind | 1-041 |
| Bide | 1-042 |
| "Double Team" | 1-042 |
| Double-Edge | 1-042 |
| "Hyper Beam" | 1-042 |
| "Mega Drain" | 1-042 |
| Mimic | 1-042 |
| Rage | 1-042 |
| "Razor Wind" | 1-042 |
| Rest | 1-042 |
| Substitute | 1-042 |
| Swift | 1-042 |
| "Take Down" | 1-042 |
| Toxic | 1-042 |
| Whirlwind | 1-042 |
| Bide | 1-043 |
| Cut | 1-043 |
| "Double Team" | 1-043 |
| Double-Edge | 1-043 |
| "Mega Drain" | 1-043 |
| Mimic | 1-043 |
| Rage | 1-043 |
| Reflect | 1-043 |
| Rest | 1-043 |
| SolarBeam | 1-043 |
| Substitute | 1-043 |
| "Swords Dance" | 1-043 |
| "Take Down" | 1-043 |
| Toxic | 1-043 |
| Bide | 1-044 |
| Cut | 1-044 |
| "Double Team" | 1-044 |
| Double-Edge | 1-044 |
| "Mega Drain" | 1-044 |
| Mimic | 1-044 |
| Rage | 1-044 |
| Reflect | 1-044 |
| Rest | 1-044 |
| SolarBeam | 1-044 |
| Substitute | 1-044 |
| "Swords Dance" | 1-044 |

| | |
|---|---|
| "Take Down" | 1-044 |
| Toxic | 1-044 |
| Bide | 1-045 |
| "Body Slam" | 1-045 |
| Cut | 1-045 |
| "Double Team" | 1-045 |
| Double-Edge | 1-045 |
| "Hyper Beam" | 1-045 |
| "Mega Drain" | 1-045 |
| Mimic | 1-045 |
| Rage | 1-045 |
| Reflect | 1-045 |
| Rest | 1-045 |
| SolarBeam | 1-045 |
| Substitute | 1-045 |
| "Swords Dance" | 1-045 |
| "Take Down" | 1-045 |
| Toxic | 1-045 |
| Bide | 1-046 |
| "Body Slam" | 1-046 |
| Cut | 1-046 |
| Dig | 1-046 |
| "Double Team" | 1-046 |
| Double-Edge | 1-046 |
| "Mega Drain" | 1-046 |
| Mimic | 1-046 |
| Rage | 1-046 |
| Reflect | 1-046 |
| Rest | 1-046 |
| "Skull Bash" | 1-046 |
| SolarBeam | 1-046 |
| Substitute | 1-046 |
| "Swords Dance" | 1-046 |
| "Take Down" | 1-046 |
| Toxic | 1-046 |
| Bide | 1-047 |
| "Body Slam" | 1-047 |
| Cut | 1-047 |
| Dig | 1-047 |
| "Double Team" | 1-047 |
| Double-Edge | 1-047 |
| "Hyper Beam" | 1-047 |

| | |
|---|---|
| "Mega Drain" | 1-047 |
| Mimic | 1-047 |
| Rage | 1-047 |
| Reflect | 1-047 |
| Rest | 1-047 |
| "Skull Bash" | 1-047 |
| SolarBeam | 1-047 |
| Substitute | 1-047 |
| "Swords Dance" | 1-047 |
| "Take Down" | 1-047 |
| Toxic | 1-047 |
| Bide | 1-048 |
| "Double Team" | 1-048 |
| Double-Edge | 1-048 |
| Flash | 1-048 |
| "Mega Drain" | 1-048 |
| Mimic | 1-048 |
| Psychic | 1-048 |
| Psywave | 1-048 |
| Rage | 1-048 |
| Reflect | 1-048 |
| Rest | 1-048 |
| SolarBeam | 1-048 |
| Substitute | 1-048 |
| "Take Down" | 1-048 |
| Toxic | 1-048 |
| Bide | 1-049 |
| "Double Team" | 1-049 |
| Double-Edge | 1-049 |
| Flash | 1-049 |
| "Hyper Beam" | 1-049 |
| "Mega Drain" | 1-049 |
| Mimic | 1-049 |
| Psychic | 1-049 |
| Psywave | 1-049 |
| Rage | 1-049 |
| "Razor Wind" | 1-049 |
| Reflect | 1-049 |
| Rest | 1-049 |
| SolarBeam | 1-049 |
| Substitute | 1-049 |
| Swift | 1-049 |

| | |
|---|---|
| "Take Down" | 1-049 |
| Teleport | 1-049 |
| Toxic | 1-049 |
| Whirlwind | 1-049 |
| Bide | 1-050 |
| "Body Slam" | 1-050 |
| Cut | 1-050 |
| Dig | 1-050 |
| "Double Team" | 1-050 |
| Double-Edge | 1-050 |
| Earthquake | 1-050 |
| Fissure | 1-050 |
| Mimic | 1-050 |
| Rage | 1-050 |
| Rest | 1-050 |
| "Rock Slide" | 1-050 |
| Substitute | 1-050 |
| "Take Down" | 1-050 |
| Toxic | 1-050 |
| Bide | 1-051 |
| "Body Slam" | 1-051 |
| Cut | 1-051 |
| Dig | 1-051 |
| "Double Team" | 1-051 |
| Double-Edge | 1-051 |
| Earthquake | 1-051 |
| Fissure | 1-051 |
| "Hyper Beam" | 1-051 |
| Mimic | 1-051 |
| Rage | 1-051 |
| Rest | 1-051 |
| "Rock Slide" | 1-051 |
| Substitute | 1-051 |
| "Take Down" | 1-051 |
| Toxic | 1-051 |
| Bide | 1-052 |
| "Body Slam" | 1-052 |
| BubbleBeam | 1-052 |
| "Double Team" | 1-052 |
| Double-Edge | 1-052 |
| Mimic | 1-052 |
| "Pay Day" | 1-052 |

| | |
|---|---|
| Rage | 1-052 |
| Rest | 1-052 |
| "Skull Bash" | 1-052 |
| Substitute | 1-052 |
| Swift | 1-052 |
| "Take Down" | 1-052 |
| Thunder | 1-052 |
| Thunderbolt | 1-052 |
| Toxic | 1-052 |
| "Water Gun" | 1-052 |
| Bide | 1-053 |
| "Body Slam" | 1-053 |
| BubbleBeam | 1-053 |
| "Double Team" | 1-053 |
| Double-Edge | 1-053 |
| "Hyper Beam" | 1-053 |
| Mimic | 1-053 |
| "Pay Day" | 1-053 |
| Rage | 1-053 |
| Rest | 1-053 |
| "Skull Bash" | 1-053 |
| Substitute | 1-053 |
| Swift | 1-053 |
| "Take Down" | 1-053 |
| Thunder | 1-053 |
| Thunderbolt | 1-053 |
| Toxic | 1-053 |
| "Water Gun" | 1-053 |
| Bide | 1-054 |
| Blizzard | 1-054 |
| "Body Slam" | 1-054 |
| BubbleBeam | 1-054 |
| Counter | 1-054 |
| Dig | 1-054 |
| "Double Team" | 1-054 |
| Double-Edge | 1-054 |
| "Ice Beam" | 1-054 |
| "Mega Kick" | 1-054 |
| "Mega Punch" | 1-054 |
| Mimic | 1-054 |
| "Pay Day" | 1-054 |
| Rage | 1-054 |

| | |
|---|---|
| Rest | 1-054 |
| "Seismic Toss" | 1-054 |
| "Skull Bash" | 1-054 |
| Strength | 1-054 |
| Submission | 1-054 |
| Substitute | 1-054 |
| Surf | 1-054 |
| Swift | 1-054 |
| "Take Down" | 1-054 |
| Toxic | 1-054 |
| "Water Gun" | 1-054 |
| Bide | 1-055 |
| Blizzard | 1-055 |
| "Body Slam" | 1-055 |
| BubbleBeam | 1-055 |

13. BadgeLoads2(ObedienceLevel, <u>BadgeName</u>)

| ObedienceLevel | BadgeName |
|---|---|
| 20 | "Boulder Badge" |
| 30 | "Cascade Badge" |
| 100 | "Earth Badge" |
| 70 | "Marsh Badge" |
| 50 | "Rainbow Badge" |
| 60 | "Soul Badge" |
| 40 | "Thunder Badge" |
| 80 | "Volcano Badge" |

14. BadgeLoads1(<u>BadgeID</u>, **BadgeName**, **FileID**, **Email**)

| BadgeID | BadgeName | FileID | Email |
|---|---|---|---|
| 0-boulder | "Boulder Badge" | 0 | matthewasmith442@gmail.com |
| 0-cascade | "Cascade Badge" | 0 | matthewasmith442@gmail.com |
| 0-earth | "Soul Badge" | 0 | matthewasmith442@gmail.com |
| 0-marsh | "Soul Badge" | 0 | matthewasmith442@gmail.com |
| 0-rainbow | "Rainbow Badge" | 0 | matthewasmith442@gmail.com |
| 0-soul | "Soul Badge" | 0 | matthewasmith442@gmail.com |
| 0-thunder | "Thunder Badge" | 0 | matthewasmith442@gmail.com |
| 0-volcano | "Soul Badge" | 0 | matthewasmith442@gmail.com |

15. Generation(<u>GenerationNumber</u>, Console)

| Generation | Console |
|---|---|
| 1 | "Game Boy" |
| 2 | "Game Boy Color" |
| 3 | "Game Boy Advance" |
| 4 | "Nintendo DS" |
| 5 | "Nintendo DS" |
| 6 | "Nintendo 3DS" |

16. PokemonGameCategorizes2(<u>ReleaseDate</u>, SalePrice)

| ReleaseDate | SalePrice |
|---|---|
| 2004-01-29 | 39.99 |
| 2004-09-16 | 34.99 |
| 2006-09-28 | 45.95 |
| 2010-09-18 | 34.99 |
| 2013-10-12 | 60.58 |

17. PokemonGameCategorizes1(<u>Title</u>, **ReleaseDate**, **GenerationNumber**)

| Tile | ReleaseDate | GenerationNumber |
|---|---|---|
| "Pokemon Black" | 2010-09-18 | 5 |
| "Pokemon Diamond" | 2006-09-28 | 4 |
| "Pokemon Emerald" | 2004-01-29 | 3 |
| "Pokemon FireRed" | 2004-09-16 | 3 |
| "Pokemon X" | 2013-10-12 | 6 |

18. LocationFeaturesAccess2(<u>IsRoute</u>, HasTrainers)

| IsRoute | HasTrainers |
|---|---|
| 0 | 0 |
| 1 | 1 |

19. LocationFeaturesAccess3(<u>RouteNumber</u>, **IsRoute**)

| RouteNumber | IsRoute |
|---|---|
| -1 | 0 |
| 1 | 1 |
| 2 | 1 |
| 3 | 1 |
| 4 | 1 |
| 5 | 1 |
| 6 | 1 |
| 7 | 1 |

| | |
|---|---|
| 8 | 1 |
| 9 | 1 |
| 10 | 1 |
| 11 | 1 |
| 12 | 1 |
| 13 | 1 |
| 14 | 1 |
| 15 | 1 |
| 16 | 1 |
| 17 | 1 |
| 18 | 1 |
| 19 | 1 |
| 20 | 1 |
| 21 | 1 |
| 22 | 1 |
| 23 | 1 |
| 24 | 1 |
| 25 | 1 |
| 26 | 1 |
| 27 | 1 |
| 28 | 1 |

20. LocationFeaturesAccess1(<u>Address</u>, **BadgeID**, **Title**, **RouteNumber**)

| Address | BadgeID | Title | RouteNumber |
|---|---|---|---|
| 100 | 20 | Grass | SPECIAL |
| 100 | 40 | Poison | PHYSICAL |
| -1 | -1 | Poison | STATUS |
| -1 | -1 | Psychic | STATUS |
| -1 | -1 | Psychic | STATUS |
| 100 | 65 | Ice | SPECIAL |
| 85 | 15 | Normal | PHYSICAL |
| -1 | -1 | Psychic | STATUS |
| -1 | -1 | Normal | PHYSICAL |
| 75 | 15 | Normal | PHYSICAL |
| 100 | 60 | Normal | PHYSICAL |
| 90 | 120 | Ice | SPECIAL |
| 100 | 85 | Normal | PHYSICAL |
| 85 | 65 | Ground | PHYSICAL |
| 90 | 50 | Ground | PHYSICAL |
| 100 | 20 | Water | SPECIAL |
| 100 | 65 | Water | SPECIAL |

| 75 | 35 | Water | SPECIAL |
|---|---|---|---|
| 85 | 18 | Normal | PHYSICAL |
| 100 | -1 | Ghost | STATUS |
| 100 | 50 | Psychic | SPECIAL |
| 100 | 10 | Normal | PHYSICAL |
| -1 | -1 | Normal | STATUS |
| 100 | -1 | Fighting | PHYSICAL |
| 85 | 90 | Water | SPECIAL |
| 95 | 50 | Normal | PHYSICAL |
| -1 | -1 | Normal | STATUS |
| 100 | 100 | Ground | PHYSICAL |
| 55 | -1 | Normal | STATUS |
| 100 | 70 | Normal | PHYSICAL |
| 100 | 30 | Fighting | PHYSICAL |
| -1 | -1 | Normal | STATUS |
| 100 | 100 | Normal | PHYSICAL |
| 85 | 15 | Normal | PHYSICAL |
| 100 | -1 | Dragon | SPECIAL |
| 100 | 100 | Psychic | SPECIAL |
| 100 | 80 | Flying | PHYSICAL |
| 100 | 100 | Ground | PHYSICAL |
| 75 | 100 | Normal | PHYSICAL |
| 100 | 40 | Fire | SPECIAL |
| 100 | 170 | Normal | PHYSICAL |
| 85 | 120 | Fire | SPECIAL |
| 100 | 75 | Fire | SPECIAL |
| 70 | 15 | Fire | SPECIAL |
| 30 | -1 | Ground | PHYSICAL |
| 100 | 95 | Fire | SPECIAL |
| 70 | -1 | Normal | STATUS |
| 95 | 70 | Flying | PHYSICAL |
| -1 | -1 | Normal | STATUS |
| 85 | 15 | Normal | PHYSICAL |
| 80 | 18 | Normal | PHYSICAL |
| 75 | -1 | Normal | STATUS |
| 100 | -1 | Normal | STATUS |
| -1 | -1 | Normal | STATUS |
| 30 | -1 | Normal | PHYSICAL |
| 100 | 40 | Normal | PHYSICAL |
| -1 | -1 | Normal | STATUS |
| -1 | -1 | Ice | STATUS |
| 100 | 70 | Normal | PHYSICAL |

| 90 | 85 | Fighting | PHYSICAL |
|---|---|---|---|
| 100 | 65 | Normal | PHYSICAL |
| 30 | -1 | Normal | PHYSICAL |
| 80 | 120 | Water | SPECIAL |
| 90 | 150 | Normal | PHYSICAL |
| 90 | 80 | Normal | PHYSICAL |
| 60 | -1 | Psychic | STATUS |
| 100 | 95 | Ice | SPECIAL |
| 100 | 75 | Ice | SPECIAL |
| 95 | 70 | Fighting | PHYSICAL |
| 100 | 50 | Normal | PHYSICAL |
| 100 | 20 | Bug | PHYSICAL |
| 90 | -1 | Grass | STATUS |
| 100 | -1 | Normal | STATUS |
| 100 | 20 | Ghost | PHYSICAL |
| -1 | -1 | Psychic | STATUS |
| 75 | -1 | Normal | STATUS |
| 90 | 50 | Fighting | PHYSICAL |
| -1 | -1 | Psychic | STATUS |
| 100 | 40 | Grass | SPECIAL |
| 75 | 120 | Normal | PHYSICAL |
| 85 | 80 | Normal | PHYSICAL |
| -1 | -1 | Normal | STATUS |
| 100 | -1 | Normal | STATUS |
| -1 | -1 | Normal | STATUS |
| -1 | -1 | Flying | STATUS |
| -1 | -1 | Ice | STATUS |
| 100 | -1 | Ghost | PHYSICAL |
| 100 | 40 | Normal | PHYSICAL |
| 100 | 35 | Flying | PHYSICAL |
| 100 | 70 | Grass | SPECIAL |
| 85 | 14 | Bug | PHYSICAL |
| 55 | -1 | Poison | STATUS |
| 100 | 15 | Poison | PHYSICAL |
| 75 | -1 | Poison | STATUS |
| 100 | 40 | Normal | PHYSICAL |
| 100 | 65 | Psychic | SPECIAL |
| 100 | 90 | Psychic | SPECIAL |
| 80 | -1 | Psychic | SPECIAL |
| 100 | 40 | Normal | PHYSICAL |
| 100 | 20 | Normal | PHYSICAL |
| 95 | 55 | Grass | SPECIAL |

| 75 | 80 | Normal | PHYSICAL |
|---|---|---|---|
| -1 | -1 | Normal | STATUS |
| -1 | -1 | Psychic | STATUS |
| -1 | -1 | Psychic | STATUS |
| 100 | -1 | Normal | STATUS |
| 90 | 75 | Rock | PHYSICAL |
| 65 | 50 | Rock | PHYSICAL |
| 85 | 60 | Fighting | PHYSICAL |
| 100 | -1 | Normal | STATUS |
| 100 | 40 | Normal | PHYSICAL |
| 85 | -1 | Normal | STATUS |
| 100 | -1 | Fighting | PHYSICAL |
| 100 | 130 | Normal | PHYSICAL |
| -1 | -1 | Normal | STATUS |
| 55 | -1 | Normal | STATUS |
| 100 | 100 | Normal | PHYSICAL |
| 90 | 140 | Flying | PHYSICAL |
| 75 | 80 | Normal | PHYSICAL |
| 100 | 70 | Normal | PHYSICAL |
| 75 | -1 | Grass | STATUS |
| 100 | 65 | Poison | PHYSICAL |
| 70 | 20 | Poison | PHYSICAL |
| 100 | -1 | Normal | STATUS |
| -1 | -1 | Normal | STATUS |
| 100 | 120 | Grass | SPECIAL |
| 90 | -1 | Normal | PHYSICAL |
| 100 | 20 | Normal | PHYSICAL |
| -1 | -1 | Normal | STATUS |
| 100 | -1 | Grass | STATUS |
| 100 | 65 | Normal | PHYSICAL |
| 100 | 80 | Normal | PHYSICAL |
| 95 | -1 | Bug | STATUS |
| 75 | -1 | Grass | STATUS |
| 80 | 80 | Fighting | PHYSICAL |
| -1 | -1 | Normal | STATUS |
| 90 | -1 | Normal | PHYSICAL |
| 55 | -1 | Normal | STATUS |
| 100 | 95 | Water | SPECIAL |
| 100 | 60 | Normal | PHYSICAL |
| -1 | -1 | Normal | STATUS |
| 95 | 35 | Normal | PHYSICAL |
| 100 | -1 | Normal | STATUS |

| 85 | 90 | Normal | PHYSICAL |
|---|---|---|---|
| -1 | -1 | Psychic | STATUS |
| 100 | 90 | Normal | PHYSICAL |
| 70 | 120 | Electric | SPECIAL |
| 100 | -1 | Electric | STATUS |
| 100 | 95 | Electric | SPECIAL |
| 100 | 75 | Electric | SPECIAL |
| 100 | 40 | Electric | SPECIAL |
| 85 | -1 | Poison | STATUS |
| -1 | -1 | Normal | STATUS |
| 100 | 80 | Normal | PHYSICAL |
| 100 | 25 | Bug | PHYSICAL |
| 100 | 55 | Normal | PHYSICAL |
| 100 | 35 | Grass | SPECIAL |
| 100 | 40 | Water | SPECIAL |
| 100 | 80 | Water | SPECIAL |
| 85 | -1 | Normal | STATUS |
| 100 | 35 | Flying | PHYSICAL |
| -1 | -1 | Water | STATUS |
| 85 | 15 | Normal | PHYSICAL |

21. PokemonContains(**PokeID**, **Address**)

| PokeID | Address |
|---|---|
| 1-016 | "Berry Forest" |
| 1-017 | "Berry Forest" |
| 1-043 | "Berry Forest" |
| 1-044 | "Berry Forest" |
| 1-048 | "Berry Forest" |
| 1-049 | "Berry Forest" |
| 1-054 | "Berry Forest" |
| 1-055 | "Berry Forest" |
| 1-060 | "Berry Forest" |
| 1-096 | "Berry Forest" |
| 1-097 | "Berry Forest" |
| 1-102 | "Berry Forest" |
| 1-118 | "Berry Forest" |
| 1-119 | "Berry Forest" |
| 1-129 | "Berry Forest" |
| 1-130 | "Berry Forest" |
| 1-016 | "Bond Bridge" |
| 1-017 | "Bond Bridge" |

| | |
|---|---|
| 1-043 | "Bond Bridge" |
| 1-044 | "Bond Bridge" |
| 1-048 | "Bond Bridge" |
| 1-052 | "Bond Bridge" |
| 1-053 | "Bond Bridge" |
| 1-054 | "Bond Bridge" |
| 1-072 | "Bond Bridge" |
| 1-073 | "Bond Bridge" |
| 1-116 | "Bond Bridge" |
| 1-117 | "Bond Bridge" |
| 1-129 | "Bond Bridge" |
| 1-130 | "Bond Bridge" |
| 1-021 | "Canyon Entrance" |
| 1-022 | "Canyon Entrance" |
| 1-052 | "Canyon Entrance" |
| 1-053 | "Canyon Entrance" |
| 1-054 | "Canyon Entrance" |
| 1-021 | "Cape Brink" |
| 1-022 | "Cape Brink" |
| 1-043 | "Cape Brink" |
| 1-044 | "Cape Brink" |
| 1-052 | "Cape Brink" |
| 1-053 | "Cape Brink" |
| 1-054 | "Cape Brink" |
| 1-055 | "Cape Brink" |
| 1-060 | "Cape Brink" |
| 1-061 | "Cape Brink" |
| 1-118 | "Cape Brink" |
| 1-129 | "Cape Brink" |
| 1-130 | "Cape Brink" |
| 1-035 | "Celadon City" |
| 1-054 | "Celadon City" |
| 1-063 | "Celadon City" |
| 1-088 | "Celadon City" |
| 1-109 | "Celadon City" |
| 1-123 | "Celadon City" |
| 1-129 | "Celadon City" |
| 1-133 | "Celadon City" |
| 1-137 | "Celadon City" |
| 1-147 | "Celadon City" |
| 1-042 | "Cerulean Cave" |
| 1-047 | "Cerulean Cave" |

| 1-054 | "Cerulean Cave" |
|---|---|
| 1-055 | "Cerulean Cave" |
| 1-057 | "Cerulean Cave" |
| 1-060 | "Cerulean Cave" |
| 1-061 | "Cerulean Cave" |
| 1-064 | "Cerulean Cave" |
| 1-067 | "Cerulean Cave" |
| 1-074 | "Cerulean Cave" |
| 1-075 | "Cerulean Cave" |
| 1-082 | "Cerulean Cave" |
| 1-101 | "Cerulean Cave" |
| 1-118 | "Cerulean Cave" |
| 1-129 | "Cerulean Cave" |
| 1-130 | "Cerulean Cave" |
| 1-132 | "Cerulean Cave" |
| 1-150 | "Cerulean Cave" |
| 1-054 | "Cerulean City" |
| 1-072 | "Cerulean City" |
| 1-098 | "Cerulean City" |
| 1-116 | "Cerulean City" |
| 1-124 | "Cerulean City" |
| 1-129 | "Cerulean City" |
| 1-130 | "Cerulean City" |
| 1-054 | "Cinnabar Island" |
| 1-072 | "Cinnabar Island" |
| 1-086 | "Cinnabar Island" |
| 1-090 | "Cinnabar Island" |
| 1-098 | "Cinnabar Island" |
| 1-101 | "Cinnabar Island" |
| 1-114 | "Cinnabar Island" |
| 1-116 | "Cinnabar Island" |
| 1-117 | "Cinnabar Island" |
| 1-129 | "Cinnabar Island" |
| 1-130 | "Cinnabar Island" |
| 1-138 | "Cinnabar Island" |
| 1-140 | "Cinnabar Island" |
| 1-142 | "Cinnabar Island" |
| 1-050 | "Digletts Cave" |
| 1-051 | "Digletts Cave" |
| 1-054 | "Five Island" |
| 1-072 | "Five Island" |
| 1-073 | "Five Island" |

| | |
|---|---|
| 1-090 | "Five Island" |
| 1-116 | "Five Island" |
| 1-117 | "Five Island" |
| 1-129 | "Five Island" |
| 1-130 | "Five Island" |
| 1-016 | "Five Isle Meadow" |
| 1-017 | "Five Isle Meadow" |
| 1-052 | "Five Isle Meadow" |
| 1-053 | "Five Isle Meadow" |
| 1-054 | "Five Isle Meadow" |
| 1-072 | "Five Isle Meadow" |
| 1-073 | "Five Isle Meadow" |
| 1-116 | "Five Isle Meadow" |
| 1-117 | "Five Isle Meadow" |
| 1-129 | "Five Isle Meadow" |
| 1-130 | "Five Isle Meadow" |
| 1-054 | "Four Island" |
| 1-060 | "Four Island" |
| 1-061 | "Four Island" |
| 1-118 | "Four Island" |
| 1-129 | "Four Island" |
| 1-130 | "Four Island" |
| 1-054 | "Fuchsia City" |
| 1-060 | "Fuchsia City" |
| 1-118 | "Fuchsia City" |
| 1-119 | "Fuchsia City" |
| 1-129 | "Fuchsia City" |
| 1-130 | "Fuchsia City" |
| 1-054 | "Green Path" |
| 1-072 | "Green Path" |
| 1-073 | "Green Path" |
| 1-116 | "Green Path" |
| 1-117 | "Green Path" |
| 1-129 | "Green Path" |
| 1-130 | "Green Path" |
| 1-041 | "Icefall Cave" |
| 1-042 | "Icefall Cave" |
| 1-054 | "Icefall Cave" |
| 1-060 | "Icefall Cave" |
| 1-061 | "Icefall Cave" |
| 1-072 | "Icefall Cave" |
| 1-073 | "Icefall Cave" |

| | |
|---|---|
| 1-086 | "Icefall Cave" |
| 1-087 | "Icefall Cave" |
| 1-090 | "Icefall Cave" |
| 1-116 | "Icefall Cave" |
| 1-117 | "Icefall Cave" |
| 1-118 | "Icefall Cave" |
| 1-129 | "Icefall Cave" |
| 1-130 | "Icefall Cave" |
| 1-131 | "Icefall Cave" |
| 1-021 | "Kindle Road" |
| 1-022 | "Kindle Road" |
| 1-052 | "Kindle Road" |
| 1-053 | "Kindle Road" |
| 1-054 | "Kindle Road" |
| 1-072 | "Kindle Road" |
| 1-073 | "Kindle Road" |
| 1-074 | "Kindle Road" |
| 1-075 | "Kindle Road" |
| 1-077 | "Kindle Road" |
| 1-078 | "Kindle Road" |
| 1-116 | "Kindle Road" |
| 1-117 | "Kindle Road" |
| 1-129 | "Kindle Road" |
| 1-130 | "Kindle Road" |
| 1-041 | "Lost Cave" |
| 1-042 | "Lost Cave" |
| 1-092 | "Lost Cave" |
| 1-093 | "Lost Cave" |
| 1-054 | "Memorial Pillar" |
| 1-072 | "Memorial Pillar" |
| 1-073 | "Memorial Pillar" |
| 1-116 | "Memorial Pillar" |
| 1-117 | "Memorial Pillar" |
| 1-129 | "Memorial Pillar" |
| 1-130 | "Memorial Pillar" |
| 1-021 | "Mt. Ember" |
| 1-022 | "Mt. Ember" |
| 1-066 | "Mt. Ember" |
| 1-067 | "Mt. Ember" |
| 1-074 | "Mt. Ember" |
| 1-075 | "Mt. Ember" |
| 1-077 | "Mt. Ember" |

| | |
|---|---|
| 1-078 | "Mt. Ember" |
| 1-146 | "Mt. Ember" |
| 1-035 | "Mt. Moon" |
| 1-041 | "Mt. Moon" |
| 1-046 | "Mt. Moon" |
| 1-074 | "Mt. Moon" |
| 1-054 | "One Island" |
| 1-072 | "One Island" |
| 1-073 | "One Island" |
| 1-090 | "One Island" |
| 1-116 | "One Island" |
| 1-117 | "One Island" |
| 1-129 | "One Island" |
| 1-130 | "One Island" |
| 1-054 | "Outcast Island" |
| 1-072 | "Outcast Island" |
| 1-073 | "Outcast Island" |
| 1-116 | "Outcast Island" |
| 1-117 | "Outcast Island" |
| 1-129 | "Outcast Island" |
| 1-130 | "Outcast Island" |
| 1-001 | "Pallet Town" |
| 1-004 | "Pallet Town" |
| 1-007 | "Pallet Town" |
| 1-054 | "Pallet Town" |
| 1-072 | "Pallet Town" |
| 1-090 | "Pallet Town" |
| 1-098 | "Pallet Town" |
| 1-116 | "Pallet Town" |
| 1-117 | "Pallet Town" |
| 1-129 | "Pallet Town" |
| 1-130 | "Pallet Town" |
| 1-010 | "Pattern Bush" |
| 1-011 | "Pattern Bush" |
| 1-013 | "Pattern Bush" |
| 1-014 | "Pattern Bush" |
| 1-019 | "Pokemon Mansion" |
| 1-020 | "Pokemon Mansion" |
| 1-058 | "Pokemon Mansion" |
| 1-088 | "Pokemon Mansion" |
| 1-109 | "Pokemon Mansion" |
| 1-110 | "Pokemon Mansion" |

| | |
|---|---|
| 1-132 | "Pokemon Mansion" |
| 1-092 | "Pokemon Tower" |
| 1-093 | "Pokemon Tower" |
| 1-104 | "Pokemon Tower" |
| 1-025 | "Power Plant" |
| 1-081 | "Power Plant" |
| 1-082 | "Power Plant" |
| 1-100 | "Power Plant" |
| 1-125 | "Power Plant" |
| 1-145 | "Power Plant" |
| 1-054 | "Resort Gorgeous" |
| 1-072 | "Resort Gorgeous" |
| 1-073 | "Resort Gorgeous" |
| 1-116 | "Resort Gorgeous" |
| 1-117 | "Resort Gorgeous" |
| 1-129 | "Resort Gorgeous" |
| 1-130 | "Resort Gorgeous" |
| 1-041 | "Rock Tunnel" |
| 1-056 | "Rock Tunnel" |
| 1-066 | "Rock Tunnel" |
| 1-074 | "Rock Tunnel" |
| 1-075 | "Rock Tunnel" |
| 1-095 | "Rock Tunnel" |
| 1-016 | "Route 1" |
| 1-019 | "Route 1" |
| 1-021 | "Route 10" |
| 1-023 | "Route 10" |
| 1-054 | "Route 10" |
| 1-072 | "Route 10" |
| 1-098 | "Route 10" |
| 1-100 | "Route 10" |
| 1-116 | "Route 10" |
| 1-129 | "Route 10" |
| 1-130 | "Route 10" |
| 1-021 | "Route 11" |
| 1-023 | "Route 11" |
| 1-030 | "Route 11" |
| 1-054 | "Route 11" |
| 1-072 | "Route 11" |
| 1-096 | "Route 11" |
| 1-098 | "Route 11" |
| 1-116 | "Route 11" |

| | |
|---|---|
| 1-129 | "Route 11" |
| 1-130 | "Route 11" |
| 1-016 | "Route 12" |
| 1-043 | "Route 12" |
| 1-044 | "Route 12" |
| 1-048 | "Route 12" |
| 1-054 | "Route 12" |
| 1-072 | "Route 12" |
| 1-098 | "Route 12" |
| 1-116 | "Route 12" |
| 1-129 | "Route 12" |
| 1-130 | "Route 12" |
| 1-143 | "Route 12" |
| 1-016 | "Route 13" |
| 1-017 | "Route 13" |
| 1-043 | "Route 13" |
| 1-044 | "Route 13" |
| 1-048 | "Route 13" |
| 1-054 | "Route 13" |
| 1-072 | "Route 13" |
| 1-098 | "Route 13" |
| 1-116 | "Route 13" |
| 1-129 | "Route 13" |
| 1-130 | "Route 13" |
| 1-132 | "Route 13" |
| 1-016 | "Route 14" |
| 1-017 | "Route 14" |
| 1-043 | "Route 14" |
| 1-044 | "Route 14" |
| 1-048 | "Route 14" |
| 1-132 | "Route 14" |
| 1-016 | "Route 15" |
| 1-017 | "Route 15" |
| 1-043 | "Route 15" |
| 1-044 | "Route 15" |
| 1-048 | "Route 15" |
| 1-132 | "Route 15" |
| 1-019 | "Route 16" |
| 1-020 | "Route 16" |
| 1-021 | "Route 16" |
| 1-084 | "Route 16" |
| 1-143 | "Route 16" |

| | |
|---|---|
| 1-019 | "Route 17" |
| 1-020 | "Route 17" |
| 1-021 | "Route 17" |
| 1-022 | "Route 17" |
| 1-084 | "Route 17" |
| 1-019 | "Route 18" |
| 1-020 | "Route 18" |
| 1-021 | "Route 18" |
| 1-022 | "Route 18" |
| 1-084 | "Route 18" |
| 1-108 | "Route 18" |
| 1-054 | "Route 19" |
| 1-072 | "Route 19" |
| 1-098 | "Route 19" |
| 1-116 | "Route 19" |
| 1-129 | "Route 19" |
| 1-130 | "Route 19" |
| 1-010 | "Route 2" |
| 1-013 | "Route 2" |
| 1-016 | "Route 2" |
| 1-019 | "Route 2" |
| 1-122 | "Route 2" |
| 1-054 | "Route 20" |
| 1-072 | "Route 20" |
| 1-098 | "Route 20" |
| 1-116 | "Route 20" |
| 1-129 | "Route 20" |
| 1-130 | "Route 20" |
| 1-054 | "Route 21" |
| 1-072 | "Route 21" |
| 1-098 | "Route 21" |
| 1-114 | "Route 21" |
| 1-116 | "Route 21" |
| 1-129 | "Route 21" |
| 1-130 | "Route 21" |
| 1-019 | "Route 22" |
| 1-021 | "Route 22" |
| 1-054 | "Route 22" |
| 1-056 | "Route 22" |
| 1-060 | "Route 22" |
| 1-061 | "Route 22" |
| 1-118 | "Route 22" |

| | |
|---|---|
| 1-129 | "Route 22" |
| 1-130 | "Route 22" |
| 1-021 | "Route 23" |
| 1-022 | "Route 23" |
| 1-023 | "Route 23" |
| 1-024 | "Route 23" |
| 1-054 | "Route 23" |
| 1-056 | "Route 23" |
| 1-057 | "Route 23" |
| 1-060 | "Route 23" |
| 1-061 | "Route 23" |
| 1-118 | "Route 23" |
| 1-129 | "Route 23" |
| 1-130 | "Route 23" |
| 1-010 | "Route 24" |
| 1-011 | "Route 24" |
| 1-013 | "Route 24" |
| 1-014 | "Route 24" |
| 1-016 | "Route 24" |
| 1-043 | "Route 24" |
| 1-054 | "Route 24" |
| 1-063 | "Route 24" |
| 1-072 | "Route 24" |
| 1-098 | "Route 24" |
| 1-116 | "Route 24" |
| 1-129 | "Route 24" |
| 1-130 | "Route 24" |
| 1-010 | "Route 25" |
| 1-011 | "Route 25" |
| 1-013 | "Route 25" |
| 1-014 | "Route 25" |
| 1-016 | "Route 25" |
| 1-043 | "Route 25" |
| 1-054 | "Route 25" |
| 1-060 | "Route 25" |
| 1-061 | "Route 25" |
| 1-063 | "Route 25" |
| 1-118 | "Route 25" |
| 1-129 | "Route 25" |
| 1-130 | "Route 25" |
| 1-016 | "Route 3" |
| 1-021 | "Route 3" |

| 1-029 | "Route 3" |
|-------|-----------|
| 1-032 | "Route 3" |
| 1-039 | "Route 3" |
| 1-056 | "Route 3" |
| 1-019 | "Route 4" |
| 1-021 | "Route 4" |
| 1-023 | "Route 4" |
| 1-054 | "Route 4" |
| 1-056 | "Route 4" |
| 1-072 | "Route 4" |
| 1-098 | "Route 4" |
| 1-116 | "Route 4" |
| 1-129 | "Route 4" |
| 1-130 | "Route 4" |
| 1-016 | "Route 5" |
| 1-029 | "Route 5" |
| 1-043 | "Route 5" |
| 1-052 | "Route 5" |
| 1-016 | "Route 6" |
| 1-043 | "Route 6" |
| 1-052 | "Route 6" |
| 1-054 | "Route 6" |
| 1-060 | "Route 6" |
| 1-061 | "Route 6" |
| 1-118 | "Route 6" |
| 1-129 | "Route 6" |
| 1-130 | "Route 6" |
| 1-016 | "Route 7" |
| 1-043 | "Route 7" |
| 1-052 | "Route 7" |
| 1-058 | "Route 7" |
| 1-016 | "Route 8" |
| 1-023 | "Route 8" |
| 1-052 | "Route 8" |
| 1-058 | "Route 8" |
| 1-019 | "Route 9" |
| 1-021 | "Route 9" |
| 1-023 | "Route 9" |
| 1-021 | "Ruin Valley" |
| 1-022 | "Ruin Valley" |
| 1-052 | "Ruin Valley" |
| 1-053 | "Ruin Valley" |

| 1-054 | "Ruin Valley" |
|-------|---------------|
| 1-060 | "Ruin Valley" |
| 1-061 | "Ruin Valley" |
| 1-118 | "Ruin Valley" |
| 1-129 | "Ruin Valley" |
| 1-130 | "Ruin Valley" |
| 1-029 | "Safari Zone" |
| 1-030 | "Safari Zone" |
| 1-032 | "Safari Zone" |
| 1-033 | "Safari Zone" |
| 1-046 | "Safari Zone" |
| 1-047 | "Safari Zone" |
| 1-048 | "Safari Zone" |
| 1-049 | "Safari Zone" |
| 1-054 | "Safari Zone" |
| 1-060 | "Safari Zone" |
| 1-084 | "Safari Zone" |
| 1-102 | "Safari Zone" |
| 1-111 | "Safari Zone" |
| 1-113 | "Safari Zone" |
| 1-115 | "Safari Zone" |
| 1-118 | "Safari Zone" |
| 1-119 | "Safari Zone" |
| 1-123 | "Safari Zone" |
| 1-128 | "Safari Zone" |
| 1-129 | "Safari Zone" |
| 1-147 | "Safari Zone" |
| 1-148 | "Safari Zone" |
| 1-106 | "Saffron City" |
| 1-107 | "Saffron City" |
| 1-041 | "Seafoam Islands" |
| 1-042 | "Seafoam Islands" |
| 1-054 | "Seafoam Islands" |
| 1-055 | "Seafoam Islands" |
| 1-086 | "Seafoam Islands" |
| 1-087 | "Seafoam Islands" |
| 1-098 | "Seafoam Islands" |
| 1-116 | "Seafoam Islands" |
| 1-129 | "Seafoam Islands" |
| 1-130 | "Seafoam Islands" |
| 1-144 | "Seafoam Islands" |
| 1-022 | "Sevault Canyon" |

| | |
|---|---|
| 1-052 | "Sevault Canyon" |
| 1-053 | "Sevault Canyon" |
| 1-074 | "Sevault Canyon" |
| 1-075 | "Sevault Canyon" |
| 1-095 | "Sevault Canyon" |
| 1-104 | "Sevault Canyon" |
| 1-105 | "Sevault Canyon" |
| 1-131 | "Silph Co." |
| 1-054 | "Tanoby Ruins" |
| 1-072 | "Tanoby Ruins" |
| 1-073 | "Tanoby Ruins" |
| 1-116 | "Tanoby Ruins" |
| 1-117 | "Tanoby Ruins" |
| 1-129 | "Tanoby Ruins" |
| 1-130 | "Tanoby Ruins" |
| 1-054 | "Trainer Tower" |
| 1-072 | "Trainer Tower" |
| 1-073 | "Trainer Tower" |
| 1-116 | "Trainer Tower" |
| 1-117 | "Trainer Tower" |
| 1-129 | "Trainer Tower" |
| 1-130 | "Trainer Tower" |
| 1-021 | "Treasure Beach" |
| 1-022 | "Treasure Beach" |
| 1-052 | "Treasure Beach" |
| 1-053 | "Treasure Beach" |
| 1-054 | "Treasure Beach" |
| 1-072 | "Treasure Beach" |
| 1-073 | "Treasure Beach" |
| 1-114 | "Treasure Beach" |
| 1-116 | "Treasure Beach" |
| 1-117 | "Treasure Beach" |
| 1-129 | "Treasure Beach" |
| 1-130 | "Treasure Beach" |
| 1-029 | "Underground Path 5-6" |
| 1-054 | "Vermilion City" |
| 1-072 | "Vermilion City" |
| 1-083 | "Vermilion City" |
| 1-090 | "Vermilion City" |
| 1-098 | "Vermilion City" |
| 1-116 | "Vermilion City" |
| 1-129 | "Vermilion City" |

| | |
|---|---|
| 1-130 | "Vermilion City" |
| 1-024 | "Victory Road" |
| 1-041 | "Victory Road" |
| 1-042 | "Victory Road" |
| 1-057 | "Victory Road" |
| 1-066 | "Victory Road" |
| 1-067 | "Victory Road" |
| 1-074 | "Victory Road" |
| 1-095 | "Victory Road" |
| 1-105 | "Victory Road" |
| 1-054 | "Viridian City" |
| 1-060 | "Viridian City" |
| 1-061 | "Viridian City" |
| 1-118 | "Viridian City" |
| 1-129 | "Viridian City" |
| 1-130 | "Viridian City" |
| 1-010 | "Viridian Forest" |
| 1-011 | "Viridian Forest" |
| 1-013 | "Viridian Forest" |
| 1-014 | "Viridian Forest" |
| 1-025 | "Viridian Forest" |
| 1-054 | "Water Labyrinth" |
| 1-072 | "Water Labyrinth" |
| 1-073 | "Water Labyrinth" |
| 1-116 | "Water Labyrinth" |
| 1-117 | "Water Labyrinth" |
| 1-129 | "Water Labyrinth" |
| 1-130 | "Water Labyrinth" |
| 1-021 | "Water Path" |
| 1-022 | "Water Path" |
| 1-043 | "Water Path" |
| 1-044 | "Water Path" |
| 1-052 | "Water Path" |
| 1-053 | "Water Path" |
| 1-054 | "Water Path" |
| 1-072 | "Water Path" |
| 1-073 | "Water Path" |
| 1-116 | "Water Path" |
| 1-117 | "Water Path" |
| 1-129 | "Water Path" |
| 1-130 | "Water Path" |

# 4    SQL Queries

The following queries use the dynamic query syntax outlined in the Milestone 4 project description. That is, `:variable_name` represents a dynamic value that is inserted at runtime into the query.

1. `INSERT` Operation:

    ```
    INSERT INTO AppUser2 (MembershipLevel, Loyalty)
    VALUES (:membership_level, :loyalty)

    INSERT INTO AppUser1 (Email, Username, MembershipLevel)
    VALUES (:email, :user_name, :membership_level)
    ```

    These queries are used above to insert an `AppUser` into our system and database. In order to insert an `AppUser1`, because of the foreign key constraint, insertion into `AppUser2` is *sometimes* required.

    This query can be found in `/pokedex-backend/backend/server/views.py` at lines 125 and 128.

2. `DELETE` Operation:

    ```
    DELETE FROM AppUser1 WHERE Email = :email
    ```

    This query allows a user to delete their account from the system. In doing so, this also deletes all of their associated save files, hence this causes a cascade-on-delete scenario.

    This query can be found in `/pokedex-backend/backend/server/views.py` at lines 184.

3. `UPDATE` Operation:

    ```
    UPDATE AppUser1
    SET Username = :username, MembershipLevel = :new_level
    WHERE Email = :email
    ```

    This query allows a user to update their username, as well as their membership level. Updating a username comes from a user's own personal preference. Updating the membership level would correspond to the user donating money to the site, so as to earn exclusive perks. Both of these need to be able to be changed for a given `AppUser`. We note that `MembershipLevel` is a foreign key referencing the `AppUser2` relation, as desired.

    This query can be found in `/pokedex-backend/backend/server/views.py` at lines 204 and 224.

4. Selection query:

```
SELECT ps1.PokemonName, ps2.PokeType, ps2.EggGroup, ps1.Ability
FROM PokemonStores1 ps1, PokemonStores2 ps2
WHERE ps1.PokemonName = ps2.PokemonName AND
(ps1.PokemonName LIKE '%:input1%' AND ps2.EggGroup EQUALS ':input2'
OR ps1.Ability LIKE '%:input3' OR ps2.PokeType EQUALS ':input4')
```

The exact query details vary based on the modifiers the user has selected. The above is a canonical example in which the user selected all columns to project upon, and selected some combination of constraints on all of the attributes. This query is helpful as a general use tool for a user to find Pokemon with various attributes.

This query can be found in **/pokedex-frontend/src/pages/Pokemon.tsx** at line 50.

5. Projection query:

```
SELECT p1.Title, p1.Generation, p1.ReleaseDate, g.Console, p2.SalePrice
FROM Generation g, PokemonGameCategorizes2 p2, PokemonGameCategorizes1 p1
WHERE g.GenerationNumber = p1.GenerationNumber
AND p2.ReleaseDate = p1.ReleaseDate
```

The exact query details vary based on the modifiers the user has selected. The above is a canonical example in which the user selected all columns to project upon. This query is useful for a user to find specific game information for the game that they're playing.

This query can be found in **/pokedex-frontend/src/pages/Game.tsx** at line 14.

6. Join query:

```
SELECT l.Address, p.PokemonName
FROM LocationFeaturesAccess1 l, PokemonStores1 p, PokemonContains pc
WHERE l.Address = pc.Address AND p.PokeID = pc.PokeID
AND l.Address LIKE '%:address_string%'
```

This query finds all of the Pokemon that can be found at the specified address. This is helpful for users to find the Pokemon currently available to them in the wild.

This query can be found in **/pokedex-frontend/src/pages/Location.tsx** at line 8.

7. Aggregation with `GROUP BY`:

```
SELECT m.MoveType, COUNT(*)
FROM Move1 m GROUP BY m.MoveType
```

This query finds the number of moves for each type. This is useful for a user when deciding how rare a specific move they're using is, and the value of keeping it on their

team members.

This query can be found in `/pokedex-frontend/src/pages/Move.tsx` at line 9.

8. Aggregation with `HAVING`:

```sql
SELECT m.MoveType, MAX(m.Power)
FROM Move1 m
GROUP BY m.MoveType
HAVING MAX(m.Power) >= 60
```

This query finds the move types that have a move with at least 60 power. This is useful for a user when deciding what types of moves to use for their team members.

This query can be found in `/pokedex-frontend/src/pages/Move.tsx` at line 18.

9. Nested Aggregation with `GROUP BY`:

```sql
WITH PokemonAvailableMoves AS (
    (SELECT p2.PokeType, p.PokemonName, m.MoveName, m.MoveType
    FROM PokemonStores1 p, Learns l,
        LevelMove lm, Move1 m, PokemonStores2 p2
    WHERE p.PokeID = l.PokeID AND l.MoveName = lm.MoveName
    AND lm.MoveName = m.MoveName AND p2.PokemonName = p.PokemonName)
    UNION
    (SELECT p2.PokeType, p.PokemonName, m.MoveName, m.MoveType
    FROM PokemonStores1 p, Accesses a,
        TMHMMove t, Move1 m, PokemonStores2 p2
    WHERE p.PokeID = a.PokeID AND a.MoveName = t.MoveName
    AND t.MoveName = m.MoveName AND p2.PokemonName = p.PokemonName))
SELECT p.PokemonName
FROM PokemonStores1 p
GROUP BY p.PokemonName
HAVING 9 <= (
    SELECT COUNT(DISTINCT pam.MoveType)
    FROM PokemonAvailableMoves pam
    WHERE pam.PokemonName = p.PokemonName)
```

This query finds the Pokemon who can learn at least 9 unique move types. This is useful for users who might be looking for Pokemon to add to their team with high type coverage.

This query can be found in `/pokedex-frontend/src/pages/Move.tsx` at line 29.

10. Division query:

```
SELECT p.PokemonName
FROM PokemonStores1 p
WHERE NOT EXISTS (
    (SELECT t.MoveName FROM TMHMMove t)
    EXCEPT
    (SELECT a.MoveName FROM Accesses a WHERE a.PokeID = p.PokeID))
```

This query finds the Pokemon who can learn all of the TM and HM moves. This is useful for users who want to have a Pokemon that has extremely high flexibility over what moves they can use on the battlefield.

This query can be found in `/pokedex-frontend/src/pages/Move.tsx` at line 54.
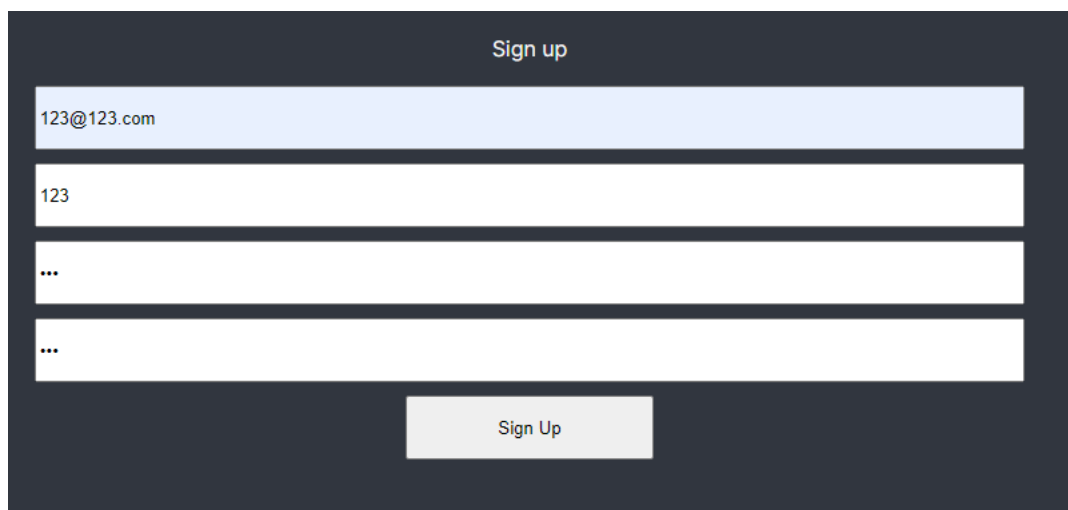
# 5    Query Screenshots

1. Insert
   We will be creating a user for our application. This user will have an email address of 123@gmail.com. Here is the screenshot of the AppUser1 table before creating the user:



   This is the screenshot of the Sign Up form with fields filled in before clicking the "Sign Up" button:



   This is a screenshot after clicking the 'Sign Up' button and a notification appears on the web page informing the user their account has been created:
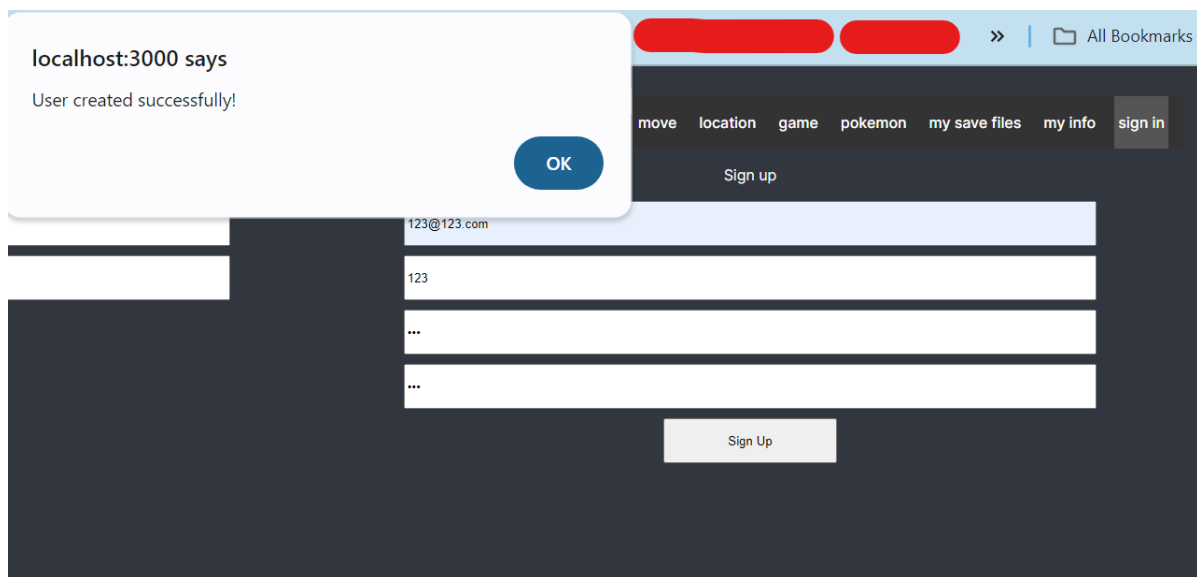
Here is the screenshot of the AppUser1 table after creating the user:

| Email | Username | MembershipLevel |
|---|---|---|
| 123@123.com | 123 | 1 |
| amanprakashburnett@gmail.com | aman | 1 |
| billjones.com.com@gmail.com | matthew3 | 1 |
| matthewasmith@gmail.com | matthew | 1 |
| test@gmail.com | first-account | 1 |
| xx442boyxx@gmail.com | matthew2 | 1 |
| NULL | NULL | NULL |

2. Deletion

We will now show an example of a user deleting their account which causes it to be removed from the AppUser1 table. This action also removes any save files that the user managed before by deleting them from the SaveFileManages table via cascade-on-delete. Here is a screenshot of the SaveFileManages table:

| FileID | CreationDate | Email |
|---|---|---|
| 0 | 2024-04-05 | 123@123.com |
| 0 | 2024-03-01 | amanprakashburnett@gmail.com |
| 1 | 2024-04-05 | 123@123.com |
| 1 | 2024-03-02 | amanprakashburnett@gmail.com |
| 2 | 2024-04-05 | 123@123.com |
| 3 | 2024-04-05 | 123@123.com |
| 4 | 2024-04-05 | 123@123.com |
| NULL | NULL | NULL |

We can see that the email 123@gmail.com has 5 save files associated with it. Here is a screenshot of the GUI showing the save files the user has:
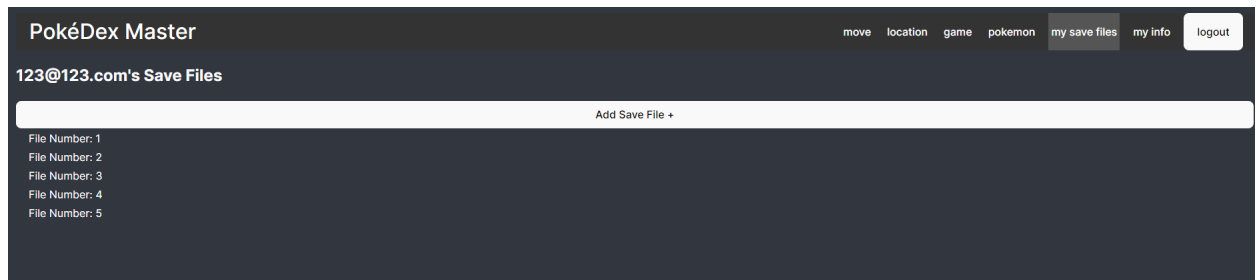
Here is a screenshot of the AppUser1 table before deleting the account with email address 123@gmail.com:



Here is a screenshot of the GUI where the user as the option to delete their account:
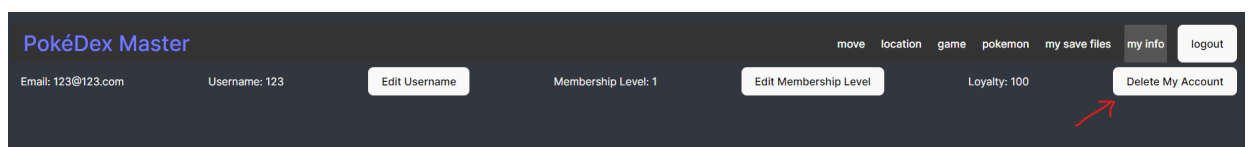


Here is the notification on the GUI telling the user they have deleted their account:
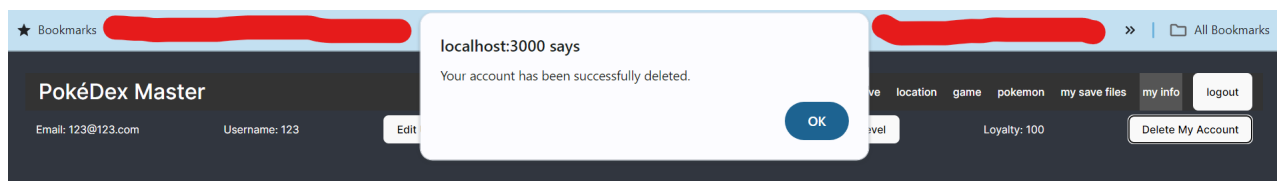


Now if we check the SaveFileManages and AppUser1 tables, we see that all the associated save files have been deleted and the user's account is no longer in the database:
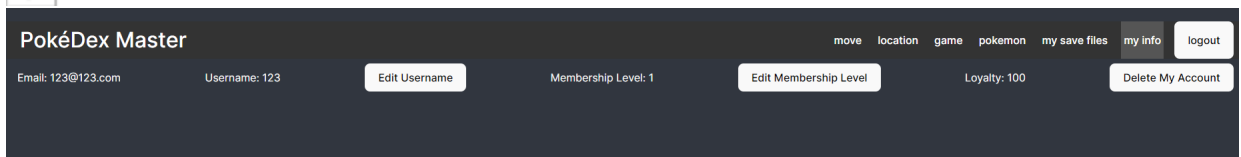


3. Update

Now we will try to update the user's Username and Membership level using our application. Here we have screenshots of the AppUser1 table and the GUI displaying the user info of the account with the email address 123@gmail.com:



Here is the screenshot of the GUI in the process of updating the Username to 'test':



Here is the screenshot of the GUI showing the user a notification that their Username has been updated:



Here is the screenshot of the GUI after updating the Username to 'test':



Here is the screenshot of the AppUser1 table after updating the Username to 'test':



Now we will update the user's Membership level using our application. Here is the screenshot of the GUI in the process of updating the Membership level to 5:

Here is the screenshot of the GUI showing the user a notification that their Membership level has been updated:
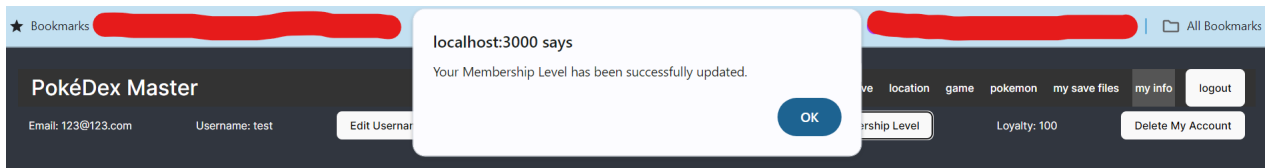


Here is the screenshot of the GUI after updating the Membership Level to 5:
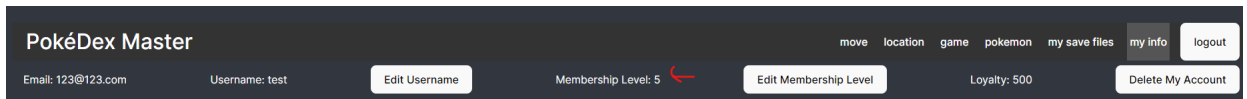


Here is the screenshot of the AppUser1 table after updating the Membership Level to 5:



| Email | Username | MembershipLevel |
|-------|----------|-----------------|
| 123@123.com | test | 5 |
| amanprakashburnett@gmail.com | aman | 1 |
| billjones.com.com@gmail.com | matthew3 | 1 |
| matthewasmith@gmail.com | matthew | 1 |
| test@gmail.com | first-account | 1 |
| xx442boyxx@gmail.com | matthew2 | 1 |
| NULL | NULL | NULL |

4. Selection
   To start, we navigate to the Pokemon page in the navigation bar,
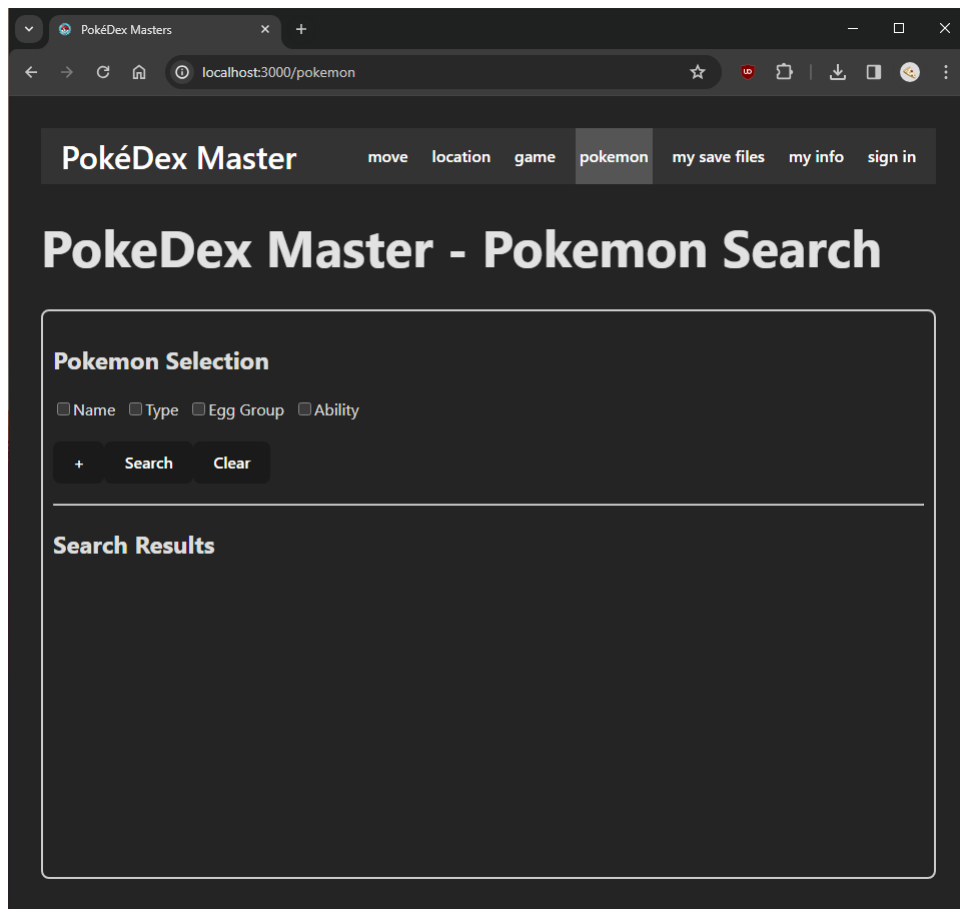
Now, to initiate the query, we select various attributes to select on. Notice that we can string together many selections with AND or OR clauses,

Finally, we see the outputted tuples in the search results section in the page,

5. Projection
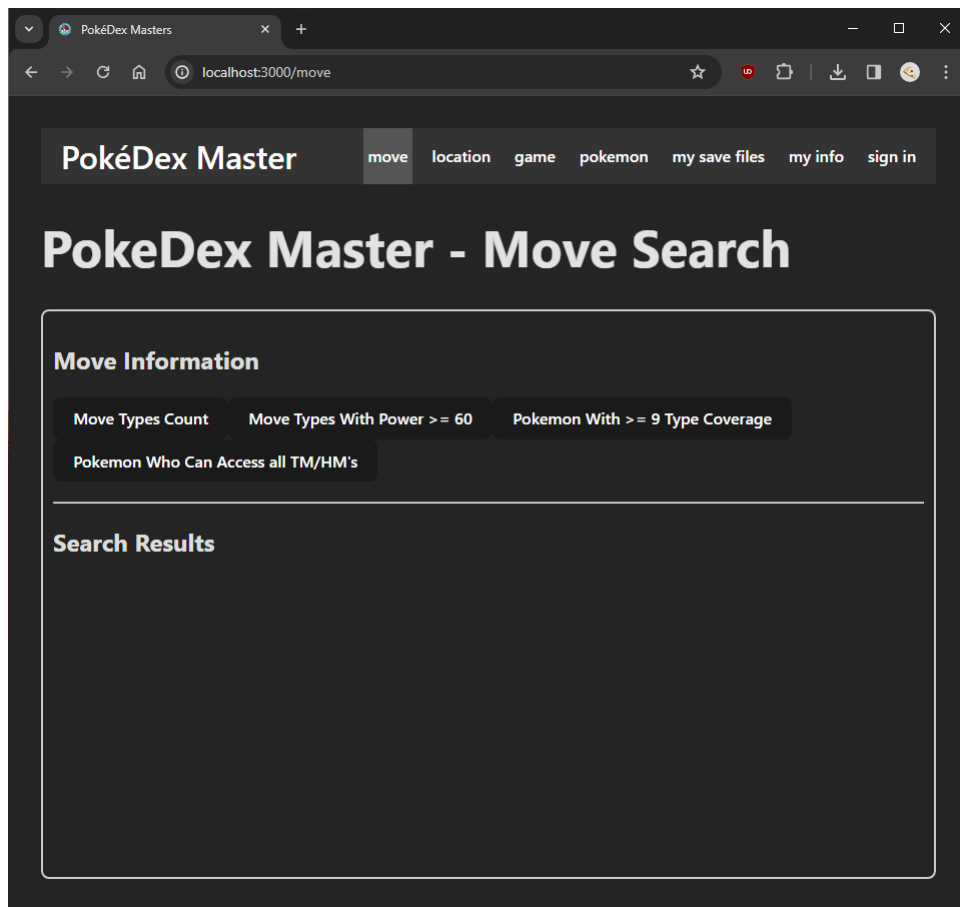   To start, we navigate to the Game page in the navigation bar,

Now, to initiate the query, we select various attributes to project upon,
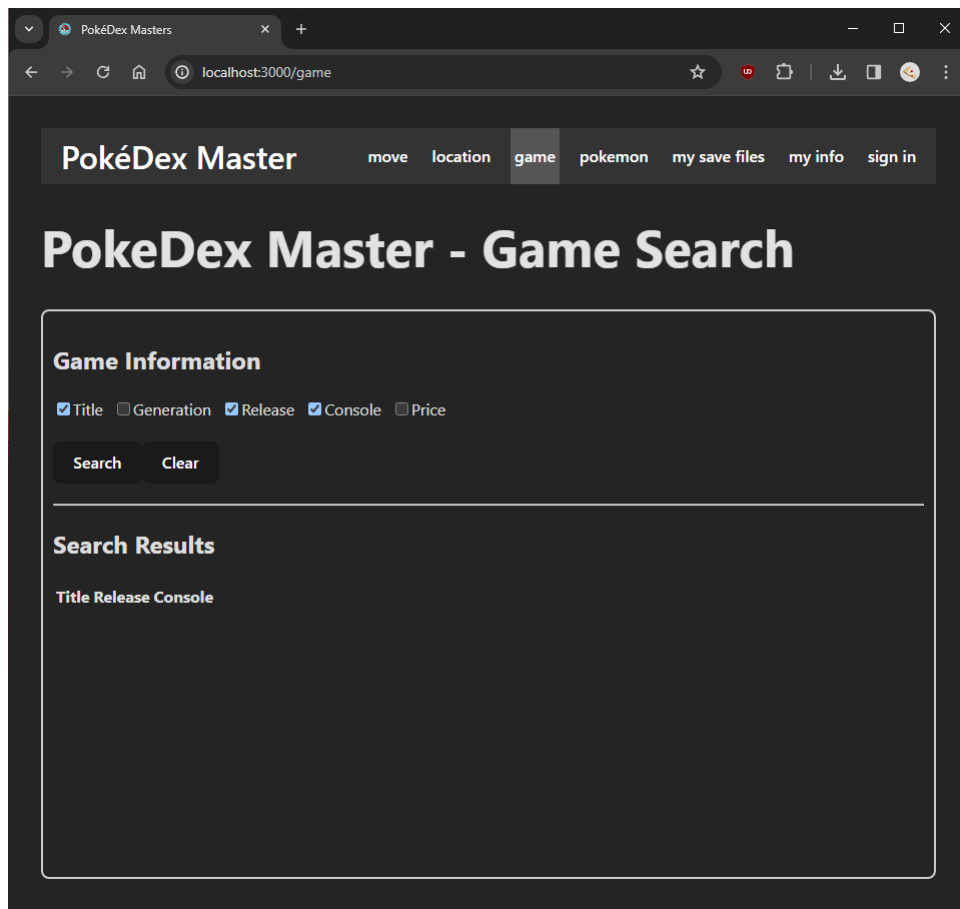
Finally, we see the outputted values in the search results section in the page,
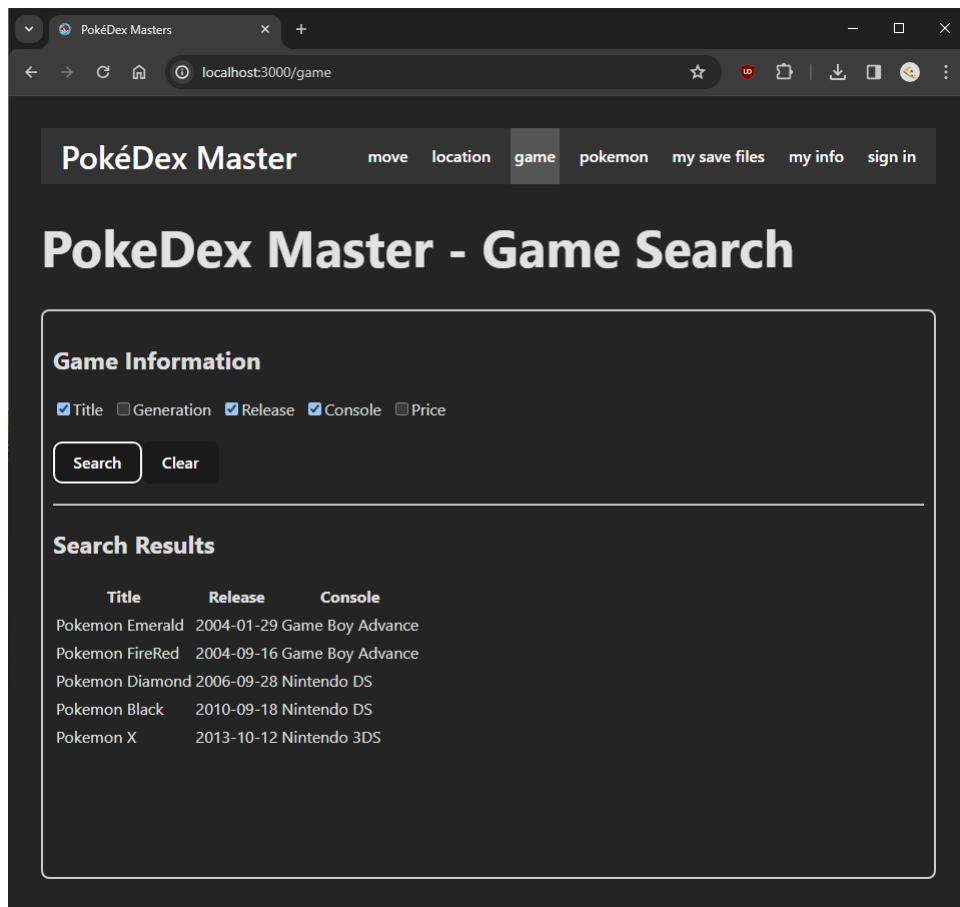
6. Join

    To start, we navigate to the Location page in the navigation bar,
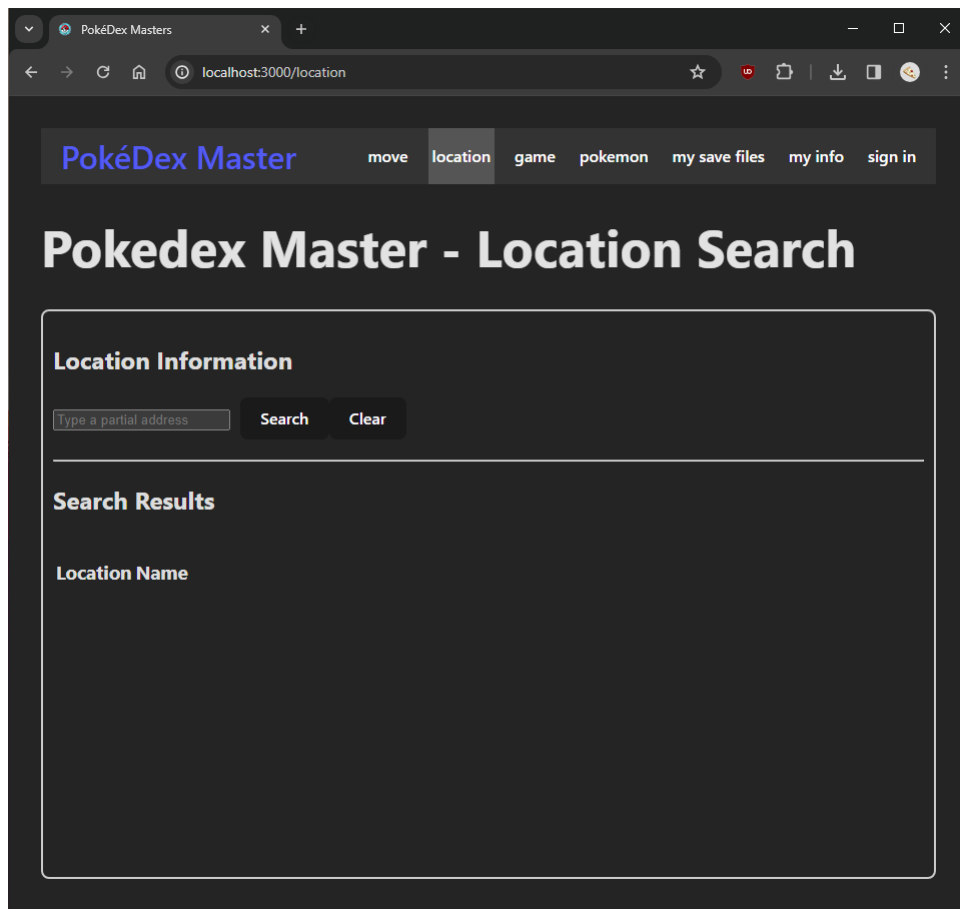
Now, to initiate the query, we input an address to search for the Pokemon present at locations that match our input. Note that a join is required for this query because Locations have no information normally (without the PokemonContains relation) about what Pokemon exist there,
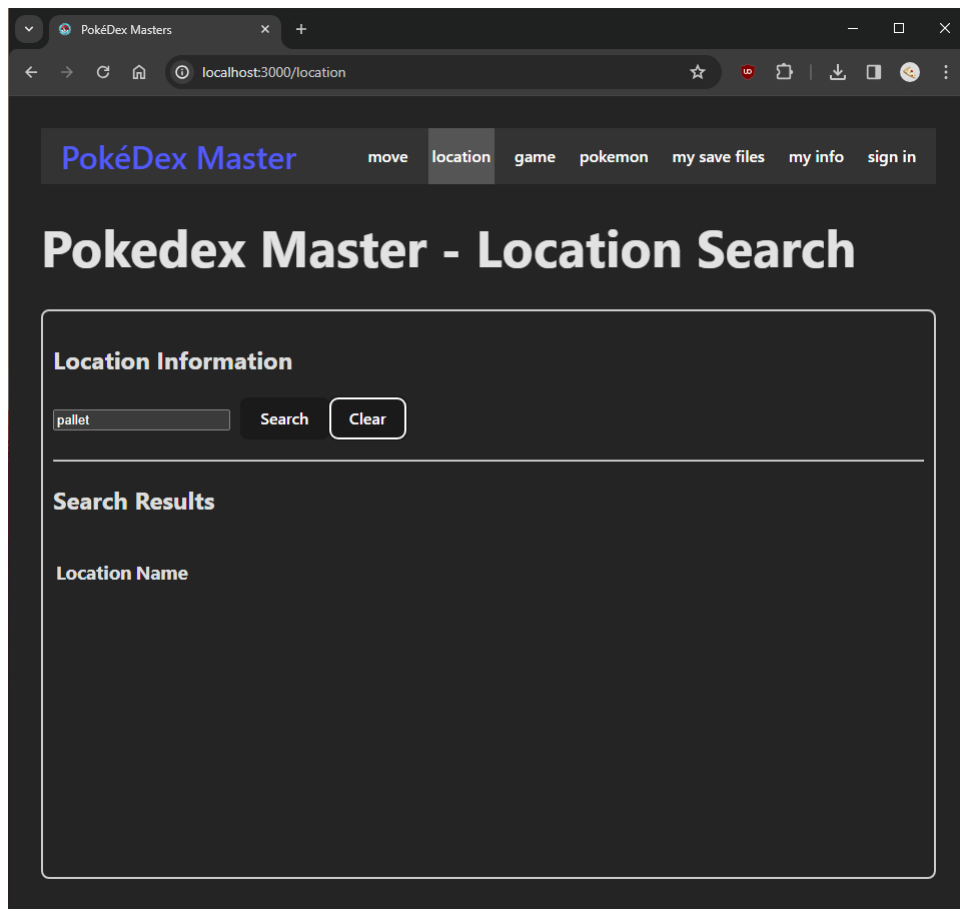
Finally, we see the outputted values in the search results section in the page,
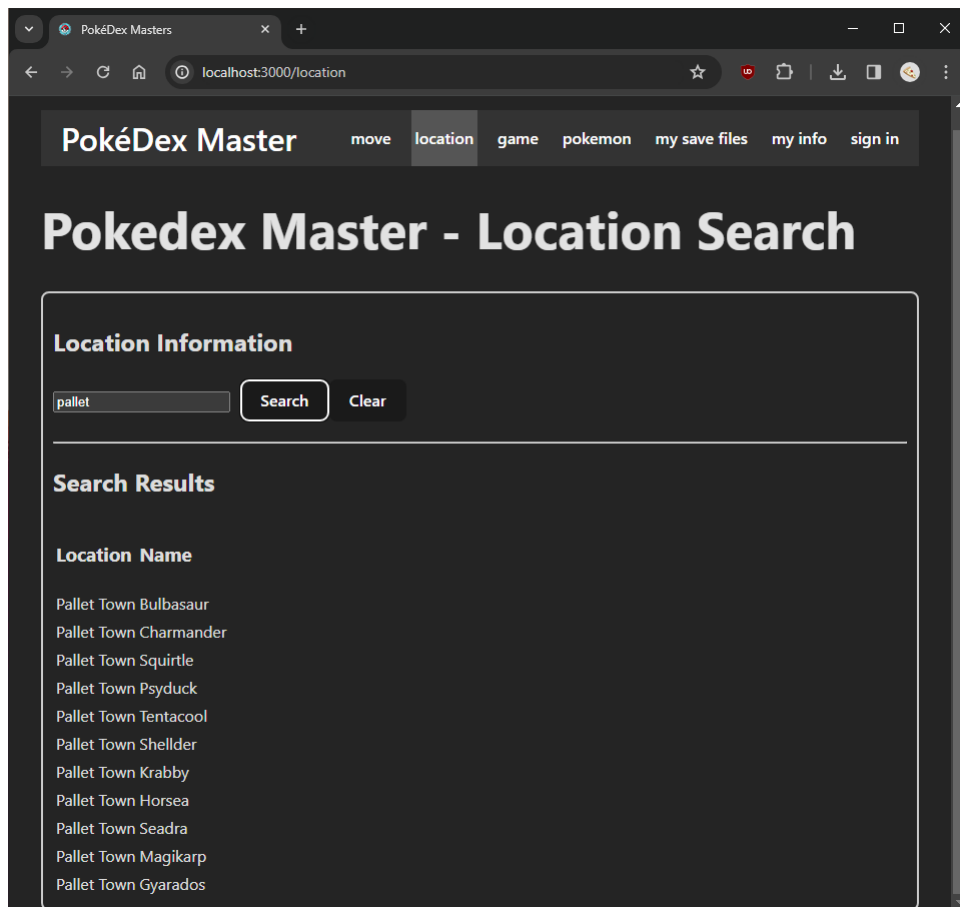
7. Aggregation with GROUP BY
   To start, we navigate to the Move page in the navigation bar,
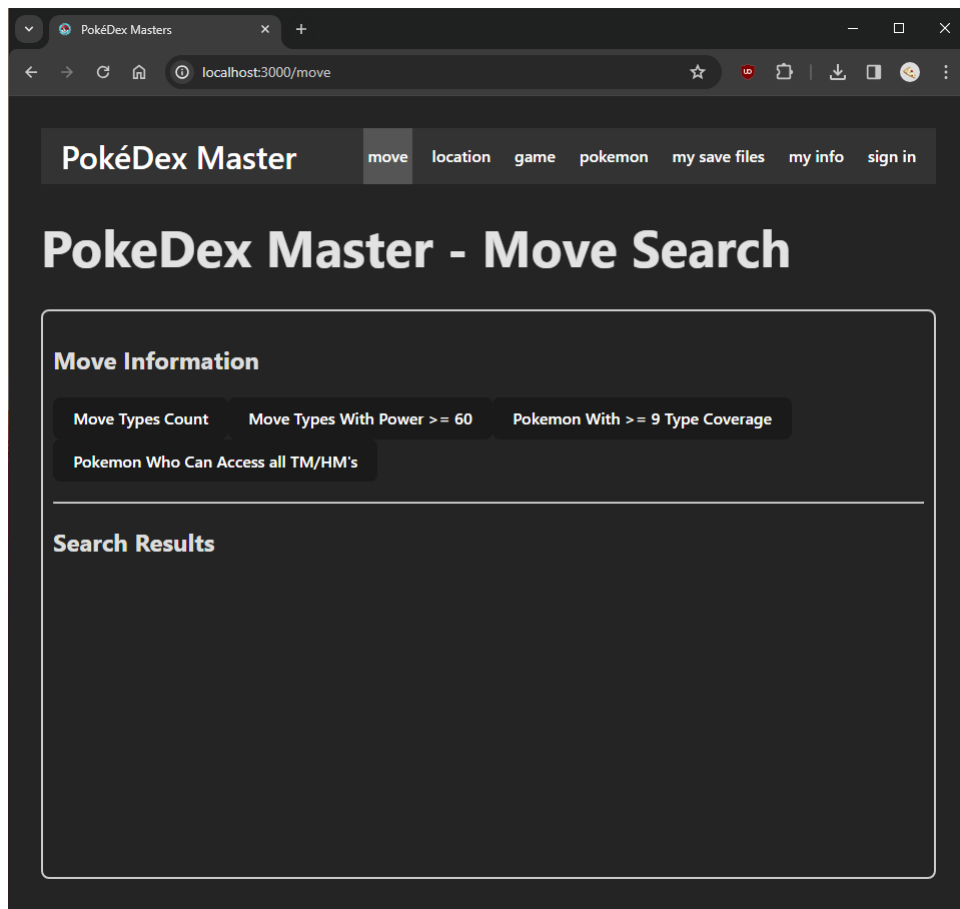
Now, to initiate the query, we select the Moves Types Count button in the menu. The outputted values in the search results section are then outputted. Note that this search requires GROUP BY because we are grouping the results by move type and counting the number of tuples in each group
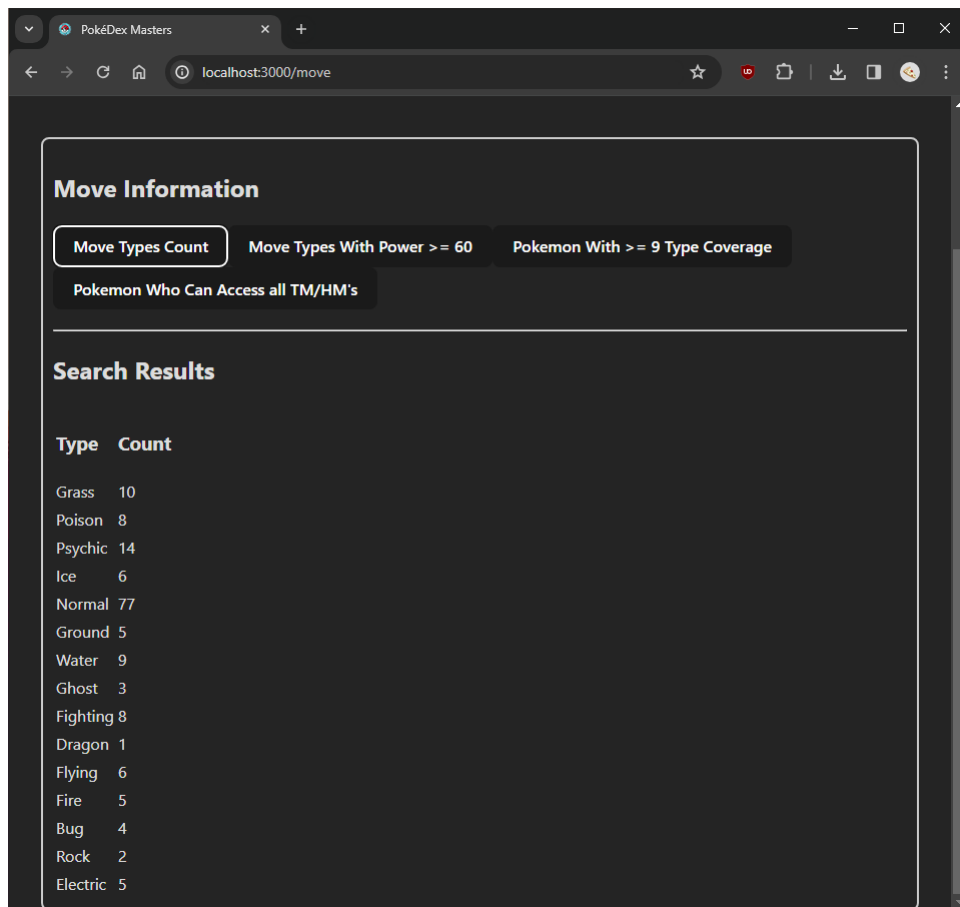
8. Aggregation with HAVING
   To start, we navigate to the Move page in the navigation bar,

Now, to initiate the query, we select the Moves Types With Power ¿= 60 button in the menu. The outputted values in the search results section are then outputted. Note that this search requires HAVING because we are grouping the results by move type and only selecting those with a maximum move power above 60,
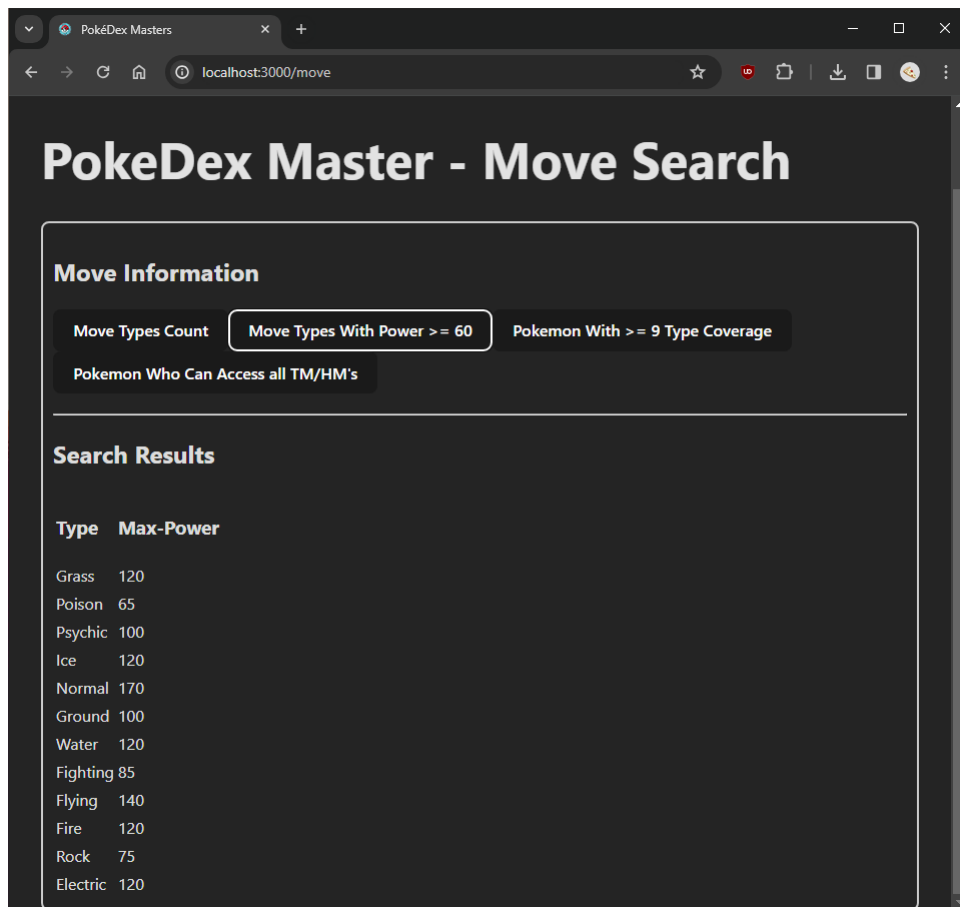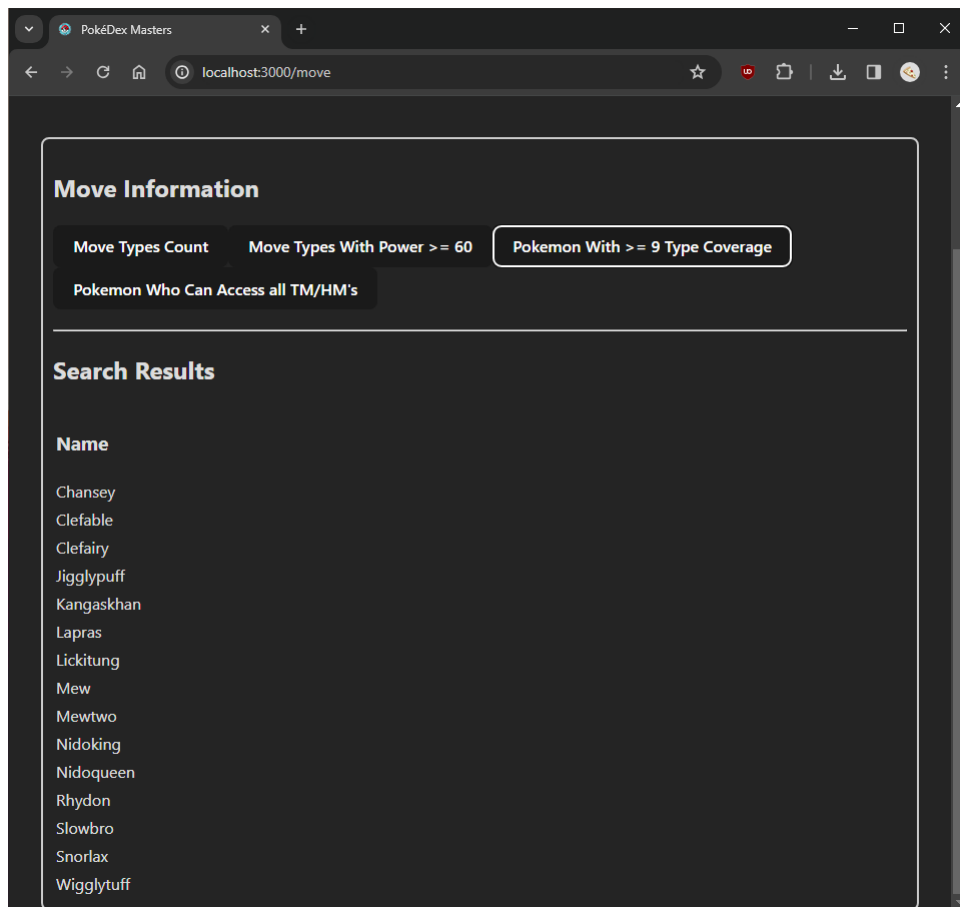
9. Nested Aggregation with GROUP BY
   To start, we navigate to the Move page in the navigation bar,
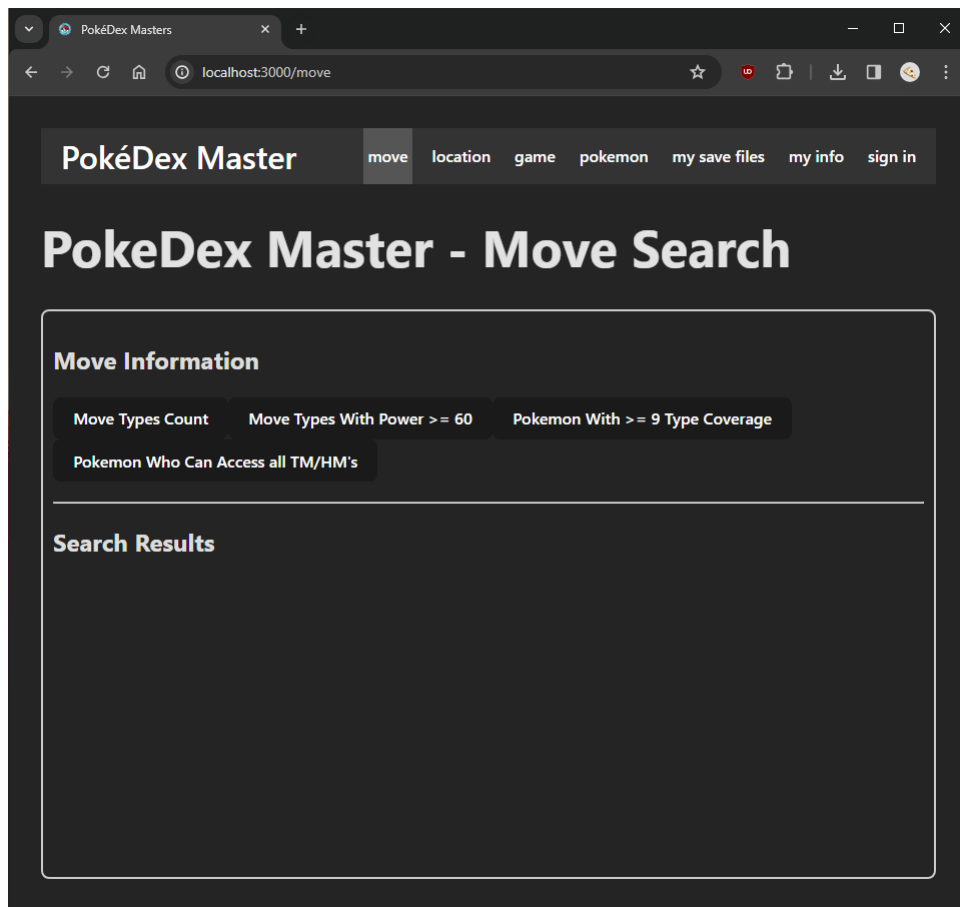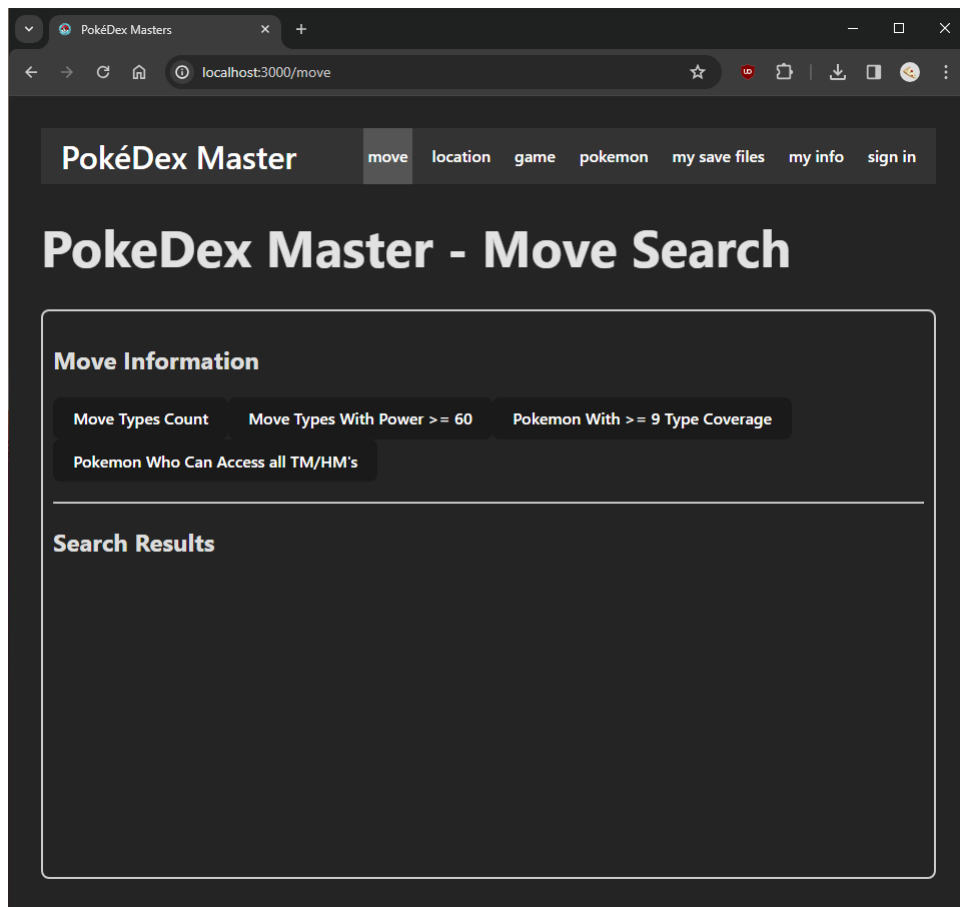
Now, to initiate the query, we select the Moves Types With Power ¿= 60 button in the menu. The outputted values in the search results section are then outputted. Note that this search requires nested aggregation because we are only selecting Pokemon with a count of greater than 9 in the nested query that finds all of the moves each Pokemon can use,

10. Division

    To start, we navigate to the Move page in the navigation bar,

Now, to initiate the query, we select the Pokemon Who Can Access All TM/HM's button in the menu. The outputted values in the search results section are then outputted. Note that this search requires division because we are searching for Pokemon who can access *all* TMs and HMs,