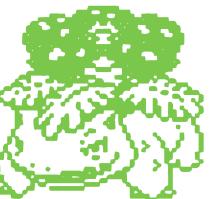


LEGEND

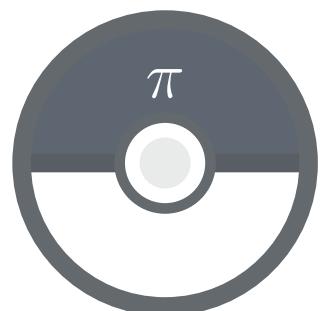
-  speed: the speed score for .
-  defense: the defense score for .
-  attack: the attack score for .
-  base total: the base total score for .



A: {  defense,  defense,  defense } Take the median of set A, then divide by 10.



B: {  weight,  weight,  weight } Take the maximum of set B, then divide by 5.



C: {  speed,  speed,  speed } Take the range of set C, then divide by 5.



D: {  attack,  attack,  attack } Take the median of set D, then divide by 10.

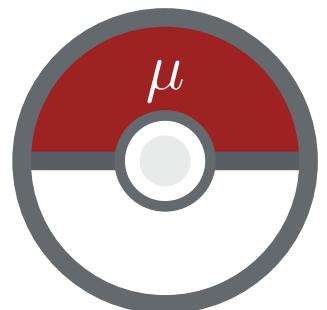




Take  speed then divide by 5.



Take  speed then divide by 5.



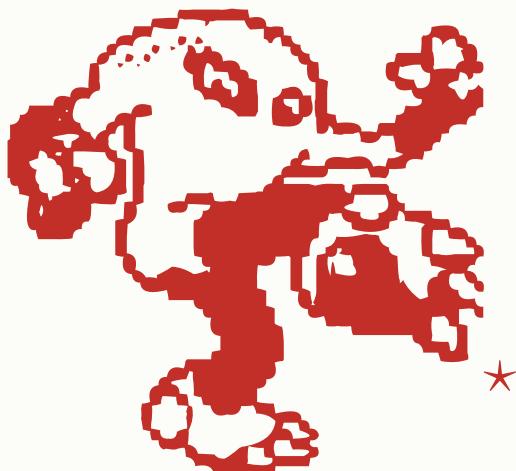
Take  base total then divide by 15.



Take  base total then divide by 10.



When the median attack score is calculated for each primary type of pokémon (Type 1), fire pokémon are the -th largest.



When the minimum weight is calculated for each primary type of pokémon, fighting pokémon have the -th largest.



Define weight–height density as weight/height. When pokémon are grouped by primary type and arranged in descending order by average density, psychic pokémon come in position .





After counting the number of pokémon of each primary type and sorting the type counts from high to low, Bug comes in rank .



There are  grass pokémon with Speed values greater than 109.



There are  water pokémon with both attack and defense values greater than 130.



