

# Data Output

[\[Source code\]](#)

## Most Strict Data Set: 7 trios

Super Effective - Super Effective

None

Not Very Effective - Not Very Effective

None

Neutral - Neutral

No Immunities

Self Not Very Effective:

1: Electric, Fighting/Ice, Poison/Rock

Mixed Immunities

Self Super Effective:

1: Dragon/Fairy, Ghost/Psychic, Ground/Rock

Self Not Very Effective:

1: Electric, Fighting/Ice, Normal/Poison

2: Ice, Electric/Fairy, Ghost/Psychic

3: Electric/Fairy, Ghost/Psychic, Ice/Rock

Super Effective - Not Very Effective

None

Super Effective - Neutral

Mixed Immunities

Self Not Very Effective:

1: Ice, Bug/Ground, Dragon/Steel

2: Ice, Bug/Ground, Normal/Rock

Not Very Effective - Neutral

None

## Semi-Strict Data Set: 250 Trios

Super Effective - Super Effective

None

Not Very Effective - Not Very Effective

None

Neutral - Neutral

No Immunities

Self Not Very Effective:

1: Electric, Poison, Fighting/Ice

2: Electric, Bug/Fighting, Ice/Poison

3: Electric, Bug/Fighting, Poison/Rock

4: Electric, Bug/Poison, Fighting/Ice

5: Electric, Fighting/Ice, Poison/Rock

6: Poison, Bug/Electric, Fighting/Ice

No Self Relation:

1: Dragon, Fighting, Poison/Rock

2: Dragon, Psychic, Electric/Rock

3: Dragon, Poison, Bug/Electric

4: Dragon, Bug/Fighting, Poison/Rock

5: Electric, Fighting, Ice/Poison

6: Electric, Fighting, Poison/Rock

7: Poison, Bug/Electric, Dragon/Ice

One Immunity

Self Not Very Effective:

1: Dark/Dragon, Electric/Flying, Poison/Steel

No Self Relation:

1: Ground, Normal, Dark/Dragon

2: Ground, Normal, Dark/Psychic

## Least Strict Data Set (Monotype Only): 64 trios

## Most Strict Data Set (Monotype Only): 0 Trios

## Semi-Strict Data Set (Mono Type Only): 2 Trios

Super Effective - Super Effective

None

Not Very Effective - Not Very Effective

None

Neutral - Neutral

Mixed Immunities

No Self Relation:

1: Bug, Ice, Normal

2: Fairy, Flying, Ghost

Super Effective - Not Very Effective

None

Super Effective - Neutral

None

Not Very Effective - Neutral

None

3: Ground, Normal, Dragon/Fairy

4: Ground, Normal, Fairy/Psychic

5: Normal, Bug/Ground, Dragon/Fairy

6: Normal, Bug/Ground, Fairy/Psychic

7: Normal, Dark/Dragon, Electric/Flying

8: Normal, Dark/Dragon, Flying/Poison

9: Normal, Dark/Electric, Dragon/Flying

10: Normal, Dark/Psychic, Dragon/Flying

11: Normal, Dark/Psychic, Electric/Flying

12: Normal, Dark/Psychic, Ground/Ice

13: Normal, Dark/Poison, Dragon/Flying

14: Normal, Dark/Poison, Electric/Flying

15: Normal, Dragon/Fairy, Electric/Flying

16: Normal, Dragon/Fairy, Flying/Psychic

17: Normal, Electric/Flying, Fairy/Psychic

18: Normal, Electric/Flying, Fairy/Poison

19: Normal, Fairy/Psychic, Ground/Ice

20: Bug/Normal, Electric/Fairy, Psychic/Steel

21: Bug/Normal, Fairy/Psychic, Ground/Ice

22: Dark/Psychic, Dragon/Flying, Fighting/Steel

23: Dark/Psychic, Electric/Flying, Poison/Steel

Mixed Immunities

Self Super Effective:

1: Dragon, Bug/Psychic, Electric/Ground

2: Dragon, Electric/Ground, Fighting/Normal

3: Dragon, Fighting/Normal, Ground/Poison

4: Bug/Dragon, Fighting/Normal, Ground/Poison

- 5: Bug/Psychic, Dragon/Normal, Electric/Ground
- 6: Bug/Rock, Dragon/Fairy, Electric/Ghost
- 7: Bug/Rock, Dragon/Fairy, Ghost/Psychic
- 8: Dragon/Fairy, Ghost/Psychic, Ground/Rock

Self Not Very Effective:

- 1: Electric, Bug/Fighting, Normal/Poison
- 2: Electric, Fighting/Ice, Normal/Poison
- 3: Ice, Electric/Fairy, Ghost/Psychic
- 4: Ice, Electric/Ghost, Fairy/Poison
- 5: Bug/Electric, Fighting/Ice, Normal/Poison
- 6: Bug/Ice, Electric/Fairy, Ghost/Psychic
- 7: Bug/Ice, Electric/Ghost, Fairy/Poison
- 8: Electric/Fairy, Ghost/Psychic, Ice/Rock
- 9: Electric/Flying, Ghost/Psychic, Poison/Steel
- 10: Electric/Ghost, Fairy/Poison, Ice/Rock

Self Neutral:

- 1: Bug, Normal, Ground/Ice

No Self Relation:

- 1: Bug, Ice, Normal
- 2: Bug, Ice, Dark/Poison
- 3: Bug, Ice, Fairy/Psychic
- 4: Bug, Ice, Ghost/Psychic
- 5: Bug, Normal, Dark/Poison
- 6: Bug, Normal, Fairy/Psychic
- 7: Bug, Dark/Poison, Ice/Normal
- 8: Bug, Fairy/Psychic, Ground/Ice
- 9: Bug, Fairy/Psychic, Ground/Normal
- 10: Bug, Fairy/Psychic, Ice/Normal
- 11: Bug, Ghost/Psychic, Ground/Ice
- 12: Dragon, Fighting, Electric/Ground
- 13: Dragon, Fighting, Normal/Poison
- 14: Dragon, Psychic, Electric/Ground
- 15: Dragon, Psychic, Electric/Normal
- 16: Dragon, Poison, Electric/Normal
- 17: Dragon, Poison, Fighting/Normal
- 18: Dragon, Bug/Electric, Fighting/Normal
- 19: Dragon, Bug/Electric, Normal/Poison
- 20: Dragon, Bug/Fighting, Electric/Ground
- 21: Dragon, Bug/Fighting, Normal/Poison
- 22: Dragon, Bug/Psychic, Electric/Normal
- 23: Dragon, Bug/Poison, Electric/Ground
- 24: Dragon, Bug/Poison, Electric/Normal
- 25: Dragon, Bug/Poison, Fighting/Normal
- 26: Dragon, Electric/Ground, Normal/Psychic
- 27: Dragon, Electric/Normal, Psychic/Rock
- 28: Dragon, Electric/Normal, Poison/Rock
- 29: Dragon, Electric/Rock, Normal/Psychic
- 30: Dragon, Fighting/Normal, Poison/Rock
- 31: Electric, Fighting, Normal/Poison
- 32: Electric, Poison, Fighting/Normal
- 33: Electric, Bug/Poison, Fighting/Normal
- 34: Electric, Fighting/Normal, Ice/Poison
- 35: Electric, Fighting/Normal, Poison/Rock
- 36: Fairy, Flying, Ghost
- 37: Fairy, Flying, Ghost/Normal
- 38: Fairy, Ghost, Bug/Flying
- 39: Fairy, Ghost, Flying/Ground
- 40: Fairy, Ghost, Flying/Ice
- 41: Fairy, Ghost, Flying/Rock

- 42: Fairy, Bug/Flying, Ghost/Normal
  - 43: Fairy, Flying/Ground, Ghost/Normal
  - 44: Fairy, Flying/Ice, Ghost/Normal
  - 45: Fairy, Flying/Rock, Ghost/Normal
  - 46: Flying, Ghost, Bug/Steel
  - 47: Flying, Bug/Steel, Ghost/Normal
  - 48: Ghost, Bug/Steel, Flying/Ground
  - 49: Ground, Bug/Rock, Dark/Fighting
  - 50: Ground, Bug/Rock, Dragon/Fairy
  - 51: Ground, Bug/Rock, Dragon/Ghost
  - 52: Ground, Bug/Rock, Fairy/Psychic
  - 53: Ground, Bug/Rock, Ghost/Psychic
  - 54: Ground, Dragon/Fairy, Ghost/Psychic
  - 55: Ice, Normal, Dark/Electric
  - 56: Ice, Normal, Dark/Psychic
  - 57: Ice, Normal, Dark/Poison
  - 58: Ice, Normal, Electric/Fairy
  - 59: Ice, Normal, Fairy/Psychic
  - 60: Ice, Normal, Fairy/Poison
  - 61: Ice, Bug/Normal, Dark/Poison
  - 62: Ice, Bug/Normal, Electric/Fairy
  - 63: Ice, Bug/Normal, Fairy/Psychic
  - 64: Ice, Bug/Normal, Fairy/Poison
  - 65: Normal, Bug/Ice, Dark/Poison
  - 66: Normal, Bug/Ice, Electric/Fairy
  - 67: Normal, Bug/Ice, Fairy/Psychic
  - 68: Normal, Bug/Ice, Fairy/Poison
  - 69: Psychic, Dragon/Ice, Electric/Normal
  - 70: Psychic, Dragon/Normal, Electric/Ground
  - 71: Psychic, Dragon/Normal, Electric/Rock
  - 72: Poison, Bug/Dragon, Electric/Normal
  - 73: Poison, Bug/Dragon, Fighting/Normal
  - 74: Poison, Bug/Electric, Dragon/Normal
  - 75: Poison, Bug/Electric, Fighting/Normal
  - 76: Poison, Dragon/Ice, Electric/Normal
  - 77: Rock, Dragon/Fairy, Electric/Ghost
  - 78: Rock, Dragon/Fairy, Ghost/Psychic
  - 79: Rock, Electric/Fairy, Ghost/Psychic
  - 80: Rock, Electric/Ghost, Fairy/Poison
  - 81: Bug/Electric, Dragon/Ice, Normal/Poison
  - 82: Bug/Electric, Fighting/Normal, Ice/Poison
  - 83: Bug/Ground, Dragon/Fairy, Ghost/Psychic
  - 84: Bug/Ice, Dark/Poison, Fighting/Ghost
  - 85: Bug/Psychic, Dragon/Ice, Electric/Normal
  - 86: Bug/Poison, Dragon/Ground, Fighting/Normal
  - 87: Bug/Poison, Dragon/Ice, Electric/Normal
  - 88: Bug/Poison, Dragon/Normal, Electric/Ground
  - 89: Bug/Poison, Electric/Ground, Fighting/Normal
  - 90: Bug/Rock, Dark/Poison, Fighting/Flying
  - 91: Bug/Rock, Dragon/Fairy, Ground/Normal
  - 92: Bug/Rock, Electric/Fairy, Ghost/Psychic
  - 93: Bug/Rock, Electric/Ghost, Fairy/Poison
  - 94: Bug/Rock, Fairy/Psychic, Ground/Ice
  - 95: Bug/Rock, Fairy/Psychic, Ground/Normal
  - 96: Bug/Rock, Ghost/Psychic, Ground/Ice
  - 97: Bug/Steel, Flying/Ground, Ghost/Normal
  - 98: Dragon/Fairy, Electric/Flying, Ghost/Psychic
  - 99: Dragon/Ghost, Electric/Flying, Poison/Steel
- Super Effective - Not Very Effective

### Mixed Immunities

#### No Self Relation:

1: Rock, Fairy/Fighting, Flying/Poison

#### Super Effective - Neutral

### No Immunities

#### Self Super Effective:

1: Bug/Psychic, Dragon/Rock, Fighting/Ice

#### Self Not Very Effective:

1: Psychic, Bug/Electric, Fighting/Rock

2: Psychic, Bug/Electric, Poison/Rock

3: Bug/Psychic, Electric/Rock, Fighting/Ice

#### No Self Relation:

1: Fighting, Electric/Rock, Ice/Psychic

2: Psychic, Bug/Dragon, Fighting/Ice

3: Psychic, Bug/Dragon, Fighting/Rock

4: Psychic, Bug/Dragon, Ice/Poison

5: Psychic, Bug/Dragon, Poison/Rock

### One Immunity

#### Self Not Very Effective:

1: Bug/Ground, Dragon/Steel, Ice/Normal

2: Dark/Fighting, Electric/Flying, Ice/Normal

3: Dark/Fighting, Electric/Flying, Normal/Rock

4: Dark/Fighting, Flying/Poison, Ice/Normal

5: Dark/Poison, Fairy/Fighting, Ground/Rock

6: Electric/Flying, Fairy/Fighting, Ice/Normal

7: Electric/Flying, Fairy/Fighting, Normal/Rock

8: Fairy/Fighting, Flying/Psychic, Ice/Normal

9: Fairy/Fighting, Flying/Psychic, Normal/Rock

#### No Self Relation:

1: Flying, Bug/Fairy, Dark/Ice

2: Ground, Dragon/Steel, Ice/Normal

3: Bug/Normal, Dark/Electric, Flying/Poison

4: Bug/Normal, Dark/Psychic, Fighting/Flying

5: Bug/Normal, Dark/Psychic, Flying/Poison

6: Dark/Fighting, Dragon/Flying, Ice/Normal

7: Dark/Fighting, Dragon/Flying, Normal/Rock

8: Dark/Psychic, Dragon/Fairy, Flying/Poison

9: Dark/Poison, Fairy/Fighting, Ground/Ice

### Mixed Immunities

#### Self Super Effective:

1: Bug/Psychic, Dragon/Rock, Fighting/Normal

2: Bug/Psychic, Dragon/Rock, Ground/Poison

3: Dark/Fighting, Dragon/Flying, Ice/Rock

4: Dragon/Fairy, Fighting/Ghost, Ice/Rock

5: Dragon/Flying, Fighting/Ghost, Ice/Rock

6: Dragon/Ice, Electric/Ground, Fighting/Rock

#### Self Not Very Effective:

1: Dark, Bug/Flying, Ghost/Ice

2: Ice, Bug/Ground, Dragon/Steel

3: Ice, Bug/Ground, Normal/Rock

4: Ice, Dark/Fighting, Electric/Flying

5: Ice, Dark/Fighting, Flying/Poison

6: Ice, Electric/Flying, Fairy/Fighting

7: Ice, Fairy/Fighting, Flying/Psychic

8: Bug/Electric, Fighting/Rock, Normal/Psychic

9: Bug/Electric, Normal/Psychic, Poison/Rock

10: Dark/Fighting, Electric/Flying, Ice/Rock

11: Electric/Flying, Fairy/Fighting, Ice/Rock

12: Fairy/Fighting, Flying/Psychic, Ice/Rock

#### No Self Relation:

1: Flying, Bug/Dark, Ghost/Ice

2: Ground, Ice, Dragon/Steel

3: Ground, Ice, Normal/Rock

4: Ice, Rock, Bug/Ground

5: Ice, Dark/Fighting, Dragon/Flying

6: Ice, Dragon/Fairy, Fighting/Ghost

7: Ice, Dragon/Flying, Fighting/Ghost

8: Ice, Dragon/Steel, Ground/Normal

9: Ice, Electric/Flying, Fighting/Ghost

10: Ice, Fighting/Ghost, Flying/Poison

11: Rock, Bug/Ground, Ice/Normal

12: Steel, Dark/Ice, Flying/Ground

13: Steel, Dark/Ice, Ghost/Ground

14: Steel, Flying/Ground, Ghost/Ice

15: Bug/Dark, Flying/Ground, Ghost/Ice

16: Bug/Dragon, Fighting/Ice, Normal/Psychic

17: Bug/Dragon, Fighting/Rock, Normal/Psychic

18: Bug/Dragon, Ice/Poison, Normal/Psychic

19: Bug/Dragon, Normal/Psychic, Poison/Rock

20: Bug/Fairy, Dark/Ice, Flying/Ground

21: Bug/Fairy, Dark/Ice, Flying/Normal

22: Bug/Ice, Dragon/Ghost, Psychic/Steel

23: Bug/Ice, Dragon/Steel, Ground/Normal

24: Bug/Ice, Ground/Normal, Psychic/Steel

25: Bug/Psychic, Electric/Rock, Fighting/Normal

26: Dark/Electric, Fighting/Ghost, Flying/Poison

27: Dark/Ice, Fairy/Rock, Flying/Ground

28: Dark/Ice, Fairy/Rock, Ghost/Ground

29: Dark/Ice, Flying/Ground, Normal/Steel

30: Dark/Ice, Flying/Ground, Rock/Steel

31: Dark/Ice, Ghost/Ground, Rock/Steel

32: Dark/Psychic, Dragon/Fairy, Ghost/Poison

33: Dark/Psychic, Electric/Fairy, Ghost/Poison

34: Dark/Poison, Fairy/Fighting, Ground/Normal

35: Dark/Rock, Flying/Ground, Ghost/Ice

36: Dragon/Fairy, Fighting/Ghost, Ground/Ice

37: Dragon/Ground, Fighting/Ice, Psychic/Rock

38: Dragon/Ice, Electric/Ground, Psychic/Rock

39: Dragon/Ice, Fighting/Normal, Ground/Psychic

40: Electric/Flying, Fighting/Ghost, Ice/Rock

41: Electric/Ground, Fighting/Ice, Psychic/Rock

42: Electric/Rock, Fighting/Normal, Ice/Psychic

43: Fairy/Fighting, Ground/Normal, Psychic/Steel

44: Fairy/Fighting, Ground/Normal, Poison/Steel

45: Fairy/Ice, Flying/Ground, Ghost/Rock

46: Fairy/Poison, Fighting/Ghost, Ground/Ice

47: Fairy/Poison, Fighting/Ghost, Ground/Rock

48: Fairy/Rock, Flying/Ground, Ghost/Ice

49: Flying/Ground, Ghost/Ice, Rock/Steel

#### Not Very Effective - Neutral

None

**Least Strict Data Set: 32,769 trios**