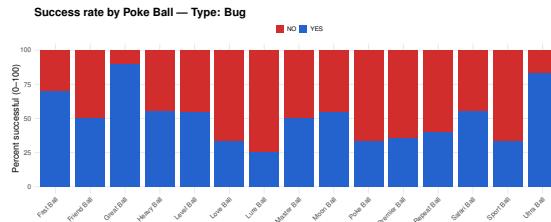


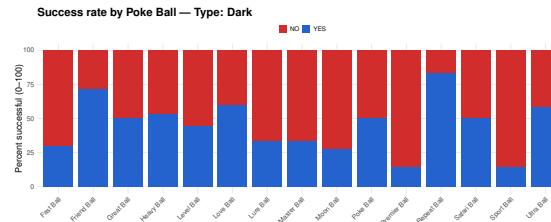
Choose the Best Poke Ball — Type: Bug

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



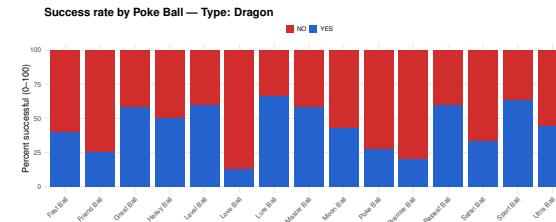
Choose the Best Poke Ball — Type: Dark

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



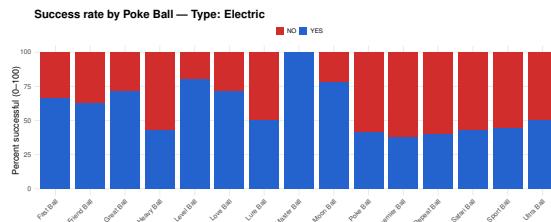
Choose the Best Poke Ball — Type: Dragon

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



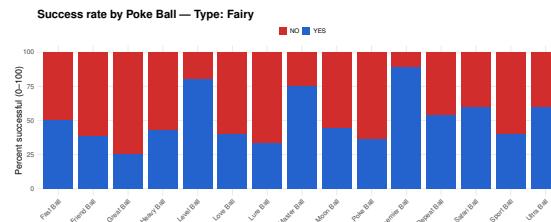
Choose the Best Poke Ball — Type: Electric

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



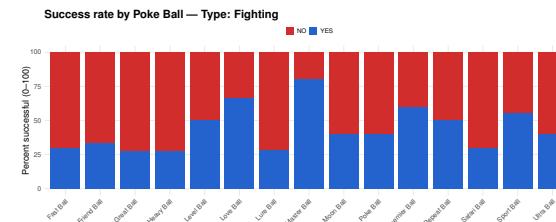
Choose the Best Poke Ball — Type: Fairy

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



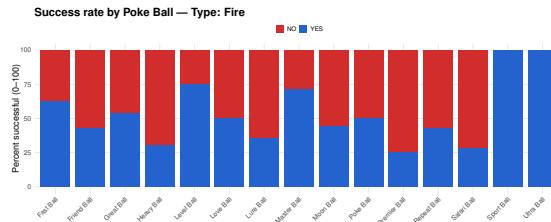
Choose the Best Poke Ball — Type: Fighting

Each bar is 100% tall. Blue shows successful captures; red shows failed capture.



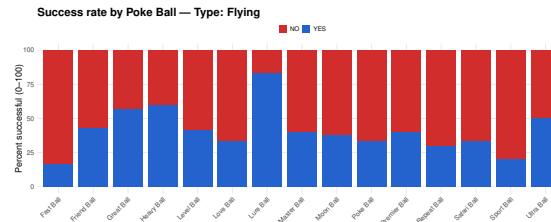
Choose the Best Poke Ball — Type: Fire

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



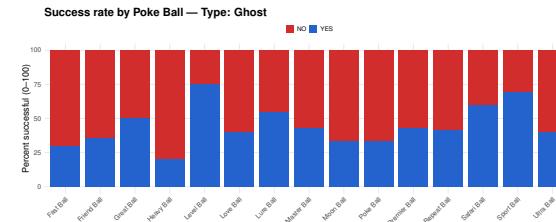
Choose the Best Poke Ball — Type: Flying

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



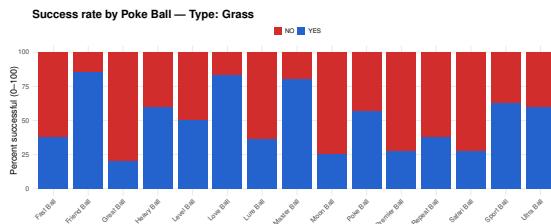
Choose the Best Poke Ball — Type: Ghost

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



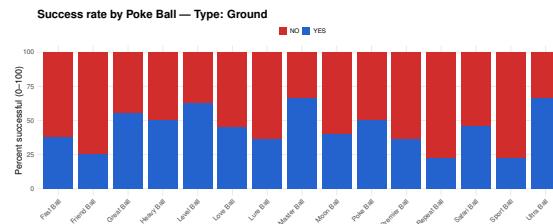
Choose the Best Poke Ball — Type: Grass

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



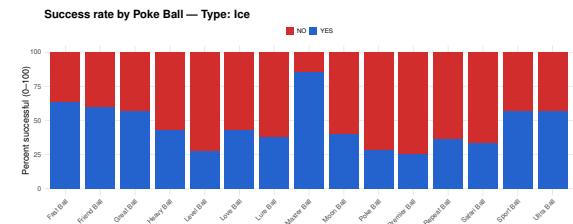
Choose the Best Poke Ball — Type: Ground

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



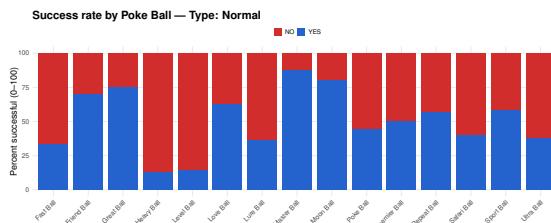
Choose the Best Poke Ball — Type: Ice

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



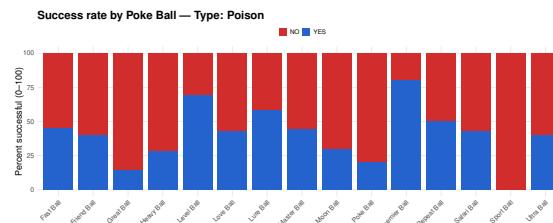
Choose the Best Poke Ball — Type: Normal

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



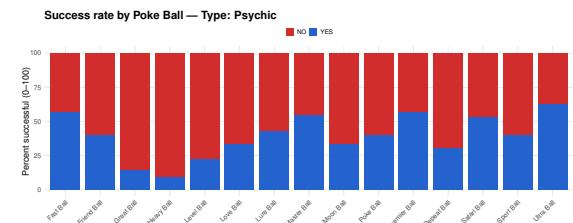
Choose the Best Poke Ball — Type: Poison

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



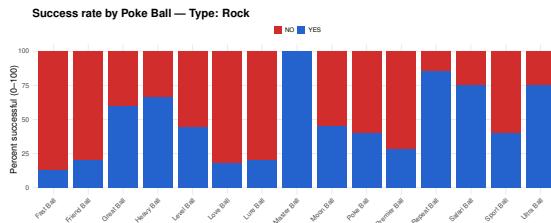
Choose the Best Poke Ball — Type: Psychic

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



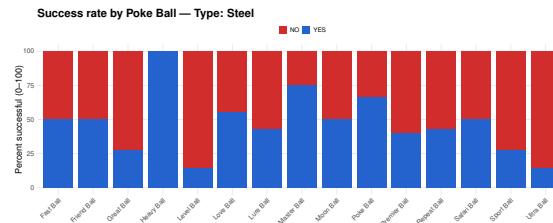
Choose the Best Poke Ball — Type: Rock

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



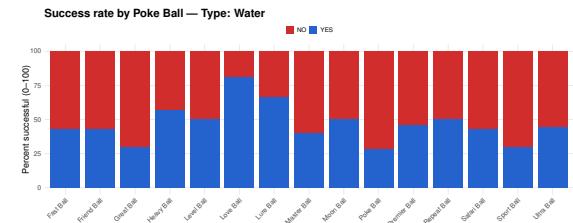
Choose the Best Poke Ball — Type: Steel

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



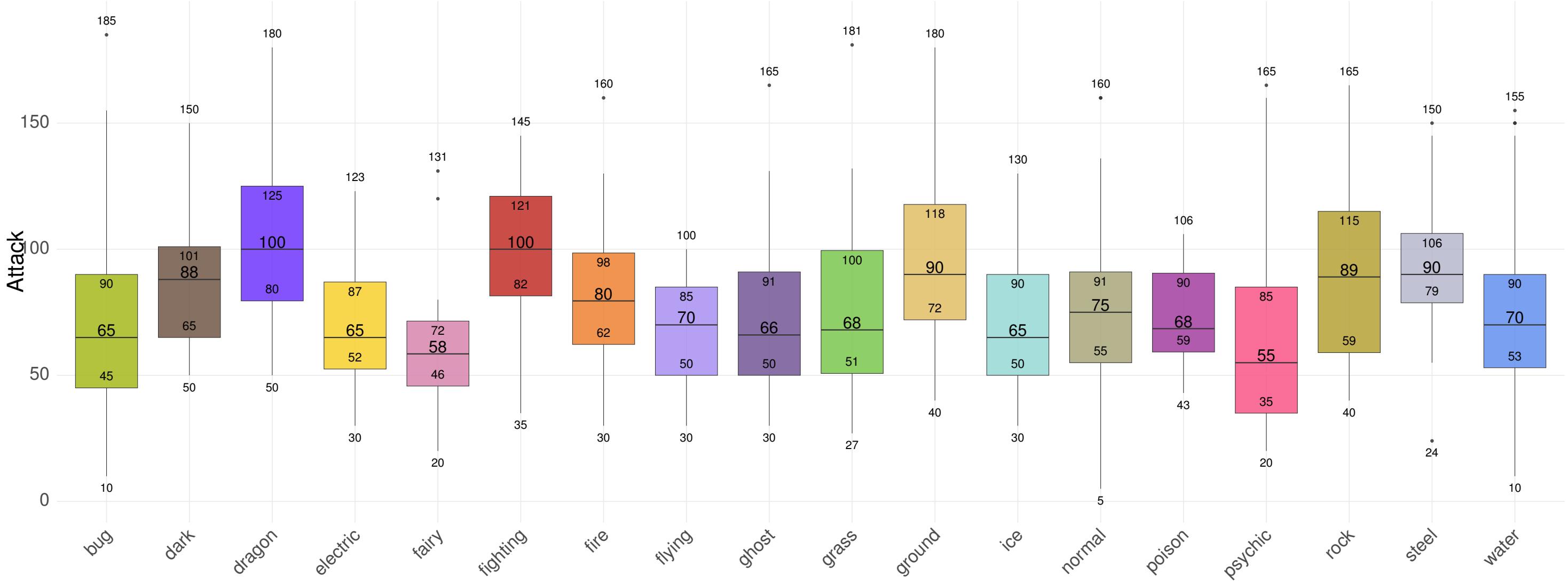
Choose the Best Poke Ball — Type: Water

Each bar is 100% tall. Blue shows successful captures; red shows failed captures.



Attack distributions by primary type (median comparison)

Attack by Primary Type (Type 1)



Weight (Kg) 5-number summary by primary type (Min, Q1, Median, Q3, Max)

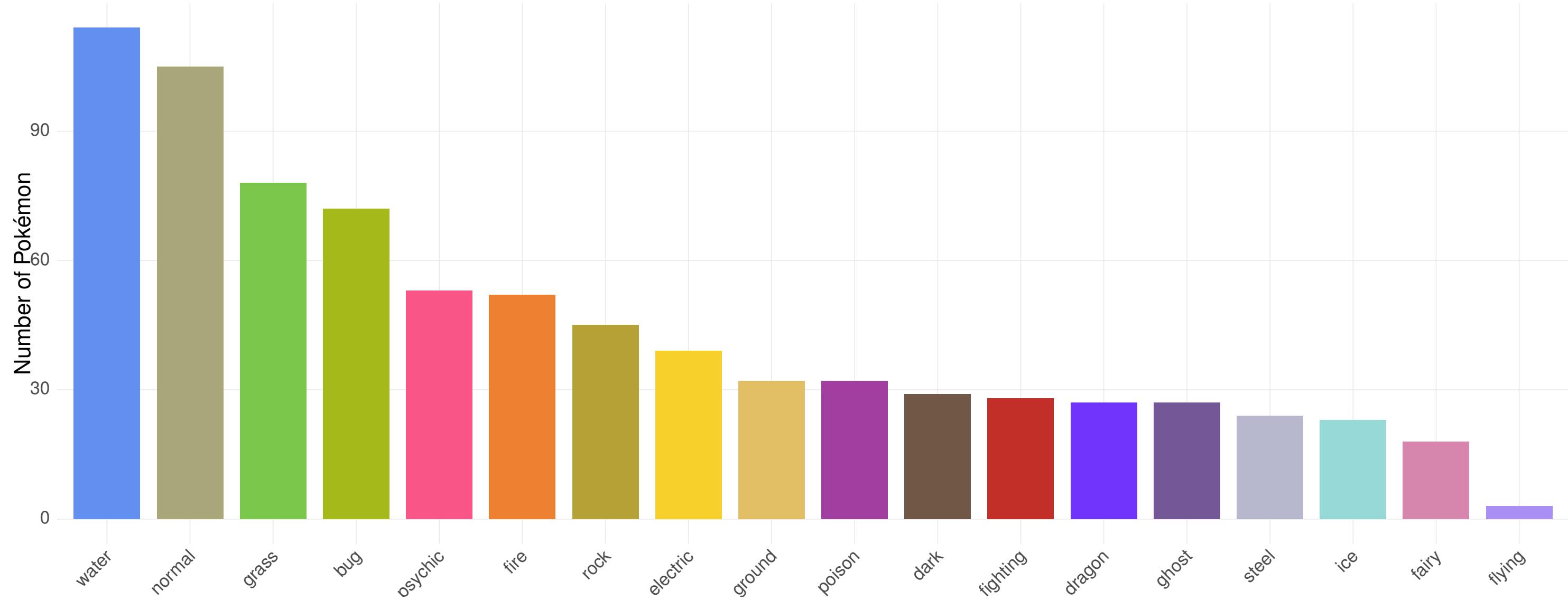
Type (Type 1)	N	Min	Q1	Median	Q3	Max
flying	3	8.00	35.50	63.00	74.00	85.00
fighting	28	7.00	20.80	44.00	73.58	253.80
ground	27	6.50	27.45	68.00	117.50	950.00
ice	23	5.70	21.35	55.40	149.30	505.00
rock	41	5.70	25.20	57.00	152.00	340.00
dragon	27	2.80	25.15	60.00	144.75	345.00
fire	50	2.50	19.00	36.25	81.22	430.00
dark	29	2.10	11.80	30.00	47.00	888.00
steel	24	1.10	43.12	80.75	216.25	999.90
poison	30	1.00	9.12	21.10	58.75	107.30
normal	101	0.80	7.50	24.90	43.80	460.00
electric	38	0.30	6.00	21.50	58.15	180.00
water	114	0.30	9.62	26.00	61.50	398.00
bug	72	0.20	5.80	15.75	33.12	333.60
fairy	18	0.10	1.88	6.25	21.50	215.00
ghost	27	0.10	2.70	15.00	70.50	750.00
grass	77	0.10	5.00	14.50	36.60	310.00
psychic	52	0.10	5.00	19.05	52.62	999.90

Average density by primary type (weight/height)

Type (Type 1)	N	Average density (kg/m)
psychic	52	217.653
steel	24	98.904
ground	27	81.385
rock	41	70.717
ice	23	67.769
dragon	27	52.198
fire	50	47.781
fighting	28	42.657
ghost	27	38.357
flying	3	38.222
dark	29	34.422
normal	101	33.973
water	114	33.113
electric	38	30.523
bug	72	28.535
poison	30	27.748
grass	77	26.669
fairy	18	15.909

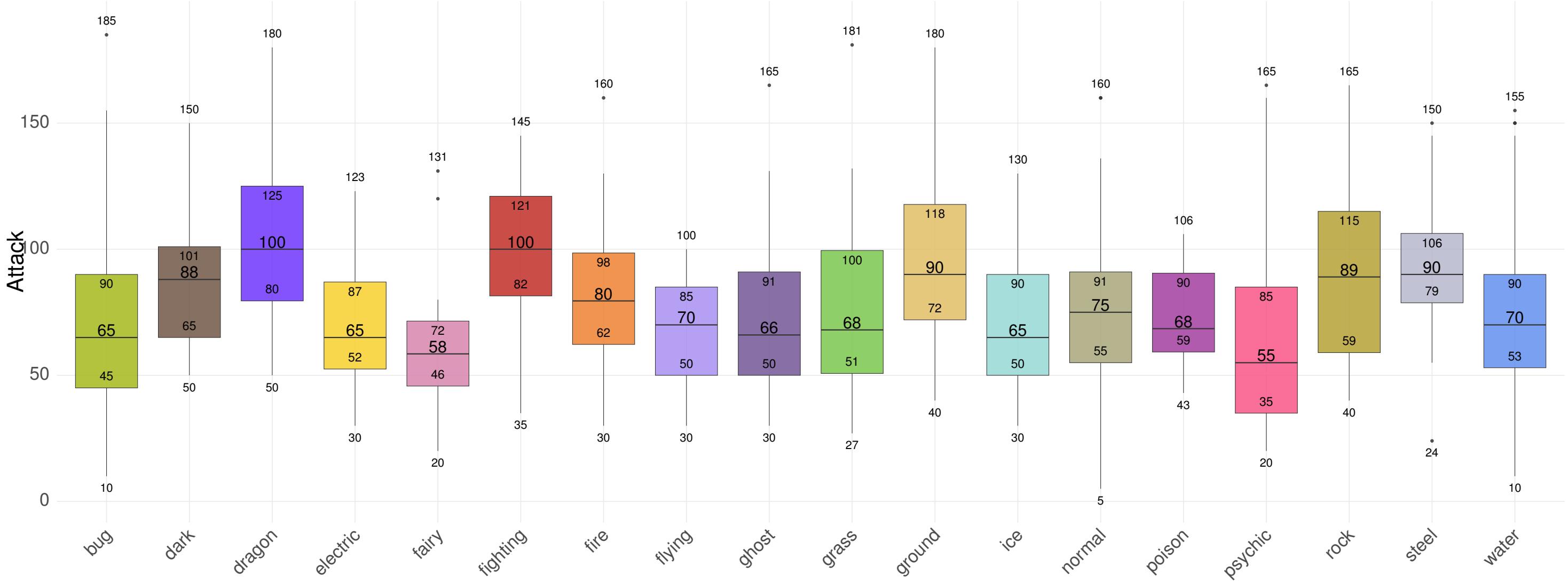
Counts by primary type

Counts by Primary Type (Type 1)



Attack distributions by primary type (median comparison)

Attack by Primary Type (Type 1)



Weight (Kg) 5-number summary by primary type (Min, Q1, Median, Q3, Max)

Type (Type 1)	N	Min	Q1	Median	Q3	Max
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fighting	28	7.00	20.80	44.00	73.58	253.80
ground	27	6.50	27.45	68.00	117.50	950.00
ice	23	5.70	21.35	55.40	149.30	505.00
rock	41	5.70	25.20	57.00	152.00	340.00
dragon	27	2.80	25.15	60.00	144.75	345.00
fire	50	2.50	19.00	36.25	81.22	430.00
dark	29	2.10	11.80	30.00	47.00	888.00
steel	24	1.10	43.12	80.75	216.25	999.90
poison	30	1.00	9.12	21.10	58.75	107.30
normal	101	0.80	7.50	24.90	43.80	460.00
electric	38	0.30	6.00	21.50	58.15	180.00
water	114	0.30	9.62	26.00	61.50	398.00
bug	72	0.20	5.80	15.75	33.12	333.60
fairy	18	0.10	1.88	6.25	21.50	215.00
ghost	27	0.10	2.70	15.00	70.50	750.00
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Counts by primary type

Counts by Primary Type (Type 1)

