**Introduction:**

The Galaxy Team, through their research, has decided that using Voltorbs would be the best method of powering Jubilife Village. However, this presents a question, how many are required to power the village? While there are no buildings currently using electricity, we should first calculate how much power they are currently producing. From there, we can roughly estimate how much power the building would need. Finally, we will need to calculate how many a single Voltorb can produce.

**Methods:**

For full transparency, I have yet to play this edition within the Pokémon series so I will be wrong with some estimations. It seems, looking at maps, there seem to be 11 residential buildings. Within these 11, there are 4 of them that have 3 separate homes. That is a total of 19 homes. On the other side of the river, it looks like there are 7 store buildings with two additional large buildings. Since these buildings will be using less electricity than the modern-day average, we will use the lesser estimate for the residential and commercial/store buildings of 120 volts. For the two large buildings, we will use the larger estimate of 277 volts.

Next, we will calculate the power being produced by the two large water wheels. I am no expert in water wheels, and it requires information about the water which I am unable to estimate however, according to multiple sources online, a water wheel generates around 50 volts of electricity. Since there are two of them, that is about 100 volts already being produced.

To calculate how much power a Voltorb can produce, we will have to look at their move set. These Hisuian Pokémon can learn Charge Beam, Wild Charge, and Thunderbolt. Out of those 3 moves, Thunderbolt would be the best option. Wild Charge, while stronger, requires the Voltorb to make contact with its target, unlike Thunderbolt which is long-range. The Japanese name of the move,１０まんボルト, translates to 100,000 volts. Therefore, it is safe to assume that one Voltorb can unleash an astonishing total of 100,000 volts per move. In addition to this, they can use this ability 10 times before needing to be healed.

**Results:**

The residential buildings will consume 2,280 volts and the commercial buildings will take around 840 volts. Finally, the two larger buildings will consume about 554 volts. In total, that is around 3,674 volts required to power the village. To move the entire village over to complete Pokémon energy, they would need to stop using the water wheels. That means that the Voltorbs would need to produce an extra 100 volts bumping up the total consumption to 3,774. Finally, the Pokémon can produce up to 1,000,000 volts by itself. This would mean that only one would be required to maintain the village. However, eventually, the Voltorb will become exhausted and will need to be healed. To prevent this, an additional Voltorb could be used to constantly power the village.

**Discussion:**

Overall, the idea of forcing Pokémon to generate power for our enjoyment is not ethical. The Voltorb would be worked day after day doing nothing but produce electricity. To make this idea a little better, there should be more Pokémon to at least allow a break for the ones working. Still, no Pokémon should be worked to the extent these Voltorbs would be. That being said, the required amount is about 1 but to constantly power the village, about 2.