**Fields and tables that aren’t self-explanatory**

**Pokemon game location codes**

note: half of these are for next gens, i’m only focusing on 1 and 2 because it’s so much data (the at which level pokemon learns a move in which game would take 1million+ rows with all 9 gens, it’s just too much, same with downloading and pasting 10K images, maybe in future)

type:

e/E – available **only** through evolving previous, location must be null

o/O – only available trading from different game (o-outside), location must be null

t/T – result of a trade within game with npc

g/G – gift from an npc

i/I – interact (walk up to already visible pokemon)

w/W – walk – standard way to encounter pokemon in grass, sand, rock etc tiles

s/S – surfing

or/OR – fish with old rod

gd/GD – fish with good rod

sr/SR – fish with super rod

h/H - headbutt large trees in the field

f/F – flying in the air on pokemon (later gens)

Time:

each bit signifies availability in each daytime (morning, day, night)

null means feature isn’t in the game

only 2 bits mean day/night (morning isn’t in game)  
 e.g  
 01 -> night only, morning isn’t in game  
 110 -> morning and day only

Seasons:

each 0/1 signifies availability in each season starting from spring

e.g 0110 pokemon is available in summer and fall

null – **doesn’t apply – this game doesn’t have that feature**

Rates:

c/C - common

u/U - uncommon

r/R - rare

l/L – limited (e.g. just one)

n/N – unknown

OR a number between 1 and 100

every of above fields has a check written for it