

Trainer AI Script 1: Type Effectiveness

Include AI Commands

Include Arguments

Include Types

```
.equ MentalHerb, 0xB9
.equ DragonScale, 0xC9
.equ SeaIncense, 0xDC
.equ MindIncense, 0xDD
.equ FloatStone, 0xF8
.equ BindingVine, 0xF9
.equ IronBall, 0xFA
.equ CellBattery, 0xFB
.equ FlameOrb, 0xFC
.equ PixieOrb, 0xFD
.equ FocusSash, 0x15F
.equ ToxicOrb, 0x161
.equ SandIncense, 0x163
.equ RockyHelmet, 0x164
.equ ShedShell, 0x167
.equ OddIncense, 0x16B
.equ Snowball, 0x171
.equ WiseGlasses, 0x174

.equ ThunderWave, 0x56

.equ ROM, 0x81D9C74
```

Effectiveness:

```
GetTarget
JumpIfByteEquals Partner Return1+ROM
GetKindOfMove MoveVar
JumpIfByteEquals Status Status1+ROM
JumpIfMoveScriptEquals 0x57 Return1+ROM
JumpIfMoveScriptEquals 0x59 Return1+ROM
JumpIfMoveScriptEquals 0x90 Return1+ROM
CheckIfInverseBattle
JumpIfByteEquals True Inverse1+ROM
```

Normal:

```
GetItemID Attacker
JumpIfWordEquals DragonScale Dragon1+ROM
JumpIfWordEquals SeaIncense Water1+ROM
```

JumpIfWordEquals MindIncense Psychic1+ROM
JumpIfWordEquals FloatStone Flying1+ROM
JumpIfWordEquals BindingVine Grass1+ROM
JumpIfWordEquals IronBall Steel1+ROM
JumpIfWordEquals CellBattery Electric1+ROM
JumpIfWordEquals FlameOrb Fire1+ROM
JumpIfWordEquals PixieOrb Fairy1+ROM
JumpIfWordEquals FocusSash Fighting1+ROM
JumpIfWordEquals ToxicOrb Poison1+ROM
JumpIfWordEquals SandIncense Ground1+ROM
JumpIfWordEquals RockyHelmet Rock1+ROM
JumpIfWordEquals ShedShell Bug1+ROM
JumpIfWordEquals OddIncense Ghost1+ROM
JumpIfWordEquals Snowball Ice1+ROM
JumpIfWordEquals WiseGlasses Dark1+ROM
JumpIfWordEquals MentalHerb GhostImmune+ROM

RealMove1:

JumpIfDamageBonusEquals CurrentMove DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals CurrentMove Weak Increase6+ROM
JumpIfDamageBonusEquals CurrentMove Resist Decrease12+ROM
JumpIfDamageBonusEquals CurrentMove DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals CurrentMove Immune Decrease32+ROM
ReturnToBattle

GhostImmune:

GetType DType1
JumpIfByteEquals Ghost CheckTypes+ROM
GetType DType2
JumpIfByteEquals Ghost CheckTypes+ROM
Jump RealMove1+ROM

CheckTypes:

JumpIfDamageBonusEquals CurrentMove Immune Return1+ROM
JumpIfDamageBonusEquals CurrentMove DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals CurrentMove Weak Increase6+ROM
JumpIfDamageBonusEquals CurrentMove Resist Decrease12+ROM
JumpIfDamageBonusEquals CurrentMove DoubleResist Decrease20+ROM
ReturnToBattle

Dragon1:

GetType Move
JumpIfByteNotEqual Normal RealMove1+ROM
JumpIfDamageBonusEquals Dragon DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Dragon Weak Increase6+ROM

JumpIfDamageBonusEquals Dragon Resist Decrease12+ROM
JumpIfDamageBonusEquals Dragon DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Dragon Immune Decrease32+ROM
ReturnToBattle

Water1:

GetType Move
JumpIfByteNotEqual Normal RealMove1+ROM
JumpIfDamageBonusEquals Water DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Water Weak Increase6+ROM
JumpIfDamageBonusEquals Water Resist Decrease12+ROM
JumpIfDamageBonusEquals Water DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Water Immune Decrease32+ROM
ReturnToBattle

Psychic1:

GetType Move
JumpIfByteNotEqual Normal RealMove1+ROM
JumpIfDamageBonusEquals Psychic DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Psychic Weak Increase6+ROM
JumpIfDamageBonusEquals Psychic Resist Decrease12+ROM
JumpIfDamageBonusEquals Psychic DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Psychic Immune Decrease32+ROM
ReturnToBattle

Flying1:

GetType Move
JumpIfByteNotEqual Normal RealMove1+ROM
JumpIfDamageBonusEquals Flying DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Flying Weak Increase6+ROM
JumpIfDamageBonusEquals Flying Resist Decrease12+ROM
JumpIfDamageBonusEquals Flying DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Flying Immune Decrease32+ROM
ReturnToBattle

Grass1:

GetType Move
JumpIfByteNotEqual Normal RealMove1+ROM
JumpIfDamageBonusEquals Grass DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Grass Weak Increase6+ROM
JumpIfDamageBonusEquals Grass Resist Decrease12+ROM
JumpIfDamageBonusEquals Grass DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Grass Immune Decrease32+ROM
ReturnToBattle

Steel1:

GetType Move
JumpIfByteNotEqual Normal RealMove1+ROM
JumpIfDamageBonusEquals Steel DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Steel Weak Increase6+ROM
JumpIfDamageBonusEquals Steel Resist Decrease12+ROM
JumpIfDamageBonusEquals Steel DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Steel Immune Decrease32+ROM
ReturnToBattle

Electric1:

GetType Move
JumpIfByteNotEqual Normal RealMove1+ROM
JumpIfDamageBonusEquals Electric DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Electric Weak Increase6+ROM
JumpIfDamageBonusEquals Electric Resist Decrease12+ROM
JumpIfDamageBonusEquals Electric DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Electric Immune Decrease32+ROM
ReturnToBattle

Fire1:

GetType Move
JumpIfByteNotEqual Normal RealMove1+ROM
JumpIfDamageBonusEquals Fire DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Fire Weak Increase6+ROM
JumpIfDamageBonusEquals Fire Resist Decrease12+ROM
JumpIfDamageBonusEquals Fire DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Fire Immune Decrease32+ROM
ReturnToBattle

Fairy1:

GetType Move
JumpIfByteNotEqual Normal RealMove1+ROM
JumpIfDamageBonusEquals Fairy DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Fairy Weak Increase6+ROM
JumpIfDamageBonusEquals Fairy Resist Decrease12+ROM
JumpIfDamageBonusEquals Fairy DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Fairy Immune Decrease32+ROM
ReturnToBattle

Poison1:

GetType Move
JumpIfByteNotEqual Normal RealMove1+ROM
JumpIfDamageBonusEquals Poison DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Poison Weak Increase6+ROM

JumpIfDamageBonusEquals Poison Resist Decrease12+ROM
JumpIfDamageBonusEquals Poison DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Poison Immune Decrease32+ROM
ReturnToBattle

Ground1:

GetType Move
JumpIfByteNotEqual Normal RealMove1+ROM
JumpIfDamageBonusEquals Ground DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Ground Weak Increase6+ROM
JumpIfDamageBonusEquals Ground Resist Decrease12+ROM
JumpIfDamageBonusEquals Ground DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Ground Immune Decrease32+ROM
ReturnToBattle

Rock1:

GetType Move
JumpIfByteNotEqual Normal RealMove1+ROM
JumpIfDamageBonusEquals Rock DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Rock Weak Increase6+ROM
JumpIfDamageBonusEquals Rock Resist Decrease12+ROM
JumpIfDamageBonusEquals Rock DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Rock Immune Decrease32+ROM
ReturnToBattle

Bug1:

GetType Move
JumpIfByteNotEqual Normal RealMove1+ROM
JumpIfDamageBonusEquals Bug DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Bug Weak Increase6+ROM
JumpIfDamageBonusEquals Bug Resist Decrease12+ROM
JumpIfDamageBonusEquals Bug DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Bug Immune Decrease32+ROM
ReturnToBattle

Ghost1:

GetType Move
JumpIfByteNotEqual Normal RealMove1
JumpIfDamageBonusEquals Ghost DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Ghost Weak Increase6+ROM
JumpIfDamageBonusEquals Ghost Resist Decrease12+ROM
JumpIfDamageBonusEquals Ghost DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Ghost Immune Decrease32+ROM
ReturnToBattle

Ice1:

GetType Move
JumpIfByteNotEqual Normal RealMove1+ROM
JumpIfDamageBonusEquals Ice DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Ice Weak Increase6+ROM
JumpIfDamageBonusEquals Ice Resist Decrease12+ROM
JumpIfDamageBonusEquals Ice DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Ice Immune Decrease32+ROM
ReturnToBattle

Dark1:

GetType Move
JumpIfByteNotEqual Normal RealMove1+ROM
JumpIfDamageBonusEquals Dark DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Dark Weak Increase6+ROM
JumpIfDamageBonusEquals Dark Resist Decrease12+ROM
JumpIfDamageBonusEquals Dark DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Dark Immune Decrease32+ROM
ReturnToBattle

Fighting1:

GetType Move
JumpIfByteNotEqual Normal RealMove1+ROM
JumpIfDamageBonusEquals Fighting DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Fighting Weak Increase6+ROM
JumpIfDamageBonusEquals Fighting Resist Decrease12+ROM
JumpIfDamageBonusEquals Fighting DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Fighting Immune Decrease32+ROM
ReturnToBattle

Inverse1:

GetItemID Attacker
JumpIfWordEquals DragonScale Dragon2+ROM
JumpIfWordEquals SeaIncense Water2+ROM
JumpIfWordEquals MindIncense Psychic2+ROM
JumpIfWordEquals FloatStone Flying2+ROM
JumpIfWordEquals BindingVine Grass2+ROM
JumpIfWordEquals IronBall Steel2+ROM
JumpIfWordEquals CellBattery Electric2+ROM
JumpIfWordEquals FlameOrb Fire2+ROM
JumpIfWordEquals PixieOrb Fairy2+ROM
JumpIfWordEquals FocusSash Fighting1+ROM
JumpIfWordEquals ToxicOrb Poison2+ROM
JumpIfWordEquals SandIncense Ground2+ROM
JumpIfWordEquals RockyHelmet Rock2+ROM

JumpIfWordEquals ShedShell Bug2+ROM
JumpIfWordEquals OddIncense Ghost2+ROM
JumpIfWordEquals Snowball Ice2+ROM
JumpIfWordEquals WiseGlasses Dark2+ROM

RealMove2:

JumpIfDamageBonusEquals CurrentMove DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals CurrentMove Weak Decrease12+ROM
JumpIfDamageBonusEquals CurrentMove Resist Increase6+ROM
JumpIfDamageBonusEquals CurrentMove DoubleResist Increase8+ROM
JumpIfDamageBonusEquals CurrentMove Immune Increase8+ROM
ReturnToBattle

Fighting2:

GetType Move
JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Fighting DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Fighting Weak Decrease12+ROM
JumpIfDamageBonusEquals Fighting Resist Increase6+ROM
JumpIfDamageBonusEquals Fighting DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Fighting Immune Increase8+ROM
ReturnToBattle

Dragon2:

GetType Move
JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Dragon DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Dragon Weak Decrease12+ROM
JumpIfDamageBonusEquals Dragon Resist Increase6+ROM
JumpIfDamageBonusEquals Dragon DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Dragon Immune Increase8+ROM
ReturnToBattle

Water2:

GetType Move
JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Water DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Water Weak Decrease12+ROM
JumpIfDamageBonusEquals Water Resist Increase6+ROM
JumpIfDamageBonusEquals Water DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Water Immune Increase8+ROM
ReturnToBattle

Psychic2:

GetType Move

JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Psychic DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Psychic Weak Decrease12+ROM
JumpIfDamageBonusEquals Psychic Resist Increase6+ROM
JumpIfDamageBonusEquals Psychic DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Psychic Immune Increase8+ROM
ReturnToBattle

Flying2:

GetType Move
JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Flying DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Flying Weak Decrease12+ROM
JumpIfDamageBonusEquals Flying Resist Increase6+ROM
JumpIfDamageBonusEquals Flying DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Flying Immune Increase8+ROM
ReturnToBattle

Grass2:

GetType Move
JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Grass DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Grass Weak Decrease12+ROM
JumpIfDamageBonusEquals Grass Resist Increase6+ROM
JumpIfDamageBonusEquals Grass DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Grass Immune Increase8+ROM
ReturnToBattle

Steel2:

GetType Move
JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Steel DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Steel Weak Decrease12+ROM
JumpIfDamageBonusEquals Steel Resist Increase6+ROM
JumpIfDamageBonusEquals Steel DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Steel Immune Increase8+ROM
ReturnToBattle

Electric2:

GetType Move
JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Electric DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Electric Weak Decrease12+ROM
JumpIfDamageBonusEquals Electric Resist Increase6+ROM
JumpIfDamageBonusEquals Electric DoubleResist Increase8+ROM

JumpIfDamageBonusEquals Electric Immune Increase8+ROM
ReturnToBattle

Fire2:

GetType Move
JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Fire DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Fire Weak Decrease12+ROM
JumpIfDamageBonusEquals Fire Resist Increase6+ROM
JumpIfDamageBonusEquals Fire DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Fire Immune Increase8+ROM
ReturnToBattle

Fairy2:

GetType Move
JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Fairy DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Fairy Weak Decrease12+ROM
JumpIfDamageBonusEquals Fairy Resist Increase6+ROM
JumpIfDamageBonusEquals Fairy DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Fairy Immune Increase8+ROM
ReturnToBattle

Poison2:

GetType Move
JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Poison DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Poison Weak Decrease12+ROM
JumpIfDamageBonusEquals Poison Resist Increase6+ROM
JumpIfDamageBonusEquals Poison DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Poison Immune Increase8+ROM
ReturnToBattle

Ground2:

GetType Move
JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Ground DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Ground Weak Decrease12+ROM
JumpIfDamageBonusEquals Ground Resist Increase6+ROM
JumpIfDamageBonusEquals Ground DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Ground Immune Increase8+ROM
ReturnToBattle

Rock2:

GetType Move

JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Rock DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Rock Weak Decrease12+ROM
JumpIfDamageBonusEquals Rock Resist Increase6+ROM
JumpIfDamageBonusEquals Rock DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Rock Immune Increase8+ROM
ReturnToBattle

Bug2:

GetType Move
JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Bug DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Bug Weak Decrease12+ROM
JumpIfDamageBonusEquals Bug Resist Increase6+ROM
JumpIfDamageBonusEquals Bug DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Bug Immune Increase8+ROM
ReturnToBattle

Ghost2:

GetType Move
JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Ghost DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Ghost Weak Decrease12+ROM
JumpIfDamageBonusEquals Ghost Resist Increase6+ROM
JumpIfDamageBonusEquals Ghost DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Ghost Immune Increase8+ROM
ReturnToBattle

Ice2:

GetType Move
JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Ice DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Ice Weak Decrease12+ROM
JumpIfDamageBonusEquals Ice Resist Increase6+ROM
JumpIfDamageBonusEquals Ice DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Ice Immune Increase8+ROM
ReturnToBattle

Dark2:

GetType Move
JumpIfByteNotEqual Normal RealMove2+ROM
JumpIfDamageBonusEquals Dark DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Dark Weak Decrease12+ROM
JumpIfDamageBonusEquals Dark Resist Increase6+ROM
JumpIfDamageBonusEquals Dark DoubleResist Increase8+ROM

JumpIfDamageBonusEquals Dark Immune Increase8+ROM
ReturnToBattle

Status1:

JumpIfMoveIDNotEqual ThunderWave Return1+ROM
JumpIfDamageBonusEquals CurrentMove Immune Decrease32+ROM
ReturnToBattle

Increase8:

AddToViabilityScore 0x8
ReturnToBattle

Increase6:

AddToViabilityScore 0x6
ReturnToBattle

Decrease12:

AddToViabilityScore 0xF4
ReturnToBattle

Decrease20:

AddToViabilityScore 0xEC
ReturnToBattle

Decrease32:

AddToViabilityScore 0xE0
ReturnToBattle

Return1:

ReturnToBattle

Trainer AI Script 2: Don't Use Ineffective Moves

Include AI Commands

Include Arguments

Include Types

```
.equ Spore, 0x93
.equ SleepPowder, 0x4F
.equ Poisonpowder, 0x4D
.equ StunSpore, 0x4E
.equ Teleport, 0x64
.equ Grasswhistle, 0x140
.equ Sing, 0x2F
.equ Growl, 0x2D
.equ Screech, 0x67
.equ MetalSound, 0x13F
.equ SuperSonic, 0x30
```

```
.equ ROM, 0x81DA453
```

TargetCheck:

GetTarget

JumpIfByteNotEqual Partner MoveScriptCheck+ROM

ReturnToBattle

MoveScriptCheck:

JumpIfMoveScriptEquals 0x1 CauseSleep+ROM

JumpIfMoveScriptEquals 0x8 DreamEater+ROM

JumpIfMoveScriptEquals 0xA RaiseAttack+ROM

JumpIfMoveScriptEquals 0xB RaiseDefense+ROM

JumpIfMoveScriptEquals 0xC RaiseSpeed+ROM

JumpIfMoveScriptEquals 0xD RaiseSpAttack+ROM

JumpIfMoveScriptEquals 0xE RaiseSpDefense+ROM

JumpIfMoveScriptEquals 0x9 MirrorMove+ROM

JumpIfMoveScriptEquals 0x10 RaiseEvasion+ROM

JumpIfMoveScriptEquals 0x12 LowerAttack+ROM

JumpIfMoveScriptEquals 0x13 LowerDefense+ROM

JumpIfMoveScriptEquals 0x14 LowerSpeed+ROM

JumpIfMoveScriptEquals 0x15 LowerSpAttack+ROM

JumpIfMoveScriptEquals 0x16 LowerSpDefense+ROM

JumpIfMoveScriptEquals 0x17 LowerAccuracy+ROM

JumpIfMoveScriptEquals 0x19 Haze+ROM

JumpIfMoveScriptEquals 0x1C Whirlwind+ROM

JumpIfMoveScriptEquals 0x1E UseConversion+ROM

JumpIfMoveScriptEquals 0x20 Recover+ROM
JumpIfMoveScriptEquals 0x21 Poison1+ROM
JumpIfMoveScriptEquals 0x23 LightScreen+ROM
JumpIfMoveScriptEquals 0x25 Rest1+ROM
JumpIfMoveScriptEquals 0x2D HiJumpKick+ROM
JumpIfMoveScriptEquals 0x2E Mist+ROM
JumpIfMoveScriptEquals 0x31 Confuse+ROM
JumpIfMoveScriptEquals 0x32 RaiseAttack+ROM
JumpIfMoveScriptEquals 0x33 RaiseDefense+ROM
JumpIfMoveScriptEquals 0x34 RaiseSpeed+ROM
JumpIfMoveScriptEquals 0x35 RaiseSpAttack+ROM
JumpIfMoveScriptEquals 0x36 RaiseSpDefense+ROM
JumpIfMoveScriptEquals 0x3A LowerAttack+ROM
JumpIfMoveScriptEquals 0x3B LowerDefense+ROM
JumpIfMoveScriptEquals 0x3C LowerSpeed+ROM
JumpIfMoveScriptEquals 0x3D LowerSpAttack+ROM
JumpIfMoveScriptEquals 0x3E LowerSpDefense+ROM
JumpIfMoveScriptEquals 0x41 Reflect+ROM
JumpIfMoveScriptEquals 0x42 Poison1+ROM
JumpIfMoveScriptEquals 0x43 Paralysis+ROM
JumpIfMoveScriptEquals 0x4F Substitute+ROM
JumpIfMoveScriptEquals 0x54 LeechSeed+ROM
JumpIfMoveScriptEquals 0x56 Disable1+ROM
JumpIfMoveScriptEquals 0x5A Encore1+ROM
JumpIfMoveScriptEquals 0x5B PainSplit+ROM
JumpIfMoveScriptEquals 0x5C Snore+ROM
JumpIfMoveScriptEquals 0x61 Snore+ROM
JumpIfMoveScriptEquals 0x62 DestinyBond1+ROM
JumpIfMoveScriptEquals 0x64 UseSpite+ROM
JumpIfMoveScriptEquals 0x66 Aromatherapy+ROM
JumpIfMoveScriptEquals 0x6A MeanLook+ROM
JumpIfMoveScriptEquals 0x6B Nightmare+ROM
JumpIfMoveScriptEquals 0x6D Curse+ROM
JumpIfMoveScriptEquals 0x70 Spikes1+ROM
JumpIfMoveScriptEquals 0x73 Sandstorm+ROM
JumpIfMoveScriptEquals 0x76 Confuse+ROM
JumpIfMoveScriptEquals 0x7C Safeguard+ROM
JumpIfMoveScriptEquals 0x7F BatonPass+ROM
JumpIfMoveScriptEquals 0x84 Recover+ROM
JumpIfMoveScriptEquals 0x85 Recover+ROM
JumpIfMoveScriptEquals 0x86 Recover+ROM
JumpIfMoveScriptEquals 0x88 RainDance+ROM
JumpIfMoveScriptEquals 0x89 SunnyDay+ROM
JumpIfMoveScriptEquals 0x8E BellyDrum+ROM
JumpIfMoveScriptEquals 0x8F PsychUp+ROM

JumpIfMoveScriptEquals 0x9C RaiseDefense+ROM
JumpIfMoveScriptEquals 0x9D Recover+ROM
JumpIfMoveScriptEquals 0xA4 Hail1+ROM
JumpIfMoveScriptEquals 0xA5 Torment+ROM
JumpIfMoveScriptEquals 0xA6 Confuse+ROM
JumpIfMoveScriptEquals 0xA7 BurnFoe+ROM
JumpIfMoveScriptEquals 0xAD UseNaturePower+ROM
JumpIfMoveScriptEquals 0xB1 Trick+ROM
JumpIfMoveScriptEquals 0xB3 Recover+ROM
JumpIfMoveScriptEquals 0xB5 Ingrain+ROM
JumpIfMoveScriptEquals 0xB7 UseMagicCoat+ROM
JumpIfMoveScriptEquals 0xB8 UseRecycle+ROM
JumpIfMoveScriptEquals 0xBB CauseSleep+ROM
JumpIfMoveScriptEquals 0xBF SkillSwap+ROM
JumpIfMoveScriptEquals 0xC1 Refresh+ROM
JumpIfMoveScriptEquals 0xC2 Grudge+ROM
JumpIfMoveScriptEquals 0xC3 Snatch+ROM
JumpIfMoveScriptEquals 0xC7 TeeterDance1+ROM
JumpIfMoveScriptEquals 0xCD Tickle+ROM
JumpIfMoveScriptEquals 0xCE CosmicPower+ROM
JumpIfMoveScriptEquals 0xD0 BulkUp+ROM
JumpIfMoveScriptEquals 0xD3 CalmMind+ROM
JumpIfMoveScriptEquals 0xD4 DragonDance+ROM
JumpIfMoveScriptEquals 0xD5 UseCamouflage+ROM
ReturnToBattle

CauseSleep:

JumpIfMoveIDEquals Sing SkipSub0+ROM
JumpIfMoveIDEquals Grasswhistle SkipSub0+ROM
JumpIfStatus2Equals Defender SubActive Decrease80+ROM

SkipSub0:

JumpIfStatus2Equals Defender CantSleep Decrease80+ROM
JumpIfStatus1Equals Defender MajorStatus Decrease80+ROM
JumpIfStatus4Equals Defender SGuardUp Decrease80+ROM
JumpIfMoveIDEquals Spore GrassCheck+ROM
JumpIfMoveIDEquals SleepPowder GrassCheck+ROM
ReturnToBattle

GrassCheck:

GetType DType1
JumpIfByteEquals Grass Decrease80+ROM
GetType DType2
JumpIfByteEquals Grass Decrease80+ROM
ReturnToBattle

DreamEater:

JumpIfStatus1NotEqual Defender Sleep Decrease80+ROM
ReturnToBattle

RaiseAttack:

JumpIfStatBuffEquals Attacker Attack 0xC Decrease80+ROM
ReturnToBattle

RaiseDefense:

JumpIfStatBuffEquals Attacker Defense 0xC Decrease80+ROM
ReturnToBattle

RaiseSpeed:

JumpIfStatBuffEquals Attacker Speed 0xC Decrease80+ROM
ReturnToBattle

RaiseSpAttack:

JumpIfMoveIDEquals Growth Growth1+ROM
JumpIfStatBuffEquals Attacker SpAttack 0xC Decrease80+ROM
ReturnToBattle

Growth1:

JumpIfStatBuffNotEqual Attacker Attack 0xC Return1+ROM
JumpIfStatBuffEquals Attacker SpAttack 0xC Decrease80+ROM
ReturnToBattle

RaiseSpDefense:

JumpIfStatBuffEquals Attacker SpDefense 0xC Decrease80+ROM
ReturnToBattle

RaiseEvasion:

JumpIfStatBuffEquals Attacker Evasion 0xC Decrease80+ROM
ReturnToBattle

MirrorMove:

GetMoveLastUsed
JumpIfByteEquals 0x0 Decrease80+ROM
CheckIfMoveFlagSet FreeVar MirrorMoveUsable
JumpIfByteEquals False Decrease80+ROM
ReturnToBattle

LowerAttack:

JumpIfMoveIDEquals Growl SkipSub1+ROM
JumpIfStatus2Equals Defender SubActive Decrease80+ROM

SkipSub1:

JumpIfStatBuffEquals Defender Attack 0x0 Decrease80+ROM
JumpIfStatus4Equals Defender MistUp Decrease80+ROM
ReturnToBattle

LowerDefense:

JumpIfMoveIDEquals Screech SkipSub2+ROM
JumpIfStatus2Equals Defender SubActive Decrease80+ROM

SkipSub2:

JumpIfStatBuffEquals Defender Defense 0x0 Decrease80+ROM
JumpIfStatus4Equals Defender MistUp Decrease80+ROM
ReturnToBattle

LowerSpeed:

JumpIfStatus2Equals Defender SubActive Decrease80+ROM
JumpIfStatBuffEquals Defender Speed 0x0 Decrease80+ROM
JumpIfStatus4Equals Defender MistUp Decrease80+ROM
ReturnToBattle

LowerSpAttack:

JumpIfStatus2Equals Defender SubActive Decrease80+ROM
JumpIfStatBuffEquals Defender SpAttack 0x0 Decrease80+ROM
JumpIfStatus4Equals Defender MistUp Decrease80+ROM
ReturnToBattle

LowerSpDefense:

JumpIfMoveIDEquals MetalSound SkipSub3+ROM
JumpIfStatus2Equals Defender SubActive Decrease80+ROM

SkipSub3:

JumpIfStatBuffEquals Defender SpDefense 0x0 Decrease80+ROM
JumpIfStatus4Equals Defender MistUp Decrease80+ROM
ReturnToBattle

LowerAccuracy:

JumpIfStatus2Equals Defender SubActive Decrease80+ROM
JumpIfStatBuffEquals Defender Accuracy 0x0 Decrease80+ROM
JumpIfStatus4Equals Defender MistUp Decrease80+ROM
ReturnToBattle

Haze:

JumpIfAnyOrAllStatsAre Defender Any NotEqual 0x6 Return1+ROM
JumpIfAnyOrAllStatsAre Attacker All Equal 0x6 Decrease80+ROM

ReturnToBattle

Whirlwind:

```
CheckIfDoubleBattle
JumpIfByteEquals True TwoVsTwo+ROM
CountViablePokemonOnTeam Defender
JumpIfByteEquals 0x0 Decrease80+ROM
JumpIfStatus3Equals Defender IngrainUp Decrease80+ROM
JumpIfStatus3Equals Defender SInvulnerable Decrease80+ROM
ReturnToBattle
```

UseConversion:

```
CallASM 0x8DB20B9 /*Check if Conversion is Useless or Useful*/
.byte Convert
JumpIfByteEquals Useless Decrease80+ROM
ReturnToBattle
```

Recover:

```
JumpIfHealthEquals Attacker 0x64 Decrease80+ROM
ReturnToBattle
```

Poison1:

```
JumpIfStatus1Equals Defender MajorStatus Decrease80+ROM
JumpIfStatus4Equals Defender SGuardUp Decrease80+ROM
JumpIfStatus2Equals Defender SubActive Decrease80+ROM
GetType DType1
JumpIfByteEquals Poison Decrease80+ROM
JumpIfByteEquals Steel Decrease80+ROM
GetType DType2
JumpIfByteEquals Poison Decrease80+ROM
JumpIfByteEquals Steel Decrease80+ROM
JumpIfMoveIDEquals Poisonpowder GrassCheck+ROM
ReturnToBattle
```

LightScreen:

```
JumpIfStatus4Equals Attacker LScreenUp Decrease80+ROM
ReturnToBattle
```

Rest1:

```
JumpIfStatus2Equals Attacker CantSleep Decrease80+ROM
JumpIfHealthEquals Attacker 0x64 Decrease80+ROM
ReturnToBattle
```

HiJumpKick:

```
JumpIfStatus3NotEqual Defender SInvulnerable Return1+ROM
```

JumpIfMoveWouldHitFirst Priority Decrease80+ROM
ReturnToBattle

Mist:

JumpIfStatus4Equals Attacker MistUp Decrease80+ROM
ReturnToBattle

Confuse:

JumpIfStatus2Equals Defender Sleep Decrease80+ROM
JumpIfStatus4Equals Defender SGuardUp Decrease80+ROM
JumpIfMoveIDEquals SuperSonic Return1+ROM
JumpIfStatus2Equals Defender SubActive Decrease80+ROM
ReturnToBattle

Reflect:

JumpIfStatus4Equals Attacker ReflectUp Decrease80+ROM
ReturnToBattle

Paralysis:

JumpIfStatus1Equals Defender MajorStatus Decrease80+ROM
JumpIfStatus4Equals Defender SGuardUp Decrease80+ROM
JumpIfStatus2Equals Defender SubActive Decrease80+ROM
GetType DType1
JumpIfByteEquals Electric Decrease80+ROM
GetType DType2
JumpIfByteEquals Electric Decrease80+ROM
JumpIfMoveIDEquals StunSpore GrassCheck+ROM
ReturnToBattle

Substitute:

JumpIfStatus2Equals Attacker SubActive Decrease80+ROM
JumpIfHealthLessThan Attacker 0x1F Decrease80+ROM
ReturnToBattle

LeechSeed:

JumpIfStatus3Equals Defender LSeedUp Decrease80+ROM
JumpIfStatus2Equals Defender SubActive Decrease80+ROM
Jump GrassCheck+ROM

Disable1:

JumpIfMoveSetRestricted Defender Disabled Decrease80+ROM
JumpIfMoveWouldHitFirst Priority Return1+ROM
GetMoveLastUsed Defender
JumpIfByteEquals None Decrease80+ROM
ReturnToBattle

Encore1:

JumpIfMoveSetRestricted Defender Encored Decrease80+ROM
ReturnToBattle

PainSplit:

JumpIfHealthEquals Attacker 0x64 Decrease80+ROM
JumpIfStatus2Equals Defender SubActive Decrease80+ROM
ReturnToBattle

Snore:

JumpIfStatus1NotEqual Attacker Sleep Decrease80+ROM
ReturnToBattle

DestinyBond1:

JumpIfStatus2Equals Defender DBondUp Decrease80+ROM
ReturnToBattle

UseSpite:

JumpIfMoveWouldHitSecond Priority Return1+ROM
GetMoveLastUsed Defender
CallASM 0x8D9ACF9 /*Gets Current Or Max PP of FreeVar Move*/
.byte Current
JumpIfByteEquals 0x0 Decrease80+ROM
JumpIfByteEquals 0x1 Decrease80+ROM
ReturnToBattle

Aromatherapy:

JumpIfNoPokemonHasStatus Attacker Sleep Decrease80+ROM
JumpIfNoPokemonHasStatus Attacker Poisoned Decrease80+ROM
JumpIfNoPokemonHasStatus Attacker Burn Decrease80+ROM
JumpIfNoPokemonHasStatus Attacker Freeze Decrease80+ROM
JumpIfNoPokemonHasStatus Attacker Paralyze Decrease80+ROM
JumpIfNoPokemonHasStatus Attacker BadPoison Decrease80+ROM
ReturnToBattle

MeanLook:

GetItemID Defender
JumpIfByteEquals SmokeBall Decrease80+ROM
JumpIfByteEquals EscapeRope Decrease80+ROM
JumpIfStatus2Equals Defender Trapped Decrease80+ROM
JumpIfStatus2Equals Defender SubActive Decrease80+ROM
JumpIfStatus3Equals Defender IngrainUp Decrease80+ROM
GetType DType1
JumpIfByteEquals Ghost Decrease80+ROM

GetType DType2
JumpIfByteEquals Ghost Decrease80+ROM
ReturnToBattle

Nightmare:

JumpIfStatus1NotEqual Defender Sleep Decrease80+ROM
JumpIfStatus2Equals Defender SubActive Decrease80+ROM
JumpIfStatus2Equals Defender NMareUp Decrease80+ROM
ReturnToBattle

Curse:

GetType AType1
JumpIfByteEquals Ghost GhostType+ROM
GetType AType2
JumpIfByteEquals Ghost GhostType+ROM
JumpIfStatBuffNotEqual Attacker Attack 0xC Return1+ROM
JumpIfStatBuffEquals Attacker Defense 0xC Decrease80+ROM
ReturnToBattle

GhostType:

JumpIfStatus2Equals Defender CurseUp Decrease80+ROM
JumpIfStatus2Equals Defender SubActive Decrease80+ROM
JumpIfHealthLessThan Attacker 0x33 Decrease80+ROM
ReturnToBattle

Spikes1:

GetSpikesLayer Defender
JumpIfByteEquals 0x3 Decrease80+ROM
ReturnToBattle

Sandstorm:

GetWeather
JumpIfByteEquals Sand_Storm Decrease80+ROM
ReturnToBattle

Safeguard:

JumpIfStatus4Equals Attacker SGuardUp Decrease80+ROM
ReturnToBattle

BatonPass:

JumpIfMoveIDEquals Teleport Return1+ROM
CountViablePokemonOnTeam Attacker
JumpIfByteEquals 0x0 Decrease80+ROM
ReturnToBattle

RainDance:

GetWeather
JumpIfByteEquals Rain_Storm Decrease80+ROM
ReturnToBattle

SunnyDay:

GetWeather
JumpIfByteEquals Sun_Shine Decrease80+ROM
ReturnToBattle

BellyDrum:

JumpIfStatBuffEquals Attacker Attack 0xC Decrease80+ROM
JumpIfHealthLessThan Attacker 0x33 Decrease80+ROM
ReturnToBattle

PsychUp:

JumpIfAnyOrAllStatsAre Defender All LessThan 0x7 Decrease80+ROM
ReturnToBattle

Hail1:

GetWeather
JumpIfByteEquals Hail_Storm Decrease80+ROM
ReturnToBattle

Torment:

JumpIfStatus2Equals Defender TormentUp Decrease80+ROM
ReturnToBattle

BurnFoe:

JumpIfStatus1Equals Defender MajorStatus Decrease80+ROM
JumpIfStatus4Equals Defender SGuardUp Decrease80+ROM
JumpIfStatus2Equals Defender SubActive Decrease80+ROM
GetType DType1
JumpIfByteEquals Fire Decrease80+ROM
GetType DType2
JumpIfByteEquals Fire Decrease80+ROM
ReturnToBattle

Trick:

CallASM 0x8D9AA6D /*Check if you and foe have same item*/
JumpIfByteEquals True Decrease80+ROM
GetItemID Defender
JumpIfWordEquals None Decrease80+ROM
JumpIfWordEquals AssaultVest Decrease80+ROM
JumpIfWordEquals ChoiceBand Decrease80+ROM

ReturnToBattle

Ingrain:

JumpIfStatus3Equals Attacker IngrainUp Decrease80+ROM
ReturnToBattle

UseMagicCoat:

CallASM 0x8DB8CAD /*Check If Move Flag In Move Set*/
.byte Defender
.byte MagicCoatBlock
JumpIfByteEquals True Increase6+ROM
CallASM 0x8DB8CAD /*Check If Move Flag In Move Set*/
.byte DPartner
.byte MagicCoatBlock
JumpIfByteEquals True Increase6+ROM
Jump Decrease80+ROM

UseRecycle:

GetItemID Attacker
JumpIfWordNotEqual None Decrease80+ROM
ReturnToBattle

SkillsSwap:

GetAbility Defender
JumpIfByteEquals WonderGuard Decrease80+ROM
GetAbility Attacker
JumpIfByteEquals WonderGuard Decrease80+ROM
CallASM 0x8DB1F75 /*Do you and foe have same ability*/
JumpIfByteEquals True Decrease80+ROM
ReturnToBattle

Refresh:

JumpIfStatus1NotEqual Attacker 0x000000D8 Decrease80+ROM
ReturnToBattle

Grudge:

JumpIfStatus3Equals Defender GrudgeUp Decrease80+ROM
ReturnToBattle

Snatch:

CallASM 0x8DB8CAD /*Check If Move Flag In Move Set*/
.byte Defender
.byte SnatchBlock
JumpIfByteEquals True Increase6+ROM
CallASM 0x8DB8CAD /*Check If Move Flag In Move Set*/

.byte DPartner
.byte SnatchBlock
JumpIfByteEquals True Increase6+ROM
Jump Decrease80+ROM

TeeterDance1:

DoesTeeterDanceWork
JumpIfByteEquals False Decrease80+ROM
JumpIfStatus4Equals Defender SGuardUp Decrease80+ROM
ReturnToBattle

Tickle:

JumpIfStatus2Equals Defender SubActive Decrease80+ROM
JumpIfStatBuffNotEqual Defender Attack 0x0 Return1+ROM
JumpIfStatBuffEquals Defender Defense 0x0 Decrease80+ROM
ReturnToBattle

CosmicPower:

JumpIfStatBuffNotEqual Attacker Defense 0xC Return1+ROM
JumpIfStatBuffEquals Attacker SpDefense 0xC Decrease80+ROM
ReturnToBattle

BulkUp:

JumpIfStatBuffNotEqual Attacker Attack 0xC Return1+ROM
JumpIfStatBuffEquals Attacker Defense 0xC Decrease80+ROM
ReturnToBattle

CalmMind:

JumpIfMoveIDEquals QuiverDance QuiverDance1+ROM

CalmMind2:

JumpIfStatBuffNotEqual Attacker SpAttack 0xC Return1+ROM
JumpIfStatBuffEquals Attacker SpDefense 0xC Decrease80+ROM
ReturnToBattle

QuiverDance1:

JumpIfStatBuffEquals Attacker Speed 0xC CalmMind2+ROM
ReturnToBattle

DragonDance:

JumpIfStatBuffNotEqual Attacker Attack 0xC Return1+ROM
JumpIfStatBuffEquals Attacker Speed 0xC Decrease80+ROM
ReturnToBattle

UseNaturePower:

```
GetDataAtRAM HalfWord 0x02022B50
JumpIfByteEquals 0x0 SkipSub0+ROM
JumpIfByteEquals 0x1 MeanLook+ROM
JumpIfByteEquals 0x2 UseRecycle+ROM
JumpIfByteEquals 0x3 BurnFoe+ROM
JumpIfByteEquals 0x4 UseMagicCoat+ROM
JumpIfByteEquals 0x5 Refresh+ROM
JumpIfByteEquals 0x6 Torment+ROM
JumpIfByteEquals 0x7 DragonDance+ROM
JumpIfByteEquals 0x8 SkipSub3+ROM
JumpIfByteEquals 0x9 Haze+ROM
ReturnToBattle
```

UseCamouflage:

```
CallASM 0x8DB20B9 /*Check if Conversion is Useless or Useful*/
Camo
JumpIfByteEquals Useless Decrease80+ROM
ReturnToBattle
```

Return1:

```
ReturnToBattle
```

Increase6:

```
AddToViabilityScore 0x6
ReturnToBattle
```

Decrease80:

```
AddToViabilityScore 0xB0
ReturnToBattle
```


Trainer AI Script 3: Use Moves Smarter

Include AI Commands
Include Arguments
Include Types
Include Abilities
Include Items
Include Moves

.equ ROM, 0x8DB913C

DoubleCheck:

GetTarget
JumpIfByteNotEqual Partner DestinyBondCheck+ROM
ReturnToBattle

DestinyBondCheck:

JumpIfStatus2NotEqual Attacker DBondUp SemiInvulnerableCheck+ROM
JumpIfStatus2NotEqual Attacker GrudgeUp SemiInvulnerableCheck+ROM
JumpIfMoveKnocksOut Decrease80+ROM
Jump SpecificStatusMoveChecks+ROM

SemiInvulnerableCheck:

JumpIfMoveWouldHitSecond Priority ChargeMove+ROM
JumpIfStatus3Equals Defender Diving Dive1+ROM
JumpIfStatus3Equals Defender Digging Dig1+ROM
JumpIfStatus3Equals Defender Flying Fly1+ROM
Jump ChargeMove+ROM

Dive1:

GetType AType1
JumpIfByteEquals Poison ToxicCheck1+ROM
GetType AType2
JumpIfByteEquals Poison ToxicCheck1+ROM

RestOfDive:

GetMoveID
JumpIfHalfWordNotInList HitThruDig+ROM Increase6+ROM
GetMoveRange MoveVar
JumpIfByteEquals Target Decrease80+ROM
Jump SelfTargetStatusMovesCheck+ROM

ToxicCheck1:

JumpIfMoveIDEquals Toxic Increase6+ROM

Jump RestOfDive+ROM

ToxicCheck2:

JumpIfMoveIDEquals Toxic Increase6+ROM

Jump RestOfDig+ROM

ToxicCheck3:

JumpIfMoveIDEquals Toxic Increase6+ROM

Jump RestOfFly+ROM

HitThruDive:

.hword Surf

.hword Whirlpool

.hword Transform

.hword Done

Dig1:

GetType AType1

JumpIfByteEquals Poison ToxicCheck2+ROM

GetType AType2

JumpIfByteEquals Poison ToxicCheck2+ROM

RestOfDig:

GetMoveID

JumpIfHalfWordNotInList HitThruDig+ROM Increase6+ROM

GetMoveRange MoveVar

JumpIfByteEquals Target Decrease80+ROM

Jump SelfTargetStatusMovesCheck+ROM

HitThruDig:

.hword Earthquake

.hword Magnitude

.hword Fissure

.hword Transform

.hword Done

Fly1:

GetType AType1

JumpIfByteEquals Poison ToxicCheck3+ROM

GetType AType2

JumpIfByteEquals Poison ToxicCheck3+ROM

RestOfFly:

GetMoveID

JumpIfHalfWordInList HitThruFly+ROM Increase6+ROM

GetMoveRange MoveVar
JumpIfByteEquals Target Decrease80+ROM
Jump SelfTargetStatusMovesCheck+ROM

HitThruFly:

.hword SkyUppercut
.hword Gust
.hword Thunder
.hword Blizzard
.hword Twister
.hword Transform
.hword Done

ChargeMove:

JumpIfStatus2NotEqual Attacker ChargeUp FinalTurnPerishSong+ROM
GetKindOfMove MoveVar
JumpIfByteEquals Status Decrease80+ROM
GetType Move
JumpIfByteEquals Electric Increase6+ROM
Jump PriorityCheck+ROM

FinalTurnPerishSong:

GetPerishCount Attacker
JumpIfByteNotEqual 0x30 RechargingPhase+ROM
GetKindOfMove MoveVar
JumpIfByteEquals Status Decrease80+ROM
Jump PriorityCheck+ROM

RechargingPhase:

JumpIfStatus2NotEqual Defender RechargeUp PriorityCheck+ROM
JumpIfHealthLessThan Defender 0x14 DontUseStatus+ROM
GetKindOfMove MoveVar
JumpIfByteNotEqual Status PriorityCheck+ROM
AddToViabilityScore 0x2
Jump PriorityCheck+ROM

DontUseStatus:

GetKindOfMove MoveVar
JumpIfByteNotEqual Status PriorityCheck+ROM
Jump Decrease80+ROM

PriorityCheck:

GetMovePriority MoveVar
JumpIfByteLessThan 0x1 AccuracyCheck+ROM
JumpIfHealthMoreThan Defender 0x14 AccuracyCheck+ROM

JumpIfMoveWouldHitFirst NoPriority AccuracyCheck+ROM
AddToViabilityScore 0x2
Jump AccuracyCheck+ROM

AccuracyCheck:

GetMoveRange MoveVar
JumpIfByteEquals User SubstituteCheck+ROM
JumpIfStatus3Equals Attacker LockOnUp AccuracyCheck2+ROM
CallASM 0x089ADA45
.byte MoveVar
JumpIfByteNotEqual 0x0 SubstituteCheck+ROM
JumpIfStatBuffMoreThan Attacker Accuracy 0x5 SubstituteCheck+ROM
JumpIfStatBuffLessThan Defender Evasion 0x7 SubstituteCheck+ROM
AddToViabilityScore 0x2
Jump SubstituteCheck+ROM

AccuracyCheck2:

CallASM 0x089ADA45
.byte MoveVar
JumpIfByteMoreThan 0xE6 SubstituteCheck+ROM
AddToViabilityScore 0x2
Jump SubstituteCheck+ROM

SubstituteCheck:

JumpIfStatus2NotEqual Attacker SubActive PSCheck+ROM
GetMoveID
JumpIfHalfWordInList SubMoves+ROM Plus2PS+ROM
GetKindOfMove MoveVar
JumpIfByteEquals Status Plus2PS+ROM
Jump PSCheck+ROM

SubMoves:

.hword LeechSeed
.hword BellyDrum
.hword Recover
.hword Softboiled
.hword MilkDrink
.hword Synthesis
.hword MorningSun
.hword Moonlight
.hword BatonPass
.hword Done

Plus2PS:

AddToViabilityScore 0x2

Jump PSCheck+ROM

PSCheck:

GetKindOfMove MoveVar
JumpIfByteEquals Physical AttackStat+ROM
JumpIfByteEquals Special SpAttackStat+ROM
Jump SnatchCheck+ROM

AttackStat:

JumpIfStatus4Equals Defender ReflectUp SnatchCheck+ROM
JumpIfStatus1Equals Attacker Burn SnatchCheck+ROM
JumpIfStatBuffLessThan Attacker Attack 0x7 SnatchCheck+ROM
JumpIfStatBuffMoreThan Defender Defense 0x6 SnatchCheck+ROM
CheckIfStatsAre Defender Defense SpDefense MoreThan
JumpIfByteEquals True SnatchCheck+ROM
CheckIfStatsAre Attacker Attack SpAttack LessThan
JumpIfByteEquals True SnatchCheck+ROM
AddToViabilityScore 0x2
Jump SnatchCheck+ROM

SpAttackStat:

JumpIfStatus4Equals Defender LScreenUp SnatchCheck+ROM
JumpIfStatBuffLessThan Attacker SpAttack 0x7 SnatchCheck+ROM
JumpIfStatBuffMoreThan Defender SpDefense 0x6 SnatchCheck+ROM
CheckIfStatsAre Defender SpDefense Defense MoreThan
JumpIfByteEquals True SnatchCheck+ROM
CheckIfStatsAre Attacker SpAttack Attack LessThan
JumpIfByteEquals True SnatchCheck+ROM
AddToViabilityScore 0x2
Jump SnatchCheck+ROM

SnatchCheck:

CallASM 0x8DB8CAD
.byte Attacker
.byte SnatchBlock
JumpIfByteEquals False MagicCoatCheck+ROM
RandomJumpIfLessThan 0x40 Decrease80+ROM
Jump Decrease80+ROM

MagicCoatCheck:

CallASM 0x8DB8CAD
.byte Attacker
.byte MagicCoatBlock
JumpIfByteEquals False SpecificMoveChecks+ROM
RandomJumpIfLessThan 0x40 Decrease80+ROM

Jump Decrease80+ROM

SpecificMoveChecks:

JumpIfMoveIDEquals FlameCharge CheckSpeed+ROM
JumpIfMoveIDEquals IcyWind CheckSpeedFoe+ROM
JumpIfMoveIDEquals DazzleGleam CheckSpDefense+ROM
JumpIfMoveIDEquals AerialAce CheckMinimize+ROM
JumpIfMoveIDEquals FeintAttack CheckMinSub+ROM
JumpIfMoveIDEquals MagicalLeaf CheckMinimize+ROM
JumpIfMoveIDEquals ShadowPunch CheckMinimize+ROM
JumpIfMoveIDEquals ShockWave CheckMinimize+ROM
JumpIfMoveIDEquals Swift CheckMinimize+ROM
JumpIfMoveIDEquals BodySlam CheckMinimize+ROM
JumpIfMoveIDEquals DragonRush CheckMinimize+ROM
JumpIfMoveIDEquals Pursuit CheckMinimize+ROM
JumpIfMoveIDEquals Facade CheckMinimize+ROM
JumpIfMoveIDEquals HornAttack CheckMinimize+ROM
JumpIfMoveIDEquals Stomp CheckMinimize+ROM
JumpIfMoveIDEquals Extrasensory CheckMinimize+ROM
JumpIfMoveIDEquals NeedleArm CheckMinimize+ROM
JumpIfMoveIDEquals DoomDesire CheckSub+ROM
JumpIfMoveIDEquals FutureSight CheckSub+ROM
JumpIfMoveIDEquals HornAttack CheckSub+ROM
JumpIfMoveIDEquals HyperVoice CheckSub+ROM
JumpIfMoveIDEquals Uproar CheckSub+ROM
JumpIfMoveIDEquals GrassWhistle CheckSub+ROM
JumpIfMoveIDEquals Sing CheckSub+ROM
JumpIfMoveIDEquals Supersonic CheckSub+ROM
Jump MoveScriptChecks+ROM

SpecificStatusMoveChecks:

JumpIfMoveIDEquals GrassWhistle CheckSub2+ROM
JumpIfMoveIDEquals Sing CheckSub2+ROM
JumpIfMoveIDEquals Supersonic CheckSub2+ROM
Jump StatusMoveScriptChecks+ROM

CheckMinimize:

JumpIfStatBuffLessThan Defender Evasion 0x7 MoveScriptChecks+ROM
AddToViabilityScore 0x2
Jump MoveScriptChecks+ROM

CheckMinSub:

JumpIfStatBuffLessThan Defender Evasion 0x7 CheckSub+ROM
AddToViabilityScore 0x2
Jump CheckSub+ROM

CheckSub:

JumpIfStatus2NotEqual Defender SubActive MoveScriptChecks+ROM
AddToViabilityScore 0x2
Jump MoveScriptChecks+ROM

CheckSub2:

JumpIfStatus2NotEqual Defender SubActive MoveScriptChecks+ROM
AddToViabilityScore 0x2
Jump StatusMoveScriptChecks+ROM

CheckSpeed:

JumpIfStatBuffEquals Attacker Speed 0xC MoveScriptChecks+ROM
JumpIfMoveNotInMoveSet Attacker BatonPass MoveScriptChecks+ROM
AddToViabilityScore 0x2
Jump MoveScriptChecks+ROM

CheckSpeedFoe:

JumpIfStatBuffEquals Defender Speed 0x0 MoveScriptChecks+ROM
CheckIfFirstTurn Attacker
JumpIfByteEquals True Increase6+ROM
Jump MoveScriptChecks+ROM

CheckSpDefense:

JumpIfStatBuffEquals Defender SpDefense 0x0 MoveScriptChecks+ROM
CheckIfFirstTurn Attacker
JumpIfByteEquals True Increase6+ROM
Jump MoveScriptChecks+ROM

MoveScriptChecks:

JumpIfMoveScriptEquals 0x2 AttackPoison+ROM
JumpIfMoveScriptEquals 0x3 AttackBurn+ROM
JumpIfMoveScriptEquals 0x6 AttackParalyze+ROM
JumpIfMoveScriptEquals 0x8 DrainMove+ROM
JumpIfMoveScriptEquals 0x11 NeverMiss+ROM
JumpIfMoveScriptEquals 0x1F AttackAndFlinch+ROM
JumpIfMoveScriptEquals 0x26 UseOHKO+ROM
JumpIfMoveScriptEquals 0x27 TwoTurn+ROM
JumpIfMoveScriptEquals 0x2A TrapMove+ROM
JumpIfMoveScriptEquals 0x2B HighCHR+ROM
JumpIfMoveScriptEquals 0x2D UseHiJumpKick+ROM
JumpIfMoveScriptEquals 0x4B TwoTurn+ROM
JumpIfMoveScriptEquals 0x4D AttackPoison+ROM
JumpIfMoveScriptEquals 0x4C AttackConfuse+ROM
JumpIfMoveScriptEquals 0x50 ReChargeMove+ROM

JumpIfMoveScriptEquals 0x57 UseNightShade+ROM
JumpIfMoveScriptEquals 0x59 UseCounter+ROM
JumpIfMoveScriptEquals 0x5B UsePainSplit+ROM
JumpIfMoveScriptEquals 0x75 UseRollout+ROM
JumpIfMoveScriptEquals 0x77 UseFuryCutter+ROM
JumpIfMoveScriptEquals 0x7D UnFreeze+ROM
JumpIfMoveScriptEquals 0x80 UsePursuit+ROM
JumpIfMoveScriptEquals 0x81 UseRapidSpin+ROM
JumpIfMoveScriptEquals 0x95 UseTwister+ROM
JumpIfMoveScriptEquals 0x97 UseSolarBeam+ROM
JumpIfMoveScriptEquals 0x98 UseThunder+ROM
JumpIfMoveScriptEquals 0x9A UseBeatUp+ROM
JumpIfMoveScriptEquals 0x9B SemiInvulnerable+ROM
JumpIfMoveScriptEquals 0x9F UseUproar+ROM
JumpIfMoveScriptEquals 0xA9 UseFacade+ROM
JumpIfMoveScriptEquals 0xAB UseSmellingsalt+ROM
JumpIfMoveScriptEquals 0xB9 UseRevenge+ROM
JumpIfMoveScriptEquals 0xBA UseBrickBreak+ROM
JumpIfMoveScriptEquals 0xBC UseKnockOff+ROM
JumpIfMoveScriptEquals 0xBE HighHP+ROM
JumpIfMoveScriptEquals 0xC5 UseSecretPower+ROM
JumpIfMoveScriptEquals 0xC8 HighCHR+ROM
JumpIfMoveScriptEquals 0xCA AttackPoison+ROM
JumpIfMoveScriptEquals 0xCB WeatherType+ROM
JumpIfMoveScriptEquals 0xCF UseTwister+ROM
JumpIfMoveScriptEquals 0xD1 HighCHR+ROM

StatusMoveScriptChecks:

JumpIfMoveScriptEquals 0x1 CauseSleep+ROM
JumpIfMoveScriptEquals 0x12 LowerAttack+ROM
JumpIfMoveScriptEquals 0x13 LowerDefense+ROM
JumpIfMoveScriptEquals 0x14 LowerSpeed+ROM
JumpIfMoveScriptEquals 0x15 LowerSpAttack+ROM
JumpIfMoveScriptEquals 0x16 LowerSpDefense+ROM
JumpIfMoveScriptEquals 0x17 LowerAccuracy+ROM
JumpIfMoveScriptEquals 0x1C ForceSwitch+ROM
JumpIfMoveScriptEquals 0x21 UseToxic+ROM
JumpIfMoveScriptEquals 0x31 ConfuseFoe+ROM
JumpIfMoveScriptEquals 0x3A LowerAttack+ROM
JumpIfMoveScriptEquals 0x3B LowerDefense+ROM
JumpIfMoveScriptEquals 0x3C LowerSpeed+ROM
JumpIfMoveScriptEquals 0x3D LowerSpAttack+ROM
JumpIfMoveScriptEquals 0x3E LowerSpDefense+ROM
JumpIfMoveScriptEquals 0x42 PoisonFoe+ROM
JumpIfMoveScriptEquals 0x43 ParalyzeFoe+ROM

JumpIfMoveScriptEquals 0x54 UseLeechSeed+ROM
JumpIfMoveScriptEquals 0x56 UseDisable+ROM
JumpIfMoveScriptEquals 0x5A UseEncore+ROM
JumpIfMoveScriptEquals 0x5B UsePainSplit+ROM
JumpIfMoveScriptEquals 0x62 UseDestinyBond+ROM
JumpIfMoveScriptEquals 0x64 UseSpite+ROM
JumpIfMoveScriptEquals 0x6A TrapMove+ROM
JumpIfMoveScriptEquals 0x6B UseNightmare+ROM
JumpIfMoveScriptEquals 0x6D UseCurse+ROM
JumpIfMoveScriptEquals 0x70 UseSpikes+ROM
JumpIfMoveScriptEquals 0x72 UsePerishSong+ROM
JumpIfMoveScriptEquals 0x76 UseSwagger+ROM
JumpIfMoveScriptEquals 0xA5 UseTorment+ROM
JumpIfMoveScriptEquals 0xA6 UseFlatter+ROM
JumpIfMoveScriptEquals 0xA7 BurnsFoe+ROM
JumpIfMoveScriptEquals 0xAD UseNaturePower+ROM
JumpIfMoveScriptEquals 0xAE UseCharge+ROM
JumpIfMoveScriptEquals 0xB1 UseTrick+ROM
JumpIfMoveScriptEquals 0xB7 UseMagicCoat+ROM
JumpIfMoveScriptEquals 0xBB CauseSleep+ROM
JumpIfMoveScriptEquals 0xBF UseSkillSwap+ROM
JumpIfMoveScriptEquals 0xC2 UseDestinyBond+ROM
JumpIfMoveScriptEquals 0xC3 UseMagicCoat+ROM
JumpIfMoveScriptEquals 0xC7 ConfuseFoe+ROM
JumpIfMoveScriptEquals 0xCD LowerAttack+ROM
JumpIfMoveScriptEquals 0xCE FirstTurnCheck+ROM

SelfTargetStatusMovesCheck:

JumpIfMoveIDEquals BatonPass UseBatonPass+ROM
JumpIfMoveScriptEquals 0xA RaiseAttack+ROM
JumpIfMoveScriptEquals 0xB RaiseDefense+ROM
JumpIfMoveScriptEquals 0xC RaiseSpeed+ROM
JumpIfMoveScriptEquals 0xD RaiseSpAttack+ROM
JumpIfMoveScriptEquals 0xE RaiseSpDefense+ROM
JumpIfMoveScriptEquals 0x10 RaiseEvasion+ROM
JumpIfMoveScriptEquals 0x19 UseHaze+ROM
JumpIfMoveScriptEquals 0x1E UseConversion+ROM
JumpIfMoveScriptEquals 0x23 BrickBreakCheck+ROM
JumpIfMoveScriptEquals 0x25 UseRest+ROM
JumpIfMoveScriptEquals 0x2E UseMist+ROM
JumpIfMoveScriptEquals 0x32 RaiseAttack+ROM
JumpIfMoveScriptEquals 0x33 RaiseDefense+ROM
JumpIfMoveScriptEquals 0x34 RaiseSpeed+ROM
JumpIfMoveScriptEquals 0x35 RaiseSpAttack+ROM
JumpIfMoveScriptEquals 0x36 RaiseSpDefense+ROM

JumpIfMoveScriptEquals 0x41 BrickBreakCheck+ROM
JumpIfMoveScriptEquals 0x4F UseSubstitute+ROM
JumpIfMoveScriptEquals 0x5E UseLockOn+ROM
JumpIfMoveScriptEquals 0x66 HealStatusFromParty+ROM
JumpIfMoveScriptEquals 0x6F UseProtect+ROM
JumpIfMoveScriptEquals 0x73 UseSandstorm+ROM
JumpIfMoveScriptEquals 0x74 UseEndure+ROM
JumpIfMoveScriptEquals 0x7C UseSafeguard+ROM
JumpIfMoveScriptEquals 0x88 UseRainDance+ROM
JumpIfMoveScriptEquals 0x89 UseSunnyDay+ROM
JumpIfMoveScriptEquals 0x8E UseBellyDrum+ROM
JumpIfMoveScriptEquals 0x8F UsePsychUp+ROM
JumpIfMoveScriptEquals 0x9C DefenseCurl+ROM
JumpIfMoveScriptEquals 0xA4 UseHail+ROM
JumpIfMoveScriptEquals 0xB3 UseWish+ROM
JumpIfMoveScriptEquals 0xB5 UseIngrain+ROM
JumpIfMoveScriptEquals 0xD0 RaiseAttack+ROM
JumpIfMoveScriptEquals 0xD3 RaiseSpAttack+ROM
JumpIfMoveScriptEquals 0xD4 RaiseAttack+ROM
ReturnToBattle

UseBatonPass:

JumpIfStatus3Equals Attacker PanicModeUp Decrease80+ROM
JumpIfStatus2Equals Attacker SubActive Increase10+ROM
JumpIfStatus2Equals Defender 0x04000000 Increase10+ROM
JumpIfStatus3Equals Attacker IngrainUp Increase10+ROM
JumpIfAnyOrAllStatsAre Attacker Any LessThan 0x6 Decrease80+ROM
JumpIfAnyOrAllStatsAre Attacker Any MoreThan 0x7 Increase10+ROM
ReturnToBattle

CauseSleep:

JumpIfMoveInMoveSet Defender Snore Decrease80+ROM
JumpIfMoveInMoveSet Defender SleepTalk Decrease80+ROM
CheckIfFirstTurn Attacker
JumpIfByteEquals True Increase6+ROM
JumpIfMoveInMoveSet Attacker Nightmare Increase6+ROM
JumpIfMoveInMoveSet APartner Nightmare Increase6+ROM
JumpIfMoveInMoveSet Attacker DreamEater Increase6+ROM
JumpIfMoveInMoveSet APartner DreamEater Increase6+ROM
JumpIfStatus2Equals Defender Trapped Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0x75 Increase6+ROM
ReturnToBattle

AttackPoison:

GetAbility Defender

JumpIfByteEquals Immunity Return1+ROM
GetType DType1
JumpIfByteEquals Poison Return1+ROM
JumpIfByteEquals Steel Return1+ROM
GetType DType2
JumpIfByteEquals Poison Return1+ROM
JumpIfByteEquals Steel Return1+ROM
GetItemID Defender
JumpIfWordEquals PechaBerry Return1+ROM
JumpIfWordEquals LumBerry Return1+ROM
JumpIfStatus4Equals Defender SGuardUp Return1+ROM
JumpIfStatus1Equals Defender MajorStatus Return1+ROM
JumpIfMoveInMoveSet Defender Refresh Return1+ROM
JumpIfMoveScriptInMoveSet Defender 0x66 Return1+ROM
JumpIfNoDamagingMoveInMoveSet Defender Increase6+ROM
CheckIfStatsAre Defender Defense Attack MoreThan
JumpIfByteEquals True Increase6+ROM
CheckIfStatsAre Defender SpDefense SpAttack MoreThan
JumpIfByteEquals True Increase6+ROM
ReturnToBattle

AttackBurn:

GetAbility Defender
JumpIfByteEquals WaterVeil Return1+ROM
GetType DType1
JumpIfByteEquals Fire Return1+ROM
GetType DType2
JumpIfByteEquals Fire Return1+ROM
GetItemID Defender
JumpIfWordEquals RawstBerry Return1+ROM
JumpIfWordEquals LumBerry Return1+ROM
JumpIfStatus4Equals Defender SGuard Return1+ROM
JumpIfStatus1Equals Defender MajorStatus Return1+ROM
JumpIfMoveInMoveSet Defender Refresh Return1+ROM
JumpIfMoveScriptInMoveSet Defender 0x66 Return1+ROM
CheckIfStatsAre Defender SpAttack Attack MoreThan
JumpIfByteEquals True Return1+ROM
CheckIfStatsAre Attacker SpDefense Defense MoreThan
JumpIfByteEquals True Return1+ROM
AddToViabilityScore 0x2
ReturnToBattle

AttackParalyze:

GetAbility Defender
JumpIfByteEquals Limber Return1+ROM

GetType DType1
JumpIfByteEquals Electric Return1+ROM
GetType DType2
JumpIfByteEquals Electric Return1+ROM
JumpIfStatus4Equals Defender SGuard Return1+ROM
JumpIfStatus1Equals Defender MajorStatus Return1+ROM
JumpIfMoveInMoveSet Attacker SmellingSalt Increase6+ROM
JumpIfMoveInMoveSet Defender Refresh Return1+ROM
JumpIfMoveScriptInMoveSet Defender 0x66 Return1+ROM
JumpIfMoveWouldHitFirst NoPriority Return1+ROM
AddToViabilityScore 0x2
ReturnToBattle

DrainMove:

JumpIfHealthMoreThan Attacker 0x32 Return1+ROM
JumpIfDamageBonusEquals CurrentMove DoubleWeak Increase6+ROM
JumpIfDamageBonusEquals CurrentMove Weak Increase6+ROM
ReturnToBattle

RaiseAttack:

JumpIfMoveInMoveSet Attacker BatonPass Plus2BP+ROM
CheckIfStatsAre Defender SpDefense Defense MoreThan
JumpIfByteEquals True Decrease80+ROM
JumpIfStatus3Equals Attacker PanicModeUp Increase6+ROM
Jump FirstTurnCheck+ROM

RaiseDefense:

JumpIfMoveInMoveSet Attacker BatonPass Plus2BP+ROM
CheckIfStatsAre Defender SpAttack Attack MoreThan
JumpIfByteEquals True Decrease80+ROM
JumpIfStatus3Equals Attacker PanicModeUp Increase6+ROM
Jump FirstTurnCheck+ROM

RaiseSpeed:

JumpIfMoveInMoveSet Attacker BatonPass Plus2BP+ROM
JumpIfMoveWouldHitFirst NoPriority Decrease80+ROM
JumpIfStatus3Equals Attacker PanicModeUp Increase6+ROM
Jump FirstTurnCheck+ROM

RaiseSpAttack:

JumpIfMoveInMoveSet Attacker BatonPass Plus2BP+ROM
CheckIfStatsAre Defender Defense SpDefense MoreThan
JumpIfByteEquals True Decrease80+ROM
JumpIfStatus3Equals Attacker PanicModeUp Increase6+ROM
Jump FirstTurnCheck+ROM

RaiseSpDefense:

JumpIfMoveInMoveSet Attacker BatonPass Plus2BP+ROM
CheckIfStatsAre Defender Attack SpAttack MoreThan
JumpIfByteEquals True Decrease80+ROM
JumpIfStatus3Equals Attacker PanicModeUp Increase6+ROM
Jump FirstTurnCheck+ROM

Plus2BP:

AddToViabilityScore 0x2
Jump FirstTurnCheck+ROM

RaiseEvasion:

JumpIfMoveInMoveSet Defender AerialAce Decrease80+ROM
JumpIfMoveInMoveSet Defender FeintAttack Decrease80+ROM
JumpIfMoveInMoveSet Defender MagicalLeaf Decrease80+ROM
JumpIfMoveInMoveSet Defender ShadowPunch Decrease80+ROM
JumpIfMoveInMoveSet Defender ShockWave Decrease80+ROM
JumpIfMoveInMoveSet Defender Swift Decrease80+ROM
JumpIfMoveInMoveSet Defender BodySlam Decrease80+ROM
JumpIfMoveInMoveSet Defender DragonRush Decrease80+ROM
JumpIfMoveInMoveSet Defender Pursuit Decrease80+ROM
JumpIfMoveInMoveSet Defender Facade Decrease80+ROM
JumpIfMoveInMoveSet Defender HornAttack Decrease80+ROM
JumpIfMoveInMoveSet Defender Stomp Decrease80+ROM
JumpIfMoveInMoveSet Defender Extrasensory Decrease80+ROM
JumpIfMoveInMoveSet Defender NeedleArm Decrease80+ROM
JumpIfMoveInMoveSet DPartner AerialAce Decrease80+ROM
JumpIfMoveInMoveSet DPartner FeintAttack Decrease80+ROM
JumpIfMoveInMoveSet DPartner MagicalLeaf Decrease80+ROM
JumpIfMoveInMoveSet DPartner ShadowPunch Decrease80+ROM
JumpIfMoveInMoveSet DPartner ShockWave Decrease80+ROM
JumpIfMoveInMoveSet DPartner Swift Decrease80+ROM
JumpIfMoveInMoveSet DPartner BodySlam Decrease80+ROM
JumpIfMoveInMoveSet DPartner DragonRush Decrease80+ROM
JumpIfMoveInMoveSet DPartner Pursuit Decrease80+ROM
JumpIfMoveInMoveSet DPartner Facade Decrease80+ROM
JumpIfMoveInMoveSet DPartner HornAttack Decrease80+ROM
JumpIfMoveInMoveSet DPartner Stomp Decrease80+ROM
JumpIfMoveInMoveSet DPartner Extrasensory Decrease80+ROM
JumpIfMoveInMoveSet DPartner NeedleArm Decrease80+ROM
JumpIfMoveInMoveSet Attacker BatonPass Plus2BP+ROM
Jump FirstTurnCheck+ROM

FirstTurnCheck:

CheckIfFirstTurn Attacker
JumpIfByteEquals True Increase6+ROM
ReturnToBattle

NeverMiss:

JumpIfStatBuffMoreThan Defender Evasion 0x6 Increase6+ROM
ReturnToBattle

LowerAttack:

JumpIfMoveInMoveSet Defender BatonPass Plus2BP+ROM
CheckIfStatsAre Defender SpAttack Attack MoreThan
JumpIfByteEquals True Decrease80+ROM
Jump MCStatLower+ROM

LowerDefense:

JumpIfMoveInMoveSet Defender BatonPass Plus2BP+ROM
CheckIfStatsAre Attacker SpAttack Attack MoreThan
JumpIfByteEquals True Decrease80+ROM
Jump MCStatLower+ROM

LowerSpeed:

JumpIfMoveInMoveSet Defender BatonPass Plus2BP+ROM
JumpIfMoveWouldHitFirst NoPriority Decrease80+ROM
Jump MCStatLower+ROM

LowerSpAttack:

JumpIfMoveInMoveSet Defender BatonPass Plus2BP+ROM
CheckIfStatsAre Defender Attack SpAttack MoreThan
JumpIfByteEquals True Decrease80+ROM
Jump MCStatLower+ROM

LowerSpDefense:

JumpIfMoveInMoveSet Defender BatonPass Plus2BP+ROM
CheckIfStatsAre Attacker Attack SpAttack MoreThan
JumpIfByteEquals True Decrease80+ROM
Jump MCStatLower+ROM

LowerAccuracy:

JumpIfStatus3Equals Attacker PanicModeUp Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0x75 Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0x77 Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0x2D Increase6+ROM

MCStatLower:

JumpIfStatus3Equals Attacker PanicModeUp Increase6+ROM

Jump FirstTurnCheck+ROM

UseHaze:

JumpIfMoveInMoveSet Defender BatonPass Increase6+ROM
JumpIfAnyOrAllStatsAre Attacker Any LessThan 0x6 Increase6+ROM
JumpIfAnyOrAllStatsAre APartner Any LessThan 0x6 Increase6+ROM
JumpIfAnyOrAllStatsAre Defender Any MoreThan 0x6 Increase6+ROM
JumpIfAnyOrAllStatsAre DPartner Any MoreThan 0x6 Increase6+ROM
ReturnToBattle

UseConversion:

CallASM 0x8DB20B9
.byte Convert
JumpIfByteEquals Useful Increase6+ROM
ReturnToBattle

ForceSwitch:

GetMoveLastUsed Defender
GetMoveScriptID FreeVar
JumpIfByteEquals 0x75 Increase10+ROM
JumpIfByteEquals 0x77 Increase10+ROM
GetSpikesLayer
JumpIfByteMoreThan 0x0 Increase6+ROM
JumpIfAnyOrAllStatsAre Defender Any MoreThan 0x7 Increase6+ROM
JumpIfMoveInMoveSet Defender BatonPass Increase6+ROM
GetAbility Defender
JumpIfByteNotEqual NaturalCure Return1+ROM
JumpIfStatus1Equals Defender 0x000000D8 Decrease80+ROM
ReturnToBattle

AttackAndFlinch:

GetAbility Defender
JumpIfByteEquals InnerFocus Return1+ROM
GetItemID Attacker
JumpIfWordEquals KingsRock Increase6+ROM
ReturnToBattle

UseToxic:

GetType AType1
JumpIfByteEquals Poison Plus2Poison+ROM
GetType AType2
JumpIfByteEquals Poison Plus2Poison+ROM
Jump PoisonFoe+ROM

Plus2Poison:

AddToViabilityScore 0x2
Jump PoisonFoe+ROM

BrickBreakCheck:

JumpIfMoveInMoveSet Defender BrickBreak BBCheck+ROM
JumpIfMoveInMoveSet DPartner BrickBreak BBCheck+ROM
Jump MScriptCheck+ROM

BBCheck:

CallASM 0x8DA5781
.hword BrickBreak
JumpIfByteEquals Never MentalHerbCheck+ROM
JumpIfByteEquals Likely Decrease80+ROM
RandomJumpIfLessThan 0x40 Decrease80+ROM
Jump MScriptCheck+ROM

MentalHerbCheck:

JumpIfMoveInMoveSet Defender BrickBreak DefenderHerb+ROM
GetItemID DPartner
JumpIfWordNotEqual MentalHerb MScriptCheck+ROM
RandomJumpIfLessThan 0x40 Decrease80+ROM
Jump MScriptCheck+ROM

DefenderHerb:

GetItemID Defender
JumpIfWordNotEqual MentalHerb MScriptCheck+ROM
RandomJumpIfLessThan 0x40 Decrease80+ROM
Jump MScriptCheck+ROM

MScriptCheck:

JumpIfMoveScriptEquals 0x41 UseReflect+ROM
Jump UseLightScreen+ROM

UseLightScreen:

JumpIfStatus4Equals Attacker ReflectUp Plus2FTC+ROM
Jump FirstTurnCheck+ROM

Plus2FTC:

AddToViabilityScore 0x2
Jump FirstTurnCheck+ROM

UseRest:

JumpIfHealthMoreThan Attacker 0x18 Decrease80+ROM
JumpIfMoveInMoveSet Attacker SleepTalk Increase6+ROM
JumpIfMoveInMoveSet Attacker Snore Increase6+ROM

GetItemID Attacker
JumpIfWordEquals ChestoBerry Increase6+ROM
JumpIfWordEquals LumBerry Increase6+ROM
GetAbility Attacker
JumpIfByteEquals EarlyBird Increase6+ROM
ReturnToBattle

UseOHKO:

JumpIfBattlerLevelsAre Equal Decrease80+ROM
JumpIfBattlerLevelsAre LessThan Decrease80+ROM
GetAbility Defender
JumpIfByteEquals Sturdy Decrease80+ROM
JumpIfStatus3NotEqual Attacker LockOnUp Decrease80+ROM
AddToViabilityScore 0xA
ReturnToBattle

TwoTurn:

JumpIfStatus3Equals Attacker PanicModeUp Return1+ROM
JumpIfHealthLessThan Attacker 0x1F Decrease80+ROM
CheckIfDoubleBattle
JumpIfByteEquals True CheckBothSideBoost+ROM
CheckIfStatsAre Defender Attack SpAttack MoreThan
JumpIfByteEquals True CheckDefBoost+ROM

CheckSpDefBoost:

JumpIfStatBuffMoreThan Attacker SpDefense 0x7 Increase6+ROM
ReturnToBattle

CheckDefBoost:

JumpIfStatBuffMoreThan Attacker Defense 0x7 Increase6+ROM
ReturnToBattle

CheckBothSideBoost:

CheckIfStatsAre Defender Attack SpAttack MoreThan
JumpIfByteEquals True CheckPartner1+ROM
CheckIfStatsAre DPartner SpAttack Attack MoreThan
JumpIfByteEquals True CheckSpDefBoost+ROM
ReturnToBattle

CheckPartner1:

CheckIfStatsAre DPartner Attack SpAttack MoreThan
JumpIfByteEquals True CheckDefBoost+ROM
ReturnToBattle

TrapMove:

JumpIfMoveInMoveSet Attacker BatonPass Increase6+ROM
JumpIfStatus1Equals Defender BadPoison Increase6+ROM
JumpIfStatus2Equals Defender 0x18000007 Increase6+ROM
JumpIfStatus3Equals Defender PanicModeUp Increase6+ROM
ReturnToBattle

HighCHR:

GetAbility Defender
JumpIfByteEquals BattleArmor Return1+ROM
JumpIfByteEquals ShellArmor Return1+ROM
GetKindOfMove MoveVar
JumpIfByteEquals Physical PhysCHR+ROM
JumpIfByteEquals Special SpeCHR+ROM
AddToViabilityScore 0x2
ReturnToBattle

PhysCHR:

JumpIfStatus1Equals Attacker Burn Increase6+ROM
JumpIfStatBuffLessThan Attacker Attack 0x6 Increase6+ROM
JumpIfStatBuffMoreThan Defender Defense 0x6 Increase6+ROM
AddToViabilityScore 0x2
ReturnToBattle

SpeCHR:

JumpIfStatBuffLessThan Attacker SpAttack 0x6 Increase6+ROM
JumpIfStatBuffMoreThan Defender SpDefense 0x6 Increase6+ROM
AddToViabilityScore 0x2
ReturnToBattle

UseHiJumpKick:

JumpIfStatBuffLessThan Attacker Accuracy 0x6 Decrease80+ROM
JumpIfStatBuffMoreThan Defender Evasion 0x6 Decrease80+ROM
JumpIfMoveWouldHitSecond Priority Return1+ROM
JumpIfStatus3Equals Defender SInvulnerable Decrease80+ROM
ReturnToBattle

UseMist:

CheckIfFirstTurn Attacker
JumpIfByteEquals True Increase6+ROM
JumpIfMoveInMoveSet Attacker BatonPass Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0x12 Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0x13 Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0x14 Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0x15 Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0x16 Increase6+ROM

JumpIfMoveScriptInMoveSet Defender 0x17 Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0x3A Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0x3B Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0x3C Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0x3D Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0x3E Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0xCD Increase6+ROM
JumpIfMoveScriptInMoveSet DPartner 0x12 Increase6+ROM
JumpIfMoveScriptInMoveSet DPartner 0x13 Increase6+ROM
JumpIfMoveScriptInMoveSet DPartner 0x14 Increase6+ROM
JumpIfMoveScriptInMoveSet DPartner 0x15 Increase6+ROM
JumpIfMoveScriptInMoveSet DPartner 0x16 Increase6+ROM
JumpIfMoveScriptInMoveSet DPartner 0x17 Increase6+ROM
JumpIfMoveScriptInMoveSet DPartner 0x3A Increase6+ROM
JumpIfMoveScriptInMoveSet DPartner 0x3B Increase6+ROM
JumpIfMoveScriptInMoveSet DPartner 0x3C Increase6+ROM
JumpIfMoveScriptInMoveSet DPartner 0x3D Increase6+ROM
JumpIfMoveScriptInMoveSet DPartner 0x3E Increase6+ROM
JumpIfMoveScriptInMoveSet DPartner 0xCD Increase6+ROM
ReturnToBattle

ConfuseFoe:

JumpIfMoveScriptInMoveSet Defender 0x75 Increase6+ROM
JumpIfStatus1Equals Defender MajorStatus Increase6+ROM
JumpIfStatus2Equals Defender 0x1800E000 Increase6+ROM
JumpIfStatus3Equals Defender 0x00000404 Increase6+ROM
JumpIfStatus3Equals Attacker 0x00000404 Increase6+ROM
ReturnToBattle

UseReflect:

JumpIfStatus4Equals Attacker LScreenUp Plus2FTC+ROM
Jump FirstTurnCheck+ROM

PoisonFoe:

JumpIfMoveInMoveSet Defender Refresh Return1+ROM
JumpIfMoveScriptInMoveSet Defender 0x66 Return1+ROM
JumpIfNoDamagingMoveInMoveSet Defender Increase6+ROM
JumpIfStatus3Equals Defender 0x00000404 Increase6+ROM
JumpIfStatus3Equals Attacker 0x00000404 Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0x20 Increase6+ROM
JumpIfMoveScriptInMoveSet Defender 0x9D Increase6+ROM
Jump FirstTurnCheck+ROM

ParalyzeFoe:

JumpIfMoveInMoveSet Attacker SmellingSalt Increase6+ROM

JumpIfMoveScriptInMoveSet Defender 0x75 Increase6+ROM
JumpIfMoveWouldHitFirst NoPriority Decrease80+ROM
JumpIfMoveInMoveSet Defender Refresh Return1+ROM
JumpIfMoveScriptInMoveSet Defender 0x66 Return1+ROM
Jump FirstTurnCheck+ROM

AttackConfuse:

GetAbility Defender
JumpIfByteEquals OwnTempo Return1+ROM
JumpIfStatus2Equals Defender Confused Return1+ROM
GetItemID Defender
JumpIfWordEquals PersimBerry Return1+ROM
JumpIfWordEquals LumBerry Return1+ROM
AddToViabilityScore 0x2
ReturnToBattle

UseSubstitute:

GetMoveLastUsed Attacker
JumpIfWordEquals Wish Increase10+ROM
JumpIfStatus3Equals Attacker 0x00000404 Increase6+ROM
JumpIfMoveInMoveSet Attacker LeechSeed Increase6+ROM
JumpIfMoveInMoveSet Attacker BatonPass Increase6+ROM
JumpIfMoveInMoveSet Attacker BellyDrum Increase6+ROM
JumpIfMoveScriptInMoveSet Attacker 0x20 Increase6+ROM
JumpIfMoveScriptInMoveSet Attacker 0x9D Increase6+ROM
JumpIfMoveScriptInMoveSet Attacker 0x84 Increase6+ROM
JumpIfMoveScriptInMoveSet Attacker 0x85 Increase6+ROM
JumpIfMoveScriptInMoveSet Attacker 0x86 Increase6+ROM
Jump FirstTurnCheck+ROM

ReChargeMove:

JumpIfStatus3Equals Attacker 0x00000020 Return1+ROM
JumpIfHealthLessThan Defender 0x1A Return1+ROM
JumpIfHealthLessThan Attacker 0x2D Decrease80+ROM
ReturnToBattle

UseLeechSeed:

JumpIfStatus3Equals Attacker IngrainUp Increase6+ROM
JumpIfStatus2Equals Defender 0x1C000E07 Increase6+ROM
JumpIfStatus1Equals Defender MajorStatus Increase6+ROM
JumpIfMoveInMoveSet Attacker Substitute Increase6+ROM
JumpIfMoveInMoveSet Attacker BatonPass Increase6+ROM
ReturnToBattle

UseDisable:

```
JumpIfMoveWouldHitSecond Priority Decrease6+ROM
GetMoveLastUsed Defender
GetKindOfMove FreeVar
JumpIfByteNotEqual Status Increase6+ROM
GetMoveLastUsed Defender
GetMoveScriptID FreeVar
JumpIfByteEquals 0x6D Curse1+ROM
JumpIfByteEquals 0x70 Spikes1+ROM
JumpIfByteInList DisableMoves+ROM Increase6+ROM
JumpIfByteInList DontDisableMoves+ROM Decrease80+ROM
ReturnToBattle
```

Curse1:

```
GetType DType1
JumpIfByteEquals Ghost Decrease80+ROM
GetType DType2
JumpIfByteEquals Ghost Decrease80+ROM
AddToViabilityScore 0x4
ReturnToBattle
```

Spikes1:

```
GetSpikesLayer Defender
JumpIfByteEquals 0x3 Decrease80+ROM
AddToViabilityScore 0x4
ReturnToBattle
```

DisableMoves:

```
.byte 0xA
.byte 0xB
.byte 0xC
.byte 0xD
.byte 0xE
.byte 0x10
.byte 0x12
.byte 0x13
.byte 0x14
.byte 0x15
.byte 0x16
.byte 0x17
.byte 0x20
.byte 0x26
.byte 0x32
.byte 0x33
.byte 0x34
.byte 0x35
```

```
.byte 0x36
.byte 0x3A
.byte 0x3B
.byte 0x3C
.byte 0x3D
.byte 0x3E
.byte 0x56
.byte 0x5A
.byte 0x62
.byte 0x64
.byte 0x66
.byte 0x6F
.byte 0x73
.byte 0x74
.byte 0x75
.byte 0x77
.byte 0x82
.byte 0x84
.byte 0x85
.byte 0x86
.byte 0x88
.byte 0x89
.byte 0x8F
.byte 0xA4
.byte 0xAE
.byte 0xB3
.byte 0xB7
.byte 0xB8
.byte 0xB9
.byte 0xC1
.byte 0xC2
.byte 0xC3
.byte 0xCD
.byte 0xCE
.byte 0xD0
.byte 0xD3
.byte 0xD4
.byte Finished
```

DontDisableMoves:

```
.byte 0x21
.byte 0x23
.byte 0x25
.byte 0x2E
.byte 0x31
```

```
.byte 0x39
.byte 0x41
.byte 0x42
.byte 0x43
.byte 0x4F
.byte 0x54
.byte 0x6A
.byte 0x6B
.byte 0x6D
.byte 0x72
.byte 0x76
.byte 0x7C
.byte 0x8E
.byte 0xA5
.byte 0xA6
.byte 0xA7
.byte 0xB1
.byte 0xB5
.byte 0xBF
.byte 0xC7
.byte 0xD5
.byte Finished
```

UseNightShade:

```
    CallASM 0x8D9AE11
.byte 0x13
.byte LessThan
    JumpIfByteEquals True Decrease6+ROM
    CallASM 0x8D9AE11
.byte 0x13
.byte LessThan
    JumpIfByteEquals True Increase6+ROM
    ReturnToBattle
```

UseCounter:

```
    CheckIfStatsAre Defender Attack SpAttack MoreThan
    JumpIfByteEquals True Increase6+ROM
    GetMoveLastUsed Defender
    GetKindOfMove FreeVar
    JumpIfByteEquals Physical Increase6+ROM
    ReturnToBattle
```

UseEncore:

```
    JumpIfMoveNotInMoveSet Attacker Spite RestOfEncore+ROM
    AddToViabilityScore 0x2
```

RestOfEncore:

```
JumpIfMoveWouldHitSecond Priority Decrease6+ROM
GetMoveLastUsed Defender
GetKindOfMove FreeVar
JumpIfByteNotEqual Status Decrease80+ROM
GetMoveLastUsed Defender
GetMoveScriptID FreeVar
JumpIfByteEquals 0x6D Curse2+ROM
JumpIfByteEquals 0x70 Spikes2+ROM
JumpIfByteInList EncoreMoves+ROM Increase6+ROM
JumpIfByteInList DontEncoreMoves+ROM Decrease80+ROM
ReturnToBattle
```

Curse2:

```
GetType DType1
JumpIfByteEquals Ghost Increase6+ROM
GetType DType2
JumpIfByteEquals Ghost Increase6+ROM
AddToViabilityScore 0x4
ReturnToBattle
```

Spikes2:

```
GetSpikesLayer Defender
JumpIfByteEquals 0x3 Increase6+ROM
AddToViabilityScore 0x4
ReturnToBattle
```

DontEncoreMoves:

```
.byte 0xA
.byte 0xB
.byte 0xC
.byte 0xD
.byte 0xE
.byte 0x10
.byte 0x12
.byte 0x13
.byte 0x14
.byte 0x15
.byte 0x16
.byte 0x17
.byte 0x20
.byte 0x26
.byte 0x32
.byte 0x33
```



```
.byte 0x34
.byte 0x35
.byte 0x36
.byte 0x3A
.byte 0x3B
.byte 0x3C
.byte 0x3D
.byte 0x3E
.byte 0x56
.byte 0x5A
.byte 0x62
.byte 0x64
.byte 0x66
.byte 0x6F
.byte 0x73
.byte 0x74
.byte 0x75
.byte 0x77
.byte 0x82
.byte 0x84
.byte 0x85
.byte 0x86
.byte 0x88
.byte 0x89
.byte 0x8F
.byte 0xA4
.byte 0xAE
.byte 0xB3
.byte 0xB7
.byte 0xB9
.byte 0xC1
.byte 0xC2
.byte 0xC3
.byte 0xCD
.byte 0xCE
.byte 0xD0
.byte 0xD3
.byte 0xD4
.byte Finished
```

EncoreMoves:

```
.byte 0x21
.byte 0x23
.byte 0x25
.byte 0x2E
```

```
.byte 0x31
.byte 0x39
.byte 0x41
.byte 0x42
.byte 0x43
.byte 0x4F
.byte 0x54
.byte 0x6A
.byte 0x6B
.byte 0x6D
.byte 0x72
.byte 0x76
.byte 0x7C
.byte 0x8E
.byte 0xA5
.byte 0xA6
.byte 0xA7
.byte 0xB1
.byte 0xB5
.byte 0xB8
.byte 0xBF
.byte 0xC7
.byte 0xD5
.byte Finished
```

UsePainSplit:

```
CallASM 0x8D9A9B9
JumpIfByteEquals False Decrease80+ROM
AddToViabilityScore 0x4
ReturnToBattle
```

UseLockOn:

```
JumpIfMoveScriptInMoveSet Attacker 0x26 Increase6+ROM
JumpIfMoveScriptInMoveSet Attacker 0x2D Increase6+ROM
CallASM 0x8D9A89D
.byte 0x5A
JumpIfByteEquals True Increase6+ROM
ReturnToBattle
```

UseDestinyBond:

```
JumpIfHealthMoreThan Attacker 0x14 Decrease80+ROM
JumpIfNoDamagingMoveInMoveSet Defender Decrease80+ROM
GetItemID Defender
JumpIfWordEquals AssaultVest Increase6+ROM
ReturnToBattle
```

UseSpite:

JumpIfStatus2Equals Defender EncoreUp Increase6+ROM
JumpIfMoveWouldHitSecond Priority Return1+ROM
GetMoveLastUsed Defender
CallASM 0x8D9ACF9

.byte Max

JumpIfByteMoreThan 0xA Decrease80+ROM
JumpIfByteLessThan 0x6 Increase6+ROM
GetMoveLastUsed Defender
CallASM 0x8D9ACF9

.byte Current

JumpIfByteMoreThan 0xA Decrease80+ROM
JumpIfByteLessThan 0xB Increase6+ROM
JumpIfByteLessThan 0x5 Increase6+ROM
ReturnToBattle

HealStatusFromParty:

JumpIfStatus1Equals Attacker 0x000000D8 Increase6+ROM
JumpIfAnyPokemonHasStatus Attacker MajorStatus Increase6+ROM
ReturnToBattle

UseNightmare:

JumpIfStatus2Equals Defender 0x1400E007 Increase6+ROM
JumpIfStatus3Equals Defender 0x00000404 Increase6+ROM
JumpIfStatus3Equals Attacker 0x00000404 Increase6+ROM
JumpIfMoveInMoveSet Attacker DreamEater Increase6+ROM
JumpIfMoveInMoveSet APartner DreamEater Increase6+ROM
ReturnToBattle

UseCurse:

GetType AType1
JumpIfByteEquals Ghost GhostCurse+ROM
GetType AType2
JumpIfByteEquals Ghost GhostCurse+ROM
JumpIfMoveWouldHitFirst NoPriority Decrease80+ROM
CheckIfStatsAre Defender Attack SpAttack LessThan
JumpIfByteEquals True CheckAttack+ROM
Jump FirstTurnCheck+ROM

CheckAttack:

CheckIfStatsAre Attacker SpAttack Attack MoreThan
JumpIfByteEquals True Decrease80+ROM
Jump FirstTurnCheck+ROM

GhostCurse:

JumpIfHealthLessThan Attacker 0x41 Decrease80+ROM
JumpIfStatus2Equals Defender 0x0C00E007 Increase6+ROM
JumpIfStatus3Equals Defender 0x00000404 Increase6+ROM
JumpIfStatus3Equals Attacker 0x00000404 Increase6+ROM
ReturnToBattle

UseProtect:

JumpIfNoDamagingMoveInMoveSet Defender Decrease80+ROM
GetMoveLastUsed Attacker
GetMoveScriptID FreeVar
JumpIfByteEquals 0x6F Decrease6+ROM
JumpIfByteEquals 0xB3 Increase10+ROM
JumpIfHealthLessThan Attacker 0x33 Increase6+ROM
JumpIfStatus1Equals Defender 0x00000098 Increase6+ROM
JumpIfStatus2Equals Defender 0x10000007 Increase6+ROM
ReturnToBattle

UseSpikes:

CountViablePokemonOnTeam Defender
JumpIfByteEquals 0x0 Decrease80+ROM
JumpIfMoveInMoveSet Defender RapidSpin RapidSpinCheck+ROM
JumpIfMoveInMoveSet DPartner RapidSpin RapidSpinCheck+ROM
Jump RestOfSpikes+ROM

RapidSpinCheck:

CallASM 0x8DA5781
.hword RapidSpin
JumpIfByteEquals Likely Decrease80+ROM

RestOfSpikes:

GetSpikesLayer Defender
JumpIfByteMoreThan 0x1 Return1+ROM
JumpIfMoveScriptInMoveSet Attacker 0x1C Increase6+ROM
ReturnToBattle

UsePerishSong:

GetItemID Attacker
JumpIfWordEquals EscapeRope SkipTrapCheck+ROM
JumpIfWordEquals SmokeBall SkipTrapCheck+ROM
GetType DType1
JumpIfByteEquals Dark TrapCheck+ROM
GetType DType2
JumpIfByteNotEqual Dark SkipTrapCheck+ROM

TrapCheck:

JumpIfStatus2Equals Attacker Trapped Decrease80+ROM

SkipTrapCheck:

GetItemID Defender

JumpIfWordEquals EscapeRope Decrease80+ROM

JumpIfWordEquals SmokeBall Decrease80+ROM

JumpIfMoveInMoveSet Attacker Teleport MaybeNotPS+ROM

RestOfPS:

JumpIfStatus2Equals Defender Trapped Increase6+ROM

JumpIfNoDamagingMoveInMoveSet Defender Increase6+ROM

JumpIfMoveScriptInMoveSet Attacker 0x27 Increase6+ROM

JumpIfMoveScriptInMoveSet Attacker 0x4B Increase6+ROM

JumpIfMoveScriptInMoveSet Attacker 0x50 Increase6+ROM

JumpIfMoveScriptInMoveSet Attacker 0x97 Increase6+ROM

ReturnToBattle

MaybeNotPS:

CallASM 0x8DA5781

.hword Teleport

JumpIfByteEquals Never RestOfPS+ROM

JumpIfByteEquals Likely Decrease80+ROM

RandomJumpIfLessThan 0x40 Decrease80+ROM

Jump RestOfPS+ROM

UseSandstorm:

GetWeather

JumpIfByteNotEqual Sand_Storm Increase6+ROM

ReturnToBattle

UseEndure:

JumpIfNoDamagingMoveInMoveSet Defender Decrease80+ROM

JumpIfHealthLessThan Attacker 0x15 Increase6+ROM

ReturnToBattle

UseRollout:

JumpIfStatus2Equals Defender DCurlUp Increase6+ROM

GetMoveLastUsed Attacker

JumpIfWordEquals RollOut Increase6+ROM

JumpIfWordEquals IceBall Increase6+ROM

ReturnToBattle

UseSwagger:

JumpIfNoDamagingMoveInMoveSet Defender ConfuseFoe+ROM

CheckIfStatsAre Defender Attack SpAttack MoreThan
JumpIfByteEquals True Decrease80+ROM
Jump ConfuseFoe+ROM

UseFuryCutter:

GetMoveLastUsed Attacker
JumpIfWordEquals FuryCutter Increase6+ROM
ReturnToBattle

UseSafeguard:

JumpIfMoveScriptInMoveSet Defender 0x1 Plus2FTC+ROM
JumpIfMoveScriptInMoveSet Defender 0x21 Plus2FTC+ROM
JumpIfMoveScriptInMoveSet Defender 0x42 Plus2FTC+ROM
JumpIfMoveScriptInMoveSet Defender 0x43 Plus2FTC+ROM
JumpIfMoveScriptInMoveSet Defender 0xA7 Plus2FTC+ROM
JumpIfMoveScriptInMoveSet Defender 0x31 Plus2FTC+ROM
JumpIfMoveScriptInMoveSet Defender 0x76 Plus2FTC+ROM
JumpIfMoveScriptInMoveSet Defender 0xA6 Plus2FTC+ROM
JumpIfMoveScriptInMoveSet DPartner 0x1 Plus2FTC+ROM
JumpIfMoveScriptInMoveSet DPartner 0x21 Plus2FTC+ROM
JumpIfMoveScriptInMoveSet DPartner 0x42 Plus2FTC+ROM
JumpIfMoveScriptInMoveSet DPartner 0x43 Plus2FTC+ROM
JumpIfMoveScriptInMoveSet DPartner 0xA7 Plus2FTC+ROM
JumpIfMoveScriptInMoveSet DPartner 0x31 Plus2FTC+ROM
JumpIfMoveScriptInMoveSet DPartner 0x76 Plus2FTC+ROM
JumpIfMoveScriptInMoveSet DPartner 0xA6 Plus2FTC+ROM
Jump Decrease80+ROM

UnFreeze:

JumpIfStatus1NotEqual Attacker Freeze Return1+ROM
AddToViabilityScore 0x20
ReturnToBattle

UsePursuit:

CountViablePokemonOnTeam Defender
JumpIfByteEquals 0x0 Return1+ROM
GetItemID Defender
JumpIfWordEquals SmokeBall SkipSwitch+ROM
JumpIfWordEquals EscapeRope SkipSwitch+ROM
JumpIfStatus2Equals Defender Trapped Return1+ROM
JumpIfStatus3Equals Defender Ingrain Return1+ROM
GetAbility Attacker
JumpIfByteEquals ShadowTag Return1+ROM
JumpIfByteEquals ArenaTrap GroundCheck1+ROM
GetAbility APartner

JumpIfByteEquals ShadowTag Return1+ROM
JumpIfByteEquals ArenaTrap GroundCheck1+ROM
ReturnToBattle

GroundCheck:

GetAbility Defender
JumpIfByteEquals Levitate SkipSwitch+ROM
GetType DType1
JumpIfByteEquals Flying SkipSwitch+ROM
GetType DType2
JumpIfByteEquals Flying SkipSwitch+ROM
ReturnToBattle

SkipSwitch:

GetPerishCount Defender
JumpIfByteEquals 0x30 Increase10+ROM
GetAbility Defender
JumpIfByteNotEqual NaturalCure LowHealthCheck+ROM
JumpIfStatus1NotEqual Defender MajorStatus LowHealthCheck+ROM
AddToViabilityScore 0xA
ReturnToBattle

LowHealthCheck:

JumpIfHealthMoreThan Defender 0x14 Return1+ROM
AddToViabilityScore 0xA
ReturnToBattle

UseRapidSpin:

GetSpikesLayer Attacker
JumpIfByteNotEqual 0x0 Increase6+ROM
ReturnToBattle

UseRainDance:

GetWeather
JumpIfByteNotEqual Rain_Storm Increase10+ROM
ReturnToBattle

UseSunnyDay:

GetWeather
JumpIfByteNotEqual Sun_Shine Increase10+ROM
ReturnToBattle

UseBellyDrum:

CheckIfStatsAre Defender Defense SpDefense LessThan
JumpIfByteEquals True Decrease80+ROM

JumpIfStatBuffMoreThan Attacker Attack 0x8 Decrease80+ROM
JumpIfHealthLessThan Attacker 0x4B Decrease80+ROM
JumpIfMoveInMoveSet Attacker Substitute Plus2FTC+ROM
JumpIfMoveInMoveSet Attacker BatonPass Plus2FTC+ROM
Jump FirstTurnCheck+ROM

UsePsychUp:

CheckIfStatsAre Attacker Defense SpDefense Equal
JumpIfByteEquals True ContinueAttack+ROM
CheckIfStatsAre Attacker Defense SpDefense More
JumpIfByteEquals True CheckAttack2+ROM
CheckIfStatsAre Attacker SpAttack Attack More
JumpIfByteEquals True SpecialTank+ROM
Jump SpecialWall+ROM

CheckAttack2:

CheckIfStatsAre Attacker Attack Defense Equal
JumpIfByteEquals True PhysicalTank+ROM
Jump PhysicalWall+ROM

ContinueAttack:

CheckIfStatsAre Attacker Attack SpAttack Equal
JumpIfByteEquals True SpeedCheck+ROM
CheckIfStatsAre Attacker Attack SpAttack MoreThan
JumpIfByteEquals True CheckDefense+ROM
Jump SpecialSweeper+ROM

SpeedCheck:

CheckIfStatsAre Attacker Attack Defense LessThan
JumpIfByteEquals True MixedWall+ROM
CheckIfStatsAre Attacker Attack Speed LessThan
JumpIfByteEquals True SpeedHP+ROM
Jump MixedSweeper+ROM

CheckDefense:

CheckIfStatsAre Attacker Attack Defense Equal
JumpIfByteEquals True PhysicalTank+ROM
Jump PhysicalSweeper+ROM

MixedSweeper:

JumpIfStatBuffLessThan Defender Speed 0x6 Decrease80+ROM
JumpIfStatBuffLessThan Defender SpAttack 0x6 Decrease80+ROM
JumpIfStatBuffLessThan Defender Attack 0x6 Decrease80+ROM
CallASM 0x8DB1D41
.byte Speed


```
.byte  LessThan
    JumpIfByteEquals True Decrease80+ROM
    CallASM 0x8DB1D41
.byte  SpAttack
.byte  LessThan
    JumpIfByteEquals True Decrease80+ROM
    CallASM 0x8DB1D41
.byte  Attack
.byte  LessThan
    JumpIfByteEquals True Decrease80+ROM
    ReturnToBattle
```

PhysicalSweeper:

```
    JumpIfStatBuffLessThan Defender Speed 0x6 Decrease80+ROM
    JumpIfStatBuffLessThan Defender Attack 0x6 Decrease80+ROM
    CallASM 0x8DB1D41
.byte  Speed
.byte  LessThan
    JumpIfByteEquals True Decrease80+ROM
    CallASM 0x8DB1D41
.byte  Attack
.byte  LessThan
    JumpIfByteEquals True Decrease80+ROM
    ReturnToBattle
```

SpecialSweeper:

```
    JumpIfStatBuffLessThan Defender Speed 0x6 Decrease80+ROM
    JumpIfStatBuffLessThan Defender SpAttack 0x6 Decrease80+ROM
    CallASM 0x8DB1D41
.byte  Speed
.byte  LessThan
    JumpIfByteEquals True Decrease80+ROM
    CallASM 0x8DB1D41
.byte  SpAttack
.byte  LessThan
    JumpIfByteEquals True Decrease80+ROM
    ReturnToBattle
```

PhysicalTank:

```
    JumpIfStatBuffLessThan Defender Defense 0x6 Decrease80+ROM
    JumpIfStatBuffLessThan Defender Attack 0x6 Decrease80+ROM
    CallASM 0x8DB1D41
.byte  Defense
.byte  LessThan
    JumpIfByteEquals True Decrease80+ROM
```

```
    CallASM 0x8DB1D41
.byte    Attack
.byte    LessThan
    JumpIfByteEquals True Decrease80+ROM
    ReturnToBattle
```

SpecialTank:

```
    JumpIfStatBuffLessThan Defender SpDefense 0x6 Decrease80+ROM
    JumpIfStatBuffLessThan Defender SpAttack 0x6 Decrease80+ROM
    CallASM 0x8DB1D41
.byte    SpDefense
.byte    LessThan
    JumpIfByteEquals True Decrease80+ROM
    CallASM 0x8DB1D41
.byte    SpAttack
.byte    LessThan
    JumpIfByteEquals True Decrease80+ROM
    ReturnToBattle
```

MixedWall:

```
    JumpIfStatBuffLessThan Defender SpDefense 0x6 Decrease80+ROM
    JumpIfStatBuffLessThan Defender Defense 0x6 Decrease80+ROM
    CallASM 0x8DB1D41
.byte    SpDefense
.byte    LessThan
    JumpIfByteEquals True Decrease80+ROM
    CallASM 0x8DB1D41
.byte    Defense
.byte    LessThan
    JumpIfByteEquals True Decrease80+ROM
    ReturnToBattle
```

SpecialWall:

```
    JumpIfStatBuffLessThan Defender SpDefense 0x6 Decrease80+ROM
    CallASM 0x8DB1D41
.byte    SpDefense
.byte    LessThan
    JumpIfByteEquals True Decrease80+ROM
    ReturnToBattle
```

PhysicalWall:

```
    JumpIfStatBuffLessThan Defender Defense 0x6 Decrease80+ROM
    CallASM 0x8DB1D41
.byte    Defense
.byte    LessThan
```

JumpIfByteEquals True Decrease80+ROM
ReturnToBattle

SpeedHP:

JumpIfStatBuffLessThan Defender Speed 0x6 Decrease80+ROM
CallASM 0x8DB1D41
.byte Speed
.byte LessThan
JumpIfByteEquals True Decrease80+ROM
ReturnToBattle

UseTwister:

JumpIfMoveWouldHitFirst Priority Return1+ROM
JumpIfMoveInMoveSet Defender Fly Increase6+ROM
JumpIfMoveInMoveSet Defender Bounce Increase6+ROM
ReturnToBattle

UseSolarBeam:

GetWeather
JumpIfByteNotEqual Sun_Shine Decrease6+ROM
Jump TwoTurn+ROM

UseThunder:

GetWeather
JumpIfByteEquals Sun_Shine LockOnCheck+ROM
JumpIfByteEquals Rain_Storm NeverMiss+ROM
ReturnToBattle

LockOnCheck:

JumpIfStatus3Equals Defender LockOnUp NeverMiss+ROM
Jump Decrease32+ROM

UseBeatUp:

CallASM 0x8DB1C49
JumpIfByteLessThan 0x14 Decrease6+ROM
CallASM 0x8DB1C49
JumpIfByteMoreThan 0x31 Increase6+ROM
ReturnToBattle

SemiInvulnerable:

JumpIfMoveIDEquals Dig DigMoves+ROM
JumpIfMoveIDEquals Dive DiveMoves+ROM
JumpIfMoveInMoveSet Defender Thunder CheckThunder+ROM
JumpIfMoveInMoveSet DPartner Thunder CheckThunder+ROM
JumpIfMoveInMoveSet Defender Blizzard CheckBlizzard+ROM

JumpIfMoveInMoveSet DPartner Blizzard CheckBlizzard+ROM
JumpIfMoveInMoveSet Defender Gust CheckGust+ROM
JumpIfMoveInMoveSet DPartner Gust CheckGust+ROM
JumpIfMoveInMoveSet Defender SkyUppercut CheckSkyUppercut+ROM
JumpIfMoveInMoveSet DPartner SkyUppercut CheckSkyUppercut+ROM
Jump RestOfSInvul+ROM

CheckBlizzard:

CallASM 0x8DA5781
.hword Blizzard
JumpIfByteEquals Likely Decrease80+ROM
JumpIfByteEquals Never RestOfSInvul+ROM
RandomJumpIfLessThan 0x40 Decrease80+ROM
Jump RestOfSInvul+ROM

CheckThunder:

GetAbility Attacker
JumpIfByteEquals VoltAbsorb RestOfSInvul+ROM
JumpIfByteEquals LightningRod RestOfSInvul+ROM
GetAbility APartner
JumpIfByteEquals VoltAbsorb RestOfSInvul+ROM
JumpIfByteEquals LightningRod RestOfSInvul+ROM
CallASM 0x8DB1E91
.hword Thunder
JumpIfByteEquals Likely Decrease80+ROM
JumpIfByteEquals Never RestOfSInvul+ROM
RandomJumpIfLessThan 0x40 Decrease80+ROM
Jump RestOfSInvul+ROM

CheckSkyUppercut:

CallASM 0x8DB1E91
.hword SkyUppercut
JumpIfByteEquals Likely Decrease80+ROM
JumpIfByteEquals Never RestOfSInvul+ROM
RandomJumpIfLessThan 0x40 Decrease80+ROM
Jump RestOfSInvul+ROM

CheckTwister:

CallASM 0x8DB1E91
.hword Twister
JumpIfByteEquals Likely Decrease80+ROM
JumpIfByteEquals Never RestOfSInvul+ROM
RandomJumpIfLessThan 0x40 Decrease80+ROM
Jump RestOfSInvul+ROM

CheckGust:

CallASM 0x8DB1E91

.hword Gust

JumpIfByteEquals Likely Decrease80+ROM

JumpIfByteEquals Never RestOfSInvul+ROM

RandomJumpIfLessThan 0x40 Decrease80+ROM

Jump RestOfSInvul+ROM

DigMoves:

JumpIfMoveInMoveSet Defender Earthquake CheckGround+ROM

JumpIfMoveInMoveSet Defender Magnitude CheckGround+ROM

JumpIfMoveInMoveSet Defender Fissure LockOnCheck1+ROM

JumpIfMoveInMoveSet DPartner Earthquake CheckGround+ROM

JumpIfMoveInMoveSet DPartner Magnitude CheckGround+ROM

JumpIfMoveInMoveSet DPartner Fissure LockOnCheck2+ROM

Jump RestOfSInvul+ROM

CheckGround:

GetAbility Attacker

JumpIfByteEquals Levitate RestOfSInvul+ROM

CallASM 0x8DA5781

.hword Earthquake

JumpIfByteEquals Likely Decrease80+ROM

JumpIfByteEquals Never RestOfSInvul+ROM

RandomJumpIfLessThan 0x40 Decrease80+ROM

Jump RestOfSInvul+ROM

LockOnCheck1:

GetAbility Attacker

JumpIfByteEquals Levitate RestOfSInvul+ROM

JumpIfStatus3Equals Defender LockOnUp Decrease80+ROM

Jump RestOfSInvul+ROM

LockOnCheck2:

GetAbility Attacker

JumpIfByteEquals Levitate RestOfSInvul+ROM

CallASM 0x8DB2075

JumpIfByteEquals True Decrease80+ROM

Jump RestOfSInvul+ROM

DiveMoves:

JumpIfMoveInMoveSet Defender Surf CheckSurf+ROM

JumpIfMoveInMoveSet DPartner Surf CheckSurf+ROM

JumpIfMoveInMoveSet Defender Whirlpool CheckWater+ROM

JumpIfMoveInMoveSet DPartner Whirlpool CheckWater+ROM

Jump RestOfSInvul+ROM

CheckSurf:

CallASM 0x8DA5781

.hword Surf

JumpIfByteEquals Likely Decrease80+ROM

JumpIfByteEquals Never RestOfSInvul+ROM

RandomJumpIfLessThan 0x40 Decrease80+ROM

Jump RestOfSInvul+ROM

CheckWater:

CallASM 0x8DB1E91

.hword Whirlpool

JumpIfByteEquals Likely Decrease80+ROM

JumpIfByteEquals Never RestOfSInvul+ROM

RandomJumpIfLessThan 0x40 Decrease80+ROM

Jump RestOfSInvul+ROM

RestOfSInvul:

JumpIfStatus1Equals Attacker Paralysis Decrease10+ROM

JumpIfStatus2Equals Attacker Confusion Decrease10+ROM

JumpIfHealthLessThan Attacker 0x22 Increase6+ROM

JumpIfStatus1Equals Defender 0x00000098 Increase6+ROM

ReturnToBattle

UseDefenseCurl:

JumpIfMoveScriptNotInMoveSet Attacker 0x75 RaiseDefense+ROM

AddToViabilityScore 0x4

Jump RaiseDefense+ROM

UseUproar:

JumpIfStatus1Equals Defender Asleep Decrease80+ROM

JumpIfMoveScriptInMoveSet Attacker 0x1 Decrease10+ROM

JumpIfMoveScriptInMoveSet Attacker 0xBB Decrease10+ROM

JumpIfMoveScriptInMoveSet Attacker 0x25 Decrease10+ROM

JumpIfMoveScriptInMoveSet Defender 0x1 Increase6+ROM

JumpIfMoveScriptInMoveSet Defender 0xBB Increase6+ROM

JumpIfMoveScriptInMoveSet Defender 0x25 Increase6+ROM

JumpIfMoveScriptInMoveSet DPartner 0x1 Increase6+ROM

JumpIfMoveScriptInMoveSet DPartner 0xBB Increase6+ROM

JumpIfMoveScriptInMoveSet DPartner 0x25 Increase6+ROM

ReturnToBattle

UseHail:

GetWeather

```
JumpIfByteNotEqual Hail_Storm Increase10+ROM  
ReturnToBattle
```

UseTorment:

```
GetMoveLastUsed Defender  
JumpIfWordEquals RollOut AddTwo+ROM  
JumpIfWordEquals IceBall AddTwo+ROM  
JumpIfWordEquals FuryCutter AddTwo+ROM  
GetMoveScriptID FreeVar  
JumpIfWordEquals 0x50 Decrease80+ROM  
GetKindOfMove FreeVar  
JumpIfByteEquals Status TormentMoves+ROM  
Jump Increase6+ROM
```

AddTwo:

```
AddToViabilityScore 0x2  
Jump Increase6+ROM
```

TormentMoves:

```
GetMoveLastUsed Defender  
GetMoveScriptID FreeVar  
JumpIfByteInList UseTorment2+ROM Increase6+ROM  
JumpIfByteInList DontUseTorment+ROM Decrease80+ROM  
ReturnToBattle
```

UseTorment2:

```
.byte 0xA  
.byte 0xB  
.byte 0xC  
.byte 0xD  
.byte 0xE  
.byte 0xF  
.byte 0x10  
.byte 0x12  
.byte 0x13  
.byte 0x14  
.byte 0x15  
.byte 0x16  
.byte 0x17  
.byte 0x18  
.byte 0x20  
.byte 0x32  
.byte 0x33  
.byte 0x34  
.byte 0x35
```

```
.byte 0x36
.byte 0x37
.byte 0x38
.byte 0x3A
.byte 0x3B
.byte 0x3C
.byte 0x3D
.byte 0x3E
.byte 0x3F
.byte 0x40
.byte 0x4F
.byte 0x5D
.byte 0x5E
.byte 0x61
.byte 0x62
.byte 0x64
.byte 0x6B
.byte 0x6F
.byte 0x74
.byte 0x84
.byte 0x85
.byte 0x86
.byte 0x8F
.byte 0x9C
.byte 0x9D
.byte 0xB7
.byte 0xC2
.byte 0xC3
.byte 0xCD
.byte 0xCE
.byte 0xD0
.byte 0xD3
.byte 0xD4
.byte Finished
```

DontUseTorment:

```
.byte 0x1
.byte 0x19
.byte 0x1E
.byte 0x21
.byte 0x23
.byte 0x25
.byte 0x2E
.byte 0x2F
.byte 0x31
```



```
.byte 0x39
.byte 0x41
.byte 0x42
.byte 0x43
.byte 0x54
.byte 0x56
.byte 0x5A
.byte 0x66
.byte 0x6A
.byte 0x6B
.byte 0x6D
.byte 0x70
.byte 0x72
.byte 0x73
.byte 0x76
.byte 0x7C
.byte 0x7F
.byte 0x88
.byte 0x89
.byte 0x8E
.byte 0xA0
.byte 0xA2
.byte 0xA4
.byte 0xA5
.byte 0xA6
.byte 0xA7
.byte 0xAE
.byte 0xB0
.byte 0xB1
.byte 0xB2
.byte 0xB3
.byte 0xB5
.byte 0xB8
.byte 0xBB
.byte 0xBD
.byte 0xBF
.byte 0xC0
.byte 0xC1
.byte 0xC7
.byte 0xD2
.byte 0xD5
.byte Finished
```

UseFlatter:

JumpIfNoDamagingMoveInMoveSet Defender ConfuseFoe+ROM

CheckIfStatsAre Defender SpAttack Attack MoreThan
JumpIfByteEquals True Decrease80+ROM
Jump ConfuseFoe+ROM

BurnsFoe:

JumpIfNoDamagingMoveInMoveSet Defender Increase6+ROM
JumpIfStatus3Equals Defender 0x00000404 Increase6+ROM
JumpIfStatus3Equals Attacker 0x00000404 Increase6+ROM
CheckIfStatsAre Defender Attack SpAttack MoreThan
JumpIfByteEquals True Increase6+ROM
CheckIfStatsAre Attacker Defense SpDefense MoreThan
JumpIfByteEquals True Increase6+ROM
ReturnToBattle

UseNaturePower:

GetDataAtRAM HalfWord 0x02022B50
JumpIfByteEquals 0x0 CauseSleep+ROM
JumpIfByteEquals 0x1 TrapMove+ROM
JumpIfByteEquals 0x2 Return1+ROM
JumpIfByteEquals 0x3 BurnsFoe+ROM
JumpIfByteEquals 0x4 UseMagicCoat+ROM
JumpIfByteEquals 0x5 Return1+ROM
JumpIfByteEquals 0x6 UseTorment+ROM
JumpIfByteEquals 0x7 RaiseAttack+ROM
JumpIfByteEquals 0x8 LowerSpDefense+ROM
JumpIfByteEquals 0x9 UseHaze+ROM
ReturnToBattle

UseFacade:

JumpIfStatus1NotEqual Attacker 0x000000D8 Return1+ROM
AddToViabilityScore 0x4
ReturnToBattle

UseSmellingsalt:

JumpIfStatus1Equals Defender Paralyzed Increase6+ROM
ReturnToBattle

UseCharge:

CallASM 0x8DA5359
.byte Attacker
.byte Electric
.word Increase6+ROM
ReturnToBattle

UseTrick:

GetItemID Attacker
JumpIfWordEquals AssaultVest Increase6+ROM
JumpIfWordEquals ChoiceBand Increase6+ROM
ReturnToBattle

UseWish:

JumpIfStatus2Equals Attacker SubActive LowHealthCheck2+ROM
JumpIfMoveScriptInMoveSet Attacker 0x6F LowHealthCheck2+ROM
JumpIfMoveScriptInMoveSet Attacker 0x4F LowHealthCheck2+ROM
CheckIfDoubleBattle
JumpIfByteEquals True Decrease80+ROM
JumpIfNoDamagingMoveInMoveSet Defender LowHealthCheck2+ROM
JumpIfHealthLessThan Attacker 0x32 Decrease80+ROM
ReturnToBattle

LowHealthCheck2:

JumpIfHealthMoreThan Attacker 0x32 Decrease80+ROM
Jump Increase6+ROM

UseIngrain:

JumpIfMoveInMoveSet Attacker BatonPass Increase6+ROM
JumpIfStatus2Equals Attacker SubActive Increase6+ROM
JumpIfStatus1Equals Defender 0x00000098 Increase6+ROM
JumpIfStatus2Equals Defender 0x18000007 Increase6+ROM
JumpIfMoveScriptInMoveSet Attacker 0x3 Increase6+ROM
JumpIfMoveScriptInMoveSet Attacker 0x4F Increase6+ROM
Jump FirstTurnCheck+ROM

UseMagicCoat:

JumpIfHealthLessThan Defender 0x20 Decrease80+ROM
CheckIfFirstTurn
JumpIfByteEquals False Return1+ROM
RandomJumpIfLessThan 0x40 Decrease80+ROM
AddToViabilityScore 0x6
ReturnToBattle

UseRevenge:

JumpIfNoDamagingMoveInMoveSet Defender Return1+ROM
JumpIfMoveWouldHitSecond Priority Increase6+ROM
ReturnToBattle

UseRecycle:

GetItemID Attacker
JumpIfWordNotEqual None Return1+ROM
CallASM 0x8DB8DC5

JumpIfByteEquals False Decrease80+ROM
Jump Increase6+ROM

UseBrickBreak:

GetItemID Attacker
JumpIfWordEquals MentalHerb SkipGhostCheck+ROM
GetType DType1
JumpIfByteEquals Ghost Return1+ROM
GetType DType2
JumpIfByteEquals Ghost Return1+ROM

SkipGhostCheck:

JumpIfStatus4Equals Defender 0x00000003 Increase6+ROM
ReturnToBattle

UseKnockOff:

GetAbility Defender
JumpIfByteEquals PickUp Return1+ROM
JumpIfByteEquals StickyHold Return1+ROM
GetItemID Defender
JumpIfWordEquals None Return1+ROM
Jump FirstTurnCheck+ROM

HighHP:

JumpIfHealthLessThan Attacker 0x19 Decrease10+ROM
JumpIfHealthLessThan Attacker 0x32 Decrease6+ROM
Jump FirstTurnCheck+ROM

UseSkillSwap:

GetAbility Defender
JumpIfByteInList SwitchInStuff+ROM Decrease80+ROM
GetAbility Attacker
JumpIfByteInList SwitchInStuff+ROM SkillSwapPart2+ROM
JumpIfByteEquals Immunity ImmuneToPoison+ROM
JumpIfByteEquals Limber ImmuneToParalysis+ROM
JumpIfByteEquals WaterVeil ImmuneToBurn+ROM
JumpIfByteEquals HugePower AttackCheck+ROM
JumpIfByteEquals PurePower AttackCheck+ROM
JumpIfByteEquals Overgrow GrassAttackCheck+ROM
JumpIfByteEquals Blaze FireAttackCheck+ROM
JumpIfByteEquals Torrent WaterAttackCheck+ROM
JumpIfByteEquals Swarm BugAttackCheck+ROM
Jump Decrease80+ROM

ImmuneToPoison:

```
GetType DType1
JumpIfByteEquals Poison SkillSwapPart2+ROM
JumpIfByteEquals Steel SkillSwapPart2+ROM
GetType DType2
JumpIfByteEquals Poison SkillSwapPart2+ROM
JumpIfByteEquals Steel SkillSwapPart2+ROM
Jump Decrease80+ROM
```

ImmuneToBurn:

```
GetType DType1
JumpIfByteEquals Fire SkillSwapPart2+ROM
GetType DType2
JumpIfByteEquals Fire SkillSwapPart2+ROM
Jump Decrease80+ROM
```

ImmuneToParalysis:

```
GetType DType1
JumpIfByteEquals Electric SkillSwapPart2+ROM
GetType DType2
JumpIfByteEquals Electric SkillSwapPart2+ROM
Jump Decrease80+ROM
```

AttackCheck:

```
CheckIfStatsAre Attacker Attack SpAttack MoreThan
JumpIfByteEquals True Decrease80+ROM
CheckIfStatsAre Defender Attack SpAttack MoreThan
JumpIfByteEquals True Decrease80+ROM
Jump SkillSwapPart2+ROM
```

GrassAttackCheck:

```
CallASM 0x8DA5359
.byte Attacker
.byte Grass
.word Decrease80+ROM
CallASM 0x8DA5359
.byte Defender
.byte Grass
.word Decrease80+ROM
Jump SkillSwapPart2+ROM
```

FireAttackCheck:

```
CallASM 0x8DA5359
.byte Attacker
.byte Fire
.word Decrease80+ROM
```

```
    CallASM 0x8DA5359
.byte  Defender
.byte  Fire
.word  Decrease80+ROM
    Jump SkillSwapPart2+ROM
```

WaterAttackCheck:

```
    CallASM 0x8DA5359
.byte  Attacker
.byte  Water
.word  Decrease80+ROM
    CallASM 0x8DA5359
.byte  Defender
.byte  Water
.word  Decrease80+ROM
    Jump SkillSwapPart2+ROM
```

BugAttackCheck:

```
    CallASM 0x8DA5359
.byte  Attacker
.byte  Bug
.word  Decrease80+ROM
    CallASM 0x8DA5359
.byte  Defender
.byte  Bug
.word  Decrease80+ROM
    Jump SkillSwapPart2+ROM
```

SkillSwapPart2:

```
    GetAbility Defender
    JumpIfByteEquals SandVeil SandstormCheck+ROM
    JumpIfByteEquals FrostVeil HailstormCheck+ROM
    JumpIfByteEquals SwiftSwim RainstormCheck+ROM
    JumpIfByteEquals RainDish RainstormCheck+ROM
    JumpIfByteEquals Chlorophyll SunShineCheck+ROM
    JumpIfByteInList SkillSwapList+ROM Increase6+ROM
    Jump Decrease80+ROM
```

SandstormCheck:

```
    GetWeather
    JumpIfByteNotEqual Sand_Storm Decrease80+ROM
    Jump Increase10+ROM
```

HailstormCheck:

```
    GetWeather
```

JumpIfByteNotEqual Hail_Storm Decrease80+ROM
Jump Increase10+ROM

RainstormCheck:

GetWeather
JumpIfByteNotEqual Rain_Storm Decrease80+ROM
Jump Increase10+ROM

SunShineCheck:

GetWeather
JumpIfByteNotEqual Sun_Shine Decrease80+ROM
Jump Increase10+ROM

SwitchInStuff:

.byte Drizzle
.byte CloudNine
.byte Intimidate
.byte WonderGuard
.byte NaturalCure
.byte Trace
.byte SandStream
.byte SnowWarning
.byte Drought
.byte AirLock
.byte Stench
.byte ColorChange
.byte Finished

SkillSwapList:

.byte SpeedBoost
.byte VoltAbsorb
.byte WaterAbsorb
.byte Insomnia
.byte Immunity
.byte FlashFire
.byte OwnTempo
.byte ShadowTag
.byte Levitate
.byte ClearBody
.byte LightningRod
.byte SereneGrace
.byte ArenaTrap
.byte Pressure
.byte ShedSkin
.byte InnerFocus

.byte WhiteSmoke
.byte ShieldDust
.byte BattleArmor
.byte ShellArmor
.byte Finished

UseSecretPower:

GetDataAtRAM HalfWord 0x02022B50
JumpIfByteEquals 0x0 Return1+ROM
JumpIfByteEquals 0x1 AttackPoison+ROM
JumpIfByteEquals 0x2 AttackAndFlinch+ROM
JumpIfByteEquals 0x3 AttackBurn+ROM
JumpIfByteEquals 0x4 AttackConfuse+ROM
JumpIfByteEquals 0x5 Return1+ROM
JumpIfByteEquals 0x6 Return1+ROM
JumpIfByteEquals 0x7 AttackParalyze+ROM
JumpIfByteEquals 0x8 AttackPoison+ROM
JumpIfByteEquals 0x9 Return1+ROM
ReturnToBattle

WeatherType:

GetWeather
JumpIfByteEquals Sun_Shine FireType+ROM
JumpIfByteEquals Rain_Storm WaterType+ROM
JumpIfByteEquals Sand_Storm RockType+ROM
JumpIfByteEquals Hail_Storm IceType+ROM
ReturnToBattle

FireType:

CheckIfInverseBattle
JumpIfByteEquals True FireTypeI+ROM
JumpIfDamageBonusEquals Fire DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Fire Weak Increase6+ROM
JumpIfDamageBonusEquals Fire Resist Decrease12+ROM
JumpIfDamageBonusEquals Fire DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Fire Immune Decrease32+ROM
ReturnToBattle

FireTypeI:

JumpIfDamageBonusEquals Fire DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Fire Weak Decrease12+ROM
JumpIfDamageBonusEquals Fire Resist Increase6+ROM
JumpIfDamageBonusEquals Fire DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Fire Immune Increase8+ROM
ReturnToBattle

WaterType:

CheckIfInverseBattle
JumpIfByteEquals True WaterTypeI+ROM
JumpIfDamageBonusEquals Water DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Water Weak Increase6+ROM
JumpIfDamageBonusEquals Water Resist Decrease12+ROM
JumpIfDamageBonusEquals Water DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Water Immune Decrease32+ROM
ReturnToBattle

WaterTypeI:

JumpIfDamageBonusEquals Water DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Water Weak Decrease12+ROM
JumpIfDamageBonusEquals Water Resist Increase6+ROM
JumpIfDamageBonusEquals Water DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Water Immune Increase8+ROM
ReturnToBattle

RockType:

CheckIfInverseBattle
JumpIfByteEquals True RockTypeI+ROM
JumpIfDamageBonusEquals Rock DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Rock Weak Increase6+ROM
JumpIfDamageBonusEquals Rock Resist Decrease12+ROM
JumpIfDamageBonusEquals Rock DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Rock Immune Decrease32+ROM
ReturnToBattle

RockTypeI:

JumpIfDamageBonusEquals Rock DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Rock Weak Decrease12+ROM
JumpIfDamageBonusEquals Rock Resist Increase6+ROM
JumpIfDamageBonusEquals Rock DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Rock Immune Increase8+ROM
ReturnToBattle

IceType:

CheckIfInverseBattle
JumpIfByteEquals True IceTypeI+ROM
JumpIfDamageBonusEquals Ice DoubleWeak Increase8+ROM
JumpIfDamageBonusEquals Ice Weak Increase6+ROM
JumpIfDamageBonusEquals Ice Resist Decrease12+ROM
JumpIfDamageBonusEquals Ice DoubleResist Decrease20+ROM
JumpIfDamageBonusEquals Ice Immune Decrease32+ROM

ReturnToBattle

IceTypeI:

JumpIfDamageBonusEquals Ice DoubleWeak Decrease20+ROM
JumpIfDamageBonusEquals Ice Weak Decrease12+ROM
JumpIfDamageBonusEquals Ice Resist Increase6+ROM
JumpIfDamageBonusEquals Ice DoubleResist Increase8+ROM
JumpIfDamageBonusEquals Ice Immune Increase8+ROM
ReturnToBattle

Return1:

ReturnToBattle

Increase6:

AddToViabilityScore 0x6
ReturnToBattle

Increase8:

AddToViabilityScore 0x8
ReturnToBattle

Increase10:

AddToViabilityScore 0xA
ReturnToBattle

Decrease6:

AddToViabilityScore 0xFA
ReturnToBattle

Decrease10:

AddToViabilityScore 0xF6
ReturnToBattle

Decrease12:

AddToViabilityScore 0xF4
ReturnToBattle

Decrease20:

AddToViabilityScore 0xEC
ReturnToBattle

Decrease80:

AddToViabilityScore 0xB0
ReturnToBattle

Trainer AI Script 4: Abilities

Include AI Commands
Include Abilities
Include Arguments
Include Types

.equ EscapeRope, 0x55
.equ SmokeBall, 0xC2

.equ SunnyDay, 0xF1
.equ RainDance, 0xF0
.equ Sandstorm, 0xC9
.equ Hail, 0x102
.equ Rest, 0x9C
.equ BatonPass, 0xE2

.equ ROM, 0x81DAC9C

TargetCheck:

GetTarget
JumpIfByteEquals Partner PartnerAbilities+ROM

AttackerAbilities:

GetAbility Attacker
JumpIfByteEquals SandVeil SandVeil1+ROM
GetAbility APartner
JumpIfByteEquals SandVeil SandVeil1+ROM
GetAbility Attacker
JumpIfByteEquals Insomnia Insomnia1+ROM
JumpIfByteEquals OwnTempo OwnTempo1+ROM
JumpIfByteEquals ShadowTag ShadowTag1+ROM
GetAbility APartner
JumpIfByteEquals ShadowTag ShadowTag1+ROM
GetAbility Attacker
JumpIfByteEquals WonderGuard WonderGuard1+ROM
JumpIfByteEquals ClearBody ClearBody1+ROM
JumpIfByteEquals NaturalCure NaturalCure1+ROM
JumpIfByteEquals SereneGrace SereneGrace1+ROM
JumpIfByteEquals SwiftSwim SwiftSwim1+ROM
GetAbility APartner
JumpIfByteEquals SwiftSwim SwiftSwim1+ROM

GetAbility Attacker
JumpIfByteEquals Chlorophyll Chlorophyll1+ROM
GetAbility APartner
JumpIfByteEquals Chlorophyll Chlorophyll1+ROM
GetAbility Attacker
JumpIfByteEquals HugePower HugePower1+ROM
JumpIfByteEquals FrostVeil FrostVeil1+ROM
GetAbility APartner
JumpIfByteEquals FrostVeil FrostVeil1+ROM
GetAbility Attacker
JumpIfByteEquals RainDish SwiftSwim1+ROM
GetAbility APartner
JumpIfByteEquals RainDish SwiftSwim1+ROM
GetAbility Attacker
JumpIfByteEquals Pressure Pressure1+ROM
JumpIfByteEquals EarlyBird EarlyBird1+ROM
JumpIfByteEquals KeenEye KeenEye1+ROM
JumpIfByteEquals ShedSkin EarlyBird1+ROM
JumpIfByteEquals Guts Guts1+ROM
JumpIfByteEquals MarvelScale Guts1+ROM
JumpIfByteEquals Overgrow Overgrow1+ROM
JumpIfByteEquals Blaze Blaze1+ROM
JumpIfByteEquals Torrent Torrent1+ROM
JumpIfByteEquals Swarm Swarm1+ROM
JumpIfByteEquals RockHead RockHead1+ROM
JumpIfByteEquals ArenaTrap ArenaTrap1+ROM
GetAbility APartner
JumpIfByteEquals ArenaTrap ArenaTrap1+ROM
GetAbility Attacker
JumpIfByteEquals VitalSpirit Insomnia1+ROM
JumpIfByteEquals WhiteSmoke ClearBody1+ROM
JumpIfByteEquals PurePower HugePower1+ROM
Jump DefenderAbilities+ROM

SandVeil1:

GetWeather
JumpIfByteEquals Sand_Storm DefenderAbilities+ROM
JumpIfMoveIDNotEqual Sandstorm DefenderAbilities+ROM
AddToViabilityScore 0x6
Jump DefenderAbilities+ROM

Insomnia1:

JumpIfMoveIDNotEqual Rest DefenderAbilities+ROM
AddToViabilityScore 0xF4
Jump DefenderAbilities+ROM

OwnTempo1:

```
JumpIfMoveScriptNotEqual 0x1B DefenderAbilities+ROM  
AddToViabilityScore 0x6  
Jump DefenderAbilities+ROM
```

ShadowTag1:

```
GetItemID Defender  
JumpIfWordEquals SmokeBall DefenderAbilities+ROM  
JumpIfWordEquals EscapeRope DefenderAbilities+ROM  
JumpIfMoveScriptInMoveSet Defender 0x7F DefenderAbilities+ROM  
JumpIfMoveScriptNotEqual 0x6A STagMoves+ROM  
AddToViabilityScore 0xE0  
Jump DefenderAbilities+ROM
```

STagMoves:

```
GetMoveScriptID MoveVar  
JumpIfByteInList StatLowerMoves+ROM Plus6+ROM  
JumpIfByteInList StatusConditions+ROM Plus6+ROM  
JumpIfByteInList TrapMoves+ROM Plus6+ROM  
Jump DefenderAbilities+ROM
```

Plus6:

```
AddToViabilityScore 0x6  
Jump DefenderAbilities+ROM
```

TrapMoves:

```
.byte 0x21 /*Toxic*/  
.byte 0x31 /*Confusion*/  
.byte 0x64 /*Spite*/  
.byte 0x72 /*Perish Song*/  
.byte 0xC7 /*Teeter Dance*/  
.byte 0x9B /*Semi Invulnerable*/  
.byte Finished
```

WonderGuard1:

```
JumpIfMoveScriptEquals 0x30 Minus80Go+ROM  
JumpIfMoveScriptEquals 0xC6 Minus80Go+ROM  
GetMoveID  
JumpIfHalfWordNotInList GuardMoves+ROM DefenderAbilities+ROM  
AddToViabilityScore 0x6  
Jump DefenderAbilities+ROM
```

Minus80Go:

```
AddToViabilityScore 0xB0
```

Jump DefenderAbilities+ROM

GuardMoves:

.hword Safeguard
.hword Protect
.hword Detect
.hword Done

ClearBody1:

GetMoveScriptID MoveVar
JumpIfByteNotInList LowerOwnStats+ROM DefenderAbilities+ROM
AddToViabilityScore 0x6
Jump DefenderAbilities+ROM

LowerOwnStats:

.byte 0x30
.byte 0xC6
.byte Finished

NaturalCure1:

JumpIfStatus1NotEqual Attacker 0x000000D8 DefenderAbilities+ROM
JumpIfMoveScriptNotEqual 0x7F DefenderAbilities+ROM
AddToViabilityScore 0x6
Jump DefenderAbilities+ROM

SereneGrace1:

GetMoveScriptID MoveVar
JumpIfByteNotInList SGMoves+ROM DefenderAbilities+ROM
AddToViabilityScore 0x6
Jump DefenderAbilities+ROM

SGMoves:

.byte 0x2
.byte 0x3
.byte 0x4
.byte 0x5
.byte 0x6
.byte 0x1F
.byte 0x44
.byte 0x45
.byte 0x46
.byte 0x47
.byte 0x48
.byte 0x49
.byte 0x4A

```
.byte 0x4B
.byte 0x4C
.byte 0x4D
.byte 0x7D
.byte 0x8A
.byte 0x8B
.byte 0x8C
.byte 0x92
.byte 0xC8
.byte 0xCA
.byte 0xD1
.byte Finished
```

SwiftSwim1:

```
GetWeather
JumpIfByteEquals Rain_Storm DefenderAbilities+ROM
JumpIfMoveIDNotEqual RainDance DefenderAbilities+ROM
AddToViabilityScore 0x6
Jump DefenderAbilities+ROM
```

Chlorophyll1:

```
GetWeather
JumpIfByteEquals Sun_Shine DefenderAbilities+ROM
JumpIfMoveIDNotEqual SunnyDay DefenderAbilities+ROM
AddToViabilityScore 0x6
Jump DefenderAbilities+ROM
```

HugePower1:

```
GetKindOfMove MoveVar
JumpIfByteNotEqual Physical DefenderAbilities+ROM
AddToViabilityScore 0x6
Jump DefenderAbilities+ROM
```

FrostVeil1:

```
GetWeather
JumpIfByteEquals Hail_Storm DefenderAbilities+ROM
JumpIfMoveIDNotEqual Hail DefenderAbilities+ROM
AddToViabilityScore 0x6
Jump DefenderAbilities+ROM
```

Pressure1:

```
GetMoveScriptID MoveVar
JumpIfByteNotInList StallMoves+ROM DefenderAbilities+ROM
AddToViabilityScore 0x6
Jump DefenderAbilities+ROM
```

StallMoves:

```
.byte 0x10 /*Raise Evasion*/  
.byte 0x4F /*Substitute*/  
.byte 0x5A /*Encore*/  
.byte 0x64 /*Spite*/  
.byte 0x6A /*Trap Move*/  
.byte 0x6F /*Protect*/  
.byte 0x54 /*Leech Seed*/  
.byte Finished
```

EarlyBird1:

```
JumpIfHealthMoreThan Attacker 0x19 DefenderAbilities+ROM  
JumpIfMoveIDNotEqual Rest DefenderAbilities+ROM  
AddToViabilityScore 0x6  
Jump DefenderAbilities+ROM
```

KeenEye1:

```
JumpIfMoveScriptNotEqual 0x1D DefenderAbilities+ROM  
AddToViabilityScore 0x6  
Jump DefenderAbilities+ROM
```

Guts1:

```
GetAbility Defender  
JumpIfByteNotEqual Synchronize DefenderAbilities+ROM  
GetMoveScriptID MoveVar  
JumpIfByteNotInList StatusConditions+ROM DefenderAbilities+ROM  
AddToViabilityScore 0x6  
Jump DefenderAbilities+ROM
```

StatusConditions:

```
.byte 0x21 /*Toxic*/  
.byte 0x42 /*Poison Foe*/  
.byte 0x43 /*Paralyze Foe*/  
.byte 0xA7 /*Burn Foe*/  
.byte Finished
```

Overgrow1:

```
JumpIfHealthMoreThan Attacker 0x21 DefenderAbilities+ROM  
GetType Move  
JumpIfByteNotEqual Grass DefenderAbilities+ROM  
AddToViabilityScore 0x6  
Jump DefenderAbilities+ROM
```

Blaze1:

JumpIfHealthMoreThan Attacker 0x21 DefenderAbilities+ROM
GetType Move
JumpIfByteNotEqual Fire DefenderAbilities+ROM
AddToViabilityScore 0x6
Jump DefenderAbilities+ROM

Torrent1:

JumpIfHealthMoreThan Attacker 0x21 DefenderAbilities+ROM
GetType Move
JumpIfByteNotEqual Water DefenderAbilities+ROM
AddToViabilityScore 0x6
Jump DefenderAbilities+ROM

Swarm1:

JumpIfHealthMoreThan 0x21 DefenderAbilities+ROM
GetType Move
JumpIfByteNotEqual Bug DefenderAbilities+ROM
AddToViabilityScore 0x6
Jump DefenderAbilities+ROM

RockHead1:

GetMoveScriptID MoveVar
JumpIfByteNotInList RecoilMoves+ROM DefenderAbilities+ROM
AddToViabilityScore 0x6
Jump DefenderAbilities+ROM

RecoilMoves:

.byte 0x30
.byte 0xC6
.byte Finished

ArenaTrap1:

GetType DType1
JumpIfByteEquals Flying DefenderAbilities+ROM
GetType DType2
JumpIfByteEquals Flying DefenderAbilities+ROM
GetAbility Defender
JumpIfByteEquals Levitate DefenderAbilities+ROM
Jump ShadowTag1+ROM

DefenderAbilities:

GetAbility Defender
JumpIfByteEquals Limber Limber2+ROM
JumpIfByteEquals Static Static2+ROM
JumpIfByteEquals VoltAbsorb VoltAbsorb2+ROM

GetAbility DPartner
JumpIfByteEquals VoltAbsorb VoltAbsorb2+ROM
GetAbility Defender
JumpIfByteEquals WaterAbsorb WaterAbsorb2+ROM
GetAbility DPartner
JumpIfByteEquals WaterAbsorb WaterAbsorb2+ROM
GetAbility Defender
JumpIfByteEquals Insomnia Insomnia2+ROM
JumpIfByteEquals Immunity Immunity2+ROM
JumpIfByteEquals FlashFire FlashFire2+ROM
GetAbility DPartner
JumpIfByteEquals FlashFire FlashFire2+ROM
GetAbility Defender
JumpIfByteEquals OwnTempo OwnTempo2+ROM
JumpIfByteEquals SuctionCups SuctionCups2+ROM
JumpIfByteEquals RoughSkin RoughSkin2+ROM
JumpIfByteEquals WonderGuard WonderGuard2+ROM
JumpIfByteEquals Levitate Levitate2+ROM
JumpIfByteEquals EffectSpore RoughSkin2+ROM
JumpIfByteEquals Synchronize Synchronize2+ROM
JumpIfByteEquals ClearBody ClearBody2+ROM
JumpIfByteEquals NaturalCure NaturalCure2+ROM
JumpIfByteEquals LightningRod VoltAbsorb2+ROM
GetAbility DPartner
JumpIfByteEquals LightningRod VoltAbsorb2+ROM
GetAbility Defender
JumpIfByteEquals PoisonPoint PoisonPoint2+ROM
JumpIfByteEquals WaterVeil WaterVeil2+ROM
JumpIfByteEquals ThickFat ThickFat2+ROM
JumpIfByteEquals EarlyBird EarlyBird2+ROM
JumpIfByteEquals FlameBody FlameBody2+ROM
JumpIfByteEquals ShedSkin ShedSkin2+ROM
JumpIfByteEquals Guts Guts2+ROM
JumpIfByteEquals MarvelScale Guts2+ROM
JumpIfByteEquals LiquidOoze LiquidOoze2+ROM
JumpIfByteEquals VitalSpirit Insomnia2+ROM
JumpIfByteEquals WhiteSmoke ClearBody2+ROM
ReturnToBattle

Limber2:

JumpIfMoveScriptEquals 0x43 Decrease80+ROM
ReturnToBattle

Static2:

GetAbility Attacker

```
JumpIfByteEquals Guts HasGuts+ROM
GetType AType1
JumpIfByteEquals Electric Return1+ROM
GetType AType2
JumpIfByteEquals Electric Return1+ROM
GetItemID Attacker
JumpIfWordEquals CheriBerry Return1+ROM
JumpIfWordEquals LumBerry Return1+ROM
GetAbility Attacker
JumpIfByteEquals Limber Return1+ROM
Jump RoughSkin2+ROM
```

HasGuts:

```
CheckIfMoveFlagSet MoveVar DirectContact /*Direct Contact*/
JumpIfByteEquals False Return1+ROM
AddToViabilityScore 0x6
ReturnToBattle
```

VoltAbsorb2:

```
GetMoveRange MoveVar
JumpIfByteEquals User Return1+ROM
GetType Move
JumpIfByteEquals Electric Decrease80+ROM
JumpIfByteNotEqual Normal Return1+ROM
GetItemID Attacker
JumpIfWordEquals CellBattery Decrease80+ROM
ReturnToBattle
```

WaterAbsorb2:

```
GetMoveRange MoveVar
JumpIfByteEquals User Return1+ROM
GetType Move
JumpIfByteEquals Water Decrease80+ROM
JumpIfByteNotEqual Normal Return1+ROM
GetItemID Attacker
JumpIfWordEquals SeaIncense Decrease80+ROM
ReturnToBattle
```

Insomnia2:

```
JumpIfMoveScriptEquals 0x1 Decrease80+ROM
JumpIfMoveScriptEquals 0xBB Decrease80+ROM
ReturnToBattle
```

Immunity2:

```
JumpIfMoveScriptEquals 0x21 Decrease80+ROM
```

JumpIfMoveScriptEquals 0x42 Decrease80+ROM
ReturnToBattle

FlashFire2:

GetMoveRange MoveVar
JumpIfByteEquals User Return1+ROM
GetType Move
JumpIfByteEquals Fire Decrease80+ROM
JumpIfByteNotEqual Normal Return1+ROM
GetItemID Attacker
JumpIfWordEquals FlameOrb Decrease80+ROM
ReturnToBattle

OwnTempo2:

JumpIfMoveScriptEquals 0x31 Decrease80+ROM
JumpIfMoveScriptEquals 0x76 Decrease80+ROM
JumpIfMoveScriptEquals 0xA6 Decrease80+ROM
ReturnToBattle

SuctionCups2:

JumpIfMoveScriptEquals 0x1C Decrease80+ROM
ReturnToBattle

RoughSkin2:

CheckIfMoveFlagSet MoveVar DirectContact /*Direct Contact*/
JumpIfByteEquals True Decrease6+ROM
ReturnToBattle

WonderGuard2:

JumpIfMoveScriptEquals 0x9A Increase32+ROM
CheckIfInverseBattle
JumpIfByteEquals True Inverse1+ROM
GetKindOfMove MoveVar
JumpIfByteEquals Status WGStatus+ROM
JumpIfDamageBonusEquals CurrentMove Immune Decrease80+ROM
JumpIfDamageBonusEquals CurrentMove DoubleResist Decrease80+ROM
JumpIfDamageBonusEquals CurrentMove Resist Decrease80+ROM
JumpIfDamageBonusEquals CurrentMove Neutral Decrease80+ROM
ReturnToBattle

Inverse1:

GetKindOfMove MoveVar
JumpIfByteEquals Status WGStatus+ROM
JumpIfDamageBonusEquals CurrentMove DoubleWeak Decrease80+ROM
JumpIfDamageBonusEquals CurrentMove Weak Decrease80+ROM

JumpIfDamageBonusEquals CurrentMove Neutral Decrease80+ROM
ReturnToBattle

WGStatus:

JumpIfMoveScriptEquals 0xBF Decrease80+ROM
JumpIfMoveScriptEquals 0xB2 Decrease80+ROM
GetMoveScriptID MoveVar
JumpIfByteNotInList GuardMoves2+ROM Return1+ROM
AddToViabilityScore 0x6
ReturnToBattle

GuardMoves2:

.byte 0x21 /*Toxic*/
.byte 0x31 /*Confuse Foe*/
.byte 0x42 /*Poison Foe*/
.byte 0x54 /*Leech Seed*/
.byte 0x73 /*Sandstorm*/
.byte 0xA4 /*Hail*/
.byte 0xA7 /*Burn Foe*/
.byte Finished

Levitate2:

GetType Move
JumpIfByteEquals Ground Decrease80+ROM
ReturnToBattle

Synchronize2:

GetAbility Attacker
JumpIfByteEquals Guts HasGuts45+ROM
JumpIfByteEquals MarvelScale HasGuts45+ROM
GetMoveScriptID MoveVar
JumpIfByteInList StatusConditions+ROM Decrease80+ROM
ReturnToBattle

HasGuts45:

GetMoveScriptID MoveVar
JumpIfByteNotInList StatusConditions+ROM Return1+ROM
AddToViabilityScore 0x6
ReturnToBattle

ClearBody2:

GetMoveScriptID MoveVar
JumpIfByteInList StatLowerMoves+ROM Decrease80+ROM
ReturnToBattle

StatLowerMoves:

.byte 0x12
.byte 0x13
.byte 0x14
.byte 0x15
.byte 0x16
.byte 0x17
.byte 0x18
.byte 0x3A
.byte 0x3B
.byte 0x3C
.byte 0x3D
.byte 0x3E
.byte 0x3F
.byte 0x40
.byte 0xCD
.byte Finished

NaturalCure2:

JumpIfMoveScriptNotEqual 0x6A Return1+ROM
AddToViabilityScore 0x6
ReturnToBattle

PoisonPoint2:

GetAbility Attacker
JumpIfByteEquals Guts HasGuts+ROM
GetType AType1
JumpIfByteEquals Poison Return1+ROM
GetType AType2
JumpIfByteEquals Poison Return1+ROM
GetType AType1
JumpIfByteEquals Steel Return1+ROM
GetType AType2
JumpIfByteEquals Steel Return1+ROM
GetAbility Attacker
JumpIfByteEquals Immunity Return1+ROM
Jump RoughSkin2+ROM

WaterVeil2:

JumpIfMoveScriptEquals 0xA7 Decrease80+ROM
ReturnToBattle

ThickFat2:

GetType Move
JumpIfByteEquals Fire Decrease4+ROM

JumpIfByteEquals Ice Decrease4+ROM
ReturnToBattle

EarlyBird2:

JumpIfMoveScriptEquals 0x1 Decrease4+ROM
JumpIfMoveScriptEquals 0xBB Decrease4+ROM
ReturnToBattle

FlameBody2:

GetAbility Attacker
JumpIfByteEquals Guts HasGuts+ROM
GetType AType1
JumpIfByteEquals Fire Return1+ROM
GetType AType2
JumpIfByteEquals Fire Return1+ROM
GetAbility Attacker
JumpIfByteEquals WaterVeil Return1+ROM
Jump RoughSkin2+ROM

ShedSkin2:

JumpIfMoveScriptEquals 0x1 Decrease4+ROM
JumpIfMoveScriptEquals 0xBB Decrease4+ROM
GetMoveScriptID MoveVar
JumpIfByteInList StatusConditions+ROM Decrease4+ROM
ReturnToBattle

Guts2:

GetMoveScriptID MoveVar
JumpIfByteInList StatusConditions+ROM Decrease6+ROM
ReturnToBattle

LiquidOoze2:

JumpIfMoveScriptEquals 0x8 Decrease80+ROM
JumpIfMoveScriptEquals 0x3 Decrease80+ROM
ReturnToBattle

PartnerAbilities:

JumpIfMoveScriptInMoveSet Attacker 0x9D Recovery+ROM
GetAbility APartner
JumpIfByteEquals VoltAbsorb VoltAbsorb3+ROM
JumpIfByteEquals WaterAbsorb WaterAbsorb3+ROM
JumpIfByteEquals FlashFire FlashFire3+ROM
JumpIfByteEquals LightningRod VoltAbsorb3+ROM
JumpIfByteEquals Guts Guts3+ROM
JumpIfByteEquals MarvelScale Guts3+ROM

JumpIfByteEquals OwnTempo OwnTempo3+ROM
GetAbility Attacker
JumpIfByteEquals VoltAbsorb VoltAbsorb3+ROM
JumpIfByteEquals WaterAbsorb WaterAbsorb3+ROM
JumpIfByteEquals FlashFire FlashFire3+ROM
JumpIfByteEquals LightningRod VoltAbsorb3+ROM
ReturnToBattle

VoltAbsorb3:

GetMoveRange MoveVar
JumpIfByteNotEqual Target Decrease80+ROM
GetType Move
JumpIfByteEquals Electric Increase32+ROM
JumpIfByteNotEqual Normal Decrease80+ROM
GetItemID Attacker
JumpIfWordEquals CellBattery Increase32+ROM
ReturnToBattle

WaterAbsorb3:

GetMoveRange MoveVar
JumpIfByteNotEqual Target Decrease80+ROM
GetType Move
JumpIfByteEquals Water Increase32+ROM
JumpIfByteNotEqual Normal Decrease80+ROM
GetItemID Attacker
JumpIfWordEquals SeaIncense Increase32+ROM
ReturnToBattle

Recovery:

JumpIfMoveScriptNotEqual 0x9D Decrease80+ROM
AddToViabilityScore 0x20
ReturnToBattle

FlashFire3:

GetMoveRange MoveVar
JumpIfByteNotEqual Target Decrease80+ROM
GetType Move
JumpIfByteEquals Fire Increase32+ROM
JumpIfByteNotEqual Normal Decrease80+ROM
GetItemID Attacker
JumpIfWordEquals FlameOrb Increase32+ROM
ReturnToBattle

Guts3:

GetMoveScriptID MoveVar

JumpIfByteNotInList StatusConditions+ROM Decrease80+ROM
AddToViabilityScore 0x20
ReturnToBattle

OwnTempo3:

JumpIfMoveScriptEquals 0x76 Increase32+ROM
JumpIfMoveScriptEquals 0xA6 Increase32+ROM
AddToViabilityScore 0xB0
ReturnToBattle

Increase32:

AddToViabilityScore 0x20
ReturnToBattle

Return1:

ReturnToBattle

Decrease4:

AddToViabilityScore 0xFC
ReturnToBattle

Decrease6:

AddToViabilityScore 0xFA
ReturnToBattle

Decrease80:

AddToViabilityScore 0xB0
ReturnToBattle

Trainer AI Script 5: Items

Include AI Commands
Include Arguments
Include Items
Include Types

.equ SunnyDay, 0xF1
.equ RainDance, 0xF0
.equ Sandstorm, 0xC9
.equ Hail, 0x102
.equ KnockOff, 0x11A
.equ Substitute, 0xA4
.equ LightScreen, 0x71
.equ Reflect, 0x73

.equ ROM, 0x81DB3F8

Double:

GetTarget
JumpIfByteNotEqual 0x1 CheckItems+ROM
ReturnToBattle

CheckItems:

GetItemID Attacker
JumpIfWordEquals ExpertBelt SuperEffective+ROM
JumpIfWordEquals ChestoBerry Rest1+ROM
JumpIfWordEquals PersimBerry ConfuseSelf+ROM
JumpIfWordEquals LumBerry Statuses+ROM
JumpIfWordEquals LiechiBerry Substitute1+ROM
JumpIfWordEquals GanlonBerry Substitute1+ROM
JumpIfWordEquals SalacBerry Substitute1+ROM
JumpIfWordEquals PetayaBerry Substitute1+ROM
JumpIfWordEquals ApicotBerry Substitute1+ROM
JumpIfWordEquals LansatBerry Substitute1+ROM
JumpIfWordEquals StarfBerry Substitute1+ROM
JumpIfWordEquals SilverPowder Bug1+ROM
JumpIfWordEquals ScopeLens CHR+ROM
JumpIfWordEquals MetalCoat Steel1+ROM
JumpIfWordEquals SoftSand Ground1+ROM
JumpIfWordEquals HardStone Rock1+ROM
JumpIfWordEquals MiracleSeed Grass1+ROM
JumpIfWordEquals Blackglasses Dark1+ROM

JumpIfWordEquals BlackBelt Fighting1+ROM
JumpIfWordEquals Magnet Electric1+ROM
JumpIfWordEquals MysticWater Water1+ROM
JumpIfWordEquals SharpBeak Flying1+ROM
JumpIfWordEquals PoisonBarb Poison1+ROM
JumpIfWordEquals NeverMeltIce Ice1+ROM
JumpIfWordEquals SpellTag Ghost1+ROM
JumpIfWordEquals TwistedSpoon Psychic1+ROM
JumpIfWordEquals Charcoal Fire1+ROM
JumpIfWordEquals DragonFang Dragon1+ROM
JumpIfWordEquals SilkScarf Normal1+ROM
JumpIfWordEquals LuckyPunch CHR+ROM
JumpIfWordEquals Stick CHR+ROM
JumpIfWordEquals SmoothRock Sandstorm1+ROM
JumpIfWordEquals IcyRock Hail1+ROM
JumpIfWordEquals DampRock RainDance1+ROM
JumpIfWordEquals HeatRock SunnyDay1+ROM
JumpIfWordEquals LightClay Screens+ROM
JumpIfWordEquals SnowCloak Hail2+ROM
JumpIfWordEquals SunCloak SunnyDay2+ROM
JumpIfWordEquals SandCloak Sandstorm2+ROM
JumpIfWordEquals BronzeEgg Bronze+ROM
JumpIfWordEquals RainCloak RainDance2+ROM
JumpIfWordEquals ChoiceBand ChoiceCheck+ROM
Jump DefenderItems+ROM

ChoiceCheck:

CheckIfFirstTurn Attacker
JumpIfByteEquals False Return1+ROM
GetKindOfMove MoveVar
JumpIfByteEquals Status CheckTrick+ROM
JumpIfDamageBonusEquals CurrentMove Immune Decrease80+ROM
JumpIfDamageBonusEquals CurrentMove DoubleResist Decrease80+ROM
JumpIfDamageBonusEquals CurrentMove Resist Decrease80+ROM
ReturnToBattle

CheckTrick:

GetItemID Defender
JumpIfWordEquals ChoiceBand Decrease80+ROM
JumpIfMoveScriptNotEqual 0xB1 Decrease80+ROM
AddToViabilityScore 0x20
ReturnToBattle

SuperEffective:

JumpIfDamageBonusEquals CurrentMove DoubleWeak Raise4Jump+ROM

JumpIfDamageBonusEquals CurrentMove Weak Raise4Jump+ROM
Jump DefenderItems+ROM

Rest:

JumpIfMoveScriptEquals 0x25 Raise4Jump+ROM
Jump DefenderItems+ROM

ConfuseSelf:

JumpIfMoveScriptEquals 0x1B Raise4Jump+ROM
Jump DefenderItems+ROM

Statuses:

JumpIfMoveScriptEquals 0x25 Raise4Jump+ROM
JumpIfMoveScriptEquals 0x1B Raise4Jump+ROM
Jump DefenderItems+ROM

Substitute1:

JumpIfHealthMoreThan Attacker 0x2D DefenderItems+ROM
JumpIfHealthLessThan Attacker 0x1E DefenderItems+ROM
JumpIfMoveIDEquals Substitute Raise4Jump+ROM
Jump DefenderItems+ROM

Bug1:

GetKindOfMove MoveVar
JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Bug Raise4Jump+ROM
Jump DefenderItems+ROM

CHR:

JumpIfMoveScriptEquals 0x27 Raise4Jump+ROM
JumpIfMoveScriptEquals 0x2B Raise4Jump+ROM
JumpIfMoveScriptEquals 0xC8 Raise4Jump+ROM
JumpIfMoveScriptEquals 0xD1 Raise4Jump+ROM
Jump DefenderItems+ROM

Steel1:

GetKindOfMove MoveVar
JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Steel Raise4Jump+ROM
Jump DefenderItems+ROM

Ground1:

GetKindOfMove MoveVar

JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Ground Raise4Jump+ROM
Jump DefenderItems+ROM

Rock1:

GetKindOfMove MoveVar
JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Rock Raise4Jump+ROM
Jump DefenderItems+ROM

Grass1:

GetKindOfMove MoveVar
JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Grass Raise4Jump+ROM
Jump DefenderItems+ROM

Dark1:

GetKindOfMove MoveVar
JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Dark Raise4Jump+ROM
Jump DefenderItems+ROM

Fighting1:

GetKindOfMove MoveVar
JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Fighting Raise4Jump+ROM
Jump DefenderItems+ROM

Electric1:

GetKindOfMove MoveVar
JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Electric Raise4Jump+ROM
Jump DefenderItems+ROM

Water1:

GetKindOfMove MoveVar
JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Water Raise4Jump+ROM

Jump DefenderItems+ROM

Flying1:

GetKindOfMove MoveVar
JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Flying Raise4Jump+ROM
Jump DefenderItems+ROM

Poison1:

GetKindOfMove MoveVar
JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Poison Raise4Jump+ROM
Jump DefenderItems+ROM

Ice1:

GetKindOfMove MoveVar
JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Ice Raise4Jump+ROM
Jump DefenderItems+ROM

Ghost1:

GetKindOfMove MoveVar
JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Ghost Raise4Jump+ROM
Jump DefenderItems+ROM

Psychic1:

GetKindOfMove MoveVar
JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Psychic Raise4Jump+ROM
Jump DefenderItems+ROM

Fire1:

GetKindOfMove MoveVar
JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Fire Raise4Jump+ROM
Jump DefenderItems+ROM

Dragon1:

```
GetKindOfMove MoveVar
JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Dragon Raise4Jump+ROM
Jump DefenderItems+ROM
```

Normal1:

```
GetKindOfMove MoveVar
JumpIfByteEquals Status DefenderItems+ROM
GetType Move
JumpIfByteEquals Normal Raise4Jump+ROM
Jump DefenderItems+ROM
```

Sandstorm1:

```
GetWeather
JumpIfByteEquals Sand_Storm DefenderItems+ROM
JumpIfMoveIDEquals Sandstorm Raise4Jump+ROM
Jump DefenderItems+ROM
```

Hail1:

```
GetWeather
JumpIfByteEquals Hail_Storm DefenderItems+ROM
JumpIfMoveIDEquals Hail Raise4Jump+ROM
Jump DefenderItems+ROM
```

RainDance1:

```
GetWeather
JumpIfByteEquals Rain_Storm DefenderItems+ROM
JumpIfMoveIDEquals RainDance Raise4Jump+ROM
Jump DefenderItems+ROM
```

SunnyDay1:

```
GetWeather
JumpIfByteEquals Sun_Shine DefenderItems+ROM
JumpIfMoveIDEquals SunnyDay Raise4Jump+ROM
Jump DefenderItems+ROM
```

Screens:

```
JumpIfMoveIDEquals LightScreen Raise4Jump+ROM
JumpIfMoveIDEquals Reflect Raise4Jump+ROM
Jump DefenderItems+ROM
```

Hail2:

```
GetWeather
JumpIfByteEquals Hail_Storm CHR+ROM
```

Jump DefenderItems+ROM

SunnyDay2:

GetWeather

JumpIfByteEquals Sun_Shine CHR+ROM

Jump DefenderItems+ROM

Sandstorm2:

GetWeather

JumpIfByteEquals Sand_Storm CHR+ROM

Jump DefenderItems+ROM

Bronze:

GetPowerOfConsideredMove

JumpIfByteLessThan 0x51 Raise4Jump+ROM

Jump DefenderItems+ROM

RainDance2:

GetWeather

JumpIfByteEquals Rain_Storm CHR+ROM

Jump DefenderItems+ROM

Raise4Jump:

AddToViabilityScore 0x4

Jump DefenderItems+ROM

DefenderItems:

GetItemID Defender

JumpIfWordEquals CheriBerry NoParalyze+ROM

JumpIfWordEquals ChestoBerry NoSleep+ROM

JumpIfWordEquals PechaBerry NoPoison+ROM

JumpIfWordEquals PersimBerry NoConfuse+ROM

JumpIfWordEquals RawstBerry NoBurn+ROM

JumpIfWordEquals LumBerry NoStatus+ROM

JumpIfWordEquals KingsRock DirectContact1+ROM

JumpIfWordEquals WhiteHerb LowerStats+ROM

JumpIfWordEquals SapphireEgg LowerStats+ROM

JumpIfWordEquals RubyEgg LowerStats+ROM

JumpIfWordEquals PearlEgg LowerStats+ROM

JumpIfWordEquals AmethystEgg LowerStats+ROM

JumpIfWordEquals GarnetEgg LowerStats+ROM

JumpIfWordEquals EscapeRope CanSwitch+ROM

JumpIfWordEquals SmokeBall CanSwitch+ROM

JumpIfWordNotEqual None KnockOff1+ROM

ReturnToBattle

NoParalyze:

JumpIfMoveScriptEquals 0x43 Decrease80+ROM
ReturnToBattle

NoSleep:

JumpIfMoveScriptEquals 0x1 Decrease80+ROM
ReturnToBattle

NoPoison:

JumpIfMoveScriptEquals 0x21 Decrease80+ROM
JumpIfMoveScriptEquals 0x42 Decrease80+ROM
ReturnToBattle

NoConfuse:

JumpIfMoveScriptEquals 0x31 Decrease80+ROM
JumpIfMoveScriptEquals 0x76 Decrease80+ROM
JumpIfMoveScriptEquals 0xA6 Decrease80+ROM
ReturnToBattle

NoBurn:

JumpIfMoveScriptEquals 0xA7 Decrease80+ROM
ReturnToBattle

NoStatus:

JumpIfMoveScriptEquals 0x43 Decrease80+ROM
JumpIfMoveScriptEquals 0x1 Decrease80+ROM
JumpIfMoveScriptEquals 0x21 Decrease80+ROM
JumpIfMoveScriptEquals 0x42 Decrease80+ROM
JumpIfMoveScriptEquals 0x31 Decrease80+ROM
JumpIfMoveScriptEquals 0x76 Decrease80+ROM
JumpIfMoveScriptEquals 0xA6 Decrease80+ROM
JumpIfMoveScriptEquals 0xA7 Decrease80+ROM
ReturnToBattle

DirectContact1:

CheckIfMoveFlagSet MoveVar KingsRockBlock
JumpIfByteEquals True Decrease4+ROM
ReturnToBattle

LowerStats:

GetMoveScriptID MoveVar
JumpIfByteInList StatLower+ROM Decrease80+ROM
ReturnToBattle

StatLower:

```
.byte 0x12  
.byte 0x13  
.byte 0x14  
.byte 0x15  
.byte 0x16  
.byte 0x17  
.byte 0x18  
.byte 0x3A  
.byte 0x3B  
.byte 0x3C  
.byte 0x3D  
.byte 0x3E  
.byte 0x3F  
.byte 0x40  
.byte 0xCD  
.byte Finished
```

CanSwitch:

```
JumpIfMoveScriptEquals 0x6A Decrease80+ROM  
ReturnToBattle
```

KnockOff1:

```
JumpIfMoveIDEquals KnockOff Increase4+ROM  
ReturnToBattle
```

Decrease4:

```
AddToViabilityScore 0xFC  
ReturnToBattle
```

Decrease80:

```
AddToViabilityScore 0xB0  
ReturnToBattle
```

Increase4:

```
AddToViabilityScore 0x4  
ReturnToBattle
```

Return1:

```
ReturnToBattle
```

Trainer AI Script 6: Take Health Into Account

Include AICommands

Include Arguments

.equ Ghost, 0x7

.equ DestinyBond, 0xC2

.equ Grudge, 0x120

.equ Protect, 0xB6

.equ Detect, 0xC5

.equ Endure, 0xCB

.equ SolarBeam, 0x4C

.equ SkullBash, 0x82

.equ Refresh, 0x11F

.equ Aromatherapy, 0x138

.equ HealBell, 0xD7

.equ ROM, 0x81DB96C

Double:

GetTarget

JumpIfByteNotEqual 0x1 CheckHealth+ROM

ReturnToBattle

CheckHealth:

JumpIfHealthLessThan Attacker 0x14 Red+ROM

JumpIfHealthLessThan Attacker 0x33 Yellow+ROM

JumpIfHealthLessThan Attacker 0x65 Green+ROM

ReturnToBattle

Red:

JumpIfStatus2Equals Attacker SubActive Heal+ROM

JumpIfStatus1Equals Defender 0x00000027 Heal+ROM

JumpIfMoveScriptEquals 0x7F Switch+ROM

Jump AttackMove+ROM

Switch:

RandomJumpIfLessThan 0x7F Increase32+ROM

Jump AttackMove+ROM

AttackMove:

GetKindOfMove MoveVar

JumpIfByteEquals Status Status1+ROM

GetMovePriority MoveVar
JumpIfByteMoreThan 0x0 Increase6+ROM
ReturnToBattle

Status1:

JumpIfMoveIDEquals DestinyBond Return1+ROM
JumpIfMoveIDEquals Grudge Return1+ROM
JumpIfMoveIDEquals Protect Return1+ROM
JumpIfMoveIDEquals Detect Return1+ROM
JumpIfMoveIDEquals Endure Return1+ROM
JumpIfNoDamagingMoveInMoveSet Attacker Return1+ROM
AddToViabilityScore 0xB0
Jump TwoTurn+ROM

TwoTurn:

JumpIfStatus3Equals Attacker PanicModeUp Recoil+ROM
JumpIfMoveScriptEquals 0x27 Decrease80+ROM
JumpIfMoveScriptEquals 0x4B Decrease80+ROM
JumpIfMoveScriptEquals 0x50 Decrease80+ROM
JumpIfMoveScriptEquals 0x94 Decrease80+ROM
JumpIfMoveScriptEquals 0xAA Decrease80+ROM
JumpIfMoveIDEquals SkullBash Decrease80+ROM
GetWeather
JumpIfByteEquals Sun_Shine Recoil+ROM
JumpIfMoveIDEquals SolarBeam Decrease80+ROM
Jump Recoil+ROM

Recoil:

JumpIfMoveScriptEquals 0x30 Decrease80+ROM
JumpIfMoveScriptEquals 0xC6 Decrease80+ROM
ReturnToBattle

Heal:

JumpIfMoveScriptEquals 0x20 Increase12+ROM
JumpIfMoveScriptEquals 0x9D Increase12+ROM
JumpIfMoveScriptEquals 0x25 Increase12+ROM
JumpIfMoveScriptEquals 0x85 Increase12+ROM
JumpIfMoveScriptEquals 0x86 Increase12+ROM
JumpIfMoveScriptEquals 0x84 Increase12+ROM
ReturnToBattle

Yellow:

JumpIfHealthLessThan Defender 0x14 WeakFoe+ROM
JumpIfMoveScriptEquals 0x20 Increase12+ROM
JumpIfMoveScriptEquals 0x9D Increase12+ROM

JumpIfMoveScriptEquals 0x25 Increase12+ROM
JumpIfMoveScriptEquals 0x85 Increase12+ROM
JumpIfMoveScriptEquals 0x86 Increase12+ROM
JumpIfMoveScriptEquals 0x84 Increase12+ROM
JumpIfStatus1NotEqual Attacker 0x000000D8 LowerHP+ROM
JumpIfMoveIDEquals Refresh Increase12+ROM
JumpIfMoveIDEquals Aromatherapy Increase12+ROM
JumpIfMoveIDEquals HealBell Increase12+ROM
Jump LowerHP+ROM

LowerHP:

JumpIfMoveScriptEquals 0x8E Decrease80+ROM
JumpIfMoveScriptEquals 0x6D Curse+ROM
JumpIfMoveScriptEquals 0x4F Substitute+ROM
Jump WeakFoe+ROM

Curse:

GetType AType1
JumpIfByteEquals Ghost Decrease80+ROM
GetType AType2
JumpIfByteEquals Ghost Decrease80+ROM
Jump WeakFoe+ROM

Substitute:

JumpIfHealthLessThan Attacker 0x2D Decrease80+ROM
Jump WeakFoe+ROM

WeakFoe:

GetKindOfMove MoveVar
JumpIfByteEquals Status Decrease12+ROM
JumpIfMoveKnocksOut Increase32+ROM
Jump Increase12+ROM

Green:

JumpIfHealthLessThan Defender 0x15 WeakFoe+ROM
JumpIfHealthLessThan Defender 0x33 TryToKnockOut+ROM
JumpIfHealthLessThan Defender 0x65 SetUp+ROM
ReturnToBattle

TryToKnockOut:

JumpIfMoveKnocksOut Increase32+ROM
GetKindOfMove MoveVar
JumpIfByteEquals Status Increase6+ROM
ReturnToBattle

SetUp:

GetKindOfMove MoveVar
JumpIfByteEquals Status Increase6+ROM
ReturnToBattle

Return1:

ReturnToBattle

Increase6:

AddToViabilityScore 0x6
ReturnToBattle

Increase12:

AddToViabilityScore 0xC
ReturnToBattle

Increase32:

AddToViabilityScore 0x20
ReturnToBattle

Decrease12:

AddToViabilityScore 0xF4
ReturnToBattle

Decrease80:

AddToViabilityScore 0xB0
ReturnToBattle

Trainer AI Script 7: Strategies + Switching

Include AI Commands

Include Arguments

```
.equ Levitate, 0x1A
.equ ShadowTag, 0x17
.equ ArenaTrap, 0x47

.equ Growth, 0x4A
.equ SolarBeam, 0x4C
.equ Thunder, 0x57
.equ Blizzard, 0x3B
.equ BatonPass, 0xE2
.equ Refresh, 0x11F
.equ Aromatherapy, 0x138
.equ HealBell, 0xD7
.equ RazorWind, 0xD
.equ Gust, 0x10
.equ OminousWind, 0x75
.equ IcyWind, 0xC4
.equ Twister, 0xEF
.equ FairyWind, 0x121
.equ SilverWind, 0x13E

.equ EscapeRope, 0x55
.equ SmokeBall, 0xC2

.equ ROM, 0x8DB8E2C
```

Double:

```
GetTarget
JumpIfByteNotEqual Partner Weather+ROM
ReturnToBattle
```

Weather:

```
GetWeather
JumpIfByteEquals Sun_Shine SunShine+ROM
JumpIfByteEquals Rain_Storm RainStorm+ROM
JumpIfByteEquals Sand_Storm SandStorm+ROM
JumpIfByteEquals Hail_Storm HailStorm+ROM
Jump SwitchChecks+ROM
```

SunShine:

JumpIfMoveScriptEquals 0x84 Increase4+ROM
JumpIfByteEquals Grass Increase4+ROM
JumpIfByteEquals Water Decrease4+ROM
Jump SwitchChecks+ROM

RainStorm:

JumpIfMoveScriptEquals 0x84 Decrease4+ROM
JumpIfMoveScriptEquals 0x85 Decrease4+ROM
JumpIfMoveScriptEquals 0x86 Increase4+ROM
JumpIfMoveIDEquals SolarBeam Decrease4+ROM
JumpIfMoveIDEquals Thunder Increase4+ROM
GetKindOfMove MoveVar
JumpIfByteEquals Status SwitchChecks+ROM
GetType Move
JumpIfByteEquals Fire Decrease4+ROM
JumpIfByteEquals Water Increase4+ROM
JumpIfByteEquals Grass Increase4+ROM
JumpIfByteEquals Electric Increase4+ROM
Jump SwitchChecks+ROM

SandStorm:

JumpIfMoveScriptEquals 0x84 Decrease4+ROM
JumpIfMoveScriptEquals 0x85 Increase4+ROM
JumpIfMoveScriptEquals 0x86 Decrease4+ROM
JumpIfMoveIDEquals SolarBeam Decrease4+ROM
JumpIfMoveIDEquals RazorWind Increase4+ROM
JumpIfMoveIDEquals SilverWind Increase4+ROM
JumpIfMoveIDEquals IcyWind Increase4+ROM
JumpIfMoveIDEquals OminousWind Increase4+ROM
JumpIfMoveIDEquals FairyWind Increase4+ROM
JumpIfMoveIDEquals Gust Increase4+ROM
JumpIfMoveIDEquals Twister Increase4+ROM
GetKindOfMove MoveVar
JumpIfByteEquals Status SwitchChecks+ROM
GetType Move
JumpIfByteEquals Rock Increase4+ROM
JumpIfByteEquals Ground Increase4+ROM
Jump SwitchChecks+ROM

HailStorm:

JumpIfMoveScriptEquals 0x84 Decrease4+ROM
JumpIfMoveScriptEquals 0x85 Increase4+ROM

JumpIfMoveScriptEquals 0x86 Decrease4+ROM
JumpIfMoveIDEquals IcyWind Increase8+ROM
JumpIfMoveIDEquals SolarBeam Decrease4+ROM
JumpIfMoveIDEquals Blizzard Increase4+ROM
JumpIfMoveIDEquals RazorWind Increase4+ROM
JumpIfMoveIDEquals SilverWind Increase4+ROM
JumpIfMoveIDEquals OminousWind Increase4+ROM
JumpIfMoveIDEquals FairyWind Increase4+ROM
JumpIfMoveIDEquals Gust Increase4+ROM
JumpIfMoveIDEquals Twister Increase4+ROM
GetKindOfMove MoveVar
JumpIfByteEquals Status SwitchChecks+ROM
GetType Move
JumpIfByteEquals Ice Increase4+ROM
JumpIfByteEquals Grass Decrease4+ROM
JumpIfByteEquals Fire Decrease4+ROM
Jump SwitchChecks+ROM

Decrease4:

AddToViabilityScore 0xFC
Jump SwitchChecks+ROM

Increase4:

AddToViabilityScore 0x4
Jump SwitchChecks+ROM

Increase8:

AddToViabilityScore 0x8
Jump SwitchChecks+ROM

SwitchChecks:

JumpIfMoveIDEquals BatonPass CanSwitch+ROM
JumpIfMoveInMoveSet Attacker BatonPass CanSwitch+ROM
JumpIfMoveIDEquals Teleport DarkCheck+ROM
JumpIfMoveInMoveSet Attacker Teleport DarkCheck+ROM
Jump Switch2+ROM

DarkCheck:

GetType DType1
JumpIfByteEquals Dark Switch2+ROM
GetType DType2
JumpIfByteEquals Dark Switch2+ROM
Jump CanSwitch+ROM

Switch2:

CountViablePokemonOnTeam Attacker
JumpIfByteEquals 0x0 Return1+ROM
GetItemID Attacker
JumpIfByteEquals EscapeRope CanSwitch+ROM
JumpIfByteEquals SmokeBall CanSwitch+ROM
JumpIfStatus2Equals Attacker Trapped Return1+ROM
JumpIfStatus3Equals Attacker IngrainUp Return1+ROM
GetAbility Defender
JumpIfByteEquals ShadowTag Return1+ROM
JumpIfByteEquals ArenaTrap ATrapCheck+ROM
GetAbility DPartner
JumpIfByteEquals ShadowTag Return1+ROM
JumpIfByteEquals ArenaTrap ATrapCheck+ROM
Jump CanSwitch+ROM

ATrap:

GetType AType1
JumpIfByteEquals Flying CanSwitch+ROM
GetType AType2
JumpIfByteEquals Flying CanSwitch+ROM
GetAbility Attacker
JumpIfByteEquals Levitate CanSwitch+ROM
Jump Return1+ROM

CanSwitch:

GetPerishCount Attacker
JumpIfByteEquals 0x30 MovesCheck+ROM
GetItemID Attacker
JumpIfWordEquals ChoiceBand ChoiceBandCheck+ROM

AbilitiesSwitch:

GetAbility Attacker
JumpIfByteEquals NaturalCure NaturalCure1+ROM
JumpIfHealthLessThan Attacker 0x14 LowHealth+ROM
JumpIfStatus1Equals Attacker BadPoison Percent25+ROM
JumpIfStatus2Equals Attacker 0x18000007 Percent25+ROM
ReturnToBattle

ChoiceBandCheck:

CheckIfFirstTurn Attacker
JumpIfByteEquals True AbilitiesSwitch+ROM

GetKindOfMove MoveVar
JumpIfByteEquals Status SwitchMove+ROM
JumpIfDamageBonusEquals CurrentMove DoubleWeak AbilitiesSwitch+ROM
JumpIfDamageBonusEquals CurrentMove Weak AbilitiesSwitch+ROM
JumpIfDamageBonusEquals CurrentMove Neutral AbilitiesSwitch+ROM
Jump SwitchMove+ROM

MovesCheck:

JumpIfMoveScriptEquals 0x7F Increase20+ROM
JumpIfMoveScriptInMoveSet 0x7F Return1+ROM
Jump SwitchMove+ROM

NaturalCure1:

JumpIfStatus1NotEqual Attacker MajorStatus LowHealth+ROM
JumpIfMoveScriptEquals 0x7F Increase20+ROM
JumpIfMoveScriptInMoveSet 0x7F Return1+ROM
JumpIfMoveInMoveSet Defender Pursuit PursuitCheck+ROM
JumpIfMoveInMoveSet DPartner Pursuit PursuitCheck+ROM
Jump Percent50+ROM

LowHealth:

JumpIfStatus2Equals Attacker SubActive Return1+ROM
JumpIfStatus1Equals Defender 0x00000027 Return1+ROM
JumpIfMoveScriptEquals 0x7F Increase20+ROM
JumpIfMoveScriptInMoveSet 0x7F Return1+ROM
JumpIfMoveInMoveSet Defender Pursuit PursuitCheck+ROM
JumpIfMoveInMoveSet DPartner Pursuit PursuitCheck+ROM

Percent50:

RandomJumpIfMoreThan 0x7F SwitchMove+ROM
ReturnToBattle

PursuitCheck:

CallASM 0x8DA5781
.hword Pursuit
JumpIfByteEquals Likely Return1+ROM
JumpIfByteEquals Never Percent50+ROM
Jump Percent25+ROM

Percent25:

RandomJumpIfLessThan 0x40 SwitchMove+ROM
ReturnToBattle

SwitchMove:

AddToViabilityScore 0x5E

ReturnToBattle

Increase20:

AddToViabilityScore 0x14

ReturnToBattle

Return1:

ReturnToBattle