**Pokemon Data Project**

This is a data project that I have created for one of my favorite video game series called Pokemon. I have played the vast majority of Pokemon games since I was five years old. For those who are not familiar with Pokemon, it is a video game series that started in 1996 in which you capture creatures called Pokemon and fight other people that also have Pokemon by forming a Pokemon team. Pokemon is the highest grossing franchise of all time and has been very successful ever since it started. Pokemon are categorized in many ways and have certain attributes to them. They have attributes such as the type they are, for instance fire type in which they have fire features on their bodies as well as attacks. There are also numerical attributes to them as well which are called stats. Stats determine how powerful a Pokemon is and the stats every Pokemon has is HP, attack, defense, special attack, special defense, and speed. Other numerical values indicate the size of the Pokemon such as height and weight.

In the series there are generations of Pokemon and each generation of Pokemon has new Pokemon in the series. So far at the time of this project there are nine generations that have spanned from the years 1996 till the present year of 2023. Pokemon is usually released in two different versions of the games every generation. The versions have subtle differences and certain Pokemon in them. There is also a theme to every generation and version of Pokemon games. Each generation of Pokemon consoles has been released on Nintendo’s handheld consoles except for the eight and ninth generation which were launched for the Nintendo Switch console which is a hybrid mobile and non-mobile console. I will gather the data on all of the main entry Pokemon games to see which one was the highest selling title.  
  
 There are currently over 1000 Pokemon in the series. With this project, I have created a system to find out many ways to figure out which Pokemon are the strongest, heaviest and categorize the ones by type as well as analyzing many other factors. Another analysis I have done is getting data for the moves Pokemon can learn and I have done this separately from the data collected on the Pokemon themselves. Throughout the series, the developers have left out certain moves in the generations of the series so I will conduct an analysis to see which moves are in which generations of the series as well as getting other information as well.

I split all the data into separate Excel worksheets by generations and then did an analysis on each generation. I have also created a spreadsheet of all the Pokemon available to conduct analysis on all the Pokemon.There is a specific database on a Pokemon website that I have used for this project which lists all the attributes of the Pokemon. I have collected all this data and used it to form data visualizations as well as using SQL to conduct my analysis. I also used SQL to get the data of certain values of Pokemon that fit into the specified value. Other SQL queries that I have done is to list the Pokemon in ascending order as well as descending order. I have used the JOIN queries as well to perform a join on the data.

Pokemon database website: [www.serebii.net](http://www.serebii.net)

**Pokemon Generations**

Generation 1

Released in 1996 in Japan and 1998 in other countries.

Versions are Pokemon Green and Pokemon Red in Japan. In other countries they are Pokemon Blue and Pokemon Red. The third version is called Pokemon Yellow. They were released for the Gameboy Color handheld console.

There are 151 Pokemon introduced in generation 1.

Generation 2

Released in 1999 in Japan and 2000 in other countries. Versions are Pokemon Silver and Pokemon Gold. The third version is called Pokemon Crystal. The total number of Pokemon in the series has increased to 251 Pokemon in generation 2. This version of Pokemon was released for the Gameboy Color console.

Generation 3

Released in 2002 in Japan and 2003 in other countries. Versions are Pokemon Ruby and Pokemon Sapphire. The third version is called Pokemon Emerald. The total number of Pokemon in the series has increased to 386 Pokemon in generation 3. Gameboy Advance was the handheld console in which this generation of Pokemon was played on.

Generation 4

Released in 2006 in Japan and 2007 in other countries. Versions are Pokemon Diamond and Pokemon Pearl. The third version is called Pokemon Platinum. The total amount of Pokemon is increased to 493 in generation 4. Generation 4 of Pokemon was released for the Nintendo DS handheld console.

Generation 5

Released in 2010 in Japan and 2011 in other countries. Versions are Pokemon Black and Pokemon White. The sequels are called Pokemon Black 2 and Pokemon White 2. The total number of Pokemon increased to 649 in generation 5. Pokemon Black and White were released for the Nintendo DS console.

Generation 6

This is the first Pokemon generation that was released worldwide at the same time in the whole world. This generation launched in 2013. The versions are Pokemon X and Pokemon Y. The total number of Pokemon has increased to 721 in generation 6. This generation of Pokemon was released for the Nintendo 3DS handheld console.

Generation 7

This generation was launched in the year 2016 worldwide. The versions in this generation are called Pokemon Moon and Pokemon Sun. The sequels are called Pokemon Ultra Moon and Pokemon Ultra Sun. The number of Pokemon increased to 721 in generation 7. Generation 7 was released for the Nintendo 3DS handheld console.

Generation 8

Generation 8 of Pokemon started in the year 2019 worldwide. The versions in this generation are called Pokemon Sword and Pokemon Shield. The number of Pokemon in this generation increased to 809 in generation 8. Pokemon Sword and Pokemon Shield were released for the Nintendo Switch console.

Generation 9

This is the current generation of Pokemon which launched in 2022 worldwide. The versions are called Pokemon Violet and Pokemon Scarlet. The number of Pokemon has increased to 1010 in generation 9. Generation 9 of Pokemon is currently being sold as well as played on the Nintendo Switch console.

**Pokemon Data and Attributes**

Pokemon Types

There are currently eighteen official Pokemon types in the series. Pokemon types determine the physical appearance of the Pokemon as well as determining the attacks that it can use. Pokemon can either be one type or they can be two different types. Pokemon are also weak and strong against other types for instance fire type are weak against water type because water puts out fire, but strong against grass type because fire burns grass. Below is a list of all Pokemon types as well as their strengths and weaknesses.

1. Normal type: Weak to fighting type and not strong against any type.
2. Fighting type: Strong against normal, rock, steel, ice and dark types. Weak to flying, psychic and fairy type.
3. Flying type: Strong against fighting, bug, and grass types. Weak to rock, electric, and ice types.
4. Poison type: Strong against grass and fairy types. Weak to ground and psychic types.
5. Ground type: Strong against poison, rock, steel, fire, and electric types. Weak to water, grass, and ice types.
6. Rock type: Strong against flying, bug, fire, and ice types. Weak to fighting, ground, steel, water, and grass types.
7. Bug type: Strong against grass, psychic, and dark types. Weak to flying, rock, and fire types.
8. Ghost type: Strong against ghost and psychic types. Weak to ghost and dark types
9. Steel type: Strong against rock, ice, and fairy types. Weak to fighting, ground, and fire types.
10. Fire type: Strong against bug, steel, grass, and ice types. Weak to ground, rock, and water types.
11. Water type: Strong against ground, rock and fire types. Weak to grass and electric types.
12. Grass type: Strong against ground, rock, and water types. Weak to flying, poison, bug, fire and ice types.
13. Electric type: Strong against flying and water types. Weak to ground type.
14. Ice type: Strong against flying, ground, grass and dragon types. Weak to fighting, rock, steel, and fire types.
15. Dragon type: Strong against dragon type and weak against fighting, bug, and fairy types.
16. Dark type: Strong against ghost and psychic types. Weak against fighting, bug, and fairy types.
17. Fairy type: Strong against fighting, dragon, and dark types. Weak against poison and steel types.

Height and Weight

Every Pokemon has a height and weight with some being very small and others being very large. I have created graphs to determine which Pokemon are the tallest and which Pokemon are the smallest.

Pokemon Stats

Pokemon stats are attributes that determine how well it is in battle. There are many factors that determine the stats of Pokemon, but every Pokemon has base stats that are stats in which the Pokemon starts out with. HP is a stat that determines the health of the Pokemon and the value in which it takes for it to be knocked out of battle. The attack stat is the amount of damage the Pokemon can do with all moves that physically attack the Pokemon for instance a move in which a Pokemon can bite another Pokemon. The defense stat is the resistance and reduction against all physically damaging moves. Special attack is a stat that determines the damage with moves that are not physical moves but moves that are like super-powers. An example of a special attack would be a Pokemon that can shoot laser beams at another Pokemon. Special defense is the stat that determines the resistance and reduction against special attack moves. Speed is a stat that will determine which Pokemon attacks first and although not as important than the other stats, it can be a big advantage in a fight if a player has a Pokemon that is powerful enough to knock out the other Pokemon in one shot.

I have gathered all the data on the base stats of all the Pokemon in each generation. By using this data I can make an analysis of which Pokemon are the strongest and weakest based on the values of their base stats. Not only will I compare the separate stats of which Pokemon is weakest and strongest, but I will also perform calculations that will add up all the values of the base stats to see which is the strongest Pokemon overall.

Experience Growth

Experience growth in the Pokemon series is the rate at which it takes for every Pokemon to reach level 100 which is the maximum level a Pokemon can be. There are a certain number of points that every Pokemon has in order to reach the maximum with some having a lower number of maximum points and others have a high number of points. I have collected data on the experience growth of Pokemon to see which Pokemon can get to level 100 the fastest.

Gender

Like real life animals and human beings, Pokemon also have gender as well. The vast majority of Pokemon are male or female. There are certain Pokemon that are genderless and can’t fit into either gender. I have assigned a value of 0 for any Pokemon that is genderless. I have collected on the percentage of every Pokemon that is male or female. With this data I can make an analysis such as seeing which Pokemon are likely to be male or female.

Pokemon Moves

Like the attributes of Pokemon, moves also have attributes as well. Every move has a type associated with it and it is categorized as being a special move or a physical move. Other moves are categorized as being a status inflicting move in which it doesn’t deplete health points of a Pokemon, but rather gives them a certain ailment. The numerical values associated with moves are power points, base power, and accuracy. Power points are the points assigned to a Pokemon move that determine how many times it can be used. When the power point of a move reaches 0 then it can no longer be used unless an item can restore the points. Base power is the damage value of a Pokemon move that is done to another Pokemon without any other factors considered. Accuracy is the chance that the move can hit another Pokemon. I will determine which Pokemon moves are the least accurate by seeing Pokemon moves less than 100 through SQL.

Pokemon Abilities

Pokemon abilities are certain special traits that allow Pokemon to have an advantage in battle. Some Pokemon have a unique ability while others have abilities that are common against multiple Pokemon. I have used SQL to find out the Pokemon with certain abilities. With this information a Pokemon player can create a Pokemon team based on the abilities a Pokemon has.

Pokemon Event Database

For many years there have been Pokemon that have been released through events. The Pokemon released through these events have special abilities such as being shiny which means they are a different color. Other attributes might be that they have higher stats. The data collected on the events will indicate which Pokemon were distributed the most and it can also contain information such as the location of where it was distributed.

Pokemon Data Project Begins Here

Analyzing Pokemon Species Data

SQL Code

Creating a Pokemon table in SQL with Pokemon\_Number being the primary key.

CREATE TABLE Pokemon\_Table(

Pokemon\_Number INTEGER NOT NULL PRIMARY KEY

,Pokemon\_Name VARCHAR(12)

,Pokemon\_Type\_1 VARCHAR(8)

,Pokemon\_Type\_2 VARCHAR(8)

,HP INTEGER

,Attack INTEGER

,Defense INTEGER

,Sp\_Attack INTEGER

,Sp\_Defense INTEGER

,Speed INTEGER

,Base\_Stat\_Total INTEGER

,Experience\_Growth INTEGER

,Male\_ NUMERIC(4,1)

,Female\_ NUMERIC(4,1)

,Weight\_kg NUMERIC(5,1)

,Height\_meters NUMERIC(4,1)

,Generation INTEGER

,Capture\_Rate VARCHAR(24)

,Against\_Normal NUMERIC(4,2)

,Against\_Fire NUMERIC(4,2)

,Against\_Water NUMERIC(4,2)

,Against\_Electric VARCHAR(4)

,Against\_Grass NUMERIC(4,2)

,Against\_Ice NUMERIC(4,2)

,Against\_Fighting NUMERIC(4,2)

,Against\_Poison NUMERIC(4,2)

,Against\_Ground NUMERIC(4,2)

,Against\_Flying NUMERIC(4,2)

,Against\_Psychic NUMERIC(4,2)

,Against\_Bug NUMERIC(4,2)

,Against\_Rock NUMERIC(4,2)

,Against\_Ghost NUMERIC(3,1)

,Against\_Dragon NUMERIC(3,1)

,Against\_Dark NUMERIC(4,2)

,Against\_Steel NUMERIC(4,2)

,Against\_Fairy VARCHAR(4)

);

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (1,'Bulbasaur','Grass','Poison',45,49,49,65,65,45,318,1059860,88.1,11.9,6.9,0.7,1,'45',1,2,0.5,'0.5',0.25,2,0.5,1,1,2,2,1,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (2,'Ivysaur','Grass','Poison',60,62,63,80,80,60,405,1059860,88.1,11.9,13,1,1,'45',1,2,0.5,'0.5',0.25,2,0.5,1,1,2,2,1,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (3,'Venusaur','Grass','Poison',80,82,83,100,100,80,525,1059860,88.1,11.9,100,2,1,'45',1,2,0.5,'0.5',0.25,2,0.5,1,1,2,2,1,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (4,'Charmander','Fire','',39,52,43,60,50,65,309,1059860,88.1,11.9,8.5,0.6,1,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (5,'Charmeleon','Fire','',58,64,58,80,65,80,405,1059860,88.1,11.9,19,1.1,1,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (6,'Charizard','Fire','Flying',78,84,78,109,85,100,534,1059860,88.1,11.9,90.5,1.7,1,'45',1,0.5,2,'2',0.25,1,0.5,1,0,1,1,0.25,4,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (7,'Squirtle','Water','',44,48,65,50,64,43,314,1059860,88.1,11.9,9,0.5,1,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (8,'Wartortle','Water','',59,63,80,65,80,58,405,1059860,88.1,11.9,22.5,1,1,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (9,'Blastoise','Water','',79,83,100,85,105,78,530,1059860,88.1,11.9,85.5,1.6,1,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (10,'Caterpie','Bug','',45,30,35,20,20,45,195,1000000,50,50,2.9,0.3,1,'255',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (11,'Metapod','Bug','',50,20,55,25,25,30,205,1000000,50,50,9.9,0.7,1,'120',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (12,'Butterfree','Bug','Flying',60,45,50,90,80,70,395,1000000,50,50,32,1.1,1,'45',1,2,1,'2',0.25,2,0.25,1,0,2,1,0.5,4,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (13,'Weedle','Bug','Poison',40,35,30,20,20,50,195,1000000,50,50,3.2,0.3,1,'255',1,2,1,'1',0.25,1,0.25,0.5,1,2,2,0.5,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (14,'Kakuna','Bug','Poison',45,25,50,25,25,35,205,1000000,50,50,10,0.6,1,'120',1,2,1,'1',0.25,1,0.25,0.5,1,2,2,0.5,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (15,'Beedrill','Bug','Poison',65,90,40,45,80,75,395,1000000,50,50,29.5,1,1,'45',1,2,1,'1',0.25,1,0.25,0.5,1,2,2,0.5,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (16,'Pidgey','Normal','Flying',40,45,40,35,35,56,251,1059860,50,50,1.8,0.3,1,'255',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (17,'Pidgeotto','Normal','Flying',63,60,55,50,50,71,349,1059860,50,50,30,1.1,1,'120',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (18,'Pidgeot','Normal','Flying',83,80,75,70,70,101,479,1059860,50,50,39.5,1.5,1,'45',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (19,'Rattata','Normal','',30,56,35,25,35,72,253,1000000,50,50,3.5,0.3,1,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (20,'Raticate','Normal','',55,81,60,50,70,97,413,1000000,50,50,18.5,0.7,1,'127',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (21,'Spearow','Normal','Flying',40,60,30,31,31,70,262,1000000,50,50,2,0.3,1,'255',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (22,'Fearow','Normal','Flying',65,90,65,61,61,100,442,1000000,50,50,38,1.2,1,'90',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (23,'Ekans','Poison','',35,60,44,40,54,55,288,1000000,50,50,6.9,2,1,'255',1,1,1,'1',0.5,1,0.5,0.5,2,1,2,0.5,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (24,'Arbok','Poison','',60,95,69,65,79,80,448,1000000,50,50,65,3.5,1,'90',1,1,1,'1',0.5,1,0.5,0.5,2,1,2,0.5,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (25,'Pikachu','Electric','',35,55,40,50,50,90,320,1000000,50,50,6,0.4,1,'190',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (26,'Raichu','Electric','',60,90,55,90,80,110,485,1000000,50,50,30,0.8,1,'75',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (27,'Sandshrew','Ground','',50,75,85,20,30,40,300,1000000,50,50,12,0.6,1,'255',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (28,'Sandslash','Ground','',75,100,110,45,55,65,450,1000000,50,50,29.5,1,1,'90',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (29,'Nidoran?','Poison','',55,47,52,40,40,41,275,1059860,0,0,7,0.4,1,'235',1,1,1,'1',0.5,1,0.5,0.5,2,1,2,0.5,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (30,'Nidorina','Poison','',70,62,67,55,55,56,365,1059860,0,0,20,0.8,1,'120',1,1,1,'1',0.5,1,0.5,0.5,2,1,2,0.5,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (31,'Nidoqueen','Poison','Ground',90,92,87,75,85,76,505,1059860,0,0,60,1.3,1,'45',1,1,2,'0',1,2,0.5,0.25,2,1,2,0.5,0.5,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (32,'Nidoran?','Poison','',46,57,40,40,40,50,273,1059860,100,0,9,0.5,1,'235',1,1,1,'1',0.5,1,0.5,0.5,2,1,2,0.5,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (33,'Nidorino','Poison','',61,72,57,55,55,65,365,1059860,100,0,19.5,0.9,1,'120',1,1,1,'1',0.5,1,0.5,0.5,2,1,2,0.5,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (34,'Nidoking','Poison','Ground',81,102,77,85,75,85,505,1059860,100,0,62,1.4,1,'45',1,1,2,'0',1,2,0.5,0.25,2,1,2,0.5,0.5,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (35,'Clefairy','Fairy','',70,45,48,60,65,35,323,800000,24.6,75.4,7.5,0.6,1,'150',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (36,'Clefable','Fairy','',95,70,73,95,90,60,483,800000,24.6,75.4,40,1.3,1,'25',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (37,'Vulpix','Fire','',38,41,40,50,65,65,299,1000000,24.6,75.4,9.9,0.6,1,'190',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (38,'Ninetales','Fire','',73,76,75,81,100,100,505,1000000,24.6,75.4,19.9,1.1,1,'75',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (39,'Jigglypuff','Normal','Fairy',115,45,20,45,25,20,270,800000,24.6,75.4,5.5,0.5,1,'170',1,1,1,'1',1,1,1,2,1,1,1,0.5,1,0,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (40,'Wigglytuff','Normal','Fairy',140,70,45,85,50,45,435,800000,24.6,75.4,12,1,1,'50',1,1,1,'1',1,1,1,2,1,1,1,0.5,1,0,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (41,'Zubat','Poison','Flying',40,45,35,30,40,55,245,1000000,50,50,7.5,0.8,1,'255',1,1,1,'2',0.25,2,0.25,0.5,0,1,2,0.25,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (42,'Golbat','Poison','Flying',75,80,70,65,75,90,455,1000000,50,50,55,1.6,1,'90',1,1,1,'2',0.25,2,0.25,0.5,0,1,2,0.25,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (43,'Oddish','Grass','Poison',45,50,55,75,65,30,320,1059860,50,50,5.4,0.5,1,'255',1,2,0.5,'0.5',0.25,2,0.5,1,1,2,2,1,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (44,'Gloom','Grass','Poison',60,65,70,85,75,40,395,1059860,50,50,8.6,0.8,1,'120',1,2,0.5,'0.5',0.25,2,0.5,1,1,2,2,1,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (45,'Vileplume','Grass','Poison',75,80,85,110,90,50,490,1059860,50,50,18.6,1.2,1,'45',1,2,0.5,'0.5',0.25,2,0.5,1,1,2,2,1,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (46,'Paras','Bug','Grass',35,70,55,45,55,25,285,1000000,50,50,5.4,0.3,1,'190',1,4,0.5,'0.5',0.25,2,0.5,2,0.25,4,1,2,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (47,'Parasect','Bug','Grass',60,95,80,60,80,30,405,1000000,50,50,29.5,1,1,'75',1,4,0.5,'0.5',0.25,2,0.5,2,0.25,4,1,2,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (48,'Venonat','Bug','Poison',60,55,50,40,55,45,305,1000000,50,50,30,1,1,'190',1,2,1,'1',0.25,1,0.25,0.5,1,2,2,0.5,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (49,'Venomoth','Bug','Poison',70,65,60,90,75,90,450,1000000,50,50,12.5,1.5,1,'75',1,2,1,'1',0.25,1,0.25,0.5,1,2,2,0.5,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (50,'Diglett','Ground','',10,55,25,35,45,95,265,1000000,50,50,0.8,0.2,1,'255',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (51,'Dugtrio','Ground','',35,100,50,50,70,120,425,1000000,50,50,33.3,0.7,1,'50',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (52,'Meowth','Normal','',40,45,35,40,40,90,290,1000000,50,50,4.2,0.4,1,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (53,'Persian','Normal','',65,70,60,65,65,115,440,1000000,50,50,32,1,1,'90',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (54,'Psyduck','Water','',50,52,48,65,50,55,320,1000000,50,50,19.6,0.8,1,'190',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (55,'Golduck','Water','',80,82,78,95,80,85,500,1000000,50,50,76.6,1.7,1,'75',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (56,'Mankey','Fighting','',40,80,35,35,45,70,305,1000000,50,50,28,0.5,1,'190',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (57,'Primeape','Fighting','',65,105,60,60,70,95,455,1000000,50,50,32,1,1,'75',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (58,'Growlithe','Fire','',55,70,45,70,50,60,350,1250000,75.4,24.6,19,0.7,1,'190',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (59,'Arcanine','Fire','',90,110,80,100,80,95,555,1250000,75.4,24.6,155,1.9,1,'75',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (60,'Poliwag','Water','',40,50,40,40,40,90,300,1059860,50,50,12.4,0.6,1,'255',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (61,'Poliwhirl','Water','',65,65,65,50,50,90,385,1059860,50,50,20,1,1,'120',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (62,'Poliwrath','Water','Fighting',90,95,95,70,90,70,510,1059860,50,50,54,1.3,1,'45',1,0.5,0.5,'2',2,0.5,1,1,1,2,2,0.5,0.5,1,1,0.5,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (63,'Abra','Psychic','',25,20,15,105,55,90,310,1059860,75.4,24.6,19.5,0.9,1,'200',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (64,'Kadabra','Psychic','',40,35,30,120,70,105,400,1059860,75.4,24.6,56.5,1.3,1,'100',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (65,'Alakazam','Psychic','',55,50,45,135,95,120,500,1059860,75.4,24.6,48,1.5,1,'50',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (66,'Machop','Fighting','',70,80,50,35,35,35,305,1059860,75.4,24.6,19.5,0.8,1,'180',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (67,'Machoke','Fighting','',80,100,70,50,60,45,405,1059860,75.4,24.6,70.5,1.5,1,'90',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (68,'Machamp','Fighting','',90,130,80,65,85,55,505,1059860,75.4,24.6,130,1.6,1,'45',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (69,'Bellsprout','Grass','Poison',50,75,35,70,30,40,300,1059860,50,50,4,0.7,1,'255',1,2,0.5,'0.5',0.25,2,0.5,1,1,2,2,1,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (70,'Weepinbell','Grass','Poison',65,90,50,85,45,55,390,1059860,50,50,6.4,1,1,'120',1,2,0.5,'0.5',0.25,2,0.5,1,1,2,2,1,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (71,'Victreebel','Grass','Poison',80,105,65,100,70,70,490,1059860,50,50,15.5,1.7,1,'45',1,2,0.5,'0.5',0.25,2,0.5,1,1,2,2,1,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (72,'Tentacool','Water','Poison',40,40,35,50,100,70,335,1250000,50,50,45.5,0.9,1,'190',1,0.5,0.5,'2',1,0.5,0.5,0.5,2,1,2,0.5,1,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (73,'Tentacruel','Water','Poison',80,70,65,80,120,100,515,1250000,50,50,55,1.6,1,'60',1,0.5,0.5,'2',1,0.5,0.5,0.5,2,1,2,0.5,1,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (74,'Geodude','Rock','Ground',40,80,100,30,30,20,300,1059860,50,50,20,0.4,1,'255',0.5,0.5,4,'0',4,2,2,0.25,2,0.5,1,1,0.5,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (75,'Graveler','Rock','Ground',55,95,115,45,45,35,390,1059860,50,50,105,1,1,'120',0.5,0.5,4,'0',4,2,2,0.25,2,0.5,1,1,0.5,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (76,'Golem','Rock','Ground',80,120,130,55,65,45,495,1059860,50,50,300,1.4,1,'45',0.5,0.5,4,'0',4,2,2,0.25,2,0.5,1,1,0.5,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (77,'Ponyta','Fire','',50,85,55,65,65,90,410,1000000,50,50,30,1,1,'190',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (78,'Rapidash','Fire','',65,100,70,80,80,105,500,1000000,50,50,95,1.7,1,'60',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (79,'Slowpoke','Water','Psychic',90,65,65,40,40,15,315,1000000,50,50,36,1.2,1,'190',1,0.5,0.5,'2',2,0.5,0.5,1,1,1,0.5,2,1,2,1,2,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (80,'Slowbro','Water','Psychic',95,75,110,100,80,30,490,1000000,50,50,78.5,1.6,1,'75',1,0.5,0.5,'2',2,0.5,0.5,1,1,1,0.5,2,1,2,1,2,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (81,'Magnemite','Electric','Steel',25,35,70,95,55,45,325,1000000,0,0,6,0.3,1,'190',0.5,2,1,'0.5',0.5,0.5,2,0,4,0.25,0.5,0.5,0.5,1,0.5,1,0.25,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (82,'Magneton','Electric','Steel',50,60,95,120,70,70,465,1000000,0,0,60,1,1,'60',0.5,2,1,'0.5',0.5,0.5,2,0,4,0.25,0.5,0.5,0.5,1,0.5,1,0.25,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (83,'Farfetch''d','Normal','Flying',52,90,55,58,62,60,377,1000000,50,50,15,0.8,1,'45',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (84,'Doduo','Normal','Flying',35,85,45,35,35,75,310,1000000,50,50,39.2,1.4,1,'190',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (85,'Dodrio','Normal','Flying',60,110,70,60,60,110,470,1000000,50,50,85.2,1.8,1,'45',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (86,'Seel','Water','',65,45,55,45,70,45,325,1000000,50,50,90,1.1,1,'190',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (87,'Dewgong','Water','Ice',90,70,80,70,95,70,475,1000000,50,50,120,1.7,1,'75',1,1,0.5,'2',2,0.25,2,1,1,1,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (88,'Grimer','Poison','',80,80,50,40,50,25,325,1000000,50,50,30,0.9,1,'190',1,1,1,'1',0.5,1,0.5,0.5,2,1,2,0.5,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (89,'Muk','Poison','',105,105,75,65,100,50,500,1000000,50,50,30,1.2,1,'75',1,1,1,'1',0.5,1,0.5,0.5,2,1,2,0.5,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (90,'Shellder','Water','',30,65,100,45,25,40,305,1250000,50,50,4,0.3,1,'190',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (91,'Cloyster','Water','Ice',50,95,180,85,45,70,525,1250000,50,50,132.5,1.5,1,'60',1,1,0.5,'2',2,0.25,2,1,1,1,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (92,'Gastly','Ghost','Poison',30,35,30,100,35,80,310,1059860,50,50,0.1,1.3,1,'190',0,1,1,'1',0.5,1,0,0.25,2,1,2,0.25,1,2,1,2,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (93,'Haunter','Ghost','Poison',45,50,45,115,55,95,405,1059860,50,50,0.1,1.6,1,'90',0,1,1,'1',0.5,1,0,0.25,2,1,2,0.25,1,2,1,2,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (94,'Gengar','Ghost','Poison',60,65,60,130,75,110,500,1059860,50,50,40.5,1.5,1,'45',0,1,1,'1',0.5,1,0,0.25,2,1,2,0.25,1,2,1,2,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (95,'Onix','Rock','Ground',35,45,160,30,45,70,385,1000000,50,50,210,8.8,1,'45',0.5,0.5,4,'0',4,2,2,0.25,2,0.5,1,1,0.5,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (96,'Drowzee','Psychic','',60,48,45,43,90,42,328,1000000,50,50,32.4,1,1,'190',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (97,'Hypno','Psychic','',85,73,70,73,115,67,483,1000000,50,50,75.6,1.6,1,'75',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (98,'Krabby','Water','',30,105,90,25,25,50,325,1000000,50,50,6.5,0.4,1,'225',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (99,'Kingler','Water','',55,130,115,50,50,75,475,1000000,50,50,60,1.3,1,'60',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (100,'Voltorb','Electric','',40,30,50,55,55,100,330,1000000,0,0,10.4,0.5,1,'190',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (101,'Electrode','Electric','',60,50,70,80,80,150,490,1000000,0,0,66.6,1.2,1,'60',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (102,'Exeggcute','Grass','Psychic',60,40,80,60,45,40,325,1250000,50,50,2.5,0.4,1,'90',1,2,0.5,'0.5',0.5,2,0.5,2,0.5,2,0.5,4,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (103,'Exeggutor','Grass','Psychic',95,95,85,125,75,55,530,1250000,50,50,120,2,1,'45',1,2,0.5,'0.5',0.5,2,0.5,2,0.5,2,0.5,4,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (104,'Cubone','Ground','',50,50,95,40,50,35,320,1000000,50,50,6.5,0.4,1,'190',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (105,'Marowak','Ground','',60,80,110,50,80,45,425,1000000,50,50,45,1,1,'75',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (106,'Hitmonlee','Fighting','',50,120,53,35,110,87,455,1000000,100,0,49.8,1.5,1,'45',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (107,'Hitmonchan','Fighting','',50,105,79,35,110,76,455,1000000,100,0,50.2,1.4,1,'45',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (108,'Lickitung','Normal','',90,55,75,60,75,30,385,1000000,50,50,65.5,1.2,1,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (109,'Koffing','Poison','',40,65,95,60,45,35,340,1000000,50,50,1,0.6,1,'190',1,1,1,'1',0.5,1,0.5,0.5,2,1,2,0.5,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (110,'Weezing','Poison','',65,90,120,85,70,60,490,1000000,50,50,9.5,1.2,1,'60',1,1,1,'1',0.5,1,0.5,0.5,2,1,2,0.5,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (111,'Rhyhorn','Ground','Rock',80,85,95,30,30,25,345,1250000,50,50,115,1,1,'120',0.5,0.5,4,'0',4,2,2,0.25,2,0.5,1,1,0.5,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (112,'Rhydon','Ground','Rock',105,130,120,45,45,40,485,1250000,50,50,120,1.9,1,'60',0.5,0.5,4,'0',4,2,2,0.25,2,0.5,1,1,0.5,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (113,'Chansey','Normal','',250,5,5,35,105,50,450,800000,0,0,34.6,1.1,1,'30',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (114,'Tangela','Grass','',65,55,115,100,40,60,435,1000000,50,50,35,1,1,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (115,'Kangaskhan','Normal','',105,95,80,40,80,90,490,1000000,0,0,80,2.2,1,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (116,'Horsea','Water','',30,40,70,70,25,60,295,1000000,50,50,8,0.4,1,'225',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (117,'Seadra','Water','',55,65,95,95,45,85,440,1000000,50,50,25,1.2,1,'75',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (118,'Goldeen','Water','',45,67,60,35,50,63,320,1000000,50,50,15,0.6,1,'225',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (119,'Seaking','Water','',80,92,65,65,80,68,450,1000000,50,50,39,1.3,1,'60',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (120,'Staryu','Water','',30,45,55,70,55,85,340,1250000,0,0,34.5,0.8,1,'225',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (121,'Starmie','Water','Psychic',60,75,85,100,85,115,520,1250000,0,0,80,1.1,1,'60',1,0.5,0.5,'2',2,0.5,0.5,1,1,1,0.5,2,1,2,1,2,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (122,'Mr. Mime','Psychic','Fairy',40,45,65,100,120,90,460,1000000,50,50,54.5,1.3,1,'45',1,1,1,'1',1,1,0.25,2,1,1,0.5,1,1,2,0,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (123,'Scyther','Bug','Flying',70,110,80,55,80,105,500,1000000,50,50,56,1.5,1,'45',1,2,1,'2',0.25,2,0.25,1,0,2,1,0.5,4,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (124,'Jynx','Ice','Psychic',65,50,35,115,95,95,455,1000000,0,0,40.6,1.4,1,'45',1,2,1,'1',1,0.5,1,1,1,1,0.5,2,2,2,1,2,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (125,'Electabuzz','Electric','',65,83,57,95,85,105,490,1000000,75.4,24.6,30,1.1,1,'45',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (126,'Magmar','Fire','',65,95,57,100,85,93,495,1000000,75.4,24.6,44.5,1.3,1,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (127,'Pinsir','Bug','',65,125,100,55,70,85,500,1250000,50,50,55,1.5,1,'45',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (128,'Tauros','Normal','',75,100,95,40,70,110,490,1250000,100,0,88.4,1.4,1,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (129,'Magikarp','Water','',20,10,55,15,20,80,200,1250000,50,50,10,0.9,1,'255',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (130,'Gyarados','Water','Flying',95,125,79,60,100,81,540,1250000,50,50,235,6.5,1,'45',1,0.5,0.5,'4',1,1,0.5,1,0,1,1,0.5,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (131,'Lapras','Water','Ice',130,85,80,85,95,60,535,1250000,50,50,220,2.5,1,'45',1,1,0.5,'2',2,0.25,2,1,1,1,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (132,'Ditto','Normal','',48,48,48,48,48,48,288,1000000,0,0,4,0.3,1,'35',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (133,'Eevee','Normal','',55,55,50,45,65,55,325,1000000,88.1,11.9,6.5,0.3,1,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (134,'Vaporeon','Water','',130,65,60,110,95,65,525,1000000,88.1,11.9,29,1,1,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (135,'Jolteon','Electric','',65,65,60,110,95,130,525,1000000,88.1,11.9,24.5,0.8,1,'45',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (136,'Flareon','Fire','',65,130,60,95,110,65,525,1000000,88.1,11.9,25,0.9,1,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (137,'Porygon','Normal','',65,60,70,85,75,40,395,1000000,0,0,36.5,0.8,1,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (138,'Omanyte','Rock','Water',35,40,100,90,55,35,355,1000000,88.1,11.9,7.5,0.4,1,'45',0.5,0.25,1,'2',4,0.5,2,0.5,2,0.5,1,1,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (139,'Omastar','Rock','Water',70,60,125,115,70,55,495,1000000,88.1,11.9,35,1,1,'45',0.5,0.25,1,'2',4,0.5,2,0.5,2,0.5,1,1,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (140,'Kabuto','Rock','Water',30,80,90,55,45,55,355,1000000,88.1,11.9,11.5,0.5,1,'45',0.5,0.25,1,'2',4,0.5,2,0.5,2,0.5,1,1,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (141,'Kabutops','Rock','Water',60,115,105,65,70,80,495,1000000,88.1,11.9,40.5,1.3,1,'45',0.5,0.25,1,'2',4,0.5,2,0.5,2,0.5,1,1,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (142,'Aerodactyl','Rock','Flying',80,105,65,60,75,130,515,1250000,88.1,11.9,59,1.8,1,'45',0.5,0.5,2,'2',1,2,1,0.5,0,0.5,1,0.5,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (143,'Snorlax','Normal','',160,110,65,65,110,30,540,1250000,88.1,11.9,460,2.1,1,'25',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (144,'Articuno','Ice','Flying',90,85,100,95,125,85,580,1250000,0,0,55.4,1.7,1,'3',1,2,1,'2',0.5,1,1,1,0,1,1,0.5,4,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (145,'Zapdos','Electric','Flying',90,90,85,125,90,100,580,1250000,0,0,52.6,1.6,1,'3',1,1,1,'1',0.5,2,0.5,1,0,0.5,1,0.5,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (146,'Moltres','Fire','Flying',90,100,90,125,85,90,580,1250000,0,0,60,2,1,'3',1,0.5,2,'2',0.25,1,0.5,1,0,1,1,0.25,4,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (147,'Dratini','Dragon','',41,64,45,50,50,50,300,1250000,50,50,3.3,1.8,1,'45',1,0.5,0.5,'0.5',0.5,2,1,1,1,1,1,1,1,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (148,'Dragonair','Dragon','',61,84,65,70,70,70,420,1250000,50,50,16.5,4,1,'45',1,0.5,0.5,'0.5',0.5,2,1,1,1,1,1,1,1,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (149,'Dragonite','Dragon','Flying',91,134,95,100,100,80,600,1250000,50,50,210,2.2,1,'45',1,0.5,0.5,'1',0.25,4,0.5,1,0,1,1,0.5,2,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (150,'Mewtwo','Psychic','',106,110,90,154,90,130,680,1250000,0,0,122,2,1,'3',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (151,'Mew','Psychic','',100,100,100,100,100,100,600,1059860,0,0,4,0.4,1,'45',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (152,'Chikorita','Grass','',45,49,65,49,65,45,318,1059860,88.1,11.9,6.4,0.9,2,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (153,'Bayleef','Grass','',60,62,80,63,80,60,405,1059860,88.1,11.9,15.8,1.2,2,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (154,'Meganium','Grass','',80,82,100,83,100,80,525,1059860,88.1,11.9,100.5,1.8,2,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (155,'Cyndaquil','Fire','',39,52,43,60,50,65,309,1059860,88.1,11.9,7.9,0.5,2,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (156,'Quilava','Fire','',58,64,58,80,65,80,405,1059860,88.1,11.9,19,0.9,2,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (157,'Typhlosion','Fire','',78,84,78,109,85,100,534,1059860,88.1,11.9,79.5,1.7,2,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (158,'Totodile','Water','',50,65,64,44,48,43,314,1059860,88.1,11.9,9.5,0.6,2,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (159,'Croconaw','Water','',65,80,80,59,63,58,405,1059860,88.1,11.9,25,1.1,2,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (160,'Feraligatr','Water','',85,105,100,79,83,78,530,1059860,88.1,11.9,88.8,2.3,2,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (161,'Sentret','Normal','',35,46,34,35,45,20,215,1000000,50,50,6,0.8,2,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (162,'Furret','Normal','',85,76,64,45,55,90,415,1000000,50,50,32.5,1.8,2,'90',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (163,'Hoothoot','Normal','Flying',60,30,30,36,56,50,262,1000000,50,50,21.2,0.7,2,'255',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (164,'Noctowl','Normal','Flying',100,50,50,86,96,70,452,1000000,50,50,40.8,1.6,2,'90',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (165,'Ledyba','Bug','Flying',40,20,30,40,80,55,265,800000,50,50,10.8,1,2,'255',1,2,1,'2',0.25,2,0.25,1,0,2,1,0.5,4,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (166,'Ledian','Bug','Flying',55,35,50,55,110,85,390,800000,50,50,35.6,1.4,2,'90',1,2,1,'2',0.25,2,0.25,1,0,2,1,0.5,4,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (167,'Spinarak','Bug','Poison',40,60,40,40,40,30,250,800000,50,50,8.5,0.5,2,'255',1,2,1,'1',0.25,1,0.25,0.5,1,2,2,0.5,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (168,'Ariados','Bug','Poison',70,90,70,60,70,40,400,800000,50,50,33.5,1.1,2,'90',1,2,1,'1',0.25,1,0.25,0.5,1,2,2,0.5,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (169,'Crobat','Poison','Flying',85,90,80,70,80,130,535,1000000,50,50,75,1.8,2,'90',1,1,1,'2',0.25,2,0.25,0.5,0,1,2,0.25,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (170,'Chinchou','Water','Electric',75,38,38,56,56,67,330,1250000,50,50,12,0.5,2,'190',1,0.5,0.5,'1',2,0.5,1,1,2,0.5,1,1,1,1,1,1,0.25,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (171,'Lanturn','Water','Electric',125,58,58,76,76,67,460,1250000,50,50,22.5,1.2,2,'75',1,0.5,0.5,'1',2,0.5,1,1,2,0.5,1,1,1,1,1,1,0.25,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (172,'Pichu','Electric','',20,40,15,35,35,60,205,1000000,50,50,2,0.3,2,'190',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (173,'Cleffa','Fairy','',50,25,28,45,55,15,218,800000,24.6,75.4,3,0.3,2,'150',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (174,'Igglybuff','Normal','Fairy',90,30,15,40,20,15,210,800000,24.6,75.4,1,0.3,2,'170',1,1,1,'1',1,1,1,2,1,1,1,0.5,1,0,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (175,'Togepi','Fairy','',35,20,65,40,65,20,245,800000,88.1,11.9,1.5,0.3,2,'190',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (176,'Togetic','Fairy','Flying',55,40,85,80,105,40,405,800000,88.1,11.9,3.2,0.6,2,'75',1,1,1,'2',0.5,2,0.25,2,0,1,1,0.25,2,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (177,'Natu','Psychic','Flying',40,50,45,70,45,70,320,1000000,50,50,2,0.2,2,'190',1,1,1,'2',0.5,2,0.25,1,0,1,0.5,1,2,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (178,'Xatu','Psychic','Flying',65,75,70,95,70,95,470,1000000,50,50,15,1.5,2,'75',1,1,1,'2',0.5,2,0.25,1,0,1,0.5,1,2,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (179,'Mareep','Electric','',55,40,40,65,45,35,280,1059860,50,50,7.8,0.6,2,'235',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (180,'Flaaffy','Electric','',70,55,55,80,60,45,365,1059860,50,50,13.3,0.8,2,'120',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (181,'Ampharos','Electric','',90,75,85,115,90,55,510,1059860,50,50,61.5,1.4,2,'45',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (182,'Bellossom','Grass','',75,80,95,90,100,50,490,1059860,50,50,5.8,0.4,2,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (183,'Marill','Water','Fairy',70,20,50,20,50,40,250,800000,50,50,8.5,0.4,2,'190',1,0.5,0.5,'2',2,0.5,0.5,2,1,1,1,0.5,1,1,0,0.5,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (184,'Azumarill','Water','Fairy',100,50,80,60,80,50,420,800000,50,50,28.5,0.8,2,'75',1,0.5,0.5,'2',2,0.5,0.5,2,1,1,1,0.5,1,1,0,0.5,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (185,'Sudowoodo','Rock','',70,100,115,30,65,30,410,1000000,50,50,38,1.2,2,'65',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (186,'Politoed','Water','',90,75,75,90,100,70,500,1059860,50,50,33.9,1.1,2,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (187,'Hoppip','Grass','Flying',35,35,40,35,55,50,250,1059860,50,50,0.5,0.4,2,'255',1,2,0.5,'1',0.25,4,0.5,2,0,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (188,'Skiploom','Grass','Flying',55,45,50,45,65,80,340,1059860,50,50,1,0.6,2,'120',1,2,0.5,'1',0.25,4,0.5,2,0,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (189,'Jumpluff','Grass','Flying',75,55,70,55,95,110,460,1059860,50,50,3,0.8,2,'45',1,2,0.5,'1',0.25,4,0.5,2,0,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (190,'Aipom','Normal','',55,70,55,40,55,85,360,800000,50,50,11.5,0.8,2,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (191,'Sunkern','Grass','',30,30,30,30,30,30,180,1059860,50,50,1.8,0.3,2,'235',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (192,'Sunflora','Grass','',75,75,55,105,85,30,425,1059860,50,50,8.5,0.8,2,'120',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (193,'Yanma','Bug','Flying',65,65,45,75,45,95,390,1000000,50,50,38,1.2,2,'75',1,2,1,'2',0.25,2,0.25,1,0,2,1,0.5,4,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (194,'Wooper','Water','Ground',55,45,45,25,25,15,210,1000000,50,50,8.5,0.4,2,'255',1,0.5,1,'0',4,1,1,0.5,1,1,1,1,0.5,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (195,'Quagsire','Water','Ground',95,85,85,65,65,35,430,1000000,50,50,75,1.4,2,'90',1,0.5,1,'0',4,1,1,0.5,1,1,1,1,0.5,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (196,'Espeon','Psychic','',65,65,60,130,95,110,525,1000000,88.1,11.9,26.5,0.9,2,'45',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (197,'Umbreon','Dark','',95,65,110,60,130,65,525,1000000,88.1,11.9,27,1,2,'45',1,1,1,'1',1,1,2,1,1,1,0,2,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (198,'Murkrow','Dark','Flying',60,85,42,85,42,91,405,1059860,50,50,2.1,0.5,2,'30',1,1,1,'2',0.5,2,1,1,0,1,0,1,2,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (199,'Slowking','Water','Psychic',95,75,80,100,110,30,490,1000000,50,50,79.5,2,2,'70',1,0.5,0.5,'2',2,0.5,0.5,1,1,1,0.5,2,1,2,1,2,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (200,'Misdreavus','Ghost','',60,60,60,85,85,85,435,800000,50,50,1,0.7,2,'45',0,1,1,'1',1,1,0,0.5,1,1,1,0.5,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (201,'Unown','Psychic','',48,72,48,72,48,48,336,1000000,0,0,5,0.5,2,'225',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (202,'Wobbuffet','Psychic','',190,33,58,33,58,33,405,1000000,50,50,28.5,1.3,2,'45',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (203,'Girafarig','Normal','Psychic',70,80,65,90,65,85,455,1000000,50,50,41.5,1.5,2,'60',1,1,1,'1',1,1,1,1,1,1,0.5,2,1,0,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (204,'Pineco','Bug','',50,65,90,35,35,15,290,1000000,50,50,7.2,0.6,2,'190',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (205,'Forretress','Bug','Steel',75,90,140,60,60,40,465,1000000,50,50,125.8,1.2,2,'75',0.5,4,1,'1',0.25,0.5,1,0,1,1,0.5,0.5,1,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (206,'Dunsparce','Normal','',100,70,70,65,65,45,415,1000000,50,50,14,1.5,2,'190',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (207,'Gligar','Ground','Flying',65,75,105,35,65,85,430,1059860,50,50,64.8,1.1,2,'60',1,1,2,'0',1,4,0.5,0.5,0,1,1,0.5,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (208,'Steelix','Steel','Ground',75,85,200,55,65,30,510,1000000,50,50,400,9.2,2,'25',0.5,2,2,'0',1,1,2,0,2,0.5,0.5,0.5,0.25,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (209,'Snubbull','Fairy','',60,80,50,40,40,30,300,800000,24.6,75.4,7.8,0.6,2,'190',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (210,'Granbull','Fairy','',90,120,75,60,60,45,450,800000,24.6,75.4,48.7,1.4,2,'75',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (211,'Qwilfish','Water','Poison',65,95,85,55,55,85,440,1000000,50,50,3.9,0.5,2,'45',1,0.5,0.5,'2',1,0.5,0.5,0.5,2,1,2,0.5,1,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (212,'Scizor','Bug','Steel',70,130,100,55,80,65,500,1000000,50,50,118,1.8,2,'25',0.5,4,1,'1',0.25,0.5,1,0,1,1,0.5,0.5,1,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (213,'Shuckle','Bug','Rock',20,10,230,10,230,5,505,1059860,50,50,20.5,0.6,2,'190',0.5,1,2,'1',1,1,1,0.5,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (214,'Heracross','Bug','Fighting',80,125,75,40,95,85,500,1250000,50,50,54,1.5,2,'45',1,2,1,'1',0.5,1,0.5,1,0.5,4,2,0.5,1,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (215,'Sneasel','Dark','Ice',55,95,55,35,75,115,430,1059860,50,50,28,0.9,2,'60',1,2,1,'1',1,0.5,4,1,1,1,0,2,2,0.5,1,0.5,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (216,'Teddiursa','Normal','',60,80,50,50,50,40,330,1000000,50,50,8.8,0.6,2,'120',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (217,'Ursaring','Normal','',90,130,75,75,75,55,500,1000000,50,50,125.8,1.8,2,'60',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (218,'Slugma','Fire','',40,40,40,70,40,20,250,1000000,50,50,35,0.7,2,'190',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (219,'Magcargo','Fire','Rock',60,50,120,90,80,30,430,1000000,50,50,55,0.8,2,'75',0.5,0.25,4,'1',1,0.5,2,0.5,4,0.5,1,0.5,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (220,'Swinub','Ice','Ground',50,50,40,30,30,50,250,1250000,50,50,6.5,0.4,2,'225',1,2,2,'0',2,1,2,0.5,1,1,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (221,'Piloswine','Ice','Ground',100,100,80,60,60,50,450,1250000,50,50,55.8,1.1,2,'75',1,2,2,'0',2,1,2,0.5,1,1,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (222,'Corsola','Water','Rock',65,55,95,65,95,35,410,800000,24.6,75.4,5,0.6,2,'60',0.5,0.25,1,'2',4,0.5,2,0.5,2,0.5,1,1,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (223,'Remoraid','Water','',35,65,35,65,35,65,300,1000000,50,50,12,0.6,2,'190',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (224,'Octillery','Water','',75,105,75,105,75,45,480,1000000,50,50,28.5,0.9,2,'75',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (225,'Delibird','Ice','Flying',45,55,45,65,45,75,330,800000,50,50,16,0.9,2,'45',1,2,1,'2',0.5,1,1,1,0,1,1,0.5,4,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (226,'Mantine','Water','Flying',85,40,70,80,140,70,485,1250000,50,50,220,2.1,2,'25',1,0.5,0.5,'4',1,1,0.5,1,0,1,1,0.5,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (227,'Skarmory','Steel','Flying',65,80,140,40,70,70,465,1250000,50,50,50.5,1.7,2,'25',0.5,2,1,'2',0.25,1,1,0,0,0.5,0.5,0.25,1,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (228,'Houndour','Dark','Fire',45,60,30,80,50,65,330,1250000,50,50,10.8,0.6,2,'120',1,0.5,2,'1',0.5,0.5,2,1,2,1,0,1,2,0.5,1,0.5,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (229,'Houndoom','Dark','Fire',75,90,50,110,80,95,500,1250000,50,50,35,1.4,2,'45',1,0.5,2,'1',0.5,0.5,2,1,2,1,0,1,2,0.5,1,0.5,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (230,'Kingdra','Water','Dragon',75,95,95,95,95,85,540,1000000,50,50,152,1.8,2,'45',1,0.25,0.25,'1',1,1,1,1,1,1,1,1,1,1,2,1,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (231,'Phanpy','Ground','',90,60,60,40,40,40,330,1000000,50,50,33.5,0.5,2,'120',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (232,'Donphan','Ground','',90,120,120,60,60,50,500,1000000,50,50,120,1.1,2,'60',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (233,'Porygon2','Normal','',85,80,90,105,95,60,515,1000000,0,0,32.5,0.6,2,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (234,'Stantler','Normal','',73,95,62,85,65,85,465,1250000,50,50,71.2,1.4,2,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (235,'Smeargle','Normal','',55,20,35,20,45,75,250,800000,50,50,58,1.2,2,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (236,'Tyrogue','Fighting','',35,35,35,35,35,35,210,1000000,100,0,21,0.7,2,'75',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (237,'Hitmontop','Fighting','',50,95,95,35,110,70,455,1000000,100,0,48,1.4,2,'45',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (238,'Smoochum','Ice','Psychic',45,30,15,85,65,65,305,1000000,0,0,6,0.4,2,'45',1,2,1,'1',1,0.5,1,1,1,1,0.5,2,2,2,1,2,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (239,'Elekid','Electric','',45,63,37,65,55,95,360,1000000,75.4,24.6,23.5,0.6,2,'45',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (240,'Magby','Fire','',45,75,37,70,55,83,365,1000000,75.4,24.6,21.4,0.7,2,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (241,'Miltank','Normal','',95,80,105,40,70,100,490,1250000,0,0,75.5,1.2,2,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (242,'Blissey','Normal','',255,10,10,75,135,55,540,800000,0,0,46.8,1.5,2,'30',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (243,'Raikou','Electric','',90,85,75,115,100,115,580,1250000,0,0,178,1.9,2,'3',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (244,'Entei','Fire','',115,115,85,90,75,100,580,1250000,0,0,198,2.1,2,'3',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (245,'Suicune','Water','',100,75,115,90,115,85,580,1250000,0,0,187,2,2,'3',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (246,'Larvitar','Rock','Ground',50,64,50,45,50,41,300,1250000,50,50,72,0.6,2,'45',0.5,0.5,4,'0',4,2,2,0.25,2,0.5,1,1,0.5,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (247,'Pupitar','Rock','Ground',70,84,70,65,70,51,410,1250000,50,50,152,1.2,2,'45',0.5,0.5,4,'0',4,2,2,0.25,2,0.5,1,1,0.5,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (248,'Tyranitar','Rock','Dark',100,134,110,95,100,61,600,1250000,50,50,202,2,2,'45',0.5,0.5,2,'1',2,1,4,0.5,2,0.5,0,2,1,0.5,1,0.5,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (249,'Lugia','Psychic','Flying',106,90,130,90,154,110,680,1250000,0,0,216,5.2,2,'3',1,1,1,'2',0.5,2,0.25,1,0,1,0.5,1,2,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (250,'Ho-oh','Fire','Flying',106,130,90,110,154,90,680,1250000,0,0,199,3.8,2,'3',1,0.5,2,'2',0.25,1,0.5,1,0,1,1,0.25,4,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (251,'Celebi','Psychic','Grass',100,100,100,100,100,100,600,1059860,0,0,5,0.6,2,'45',1,2,0.5,'0.5',0.5,2,0.5,2,0.5,2,0.5,4,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (252,'Treecko','Grass','',40,45,35,65,55,70,310,1059860,88.1,11.9,5,0.5,3,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (253,'Grovyle','Grass','',50,65,45,85,65,95,405,1059860,88.1,11.9,21.6,0.9,3,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (254,'Sceptile','Grass','',70,85,65,105,85,120,530,1059860,88.1,11.9,52.2,1.7,3,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (255,'Torchic','Fire','',45,60,40,70,50,45,310,1059860,88.1,11.9,2.5,0.4,3,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (256,'Combusken','Fire','Fighting',60,85,60,85,60,55,405,1059860,88.1,11.9,19.5,0.9,3,'45',1,0.5,2,'1',0.5,0.5,1,1,2,2,2,0.25,1,1,1,0.5,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (257,'Blaziken','Fire','Fighting',80,120,70,110,70,80,530,1059860,88.1,11.9,52,1.9,3,'45',1,0.5,2,'1',0.5,0.5,1,1,2,2,2,0.25,1,1,1,0.5,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (258,'Mudkip','Water','',50,70,50,50,50,40,310,1059860,88.1,11.9,7.6,0.4,3,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (259,'Marshtomp','Water','Ground',70,85,70,60,70,50,405,1059860,88.1,11.9,28,0.7,3,'45',1,0.5,1,'0',4,1,1,0.5,1,1,1,1,0.5,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (260,'Swampert','Water','Ground',100,110,90,85,90,60,535,1059860,88.1,11.9,81.9,1.5,3,'45',1,0.5,1,'0',4,1,1,0.5,1,1,1,1,0.5,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (261,'Poochyena','Dark','',35,55,35,30,30,35,220,1000000,50,50,13.6,0.5,3,'255',1,1,1,'1',1,1,2,1,1,1,0,2,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (262,'Mightyena','Dark','',70,90,70,60,60,70,420,1000000,50,50,37,1,3,'127',1,1,1,'1',1,1,2,1,1,1,0,2,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (263,'Zigzagoon','Normal','',38,30,41,30,41,60,240,1000000,50,50,17.5,0.4,3,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (264,'Linoone','Normal','',78,70,61,50,61,100,420,1000000,50,50,32.5,0.5,3,'90',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (265,'Wurmple','Bug','',45,45,35,20,30,20,195,1000000,50,50,3.6,0.3,3,'255',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (266,'Silcoon','Bug','',50,35,55,25,25,15,205,1000000,50,50,10,0.6,3,'120',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (267,'Beautifly','Bug','Flying',60,70,50,100,50,65,395,1000000,50,50,28.4,1,3,'45',1,2,1,'2',0.25,2,0.25,1,0,2,1,0.5,4,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (268,'Cascoon','Bug','',50,35,55,25,25,15,205,1000000,50,50,11.5,0.7,3,'120',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (269,'Dustox','Bug','Poison',60,50,70,50,90,65,385,1000000,50,50,31.6,1.2,3,'45',1,2,1,'1',0.25,1,0.25,0.5,1,2,2,0.5,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (270,'Lotad','Water','Grass',40,30,30,40,50,30,220,1059860,50,50,2.6,0.5,3,'255',1,1,0.25,'1',1,1,1,2,0.5,2,1,2,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (271,'Lombre','Water','Grass',60,50,50,60,70,50,340,1059860,50,50,32.5,1.2,3,'120',1,1,0.25,'1',1,1,1,2,0.5,2,1,2,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (272,'Ludicolo','Water','Grass',80,70,70,90,100,70,480,1059860,50,50,55,1.5,3,'45',1,1,0.25,'1',1,1,1,2,0.5,2,1,2,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (273,'Seedot','Grass','',40,40,50,30,30,30,220,1059860,50,50,4,0.5,3,'255',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (274,'Nuzleaf','Grass','Dark',70,70,40,60,40,60,340,1059860,50,50,28,1,3,'120',1,2,0.5,'0.5',0.5,2,2,2,0.5,2,0,4,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (275,'Shiftry','Grass','Dark',90,100,60,90,60,80,480,1059860,50,50,59.6,1.3,3,'45',1,2,0.5,'0.5',0.5,2,2,2,0.5,2,0,4,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (276,'Taillow','Normal','Flying',40,55,30,30,30,85,270,1059860,50,50,2.3,0.3,3,'200',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (277,'Swellow','Normal','Flying',60,85,60,75,50,125,455,1059860,50,50,19.8,0.7,3,'45',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (278,'Wingull','Water','Flying',40,30,30,55,30,85,270,1000000,50,50,9.5,0.6,3,'190',1,0.5,0.5,'4',1,1,0.5,1,0,1,1,0.5,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (279,'Pelipper','Water','Flying',60,50,100,95,70,65,440,1000000,50,50,28,1.2,3,'45',1,0.5,0.5,'4',1,1,0.5,1,0,1,1,0.5,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (280,'Ralts','Psychic','Fairy',28,25,25,45,35,40,198,1250000,50,50,6.6,0.4,3,'235',1,1,1,'1',1,1,0.25,2,1,1,0.5,1,1,2,0,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (281,'Kirlia','Psychic','Fairy',38,35,35,65,55,50,278,1250000,50,50,20.2,0.8,3,'120',1,1,1,'1',1,1,0.25,2,1,1,0.5,1,1,2,0,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (282,'Gardevoir','Psychic','Fairy',68,65,65,125,115,80,518,1250000,50,50,48.4,1.6,3,'45',1,1,1,'1',1,1,0.25,2,1,1,0.5,1,1,2,0,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (283,'Surskit','Bug','Water',40,30,32,50,52,65,269,1000000,50,50,1.7,0.5,3,'200',1,1,0.5,'2',1,0.5,0.5,1,0.5,2,1,1,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (284,'Masquerain','Bug','Flying',70,60,62,100,82,80,454,1000000,50,50,3.6,0.8,3,'75',1,2,1,'2',0.25,2,0.25,1,0,2,1,0.5,4,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (285,'Shroomish','Grass','',60,40,60,40,60,35,295,1640000,50,50,4.5,0.4,3,'255',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (286,'Breloom','Grass','Fighting',60,130,80,60,60,70,460,1640000,50,50,39.2,1.2,3,'90',1,2,0.5,'0.5',0.5,2,1,2,0.5,4,2,1,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (287,'Slakoth','Normal','',60,60,60,35,35,30,280,1250000,50,50,24,0.8,3,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (288,'Vigoroth','Normal','',80,80,80,55,55,90,440,1250000,50,50,46.5,1.4,3,'120',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (289,'Slaking','Normal','',150,160,100,95,65,100,670,1250000,50,50,130.5,2,3,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (290,'Nincada','Bug','Ground',31,45,90,30,30,40,266,600000,50,50,5.5,0.5,3,'255',1,2,2,'0',1,2,0.5,0.5,0.5,2,1,1,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (291,'Ninjask','Bug','Flying',61,90,45,50,50,160,456,600000,50,50,12,0.8,3,'120',1,2,1,'2',0.25,2,0.25,1,0,2,1,0.5,4,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (292,'Shedinja','Bug','Ghost',1,90,45,30,30,40,236,600000,0,0,1.2,0.8,3,'45',0,2,1,'1',0.5,1,0,0.5,0.5,2,1,0.5,2,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (293,'Whismur','Normal','',64,51,23,51,23,28,240,1059860,50,50,16.3,0.6,3,'190',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (294,'Loudred','Normal','',84,71,43,71,43,48,360,1059860,50,50,40.5,1,3,'120',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (295,'Exploud','Normal','',104,91,63,91,73,68,490,1059860,50,50,84,1.5,3,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (296,'Makuhita','Fighting','',72,60,30,20,30,25,237,1640000,75.4,24.6,86.4,1,3,'180',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (297,'Hariyama','Fighting','',144,120,60,40,60,50,474,1640000,75.4,24.6,253.8,2.3,3,'200',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (298,'Azurill','Normal','Fairy',50,20,40,20,40,20,190,800000,24.6,75.4,2,0.2,3,'150',1,1,1,'1',1,1,1,2,1,1,1,0.5,1,0,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (299,'Nosepass','Rock','',30,45,135,45,90,30,375,1000000,50,50,97,1,3,'255',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (300,'Skitty','Normal','',50,45,45,35,35,50,260,800000,24.6,75.4,11,0.6,3,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (301,'Delcatty','Normal','',70,65,65,55,55,90,400,800000,24.6,75.4,32.6,1.1,3,'60',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (302,'Sableye','Dark','Ghost',50,75,75,65,65,50,380,1059860,50,50,11,0.5,3,'45',0,1,1,'1',1,1,0,0.5,1,1,0,1,1,1,1,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (303,'Mawile','Steel','Fairy',50,85,85,55,55,50,380,800000,50,50,11.5,0.6,3,'45',0.5,2,1,'1',0.5,0.5,1,0,2,0.5,0.5,0.25,0.5,1,0,0.5,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (304,'Aron','Steel','Rock',50,70,100,40,40,30,330,1250000,50,50,60,0.4,3,'180',0.25,1,2,'1',1,0.5,4,0,4,0.25,0.5,0.5,0.5,1,0.5,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (305,'Lairon','Steel','Rock',60,90,140,50,50,40,430,1250000,50,50,120,0.9,3,'90',0.25,1,2,'1',1,0.5,4,0,4,0.25,0.5,0.5,0.5,1,0.5,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (306,'Aggron','Steel','Rock',70,110,180,60,60,50,530,1250000,50,50,360,2.1,3,'45',0.25,1,2,'1',1,0.5,4,0,4,0.25,0.5,0.5,0.5,1,0.5,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (307,'Meditite','Fighting','Psychic',30,40,55,40,55,60,280,1000000,50,50,11.2,0.6,3,'180',1,1,1,'1',1,1,0.5,1,1,2,1,1,0.5,2,1,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (308,'Medicham','Fighting','Psychic',60,60,75,60,75,80,410,1000000,50,50,31.5,1.3,3,'90',1,1,1,'1',1,1,0.5,1,1,2,1,1,0.5,2,1,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (309,'Electrike','Electric','',40,45,40,65,40,65,295,1250000,50,50,15.2,0.6,3,'120',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (310,'Manectric','Electric','',70,75,60,105,60,105,475,1250000,50,50,40.2,1.5,3,'45',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (311,'Plusle','Electric','',60,50,40,85,75,95,405,1000000,50,50,4.2,0.4,3,'200',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (312,'Minun','Electric','',60,40,50,75,85,95,405,1000000,50,50,4.2,0.4,3,'200',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (313,'Volbeat','Bug','',65,73,75,47,85,85,430,600000,100,0,17.7,0.7,3,'150',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (314,'Illumise','Bug','',65,47,75,73,85,85,430,1640000,0,0,17.7,0.6,3,'150',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (315,'Roselia','Grass','Poison',50,60,45,100,80,65,400,1059860,50,50,2,0.3,3,'150',1,2,0.5,'0.5',0.25,2,0.5,1,1,2,2,1,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (316,'Gulpin','Poison','',70,43,53,43,53,40,302,1640000,50,50,10.3,0.4,3,'225',1,1,1,'1',0.5,1,0.5,0.5,2,1,2,0.5,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (317,'Swalot','Poison','',100,73,83,73,83,55,467,1640000,50,50,80,1.7,3,'75',1,1,1,'1',0.5,1,0.5,0.5,2,1,2,0.5,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (318,'Carvanha','Water','Dark',45,90,20,65,20,65,305,1250000,50,50,20.8,0.8,3,'225',1,0.5,0.5,'2',2,0.5,2,1,1,1,0,2,1,0.5,1,0.5,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (319,'Sharpedo','Water','Dark',70,120,40,95,40,95,460,1250000,50,50,88.8,1.8,3,'60',1,0.5,0.5,'2',2,0.5,2,1,1,1,0,2,1,0.5,1,0.5,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (320,'Wailmer','Water','',130,70,35,70,35,60,400,1640000,50,50,130,2,3,'125',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (321,'Wailord','Water','',170,90,45,90,45,60,500,1640000,50,50,398,14.5,3,'60',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (322,'Numel','Fire','Ground',60,60,40,65,45,35,305,1000000,50,50,24,0.7,3,'255',1,0.5,4,'0',1,1,1,0.5,2,1,1,0.5,1,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (323,'Camerupt','Fire','Ground',70,100,70,105,75,40,460,1000000,50,50,220,1.9,3,'150',1,0.5,4,'0',1,1,1,0.5,2,1,1,0.5,1,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (324,'Torkoal','Fire','',70,85,140,85,70,20,470,1000000,50,50,80.4,0.5,3,'90',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (325,'Spoink','Psychic','',60,25,35,70,80,60,330,800000,50,50,30.6,0.7,3,'255',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (326,'Grumpig','Psychic','',80,45,65,90,110,80,470,800000,50,50,71.5,0.9,3,'60',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (327,'Spinda','Normal','',60,60,60,60,60,60,360,800000,50,50,5,1.1,3,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (328,'Trapinch','Ground','',45,100,45,45,45,10,290,1059860,50,50,15,0.7,3,'255',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (329,'Vibrava','Ground','Dragon',50,70,50,50,50,70,340,1059860,50,50,15.3,1.1,3,'120',1,0.5,1,'0',1,4,1,0.5,1,1,1,1,0.5,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (330,'Flygon','Ground','Dragon',80,100,80,80,80,100,520,1059860,50,50,82,2,3,'45',1,0.5,1,'0',1,4,1,0.5,1,1,1,1,0.5,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (331,'Cacnea','Grass','',50,85,40,85,40,35,335,1059860,50,50,51.3,0.4,3,'190',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (332,'Cacturne','Grass','Dark',70,115,60,115,60,55,475,1059860,50,50,77.4,1.3,3,'60',1,2,0.5,'0.5',0.5,2,2,2,0.5,2,0,4,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (333,'Swablu','Normal','Flying',45,40,60,40,75,50,310,600000,50,50,1.2,0.4,3,'255',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (334,'Altaria','Dragon','Flying',75,70,90,70,105,80,490,600000,50,50,20.6,1.1,3,'45',1,0.5,0.5,'1',0.25,4,0.5,1,0,1,1,0.5,2,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (335,'Zangoose','Normal','',73,115,60,60,60,90,458,600000,50,50,40.3,1.3,3,'90',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (336,'Seviper','Poison','',73,100,60,100,60,65,458,1640000,50,50,52.5,2.7,3,'90',1,1,1,'1',0.5,1,0.5,0.5,2,1,2,0.5,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (337,'Lunatone','Rock','Psychic',90,55,65,95,85,70,460,800000,0,0,168,1,3,'45',0.5,0.5,2,'1',2,1,1,0.5,2,0.5,0.5,2,1,2,1,2,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (338,'Solrock','Rock','Psychic',90,95,85,55,65,70,460,800000,0,0,154,1.2,3,'45',0.5,0.5,2,'1',2,1,1,0.5,2,0.5,0.5,2,1,2,1,2,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (339,'Barboach','Water','Ground',50,48,43,46,41,60,288,1000000,50,50,1.9,0.4,3,'190',1,0.5,1,'0',4,1,1,0.5,1,1,1,1,0.5,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (340,'Whiscash','Water','Ground',110,78,73,76,71,60,468,1000000,50,50,23.6,0.9,3,'75',1,0.5,1,'0',4,1,1,0.5,1,1,1,1,0.5,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (341,'Corphish','Water','',43,80,65,50,35,35,308,1640000,50,50,11.5,0.6,3,'205',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (342,'Crawdaunt','Water','Dark',63,120,85,90,55,55,468,1640000,50,50,32.8,1.1,3,'155',1,0.5,0.5,'2',2,0.5,2,1,1,1,0,2,1,0.5,1,0.5,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (343,'Baltoy','Ground','Psychic',40,40,55,40,70,55,300,1000000,0,0,21.5,0.5,3,'255',1,1,2,'0',2,2,0.5,0.5,1,1,0.5,2,0.5,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (344,'Claydol','Ground','Psychic',60,70,105,70,120,75,500,1000000,0,0,108,1.5,3,'90',1,1,2,'0',2,2,0.5,0.5,1,1,0.5,2,0.5,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (345,'Lileep','Rock','Grass',66,41,77,61,87,23,355,600000,88.1,11.9,23.8,1,3,'45',0.5,1,1,'0.5',1,2,2,1,1,1,1,2,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (346,'Cradily','Rock','Grass',86,81,97,81,107,43,495,600000,88.1,11.9,60.4,1.5,3,'45',0.5,1,1,'0.5',1,2,2,1,1,1,1,2,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (347,'Anorith','Rock','Bug',45,95,50,40,50,75,355,600000,88.1,11.9,12.5,0.7,3,'45',0.5,1,2,'1',1,1,1,0.5,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (348,'Armaldo','Rock','Bug',75,125,100,70,80,45,495,600000,88.1,11.9,68.2,1.5,3,'45',0.5,1,2,'1',1,1,1,0.5,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (349,'Feebas','Water','',20,15,20,10,55,80,200,600000,50,50,7.4,0.6,3,'255',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (350,'Milotic','Water','',95,60,79,100,125,81,540,600000,50,50,162,6.2,3,'60',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (351,'Castform','Normal','',70,70,70,70,70,70,420,1000000,50,50,0.8,0.3,3,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (352,'Kecleon','Normal','',60,90,70,60,120,40,440,1059860,50,50,22,1,3,'200',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (353,'Shuppet','Ghost','',44,75,35,63,33,45,295,800000,50,50,2.3,0.6,3,'225',0,1,1,'1',1,1,0,0.5,1,1,1,0.5,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (354,'Banette','Ghost','',64,115,65,83,63,65,455,800000,50,50,12.5,1.1,3,'45',0,1,1,'1',1,1,0,0.5,1,1,1,0.5,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (355,'Duskull','Ghost','',20,40,90,30,90,25,295,800000,50,50,15,0.8,3,'190',0,1,1,'1',1,1,0,0.5,1,1,1,0.5,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (356,'Dusclops','Ghost','',40,70,130,60,130,25,455,800000,50,50,30.6,1.6,3,'90',0,1,1,'1',1,1,0,0.5,1,1,1,0.5,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (357,'Tropius','Grass','Flying',99,68,83,72,87,51,460,1250000,50,50,100,2,3,'200',1,2,0.5,'1',0.25,4,0.5,2,0,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (358,'Chimecho','Psychic','',75,50,80,95,90,65,455,800000,50,50,1,0.6,3,'45',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (359,'Absol','Dark','',65,130,60,75,60,75,465,1059860,50,50,47,1.2,3,'30',1,1,1,'1',1,1,2,1,1,1,0,2,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (360,'Wynaut','Psychic','',95,23,48,23,48,23,260,1000000,50,50,14,0.6,3,'125',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (361,'Snorunt','Ice','',50,50,50,50,50,50,300,1000000,50,50,16.8,0.7,3,'190',1,2,1,'1',1,0.5,2,1,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (362,'Glalie','Ice','',80,80,80,80,80,80,480,1000000,50,50,256.5,1.5,3,'75',1,2,1,'1',1,0.5,2,1,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (363,'Spheal','Ice','Water',70,40,50,55,50,25,290,1059860,50,50,39.5,0.8,3,'255',1,1,0.5,'2',2,0.25,2,1,1,1,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (364,'Sealeo','Ice','Water',90,60,70,75,70,45,410,1059860,50,50,87.6,1.1,3,'120',1,1,0.5,'2',2,0.25,2,1,1,1,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (365,'Walrein','Ice','Water',110,80,90,95,90,65,530,1059860,50,50,150.6,1.4,3,'45',1,1,0.5,'2',2,0.25,2,1,1,1,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (366,'Clamperl','Water','',35,64,85,74,55,32,345,600000,50,50,52.5,0.4,3,'255',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (367,'Huntail','Water','',55,104,105,94,75,52,485,600000,50,50,27,1.7,3,'60',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (368,'Gorebyss','Water','',55,84,105,114,75,52,485,600000,50,50,22.6,1.8,3,'60',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (369,'Relicanth','Water','Rock',100,90,130,45,65,55,485,1250000,88.1,11.9,23.4,1,3,'25',0.5,0.25,1,'2',4,0.5,2,0.5,2,0.5,1,1,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (370,'Luvdisc','Water','',43,30,55,40,65,97,330,800000,24.6,75.4,8.7,0.6,3,'225',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (371,'Bagon','Dragon','',45,75,60,40,30,50,300,1250000,50,50,42.1,0.6,3,'45',1,0.5,0.5,'0.5',0.5,2,1,1,1,1,1,1,1,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (372,'Shelgon','Dragon','',65,95,100,60,50,50,420,1250000,50,50,110.5,1.1,3,'45',1,0.5,0.5,'0.5',0.5,2,1,1,1,1,1,1,1,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (373,'Salamence','Dragon','Flying',95,135,80,110,80,100,600,1250000,50,50,102.6,1.5,3,'45',1,0.5,0.5,'1',0.25,4,0.5,1,0,1,1,0.5,2,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (374,'Beldum','Steel','Psychic',40,55,80,35,60,30,300,1250000,0,0,95.2,0.6,3,'3',0.5,2,1,'1',0.5,0.5,1,0,2,0.5,0.25,1,0.5,2,0.5,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (375,'Metang','Steel','Psychic',60,75,100,55,80,50,420,1250000,0,0,202.5,1.2,3,'3',0.5,2,1,'1',0.5,0.5,1,0,2,0.5,0.25,1,0.5,2,0.5,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (376,'Metagross','Steel','Psychic',80,135,130,95,90,70,600,1250000,0,0,550,1.6,3,'3',0.5,2,1,'1',0.5,0.5,1,0,2,0.5,0.25,1,0.5,2,0.5,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (377,'Regirock','Rock','',80,100,200,50,100,50,580,1250000,0,0,230,1.7,3,'3',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (378,'Regice','Ice','',80,50,100,100,200,50,580,1250000,0,0,175,1.8,3,'3',1,2,1,'1',1,0.5,2,1,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (379,'Registeel','Steel','',80,75,150,75,150,50,580,1250000,0,0,205,1.9,3,'3',0.5,2,1,'1',0.5,0.5,2,0,2,0.5,0.5,0.5,0.5,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (380,'Latias','Dragon','Psychic',80,80,90,110,130,110,600,1250000,0,0,40,1.4,3,'3',1,0.5,0.5,'0.5',0.5,2,0.5,1,1,1,0.5,2,1,2,2,2,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (381,'Latios','Dragon','Psychic',80,90,80,130,110,110,600,1250000,100,0,60,2,3,'3',1,0.5,0.5,'0.5',0.5,2,0.5,1,1,1,0.5,2,1,2,2,2,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (382,'Kyogre','Water','',100,100,90,150,140,90,670,1250000,0,0,352,4.5,3,'3',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (383,'Groudon','Ground','',100,150,140,100,90,90,670,1250000,0,0,950,3.5,3,'3',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (384,'Rayquaza','Dragon','Flying',105,150,90,150,90,95,680,1250000,0,0,206.5,7,3,'45',1,0.5,0.5,'1',0.25,4,0.5,1,0,1,1,0.5,2,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (385,'Jirachi','Steel','Psychic',100,100,100,100,100,100,600,1250000,0,0,1.1,0.3,3,'3',0.5,2,1,'1',0.5,0.5,1,0,2,0.5,0.25,1,0.5,2,0.5,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (386,'Deoxys','Psychic','',50,150,50,150,50,150,600,1250000,0,0,60.8,1.7,3,'3',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (387,'Turtwig','Grass','',55,68,64,45,55,31,318,1059860,88.1,11.9,10.2,0.4,4,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (388,'Grotle','Grass','',75,89,85,55,65,36,405,1059860,88.1,11.9,97,1.1,4,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (389,'Torterra','Grass','Ground',95,109,105,75,85,56,525,1059860,88.1,11.9,310,2.2,4,'45',1,2,1,'0',1,4,1,1,0.5,2,1,2,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (390,'Chimchar','Fire','',44,58,44,58,44,61,309,1059860,88.1,11.9,6.2,0.5,4,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (391,'Monferno','Fire','Fighting',64,78,52,78,52,81,405,1059860,88.1,11.9,22,0.9,4,'45',1,0.5,2,'1',0.5,0.5,1,1,2,2,2,0.25,1,1,1,0.5,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (392,'Infernape','Fire','Fighting',76,104,71,104,71,108,534,1059860,88.1,11.9,55,1.2,4,'45',1,0.5,2,'1',0.5,0.5,1,1,2,2,2,0.25,1,1,1,0.5,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (393,'Piplup','Water','',53,51,53,61,56,40,314,1059860,88.1,11.9,5.2,0.4,4,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (394,'Prinplup','Water','',64,66,68,81,76,50,405,1059860,88.1,11.9,23,0.8,4,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (395,'Empoleon','Water','Steel',84,86,88,111,101,60,530,1059860,88.1,11.9,84.5,1.7,4,'45',0.5,1,0.5,'2',1,0.25,2,0,2,0.5,0.5,0.5,0.5,1,0.5,1,0.25,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (396,'Starly','Normal','Flying',40,55,30,30,30,60,245,1059860,50,50,2,0.3,4,'255',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (397,'Staravia','Normal','Flying',55,75,50,40,40,80,340,1059860,50,50,15.5,0.6,4,'120',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (398,'Staraptor','Normal','Flying',85,120,70,50,60,100,485,1059860,50,50,24.9,1.2,4,'45',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (399,'Bidoof','Normal','',59,45,40,35,40,31,250,1000000,50,50,20,0.5,4,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (400,'Bibarel','Normal','Water',79,85,60,55,60,71,410,1000000,50,50,31.5,1,4,'127',1,0.5,0.5,'2',2,0.5,2,1,1,1,1,1,1,0,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (401,'Kricketot','Bug','',37,25,41,25,41,25,194,1059860,50,50,2.2,0.3,4,'255',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (402,'Kricketune','Bug','',77,85,51,55,51,65,384,1059860,50,50,25.5,1,4,'45',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (403,'Shinx','Electric','',45,65,34,40,34,45,263,1059860,50,50,9.5,0.5,4,'235',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (404,'Luxio','Electric','',60,85,49,60,49,60,363,1059860,50,50,30.5,0.9,4,'120',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (405,'Luxray','Electric','',80,120,79,95,79,70,523,1059860,50,50,42,1.4,4,'45',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (406,'Budew','Grass','Poison',40,30,35,50,70,55,280,1059860,50,50,1.2,0.2,4,'255',1,2,0.5,'0.5',0.25,2,0.5,1,1,2,2,1,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (407,'Roserade','Grass','Poison',60,70,65,125,105,90,515,1059860,50,50,14.5,0.9,4,'75',1,2,0.5,'0.5',0.25,2,0.5,1,1,2,2,1,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (408,'Cranidos','Rock','',67,125,40,30,30,58,350,600000,88.1,11.9,31.5,0.9,4,'45',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (409,'Rampardos','Rock','',97,165,60,65,50,58,495,600000,88.1,11.9,102.5,1.6,4,'45',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (410,'Shieldon','Rock','Steel',30,42,118,42,88,30,350,600000,88.1,11.9,57,0.5,4,'45',0.25,1,2,'1',1,0.5,4,0,4,0.25,0.5,0.5,0.5,1,0.5,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (411,'Bastiodon','Rock','Steel',60,52,168,47,138,30,495,600000,88.1,11.9,149.5,1.3,4,'45',0.25,1,2,'1',1,0.5,4,0,4,0.25,0.5,0.5,0.5,1,0.5,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (412,'Burmy','Bug','',40,29,45,29,45,36,224,1000000,50,50,3.4,0.2,4,'120',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (413,'Wormadam','Bug','Grass',60,59,85,79,105,36,424,1000000,0,0,6.5,0.5,4,'45',1,4,0.5,'0.5',0.25,2,0.5,2,0.25,4,1,2,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (414,'Mothim','Bug','Flying',70,94,50,94,50,66,424,1000000,100,0,23.3,0.9,4,'45',1,2,1,'2',0.25,2,0.25,1,0,2,1,0.5,4,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (415,'Combee','Bug','Flying',30,30,42,30,42,70,244,1059860,88.1,11.9,5.5,0.3,4,'120',1,2,1,'2',0.25,2,0.25,1,0,2,1,0.5,4,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (416,'Vespiquen','Bug','Flying',70,80,102,80,102,40,474,1059860,0,0,38.5,1.2,4,'45',1,2,1,'2',0.25,2,0.25,1,0,2,1,0.5,4,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (417,'Pachirisu','Electric','',60,45,70,45,90,95,405,1000000,50,50,3.9,0.4,4,'200',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (418,'Buizel','Water','',55,65,35,60,30,85,330,1000000,50,50,29.5,0.7,4,'190',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (419,'Floatzel','Water','',85,105,55,85,50,115,495,1000000,50,50,33.5,1.1,4,'75',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (420,'Cherubi','Grass','',45,35,45,62,53,35,275,1000000,50,50,3.3,0.4,4,'190',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (421,'Cherrim','Grass','',70,60,70,87,78,85,450,1000000,50,50,9.3,0.5,4,'75',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (422,'Shellos','Water','',76,48,48,57,62,34,325,1000000,50,50,6.3,0.3,4,'190',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (423,'Gastrodon','Water','Ground',111,83,68,92,82,39,475,1000000,50,50,29.9,0.9,4,'75',1,0.5,1,'0',4,1,1,0.5,1,1,1,1,0.5,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (424,'Ambipom','Normal','',75,100,66,60,66,115,482,800000,50,50,20.3,1.2,4,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (425,'Drifloon','Ghost','Flying',90,50,34,60,44,70,348,1640000,50,50,1.2,0.4,4,'125',0,1,1,'2',0.5,2,0,0.5,0,1,1,0.25,2,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (426,'Drifblim','Ghost','Flying',150,80,44,90,54,80,498,1640000,50,50,15,1.2,4,'60',0,1,1,'2',0.5,2,0,0.5,0,1,1,0.25,2,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (427,'Buneary','Normal','',55,66,44,44,56,85,350,1000000,50,50,5.5,0.4,4,'190',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (428,'Lopunny','Normal','',65,76,84,54,96,105,480,1000000,50,50,33.3,1.2,4,'60',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (429,'Mismagius','Ghost','',60,60,60,105,105,105,495,800000,50,50,4.4,0.9,4,'45',0,1,1,'1',1,1,0,0.5,1,1,1,0.5,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (430,'Honchkrow','Dark','Flying',100,125,52,105,52,71,505,1059860,50,50,27.3,0.9,4,'30',1,1,1,'2',0.5,2,1,1,0,1,0,1,2,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (431,'Glameow','Normal','',49,55,42,42,37,85,310,800000,24.6,75.4,3.9,0.5,4,'190',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (432,'Purugly','Normal','',71,82,64,64,59,112,452,800000,24.6,75.4,43.8,1,4,'75',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (433,'Chingling','Psychic','',45,30,50,65,50,45,285,800000,50,50,0.6,0.2,4,'120',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (434,'Stunky','Poison','Dark',63,63,47,41,41,74,329,1000000,50,50,19.2,0.4,4,'225',1,1,1,'1',0.5,1,1,0.5,2,1,0,1,1,0.5,1,0.5,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (435,'Skuntank','Poison','Dark',103,93,67,71,61,84,479,1000000,50,50,38,1,4,'60',1,1,1,'1',0.5,1,1,0.5,2,1,0,1,1,0.5,1,0.5,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (436,'Bronzor','Steel','Psychic',57,24,86,24,86,23,300,1000000,0,0,60.5,0.5,4,'255',0.5,2,1,'1',0.5,0.5,1,0,2,0.5,0.25,1,0.5,2,0.5,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (437,'Bronzong','Steel','Psychic',67,89,116,79,116,33,500,1000000,0,0,187,1.3,4,'90',0.5,2,1,'1',0.5,0.5,1,0,2,0.5,0.25,1,0.5,2,0.5,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (438,'Bonsly','Rock','',50,80,95,10,45,10,290,1000000,50,50,15,0.5,4,'255',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (439,'Mime Jr.','Psychic','Fairy',20,25,45,70,90,60,310,1000000,50,50,13,0.6,4,'145',1,1,1,'1',1,1,0.25,2,1,1,0.5,1,1,2,0,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (440,'Happiny','Normal','',100,5,5,15,65,30,220,800000,0,0,24.4,0.6,4,'130',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (441,'Chatot','Normal','Flying',76,65,45,92,42,91,411,1059860,50,50,1.9,0.5,4,'30',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (442,'Spiritomb','Ghost','Dark',50,92,108,92,108,35,485,1000000,50,50,108,1,4,'100',0,1,1,'1',1,1,0,0.5,1,1,0,1,1,1,1,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (443,'Gible','Dragon','Ground',58,70,45,40,45,42,300,1250000,50,50,20.5,0.7,4,'45',1,0.5,1,'0',1,4,1,0.5,1,1,1,1,0.5,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (444,'Gabite','Dragon','Ground',68,90,65,50,55,82,410,1250000,50,50,56,1.4,4,'45',1,0.5,1,'0',1,4,1,0.5,1,1,1,1,0.5,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (445,'Garchomp','Dragon','Ground',108,130,95,80,85,102,600,1250000,50,50,95,1.9,4,'45',1,0.5,1,'0',1,4,1,0.5,1,1,1,1,0.5,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (446,'Munchlax','Normal','',135,85,40,40,85,5,390,1250000,88.1,11.9,105,0.6,4,'50',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (447,'Riolu','Fighting','',40,70,40,35,40,60,285,1059860,88.1,11.9,20.2,0.7,4,'75',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (448,'Lucario','Fighting','Steel',70,110,70,115,70,90,525,1059860,88.1,11.9,54,1.2,4,'45',0.5,2,1,'1',0.5,0.5,2,0,2,1,1,0.25,0.25,1,0.5,0.5,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (449,'Hippopotas','Ground','',68,72,78,38,42,32,330,1250000,50,50,49.5,0.8,4,'140',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (450,'Hippowdon','Ground','',108,112,118,68,72,47,525,1250000,50,50,300,2,4,'60',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (451,'Skorupi','Poison','Bug',40,50,90,30,55,65,330,1250000,50,50,12,0.8,4,'120',1,2,1,'1',0.25,1,0.25,0.5,1,2,2,0.5,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (452,'Drapion','Poison','Dark',70,90,110,60,75,95,500,1250000,50,50,61.5,1.3,4,'45',1,1,1,'1',0.5,1,1,0.5,2,1,0,1,1,0.5,1,0.5,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (453,'Croagunk','Poison','Fighting',48,61,40,61,40,50,300,1000000,50,50,23,0.7,4,'140',1,1,1,'1',0.5,1,0.5,0.5,2,2,4,0.25,0.5,1,1,0.5,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (454,'Toxicroak','Poison','Fighting',83,106,65,86,65,85,490,1000000,50,50,44.4,1.3,4,'75',1,1,1,'1',0.5,1,0.5,0.5,2,2,4,0.25,0.5,1,1,0.5,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (455,'Carnivine','Grass','',74,100,72,90,72,46,454,1250000,50,50,27,1.4,4,'200',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (456,'Finneon','Water','',49,49,56,49,61,66,330,600000,50,50,7,0.4,4,'190',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (457,'Lumineon','Water','',69,69,76,69,86,91,460,600000,50,50,24,1.2,4,'75',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (458,'Mantyke','Water','Flying',45,20,50,60,120,50,345,1250000,50,50,65,1,4,'25',1,0.5,0.5,'4',1,1,0.5,1,0,1,1,0.5,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (459,'Snover','Grass','Ice',60,62,50,62,60,40,334,1250000,50,50,50.5,1,4,'120',1,4,0.5,'0.5',0.5,1,2,2,0.5,2,1,2,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (460,'Abomasnow','Grass','Ice',90,92,75,92,85,60,494,1250000,50,50,135.5,2.2,4,'60',1,4,0.5,'0.5',0.5,1,2,2,0.5,2,1,2,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (461,'Weavile','Dark','Ice',70,120,65,45,85,125,510,1059860,50,50,34,1.1,4,'45',1,2,1,'1',1,0.5,4,1,1,1,0,2,2,0.5,1,0.5,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (462,'Magnezone','Electric','Steel',70,70,115,130,90,60,535,1000000,0,0,180,1.2,4,'30',0.5,2,1,'0.5',0.5,0.5,2,0,4,0.25,0.5,0.5,0.5,1,0.5,1,0.25,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (463,'Lickilicky','Normal','',110,85,95,80,95,50,515,1000000,50,50,140,1.7,4,'30',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (464,'Rhyperior','Ground','Rock',115,140,130,55,55,40,535,1250000,50,50,282.8,2.4,4,'30',0.5,0.5,4,'0',4,2,2,0.25,2,0.5,1,1,0.5,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (465,'Tangrowth','Grass','',100,100,125,110,50,50,535,1000000,50,50,128.6,2,4,'30',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (466,'Electivire','Electric','',75,123,67,95,85,95,540,1000000,75.4,50,138.6,1.8,4,'30',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (467,'Magmortar','Fire','',75,95,67,125,95,83,540,1000000,75.4,50,68,1.6,4,'30',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (468,'Togekiss','Fairy','Flying',85,50,95,120,115,80,545,800000,88.1,50,38,1.5,4,'30',1,1,1,'2',0.5,2,0.25,2,0,1,1,0.25,2,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (469,'Yanmega','Bug','Flying',86,76,86,116,56,95,515,1000000,50,50,51.5,1.9,4,'30',1,2,1,'2',0.25,2,0.25,1,0,2,1,0.5,4,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (470,'Leafeon','Grass','',65,110,130,60,65,95,525,1000000,88.1,50,25.5,1,4,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (471,'Glaceon','Ice','',65,60,110,130,95,65,525,1000000,88.1,50,25.9,0.8,4,'45',1,2,1,'1',1,0.5,2,1,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (472,'Gliscor','Ground','Flying',75,95,125,45,75,95,510,1059860,50,24.6,42.5,2,4,'30',1,1,2,'0',1,4,0.5,0.5,0,1,1,0.5,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (473,'Mamoswine','Ice','Ground',110,130,80,70,60,80,530,1250000,50,24.6,291,2.5,4,'50',1,2,2,'0',2,1,2,0.5,1,1,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (474,'Porygon-Z','Normal','',85,80,70,135,75,90,535,1000000,0,0,34,0.9,4,'30',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (475,'Gallade','Psychic','Fighting',68,125,65,65,115,80,518,1250000,100,0,52,1.6,4,'45',1,1,1,'1',1,1,0.5,1,1,2,1,1,0.5,2,1,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (476,'Probopass','Rock','Steel',60,55,145,75,150,40,525,1000000,50,50,340,1.4,4,'60',0.25,1,2,'1',1,0.5,4,0,4,0.25,0.5,0.5,0.5,1,0.5,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (477,'Dusknoir','Ghost','',45,100,135,65,135,45,525,800000,50,50,106.6,2.2,4,'45',0,1,1,'1',1,1,0,0.5,1,1,1,0.5,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (478,'Froslass','Ice','Ghost',70,80,70,80,70,110,480,1000000,0,0,26.6,1.3,4,'75',0,2,1,'1',1,0.5,0,0.5,1,1,1,0.5,2,2,1,2,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (479,'Rotom','Electric','Ghost',50,50,77,95,77,91,440,1000000,0,0,0.3,0.3,4,'45',0,1,1,'0.5',1,1,0,0.5,2,0.5,1,0.5,1,2,1,2,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (480,'Uxie','Psychic','',75,75,130,75,130,95,580,1250000,0,0,0.3,0.3,4,'3',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (481,'Mesprit','Psychic','',80,105,105,105,105,80,580,1250000,0,0,0.3,0.3,4,'3',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (482,'Azelf','Psychic','',75,125,70,125,70,115,580,1250000,0,0,0.3,0.3,4,'3',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (483,'Dialga','Steel','Dragon',100,120,120,150,100,90,680,1250000,0,0,683,5.4,4,'3',0.5,1,0.5,'0.5',0.25,1,2,0,2,0.5,0.5,0.5,0.5,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (484,'Palkia','Water','Dragon',90,120,100,150,120,100,680,1250000,0,0,336,4.2,4,'3',1,0.25,0.25,'1',1,1,1,1,1,1,1,1,1,1,2,1,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (485,'Heatran','Fire','Steel',91,90,106,130,106,77,600,1250000,50,50,430,1.7,4,'3',0.5,1,2,'1',0.25,0.25,2,0,4,0.5,0.5,0.25,1,1,0.5,1,0.25,'0.25');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (486,'Regigigas','Normal','',110,160,110,80,110,100,670,1250000,0,0,420,3.7,4,'3',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (487,'Giratina','Ghost','Dragon',150,100,120,100,120,90,680,1250000,0,0,750,4.5,4,'3',0,0.5,0.5,'0.5',0.5,2,0,0.5,1,1,1,0.5,1,2,2,2,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (488,'Cresselia','Psychic','',120,70,110,75,120,85,580,1250000,0,0,85.6,1.5,4,'3',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (489,'Phione','Water','',80,80,80,80,80,80,480,1250000,0,0,3.1,0.4,4,'30',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (490,'Manaphy','Water','',100,100,100,100,100,100,600,1250000,0,0,1.4,0.3,4,'3',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (491,'Darkrai','Dark','',70,90,90,135,90,125,600,1250000,0,0,50.5,1.5,4,'3',1,1,1,'1',1,1,2,1,1,1,0,2,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (492,'Shaymin','Grass','',100,100,100,100,100,100,600,1059860,0,0,2.1,0.2,4,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (493,'Arceus','Normal','',120,120,120,120,120,120,720,1250000,0,0,320,3.2,4,'3',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (494,'Victini','Psychic','Fire',100,100,100,100,100,100,600,1250000,0,0,4,0.4,5,'3',1,0.5,2,'1',0.5,0.5,0.5,1,2,1,0.5,1,2,2,1,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (495,'Snivy','Grass','',45,45,55,45,55,63,308,1059860,88.1,11.9,8.1,0.6,5,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (496,'Servine','Grass','',60,60,75,60,75,83,413,1059860,88.1,11.9,16,0.8,5,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (497,'Serperior','Grass','',75,75,95,75,95,113,528,1059860,88.1,11.9,63,3.3,5,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (498,'Tepig','Fire','',65,63,45,45,45,45,308,1059860,88.1,11.9,9.9,0.5,5,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (499,'Pignite','Fire','Fighting',90,93,55,70,55,55,418,1059860,88.1,11.9,55.5,1,5,'45',1,0.5,2,'1',0.5,0.5,1,1,2,2,2,0.25,1,1,1,0.5,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (500,'Emboar','Fire','Fighting',110,123,65,100,65,65,528,1059860,88.1,11.9,150,1.6,5,'45',1,0.5,2,'1',0.5,0.5,1,1,2,2,2,0.25,1,1,1,0.5,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (501,'Oshawott','Water','',55,55,45,63,45,45,308,1059860,88.1,11.9,5.9,0.5,5,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (502,'Dewott','Water','',75,75,60,83,60,60,413,1059860,88.1,11.9,24.5,0.8,5,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (503,'Samurott','Water','',95,100,85,108,70,70,528,1059860,88.1,11.9,94.6,1.5,5,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (504,'Patrat','Normal','',45,55,39,35,39,42,255,1000000,50,50,11.6,0.5,5,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (505,'Watchog','Normal','',60,85,69,60,69,77,420,1000000,50,50,27,1.1,5,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (506,'Lillipup','Normal','',45,60,45,25,45,55,275,1059860,50,50,4.1,0.4,5,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (507,'Herdier','Normal','',65,80,65,35,65,60,370,1059860,50,50,14.7,0.9,5,'120',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (508,'Stoutland','Normal','',85,110,90,45,90,80,500,1059860,50,50,61,1.2,5,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (509,'Purrloin','Dark','',41,50,37,50,37,66,281,1000000,50,50,10.1,0.4,5,'255',1,1,1,'1',1,1,2,1,1,1,0,2,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (510,'Liepard','Dark','',64,88,50,88,50,106,446,1000000,50,50,37.5,1.1,5,'90',1,1,1,'1',1,1,2,1,1,1,0,2,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (511,'Pansage','Grass','',50,53,48,53,48,64,316,1000000,88.1,11.9,10.5,0.6,5,'190',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (512,'Simisage','Grass','',75,98,63,98,63,101,498,1000000,88.1,11.9,30.5,1.1,5,'75',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (513,'Pansear','Fire','',50,53,48,53,48,64,316,1000000,88.1,11.9,11,0.6,5,'190',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (514,'Simisear','Fire','',75,98,63,98,63,101,498,1000000,88.1,11.9,28,1,5,'75',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (515,'Panpour','Water','',50,53,48,53,48,64,316,1000000,88.1,11.9,13.5,0.6,5,'190',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (516,'Simipour','Water','',75,98,63,98,63,101,498,1000000,88.1,11.9,29,1,5,'75',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (517,'Munna','Psychic','',76,25,45,67,55,24,292,800000,50,50,23.3,0.6,5,'190',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (518,'Musharna','Psychic','',116,55,85,107,95,29,487,800000,50,50,60.5,1.1,5,'75',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (519,'Pidove','Normal','Flying',50,55,50,36,30,43,264,1059860,50,50,2.1,0.3,5,'255',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (520,'Tranquill','Normal','Flying',62,77,62,50,42,65,358,1059860,50,50,15,0.6,5,'120',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (521,'Unfezant','Normal','Flying',80,115,80,65,55,93,488,1059860,50,50,29,1.2,5,'45',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (522,'Blitzle','Electric','',45,60,32,50,32,76,295,1000000,50,50,29.8,0.8,5,'190',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (523,'Zebstrika','Electric','',75,100,63,80,63,116,497,1000000,50,50,79.5,1.6,5,'75',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (524,'Roggenrola','Rock','',55,75,85,25,25,15,280,1059860,50,50,18,0.4,5,'255',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (525,'Boldore','Rock','',70,105,105,50,40,20,390,1059860,50,50,102,0.9,5,'120',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (526,'Gigalith','Rock','',85,135,130,60,80,25,515,1059860,50,50,260,1.7,5,'45',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (527,'Woobat','Psychic','Flying',65,45,43,55,43,72,323,1000000,50,50,2.1,0.4,5,'190',1,1,1,'2',0.5,2,0.25,1,0,1,0.5,1,2,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (528,'Swoobat','Psychic','Flying',67,57,55,77,55,114,425,1000000,50,50,10.5,0.9,5,'45',1,1,1,'2',0.5,2,0.25,1,0,1,0.5,1,2,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (529,'Drilbur','Ground','',60,85,40,30,45,68,328,1000000,50,50,8.5,0.3,5,'120',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (530,'Excadrill','Ground','Steel',110,135,60,50,65,88,508,1000000,50,50,40.4,0.7,5,'60',0.5,2,2,'0',1,1,2,0,2,0.5,0.5,0.5,0.25,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (531,'Audino','Normal','',103,60,86,60,86,50,445,800000,50,50,31,1.1,5,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (532,'Timburr','Fighting','',75,80,55,25,35,35,305,1059860,75.4,24.6,12.5,0.6,5,'180',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (533,'Gurdurr','Fighting','',85,105,85,40,50,40,405,1059860,75.4,24.6,40,1.2,5,'90',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (534,'Conkeldurr','Fighting','',105,140,95,55,65,45,505,1059860,75.4,24.6,87,1.4,5,'45',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (535,'Tympole','Water','',50,50,40,50,40,64,294,1059860,50,50,4.5,0.5,5,'255',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (536,'Palpitoad','Water','Ground',75,65,55,65,55,69,384,1059860,50,50,17,0.8,5,'120',1,0.5,1,'0',4,1,1,0.5,1,1,1,1,0.5,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (537,'Seismitoad','Water','Ground',105,95,75,85,75,74,509,1059860,50,50,62,1.5,5,'45',1,0.5,1,'0',4,1,1,0.5,1,1,1,1,0.5,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (538,'Throh','Fighting','',120,100,85,30,85,45,465,1000000,100,0,55.5,1.3,5,'45',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (539,'Sawk','Fighting','',75,125,75,30,75,85,465,1000000,100,0,51,1.4,5,'45',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (540,'Sewaddle','Bug','Grass',45,53,70,40,60,42,310,1059860,50,50,2.5,0.3,5,'255',1,4,0.5,'0.5',0.25,2,0.5,2,0.25,4,1,2,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (541,'Swadloon','Bug','Grass',55,63,90,50,80,42,380,1059860,50,50,7.3,0.5,5,'120',1,4,0.5,'0.5',0.25,2,0.5,2,0.25,4,1,2,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (542,'Leavanny','Bug','Grass',75,103,80,70,80,92,500,1059860,50,50,20.5,1.2,5,'45',1,4,0.5,'0.5',0.25,2,0.5,2,0.25,4,1,2,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (543,'Venipede','Bug','Poison',30,45,59,30,39,57,260,1059860,50,50,5.3,0.4,5,'255',1,2,1,'1',0.25,1,0.25,0.5,1,2,2,0.5,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (544,'Whirlipede','Bug','Poison',40,55,99,40,79,47,360,1059860,50,50,58.5,1.2,5,'120',1,2,1,'1',0.25,1,0.25,0.5,1,2,2,0.5,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (545,'Scolipede','Bug','Poison',60,100,89,55,69,112,485,1059860,50,50,200.5,2.5,5,'45',1,2,1,'1',0.25,1,0.25,0.5,1,2,2,0.5,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (546,'Cottonee','Grass','Fairy',40,27,60,37,50,66,280,1000000,50,50,0.6,0.3,5,'190',1,2,0.5,'0.5',0.5,2,0.5,4,0.5,2,1,1,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (547,'Whimsicott','Grass','Fairy',60,67,85,77,75,116,480,1000000,50,50,6.6,0.7,5,'75',1,2,0.5,'0.5',0.5,2,0.5,4,0.5,2,1,1,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (548,'Petilil','Grass','',45,35,50,70,50,30,280,1000000,0,0,6.6,0.5,5,'190',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (549,'Lilligant','Grass','',70,60,75,110,75,90,480,1000000,0,0,16.3,1.1,5,'75',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (550,'Basculin','Water','',70,92,65,80,55,98,460,1000000,50,50,18,1,5,'25',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (551,'Sandile','Ground','Dark',50,72,35,35,35,65,292,1059860,50,50,15.2,0.7,5,'180',1,1,2,'0',2,2,2,0.5,1,1,0,2,0.5,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (552,'Krokorok','Ground','Dark',60,82,45,45,45,74,351,1059860,50,50,33.4,1,5,'90',1,1,2,'0',2,2,2,0.5,1,1,0,2,0.5,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (553,'Krookodile','Ground','Dark',95,117,80,65,70,92,519,1059860,50,50,96.3,1.5,5,'45',1,1,2,'0',2,2,2,0.5,1,1,0,2,0.5,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (554,'Darumaka','Fire','',70,90,45,15,45,50,315,1059860,50,50,37.5,0.6,5,'120',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (555,'Darmanitan','Fire','',105,140,55,30,55,95,480,1059860,50,50,92.9,1.3,5,'60',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (556,'Maractus','Grass','',75,86,67,106,67,60,461,1000000,50,50,28,1,5,'255',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (557,'Dwebble','Bug','Rock',50,65,85,35,35,55,325,1000000,50,50,14.5,0.3,5,'190',0.5,1,2,'1',1,1,1,0.5,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (558,'Crustle','Bug','Rock',70,105,125,65,75,45,485,1000000,50,50,200,1.4,5,'75',0.5,1,2,'1',1,1,1,0.5,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (559,'Scraggy','Dark','Fighting',50,75,70,35,70,48,348,1000000,50,50,11.8,0.6,5,'180',1,1,1,'1',1,1,2,1,1,2,0,1,0.5,0.5,1,0.25,1,'4');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (560,'Scrafty','Dark','Fighting',65,90,115,45,115,58,488,1000000,50,50,30,1.1,5,'90',1,1,1,'1',1,1,2,1,1,2,0,1,0.5,0.5,1,0.25,1,'4');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (561,'Sigilyph','Psychic','Flying',72,58,80,103,80,97,490,1000000,50,50,14,1.4,5,'45',1,1,1,'2',0.5,2,0.25,1,0,1,0.5,1,2,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (562,'Yamask','Ghost','',38,30,85,55,65,30,303,1000000,50,50,1.5,0.5,5,'190',0,1,1,'1',1,1,0,0.5,1,1,1,0.5,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (563,'Cofagrigus','Ghost','',58,50,145,95,105,30,483,1000000,50,50,76.5,1.7,5,'90',0,1,1,'1',1,1,0,0.5,1,1,1,0.5,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (564,'Tirtouga','Water','Rock',54,78,103,53,45,22,355,1000000,88.1,11.9,16.5,0.7,5,'45',0.5,0.25,1,'2',4,0.5,2,0.5,2,0.5,1,1,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (565,'Carracosta','Water','Rock',74,108,133,83,65,32,495,1000000,88.1,11.9,81,1.2,5,'45',0.5,0.25,1,'2',4,0.5,2,0.5,2,0.5,1,1,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (566,'Archen','Rock','Flying',55,112,45,74,45,70,401,1000000,88.1,11.9,9.5,0.5,5,'45',0.5,0.5,2,'2',1,2,1,0.5,0,0.5,1,0.5,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (567,'Archeops','Rock','Flying',75,140,65,112,65,110,567,1000000,88.1,11.9,32,1.4,5,'45',0.5,0.5,2,'2',1,2,1,0.5,0,0.5,1,0.5,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (568,'Trubbish','Poison','',50,50,62,40,62,65,329,1000000,50,50,31,0.6,5,'190',1,1,1,'1',0.5,1,0.5,0.5,2,1,2,0.5,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (569,'Garbodor','Poison','',80,95,82,60,82,75,474,1000000,50,50,107.3,1.9,5,'60',1,1,1,'1',0.5,1,0.5,0.5,2,1,2,0.5,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (570,'Zorua','Dark','',40,65,40,80,40,65,330,1059860,88.1,11.9,12.5,0.7,5,'75',1,1,1,'1',1,1,2,1,1,1,0,2,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (571,'Zoroark','Dark','',60,105,60,120,60,105,510,1059860,88.1,11.9,81.1,1.6,5,'45',1,1,1,'1',1,1,2,1,1,1,0,2,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (572,'Minccino','Normal','',55,50,40,40,40,75,300,800000,24.6,75.4,5.8,0.4,5,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (573,'Cinccino','Normal','',75,95,60,65,60,115,470,800000,24.6,75.4,7.5,0.5,5,'60',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (574,'Gothita','Psychic','',45,30,50,55,65,45,290,1059860,24.6,75.4,5.8,0.4,5,'200',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (575,'Gothorita','Psychic','',60,45,70,75,85,55,390,1059860,24.6,75.4,18,0.7,5,'100',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (576,'Gothitelle','Psychic','',70,55,95,95,110,65,490,1059860,24.6,75.4,44,1.5,5,'50',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (577,'Solosis','Psychic','',45,30,40,105,50,20,290,1059860,50,50,1,0.3,5,'200',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (578,'Duosion','Psychic','',65,40,50,125,60,30,370,1059860,50,50,8,0.6,5,'100',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (579,'Reuniclus','Psychic','',110,65,75,125,85,30,490,1059860,50,50,20.1,1,5,'50',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (580,'Ducklett','Water','Flying',62,44,50,44,50,55,305,1000000,50,50,5.5,0.5,5,'190',1,0.5,0.5,'4',1,1,0.5,1,0,1,1,0.5,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (581,'Swanna','Water','Flying',75,87,63,87,63,98,473,1000000,50,50,24.2,1.3,5,'45',1,0.5,0.5,'4',1,1,0.5,1,0,1,1,0.5,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (582,'Vanillite','Ice','',36,50,50,65,60,44,305,1250000,50,50,5.7,0.4,5,'255',1,2,1,'1',1,0.5,2,1,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (583,'Vanillish','Ice','',51,65,65,80,75,59,395,1250000,50,50,41,1.1,5,'120',1,2,1,'1',1,0.5,2,1,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (584,'Vanilluxe','Ice','',71,95,85,110,95,79,535,1250000,50,50,57.5,1.3,5,'45',1,2,1,'1',1,0.5,2,1,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (585,'Deerling','Normal','Grass',60,60,50,40,50,75,335,1000000,50,50,19.5,0.6,5,'190',1,2,0.5,'0.5',0.5,2,2,2,0.5,2,1,2,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (586,'Sawsbuck','Normal','Grass',80,100,70,60,70,95,475,1000000,50,50,92.5,1.9,5,'75',1,2,0.5,'0.5',0.5,2,2,2,0.5,2,1,2,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (587,'Emolga','Electric','Flying',55,75,60,75,60,103,428,1000000,50,50,5,0.4,5,'200',1,1,1,'1',0.5,2,0.5,1,0,0.5,1,0.5,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (588,'Karrablast','Bug','',50,75,45,40,45,60,315,1000000,50,50,5.9,0.5,5,'200',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (589,'Escavalier','Bug','Steel',70,135,105,60,105,20,495,1000000,50,50,33,1,5,'75',0.5,4,1,'1',0.25,0.5,1,0,1,1,0.5,0.5,1,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (590,'Foongus','Grass','Poison',69,55,45,55,55,15,294,1000000,50,50,1,0.2,5,'190',1,2,0.5,'0.5',0.25,2,0.5,1,1,2,2,1,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (591,'Amoonguss','Grass','Poison',114,85,70,85,80,30,464,1000000,50,50,10.5,0.6,5,'75',1,2,0.5,'0.5',0.25,2,0.5,1,1,2,2,1,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (592,'Frillish','Water','Ghost',55,40,50,65,85,40,335,1000000,50,50,33,1.2,5,'190',0,0.5,0.5,'2',2,0.5,0,0.5,1,1,1,0.5,1,2,1,2,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (593,'Jellicent','Water','Ghost',100,60,70,85,105,60,480,1000000,50,50,135,2.2,5,'60',0,0.5,0.5,'2',2,0.5,0,0.5,1,1,1,0.5,1,2,1,2,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (594,'Alomomola','Water','',165,75,80,40,45,65,470,800000,50,50,31.6,1.2,5,'75',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (595,'Joltik','Bug','Electric',50,47,50,57,50,65,319,1000000,50,50,0.6,0.1,5,'190',1,2,1,'0.5',0.5,1,0.5,1,1,1,1,1,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (596,'Galvantula','Bug','Electric',70,77,60,97,60,108,472,1000000,50,50,14.3,0.8,5,'75',1,2,1,'0.5',0.5,1,0.5,1,1,1,1,1,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (597,'Ferroseed','Grass','Steel',44,50,91,24,86,10,305,1000000,50,50,18.8,0.6,5,'255',0.5,4,0.5,'0.5',0.25,1,2,0,1,1,0.5,1,0.5,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (598,'Ferrothorn','Grass','Steel',74,94,131,54,116,20,489,1000000,50,50,110,1,5,'90',0.5,4,0.5,'0.5',0.25,1,2,0,1,1,0.5,1,0.5,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (599,'Klink','Steel','',40,55,70,45,60,30,300,1059860,0,0,21,0.3,5,'130',0.5,2,1,'1',0.5,0.5,2,0,2,0.5,0.5,0.5,0.5,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (600,'Klang','Steel','',60,80,95,70,85,50,440,1059860,0,0,51,0.6,5,'60',0.5,2,1,'1',0.5,0.5,2,0,2,0.5,0.5,0.5,0.5,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (601,'Klinklang','Steel','',60,100,115,70,85,90,520,1059860,0,0,81,0.6,5,'30',0.5,2,1,'1',0.5,0.5,2,0,2,0.5,0.5,0.5,0.5,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (602,'Tynamo','Electric','',35,55,40,45,40,60,275,1250000,50,50,0.3,0.2,5,'190',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (603,'Eelektrik','Electric','',65,85,70,75,70,40,405,1250000,50,50,22,1.2,5,'60',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (604,'Eelektross','Electric','',85,115,80,105,80,50,515,1250000,50,50,80.5,2.1,5,'30',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (605,'Elgyem','Psychic','',55,55,55,85,55,30,335,1000000,50,50,9,0.5,5,'255',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (606,'Beheeyem','Psychic','',75,75,75,125,95,40,485,1000000,50,50,34.5,1,5,'90',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (607,'Litwick','Ghost','Fire',50,30,55,65,55,20,275,1059860,50,50,3.1,0.3,5,'190',0,0.5,2,'1',0.5,0.5,0,0.5,2,1,1,0.25,2,2,1,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (608,'Lampent','Ghost','Fire',60,40,60,95,60,55,370,1059860,50,50,13,0.6,5,'90',0,0.5,2,'1',0.5,0.5,0,0.5,2,1,1,0.25,2,2,1,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (609,'Chandelure','Ghost','Fire',60,55,90,145,90,80,520,1059860,50,50,34.3,1,5,'45',0,0.5,2,'1',0.5,0.5,0,0.5,2,1,1,0.25,2,2,1,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (610,'Axew','Dragon','',46,87,60,30,40,57,320,1250000,50,50,18,0.6,5,'75',1,0.5,0.5,'0.5',0.5,2,1,1,1,1,1,1,1,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (611,'Fraxure','Dragon','',66,117,70,40,50,67,410,1250000,50,50,36,1,5,'60',1,0.5,0.5,'0.5',0.5,2,1,1,1,1,1,1,1,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (612,'Haxorus','Dragon','',76,147,90,60,70,97,540,1250000,50,50,105.5,1.8,5,'45',1,0.5,0.5,'0.5',0.5,2,1,1,1,1,1,1,1,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (613,'Cubchoo','Ice','',55,70,40,60,40,40,305,1000000,50,50,8.5,0.5,5,'120',1,2,1,'1',1,0.5,2,1,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (614,'Beartic','Ice','',95,130,80,70,80,50,505,1000000,50,50,260,2.6,5,'60',1,2,1,'1',1,0.5,2,1,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (615,'Cryogonal','Ice','',80,50,50,95,135,105,515,1000000,0,0,148,1.1,5,'25',1,2,1,'1',1,0.5,2,1,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (616,'Shelmet','Bug','',50,40,85,40,65,25,305,1000000,50,50,7.7,0.4,5,'200',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (617,'Accelgor','Bug','',80,70,40,100,60,145,495,1000000,50,50,25.3,0.8,5,'75',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (618,'Stunfisk','Ground','Electric',109,66,84,81,99,32,471,1000000,50,50,11,0.7,5,'75',1,1,2,'0',2,2,1,0.5,2,0.5,1,1,0.5,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (619,'Mienfoo','Fighting','',45,85,50,55,50,65,350,1059860,50,50,20,0.9,5,'180',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (620,'Mienshao','Fighting','',65,125,60,95,60,105,510,1059860,50,50,35.5,1.4,5,'45',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (621,'Druddigon','Dragon','',77,120,90,60,90,48,485,1000000,50,50,139,1.6,5,'45',1,0.5,0.5,'0.5',0.5,2,1,1,1,1,1,1,1,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (622,'Golett','Ground','Ghost',59,74,50,35,50,35,303,1000000,0,0,92,1,5,'190',0,1,2,'0',2,2,0,0.25,1,1,1,0.5,0.5,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (623,'Golurk','Ground','Ghost',89,124,80,55,80,55,483,1000000,0,0,330,2.8,5,'90',0,1,2,'0',2,2,0,0.25,1,1,1,0.5,0.5,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (624,'Pawniard','Dark','Steel',45,85,70,40,40,60,340,1000000,50,50,10.2,0.5,5,'120',0.5,2,1,'1',0.5,0.5,4,0,2,0.5,0,1,0.5,0.5,0.5,0.5,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (625,'Bisharp','Dark','Steel',65,125,100,60,70,70,490,1000000,50,50,70,1.6,5,'45',0.5,2,1,'1',0.5,0.5,4,0,2,0.5,0,1,0.5,0.5,0.5,0.5,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (626,'Bouffalant','Normal','',95,110,95,40,95,55,490,1000000,50,50,94.6,1.6,5,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (627,'Rufflet','Normal','Flying',70,83,50,37,50,60,350,1250000,100,0,10.5,0.5,5,'190',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (628,'Braviary','Normal','Flying',100,123,75,57,75,80,510,1250000,100,0,41,1.5,5,'60',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (629,'Vullaby','Dark','Flying',70,55,75,45,65,60,370,1250000,0,100,9,0.5,5,'190',1,1,1,'2',0.5,2,1,1,0,1,0,1,2,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (630,'Mandibuzz','Dark','Flying',110,65,105,55,95,80,510,1250000,0,100,39.5,1.2,5,'60',1,1,1,'2',0.5,2,1,1,0,1,0,1,2,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (631,'Heatmor','Fire','',85,97,66,105,66,65,484,1000000,50,50,58,1.4,5,'90',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (632,'Durant','Bug','Steel',58,109,112,48,48,109,484,1000000,50,50,33,0.3,5,'90',0.5,4,1,'1',0.25,0.5,1,0,1,1,0.5,0.5,1,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (633,'Deino','Dark','Dragon',52,65,50,45,50,38,300,1250000,50,50,17.3,0.8,5,'45',1,0.5,0.5,'0.5',0.5,2,2,1,1,1,0,2,1,0.5,2,0.5,1,'4');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (634,'Zweilous','Dark','Dragon',72,85,70,65,70,58,420,1250000,50,50,50,1.4,5,'45',1,0.5,0.5,'0.5',0.5,2,2,1,1,1,0,2,1,0.5,2,0.5,1,'4');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (635,'Hydreigon','Dark','Dragon',92,105,90,125,90,98,600,1250000,50,50,160,1.8,5,'45',1,0.5,0.5,'0.5',0.5,2,2,1,1,1,0,2,1,0.5,2,0.5,1,'4');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (636,'Larvesta','Bug','Fire',55,85,55,50,55,60,360,1250000,50,50,28.8,1.1,5,'45',1,1,2,'1',0.25,0.5,0.5,1,1,2,1,0.5,4,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (637,'Volcarona','Bug','Fire',85,60,65,135,105,100,550,1250000,50,50,46,1.6,5,'15',1,1,2,'1',0.25,0.5,0.5,1,1,2,1,0.5,4,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (638,'Cobalion','Steel','Fighting',91,90,129,90,72,108,580,1250000,0,0,250,2.1,5,'3',0.5,2,1,'1',0.5,0.5,2,0,2,1,1,0.25,0.25,1,0.5,0.5,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (639,'Terrakion','Rock','Fighting',91,129,90,72,90,108,580,1250000,0,0,260,1.9,5,'3',0.5,0.5,2,'1',2,1,2,0.5,2,1,2,0.5,0.5,1,1,0.5,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (640,'Virizion','Grass','Fighting',91,90,72,90,129,108,580,1250000,0,0,200,2,5,'3',1,2,0.5,'0.5',0.5,2,1,2,0.5,4,2,1,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (641,'Tornadus','Flying','',79,115,70,125,80,111,580,1250000,100,0,63,1.5,5,'3',1,1,1,'2',0.5,2,0.5,1,0,1,1,0.5,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (642,'Thundurus','Electric','Flying',79,115,70,125,80,111,580,1250000,100,0,61,1.5,5,'3',1,1,1,'1',0.5,2,0.5,1,0,0.5,1,0.5,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (643,'Reshiram','Dragon','Fire',100,120,100,150,120,90,680,1250000,0,0,330,3.2,5,'3',1,0.25,1,'0.5',0.25,1,1,1,2,1,1,0.5,2,1,2,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (644,'Zekrom','Dragon','Electric',100,150,120,120,100,90,680,1250000,0,0,345,2.9,5,'3',1,0.5,0.5,'0.25',0.5,2,1,1,2,0.5,1,1,1,1,2,1,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (645,'Landorus','Ground','Flying',89,125,90,115,80,101,600,1250000,100,0,68,1.5,5,'3',1,1,2,'0',1,4,0.5,0.5,0,1,1,0.5,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (646,'Kyurem','Dragon','Ice',125,130,90,130,90,95,660,1250000,0,0,325,3,5,'3',1,1,0.5,'0.5',0.5,1,2,1,1,1,1,1,2,1,2,1,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (647,'Keldeo','Water','Fighting',91,72,90,129,90,108,580,1250000,0,0,48.5,1.4,5,'3',1,0.5,0.5,'2',2,0.5,1,1,1,2,2,0.5,0.5,1,1,0.5,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (648,'Meloetta','Normal','Psychic',100,77,77,128,128,90,600,1250000,0,0,6.5,0.6,5,'3',1,1,1,'1',1,1,1,1,1,1,0.5,2,1,0,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (649,'Genesect','Bug','Steel',71,120,95,120,95,99,600,1250000,0,0,82.5,1.5,5,'3',0.5,4,1,'1',0.25,0.5,1,0,1,1,0.5,0.5,1,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (650,'Chespin','Grass','',56,61,65,48,45,38,313,1059860,88.1,11.9,9,0.4,6,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (651,'Quilladin','Grass','',61,78,95,56,58,57,405,1059860,88.1,11.9,29,0.7,6,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (652,'Chesnaught','Grass','Fighting',88,107,122,74,75,64,530,1059860,88.1,11.9,90,1.6,6,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,4,2,1,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (653,'Fennekin','Fire','',40,45,40,62,60,60,307,1059860,88.1,11.9,9.4,0.4,6,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (654,'Braixen','Fire','',59,59,58,90,70,73,409,1059860,88.1,11.9,14.5,1,6,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (655,'Delphox','Fire','Psychic',75,69,72,114,100,104,534,1059860,88.1,11.9,39,1.5,6,'45',1,0.5,2,'1',0.5,0.5,0.5,1,2,1,0.5,1,2,2,1,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (656,'Froakie','Water','',41,56,40,62,44,71,314,1059860,88.1,11.9,7,0.3,6,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (657,'Frogadier','Water','',54,63,52,83,56,97,405,1059860,88.1,11.9,10.9,0.6,6,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (658,'Greninja','Water','Dark',72,95,67,103,71,122,530,1059860,88.1,11.9,40,1.5,6,'45',1,0.5,0.5,'2',2,0.5,2,1,1,1,0,2,1,0.5,1,0.5,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (659,'Bunnelby','Normal','',38,36,38,32,36,57,237,1000000,50,50,5,0.4,6,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (660,'Diggersby','Normal','Ground',85,56,77,50,77,78,423,1000000,50,50,42.4,1,6,'127',1,1,2,'0',2,2,2,0.5,1,1,1,1,0.5,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (661,'Fletchling','Normal','Flying',45,50,43,40,38,62,278,1059860,50,50,1.7,0.3,6,'255',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (662,'Fletchinder','Fire','Flying',62,73,55,56,52,84,382,1059860,50,50,16,0.7,6,'120',1,0.5,2,'2',0.25,1,0.5,1,0,1,1,0.25,4,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (663,'Talonflame','Fire','Flying',78,81,71,74,69,126,499,1059860,50,50,24.5,1.2,6,'45',1,0.5,2,'2',0.25,1,0.5,1,0,1,1,0.25,4,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (664,'Scatterbug','Bug','',38,35,40,27,25,35,200,1000000,50,50,2.5,0.3,6,'255',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (665,'Spewpa','Bug','',45,22,60,27,30,29,213,1000000,50,50,8.4,0.3,6,'120',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (666,'Vivillon','Bug','Flying',80,52,50,90,50,89,411,1000000,50,50,17,1.2,6,'45',1,2,1,'2',0.25,2,0.25,1,0,2,1,0.5,4,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (667,'Litleo','Fire','Normal',62,50,58,73,54,72,369,1059860,11.2,88.8,13.5,0.6,6,'220',1,0.5,2,'1',0.5,0.5,2,1,2,1,1,0.5,2,0,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (668,'Pyroar','Fire','Normal',86,68,72,109,66,106,507,1059860,11.2,88.8,81.5,1.5,6,'65',1,0.5,2,'1',0.5,0.5,2,1,2,1,1,0.5,2,0,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (669,'Flab�b�','Fairy','',44,38,39,61,79,42,303,1000000,0,0,0.1,0.1,6,'225',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (670,'Floette','Fairy','',54,45,47,75,98,52,371,1000000,0,0,0.9,0.2,6,'120',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (671,'Florges','Fairy','',78,65,68,112,154,75,552,1000000,0,0,10,1.1,6,'45',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (672,'Skiddo','Grass','',66,65,48,62,57,52,350,1000000,50,50,31,0.9,6,'200',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (673,'Gogoat','Grass','',123,100,62,97,81,68,531,1000000,50,50,91,1.7,6,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (674,'Pancham','Fighting','',67,82,62,46,48,43,348,1000000,50,50,8,0.6,6,'220',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (675,'Pangoro','Fighting','Dark',95,124,78,69,71,58,495,1000000,50,50,136,2.1,6,'65',1,1,1,'1',1,1,2,1,1,2,0,1,0.5,0.5,1,0.25,1,'4');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (676,'Furfrou','Normal','',75,80,60,65,90,102,472,1000000,50,50,28,1.2,6,'160',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (677,'Espurr','Psychic','',62,48,54,63,60,68,355,1000000,50,50,3.5,0.3,6,'190',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (678,'Meowstic','Psychic','',74,48,76,83,81,104,466,1000000,50,50,8.5,0.6,6,'75',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (679,'Honedge','Steel','Ghost',45,80,100,35,37,28,325,1000000,50,50,2,0.8,6,'180',0,2,1,'1',0.5,0.5,0,0,2,0.5,0.5,0.25,0.5,2,0.5,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (680,'Doublade','Steel','Ghost',59,110,150,45,49,35,448,1000000,50,50,4.5,0.8,6,'90',0,2,1,'1',0.5,0.5,0,0,2,0.5,0.5,0.25,0.5,2,0.5,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (681,'Aegislash','Steel','Ghost',60,50,140,50,140,60,500,1000000,50,50,53,1.7,6,'45',0,2,1,'1',0.5,0.5,0,0,2,0.5,0.5,0.25,0.5,2,0.5,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (682,'Spritzee','Fairy','',78,52,60,63,65,23,341,1000000,50,50,0.5,0.2,6,'200',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (683,'Aromatisse','Fairy','',101,72,72,99,89,29,462,1000000,50,50,15.5,0.8,6,'140',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (684,'Swirlix','Fairy','',62,48,66,59,57,49,341,1000000,50,50,3.5,0.4,6,'200',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (685,'Slurpuff','Fairy','',82,80,86,85,75,72,480,1000000,50,50,5,0.8,6,'140',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (686,'Inkay','Dark','Psychic',53,54,53,37,46,45,288,1000000,50,50,3.5,0.4,6,'190',1,1,1,'1',1,1,1,1,1,1,0,4,1,1,1,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (687,'Malamar','Dark','Psychic',86,92,88,68,75,73,482,1000000,50,50,47,1.5,6,'80',1,1,1,'1',1,1,1,1,1,1,0,4,1,1,1,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (688,'Binacle','Rock','Water',42,52,67,39,56,50,306,1000000,50,50,31,0.5,6,'120',0.5,0.25,1,'2',4,0.5,2,0.5,2,0.5,1,1,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (689,'Barbaracle','Rock','Water',72,105,115,54,86,68,500,1000000,50,50,96,1.3,6,'45',0.5,0.25,1,'2',4,0.5,2,0.5,2,0.5,1,1,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (690,'Skrelp','Poison','Water',50,60,60,60,60,30,320,1000000,50,50,7.3,0.5,6,'225',1,0.5,0.5,'2',1,0.5,0.5,0.5,2,1,2,0.5,1,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (691,'Dragalge','Poison','Dragon',65,75,90,97,123,44,494,1000000,50,50,81.5,1.8,6,'55',1,0.5,0.5,'0.5',0.25,2,0.5,0.5,2,1,2,0.5,1,1,2,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (692,'Clauncher','Water','',50,53,62,58,63,44,330,1250000,50,50,8.3,0.5,6,'225',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (693,'Clawitzer','Water','',71,73,88,120,89,59,500,1250000,50,50,35.3,1.3,6,'55',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (694,'Helioptile','Electric','Normal',44,38,33,61,43,70,289,1000000,50,50,6,0.5,6,'190',1,1,1,'0.5',1,1,2,1,2,0.5,1,1,1,0,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (695,'Heliolisk','Electric','Normal',62,55,52,109,94,109,481,1000000,50,50,21,1,6,'75',1,1,1,'0.5',1,1,2,1,2,0.5,1,1,1,0,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (696,'Tyrunt','Rock','Dragon',58,89,77,45,45,48,362,1000000,88.1,11.9,26,0.8,6,'45',0.5,0.25,1,'0.5',1,2,2,0.5,2,0.5,1,1,1,1,2,1,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (697,'Tyrantrum','Rock','Dragon',82,121,119,69,59,71,521,1000000,88.1,11.9,270,2.5,6,'45',0.5,0.25,1,'0.5',1,2,2,0.5,2,0.5,1,1,1,1,2,1,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (698,'Amaura','Rock','Ice',77,59,50,67,63,46,362,1000000,88.1,11.9,25.2,1.3,6,'45',0.5,1,2,'1',2,0.5,4,0.5,2,0.5,1,1,2,1,1,1,4,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (699,'Aurorus','Rock','Ice',123,77,72,99,92,58,521,1000000,88.1,11.9,225,2.7,6,'45',0.5,1,2,'1',2,0.5,4,0.5,2,0.5,1,1,2,1,1,1,4,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (700,'Sylveon','Fairy','',95,65,65,110,130,60,525,1000000,88.1,11.9,23.5,1,6,'45',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (701,'Hawlucha','Fighting','Flying',78,92,75,74,63,118,500,1000000,50,50,21.5,0.8,6,'100',1,1,1,'2',0.5,2,0.5,1,0,2,2,0.25,1,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (702,'Dedenne','Electric','Fairy',67,58,57,81,67,101,431,1000000,50,50,2.2,0.2,6,'180',1,1,1,'0.5',1,1,0.5,2,2,0.5,1,0.5,1,1,0,0.5,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (703,'Carbink','Rock','Fairy',50,50,150,50,150,50,500,1250000,0,0,5.7,0.3,6,'60',0.5,0.5,2,'1',2,1,1,1,2,0.5,1,0.5,1,1,0,0.5,4,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (704,'Goomy','Dragon','',45,50,35,55,75,40,300,1250000,50,50,2.8,0.3,6,'45',1,0.5,0.5,'0.5',0.5,2,1,1,1,1,1,1,1,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (705,'Sliggoo','Dragon','',68,75,53,83,113,60,452,1250000,50,50,17.5,0.8,6,'45',1,0.5,0.5,'0.5',0.5,2,1,1,1,1,1,1,1,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (706,'Goodra','Dragon','',90,100,70,110,150,80,600,1250000,50,50,150.5,2,6,'45',1,0.5,0.5,'0.5',0.5,2,1,1,1,1,1,1,1,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (707,'Klefki','Steel','Fairy',57,80,91,80,87,75,470,800000,50,50,3,0.2,6,'75',0.5,2,1,'1',0.5,0.5,1,0,2,0.5,0.5,0.25,0.5,1,0,0.5,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (708,'Phantump','Ghost','Grass',43,70,48,50,60,38,309,1000000,50,50,7,0.4,6,'120',0,2,0.5,'0.5',0.5,2,0,1,0.5,2,1,1,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (709,'Trevenant','Ghost','Grass',85,110,76,65,82,56,474,1000000,50,50,71,1.5,6,'60',0,2,0.5,'0.5',0.5,2,0,1,0.5,2,1,1,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (710,'Pumpkaboo','Ghost','Grass',49,66,70,44,55,51,335,1000000,50,50,15,0.8,6,'120',0,2,0.5,'0.5',0.5,2,0,1,0.5,2,1,1,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (711,'Gourgeist','Ghost','Grass',65,90,122,58,75,84,494,1000000,50,50,39,1.7,6,'60',0,2,0.5,'0.5',0.5,2,0,1,0.5,2,1,1,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (712,'Bergmite','Ice','',55,69,85,32,35,28,304,1000000,50,50,99.5,1,6,'190',1,2,1,'1',1,0.5,2,1,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (713,'Avalugg','Ice','',95,117,184,44,46,28,514,1000000,50,50,505,2,6,'55',1,2,1,'1',1,0.5,2,1,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (714,'Noibat','Flying','Dragon',40,30,35,45,40,55,245,1000000,50,50,8,0.5,6,'190',1,0.5,0.5,'1',0.25,4,0.5,1,0,1,1,0.5,2,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (715,'Noivern','Flying','Dragon',85,70,80,97,80,123,535,1000000,50,50,85,1.5,6,'45',1,0.5,0.5,'1',0.25,4,0.5,1,0,1,1,0.5,2,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (716,'Xerneas','Fairy','',126,131,95,131,98,99,680,1250000,0,0,215,3,6,'45',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (717,'Yveltal','Dark','Flying',126,131,95,131,98,99,680,1250000,0,0,203,5.8,6,'45',1,1,1,'2',0.5,2,1,1,0,1,0,1,2,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (718,'Zygarde','Dragon','Ground',108,100,121,81,95,95,600,1250000,0,0,284.6,5,6,'3',1,0.5,1,'0',1,4,1,0.5,1,1,1,1,0.5,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (719,'Diancie','Rock','Fairy',50,100,150,100,150,50,600,1250000,0,0,8.8,0.7,6,'3',0.5,0.5,2,'1',2,1,1,1,2,0.5,1,0.5,1,1,0,0.5,4,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (720,'Hoopa','Psychic','Ghost',80,110,60,150,130,70,600,1250000,0,0,NULL,NULL,6,'3',0,1,1,'1',1,1,0,0.5,1,1,0.5,1,1,4,1,4,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (721,'Volcanion','Fire','Water',80,110,120,130,90,70,600,1250000,0,0,195,1.7,6,'3',1,0.25,1,'2',1,0.25,1,1,2,1,1,0.5,2,1,1,1,0.25,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (722,'Rowlet','Grass','Flying',68,55,55,50,50,42,320,1059860,88.1,11.9,1.5,0.3,7,'45',1,2,0.5,'1',0.25,4,0.5,2,0,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (723,'Dartrix','Grass','Flying',78,75,75,70,70,52,420,1059860,88.1,11.9,16,0.7,7,'45',1,2,0.5,'1',0.25,4,0.5,2,0,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (724,'Decidueye','Grass','Ghost',78,107,75,100,100,70,530,1059860,88.1,11.9,36.6,1.6,7,'45',0,2,0.5,'0.5',0.5,2,0,1,0.5,2,1,1,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (725,'Litten','Fire','',45,65,40,60,40,70,320,1059860,88.1,11.9,4.3,0.4,7,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (726,'Torracat','Fire','',65,85,50,80,50,90,420,1059860,88.1,11.9,25,0.7,7,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (727,'Incineroar','Fire','Dark',95,115,90,80,90,60,530,1059860,88.1,11.9,83,1.8,7,'45',1,0.5,2,'1',0.5,0.5,2,1,2,1,0,1,2,0.5,1,0.5,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (728,'Popplio','Water','',50,54,54,66,56,40,320,1059860,88.1,11.9,7.5,0.4,7,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (729,'Brionne','Water','',60,69,69,91,81,50,420,1059860,88.1,11.9,17.5,0.6,7,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (730,'Primarina','Water','Fairy',80,74,74,126,116,60,530,1059860,88.1,11.9,44,1.8,7,'45',1,0.5,0.5,'2',2,0.5,0.5,2,1,1,1,0.5,1,1,0,0.5,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (731,'Pikipek','Normal','Flying',35,75,30,30,30,65,265,1000000,50,50,1.2,0.3,7,'255',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (732,'Trumbeak','Normal','Flying',55,85,50,40,50,75,355,1000000,50,50,14.8,0.6,7,'120',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (733,'Toucannon','Normal','Flying',80,120,75,75,75,60,485,1000000,50,50,26,1.1,7,'45',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (734,'Yungoos','Normal','',48,70,30,30,30,45,253,1000000,50,50,6,0.4,7,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (735,'Gumshoos','Normal','',88,110,60,55,60,45,418,1000000,50,50,14.2,0.7,7,'127',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (736,'Grubbin','Bug','',47,62,45,55,45,46,300,1000000,50,50,4.4,0.4,7,'255',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (737,'Charjabug','Bug','Electric',57,82,95,55,75,36,400,1000000,50,50,10.5,0.5,7,'120',1,2,1,'0.5',0.5,1,0.5,1,1,1,1,1,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (738,'Vikavolt','Bug','Electric',77,70,90,145,75,43,500,1000000,50,50,45,1.5,7,'45',1,2,1,'0.5',0.5,1,0.5,1,1,1,1,1,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (739,'Crabrawler','Fighting','',47,82,57,42,47,63,338,1000000,50,50,7,0.6,7,'225',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (740,'Crabominable','Fighting','Ice',97,132,77,62,67,43,478,1000000,50,50,180,1.7,7,'60',1,2,1,'1',1,0.5,2,1,1,2,2,0.5,1,1,1,0.5,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (741,'Oricorio','Fire','Flying',75,70,70,98,70,93,476,1000000,24.6,75.4,3.4,0.6,7,'45',1,0.5,2,'2',0.25,1,0.5,1,0,1,1,0.25,4,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (742,'Cutiefly','Bug','Fairy',40,45,40,55,40,84,304,1000000,50,50,0.2,0.1,7,'190',1,2,1,'1',0.5,1,0.25,2,0.5,2,1,0.5,2,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (743,'Ribombee','Bug','Fairy',60,55,60,95,70,124,464,1000000,50,50,0.5,0.2,7,'75',1,2,1,'1',0.5,1,0.25,2,0.5,2,1,0.5,2,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (744,'Rockruff','Rock','',45,65,40,30,40,60,280,1000000,50,50,9.2,0.5,7,'190',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (745,'Lycanroc','Rock','',75,115,65,55,65,112,487,1000000,50,50,NULL,NULL,7,'90',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (746,'Wishiwashi','Water','',45,20,20,25,25,40,175,800000,50,50,0.3,0.2,7,'60',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (747,'Mareanie','Poison','Water',50,53,62,43,52,45,305,1000000,50,50,8,0.4,7,'190',1,0.5,0.5,'2',1,0.5,0.5,0.5,2,1,2,0.5,1,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (748,'Toxapex','Poison','Water',50,63,152,53,142,35,495,1000000,50,50,14.5,0.7,7,'75',1,0.5,0.5,'2',1,0.5,0.5,0.5,2,1,2,0.5,1,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (749,'Mudbray','Ground','',70,100,70,45,55,45,385,1000000,50,50,110,1,7,'190',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (750,'Mudsdale','Ground','',100,125,100,55,85,35,500,1000000,50,50,920,2.5,7,'60',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (751,'Dewpider','Water','Bug',38,40,52,40,72,27,269,1000000,50,50,4,0.3,7,'200',1,1,0.5,'2',1,0.5,0.5,1,0.5,2,1,1,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (752,'Araquanid','Water','Bug',68,70,92,50,132,42,454,1000000,50,50,82,1.8,7,'100',1,1,0.5,'2',1,0.5,0.5,1,0.5,2,1,1,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (753,'Fomantis','Grass','',40,55,35,50,35,35,250,1000000,50,50,1.5,0.3,7,'190',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (754,'Lurantis','Grass','',70,105,90,80,90,45,480,1000000,50,50,18.5,0.9,7,'75',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (755,'Morelull','Grass','Fairy',40,35,55,65,75,15,285,1000000,50,50,1.5,0.2,7,'190',1,2,0.5,'0.5',0.5,2,0.5,4,0.5,2,1,1,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (756,'Shiinotic','Grass','Fairy',60,45,80,90,100,30,405,1000000,50,50,11.5,1,7,'75',1,2,0.5,'0.5',0.5,2,0.5,4,0.5,2,1,1,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (757,'Salandit','Poison','Fire',48,44,40,71,40,77,320,1000000,88.1,11.9,4.8,0.6,7,'120',1,0.5,2,'1',0.25,0.5,0.5,0.5,4,1,2,0.25,2,1,1,1,0.5,'0.25');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (758,'Salazzle','Poison','Fire',68,64,60,111,60,117,480,1000000,0,0,22.2,1.2,7,'45',1,0.5,2,'1',0.25,0.5,0.5,0.5,4,1,2,0.25,2,1,1,1,0.5,'0.25');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (759,'Stufful','Normal','Fighting',70,75,50,45,50,50,340,1000000,50,50,6.8,0.5,7,'140',1,1,1,'1',1,1,2,1,1,2,2,0.5,0.5,0,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (760,'Bewear','Normal','Fighting',120,125,80,55,60,60,500,1000000,50,50,135,2.1,7,'70',1,1,1,'1',1,1,2,1,1,2,2,0.5,0.5,0,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (761,'Bounsweet','Grass','',42,30,38,30,38,32,210,1059860,0,0,3.2,0.3,7,'235',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (762,'Steenee','Grass','',52,40,48,40,48,62,290,1059860,0,0,8.2,0.7,7,'120',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (763,'Tsareena','Grass','',72,120,98,50,98,72,510,1059860,0,0,21.4,1.2,7,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (764,'Comfey','Fairy','',51,52,90,82,110,100,485,800000,24.6,75.4,0.3,0.1,7,'60',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (765,'Oranguru','Normal','Psychic',90,60,80,90,110,60,490,1250000,50,50,76,1.5,7,'45',1,1,1,'1',1,1,1,1,1,1,0.5,2,1,0,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (766,'Passimian','Fighting','',100,120,90,40,60,80,490,1250000,50,50,82.8,2,7,'45',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (767,'Wimpod','Bug','Water',25,35,40,20,30,80,230,1000000,50,50,12,0.5,7,'90',1,1,0.5,'2',1,0.5,0.5,1,0.5,2,1,1,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (768,'Golisopod','Bug','Water',75,125,140,60,90,40,530,1000000,50,50,108,2,7,'45',1,1,0.5,'2',1,0.5,0.5,1,0.5,2,1,1,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (769,'Sandygast','Ghost','Ground',55,55,80,70,45,15,320,1000000,50,50,70,0.5,7,'140',0,1,2,'0',2,2,0,0.25,1,1,1,0.5,0.5,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (770,'Palossand','Ghost','Ground',85,75,110,100,75,35,480,1000000,50,50,250,1.3,7,'60',0,1,2,'0',2,2,0,0.25,1,1,1,0.5,0.5,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (771,'Pyukumuku','Water','',55,60,130,30,130,5,410,800000,50,50,1.2,0.3,7,'60',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (772,'Type: Null','Normal','',95,95,95,95,95,59,534,1250000,0,0,120.5,1.9,7,'3',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (773,'Silvally','Normal','',95,95,95,95,95,95,570,1250000,0,0,100.5,2.3,7,'3',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (774,'Minior','Rock','Flying',60,60,100,60,100,60,440,1059860,0,0,40,0.3,7,'30 (Meteorite)255 (Core)',0.5,0.5,2,'2',1,2,1,0.5,0,0.5,1,0.5,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (775,'Komala','Normal','',65,115,65,75,95,65,480,1250000,50,50,19.9,0.4,7,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (776,'Turtonator','Fire','Dragon',60,78,135,91,85,36,485,1000000,50,50,212,2,7,'70',1,0.25,1,'0.5',0.25,1,1,1,2,1,1,0.5,2,1,2,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (777,'Togedemaru','Electric','Steel',65,98,63,40,73,96,435,1000000,50,50,3.3,0.3,7,'180',0.5,2,1,'0.5',0.5,0.5,2,0,4,0.25,0.5,0.5,0.5,1,0.5,1,0.25,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (778,'Mimikyu','Ghost','Fairy',55,90,80,50,105,96,476,1000000,50,50,0.7,0.2,7,'45',0,1,1,'1',1,1,0,1,1,1,1,0.25,1,2,0,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (779,'Bruxish','Water','Psychic',68,105,70,70,70,92,475,1000000,50,50,19,0.9,7,'80',1,0.5,0.5,'2',2,0.5,0.5,1,1,1,0.5,2,1,2,1,2,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (780,'Drampa','Normal','Dragon',78,60,85,135,91,36,485,1000000,50,50,185,3,7,'70',1,0.5,0.5,'0.5',0.5,2,2,1,1,1,1,1,1,0,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (781,'Dhelmise','Ghost','Grass',70,131,100,86,90,40,517,1000000,0,0,210,3.9,7,'25',0,2,0.5,'0.5',0.5,2,0,1,0.5,2,1,1,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (782,'Jangmo-o','Dragon','',45,55,65,45,45,45,300,1250000,50,50,29.7,0.6,7,'45',1,0.5,0.5,'0.5',0.5,2,1,1,1,1,1,1,1,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (783,'Hakamo-o','Dragon','Fighting',55,75,90,65,70,65,420,1250000,50,50,47,1.2,7,'45',1,0.5,0.5,'0.5',0.5,2,1,1,1,2,2,0.5,0.5,1,2,0.5,1,'4');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (784,'Kommo-o','Dragon','Fighting',75,110,125,100,105,85,600,1250000,50,50,78.2,1.6,7,'45',1,0.5,0.5,'0.5',0.5,2,1,1,1,2,2,0.5,0.5,1,2,0.5,1,'4');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (785,'Tapu Koko','Electric','Fairy',70,115,85,95,75,130,570,1250000,0,0,20.5,1.8,7,'3',1,1,1,'0.5',1,1,0.5,2,2,0.5,1,0.5,1,1,0,0.5,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (786,'Tapu Lele','Psychic','Fairy',70,85,75,130,115,95,570,1250000,0,0,18.6,1.2,7,'3',1,1,1,'1',1,1,0.25,2,1,1,0.5,1,1,2,0,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (787,'Tapu Bulu','Grass','Fairy',70,130,115,85,95,75,570,1250000,0,0,45.5,1.9,7,'3',1,2,0.5,'0.5',0.5,2,0.5,4,0.5,2,1,1,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (788,'Tapu Fini','Water','Fairy',70,75,115,95,130,85,570,1250000,0,0,21.2,1.3,7,'3',1,0.5,0.5,'2',2,0.5,0.5,2,1,1,1,0.5,1,1,0,0.5,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (789,'Cosmog','Psychic','',43,29,31,29,31,37,200,1250000,0,0,0.1,0.2,7,'45',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (790,'Cosmoem','Psychic','',43,29,131,29,131,37,400,1250000,0,0,999.9,0.1,7,'45',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (791,'Solgaleo','Psychic','Steel',137,137,107,113,89,97,680,1250000,0,0,230,3.4,7,'45',0.5,2,1,'1',0.5,0.5,1,0,2,0.5,0.25,1,0.5,2,0.5,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (792,'Lunala','Psychic','Ghost',137,113,89,137,107,97,680,1250000,0,0,120,4,7,'45',0,1,1,'1',1,1,0,0.5,1,1,0.5,1,1,4,1,4,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (793,'Nihilego','Rock','Poison',109,53,47,127,131,103,570,1250000,0,0,55.5,1.2,7,'45',0.5,0.5,2,'1',1,1,1,0.25,4,0.5,2,0.5,1,1,1,1,2,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (794,'Buzzwole','Bug','Fighting',107,139,139,53,53,79,570,1250000,0,0,333.6,2.4,7,'25',1,2,1,'1',0.5,1,0.5,1,0.5,4,2,0.5,1,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (795,'Pheromosa','Bug','Fighting',71,137,37,137,37,151,570,1250000,0,0,25,1.8,7,'255',1,2,1,'1',0.5,1,0.5,1,0.5,4,2,0.5,1,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (796,'Xurkitree','Electric','',83,89,71,173,71,83,570,1250000,0,0,100,3.8,7,'30',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (797,'Celesteela','Steel','Flying',97,101,103,107,101,61,570,1250000,0,0,999.9,9.2,7,'25',0.5,2,1,'2',0.25,1,1,0,0,0.5,0.5,0.25,1,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (798,'Kartana','Grass','Steel',59,181,131,59,31,109,570,1250000,0,0,0.1,0.3,7,'255',0.5,4,0.5,'0.5',0.25,1,2,0,1,1,0.5,1,0.5,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (799,'Guzzlord','Dark','Dragon',223,101,53,97,53,43,570,1250000,0,0,888,5.5,7,'15',1,0.5,0.5,'0.5',0.5,2,2,1,1,1,0,2,1,0.5,2,0.5,1,'4');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (800,'Necrozma','Psychic','',97,107,101,127,89,79,600,1250000,0,0,230,2.4,7,'3',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (801,'Magearna','Steel','Fairy',80,95,115,130,115,65,600,1250000,0,0,80.5,1,7,'3',0.5,2,1,'1',0.5,0.5,1,0,2,0.5,0.5,0.25,0.5,1,0,0.5,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (802,'Marshadow','Fighting','Ghost',90,125,80,90,90,125,600,1250000,0,0,22.2,0.7,8,'3',0,1,1,'1',1,1,0,0.5,1,2,2,0.25,0.5,2,1,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (803,'Poipole','Poison','',67,73,67,73,67,73,420,1250000,0,0,1.8,0.6,8,'45',1,1,1,'1',0.5,1,0.5,0.5,2,1,2,0.5,1,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (804,'Naganadel','Poison','Dragon',73,73,73,127,73,121,540,1250000,0,0,150,3.6,8,'45',1,0.5,0.5,'0.5',0.25,2,0.5,0.5,2,1,2,0.5,1,1,2,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (805,'Stakataka','Rock','Steel',61,131,211,53,101,13,570,1250000,0,0,820,5.5,8,'30',0.25,1,2,'1',1,0.5,4,0,4,0.25,0.5,0.5,0.5,1,0.5,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (806,'Blacephalon','Fire','Ghost',53,127,53,151,79,107,570,1250000,0,0,13,1.8,8,'30',0,0.5,2,'1',0.5,0.5,0,0.5,2,1,1,0.25,2,2,1,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (807,'Zeraora','Electric','',88,112,75,102,80,143,600,1250000,0,0,44.5,1.5,8,'3',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (808,'Meltan','Steel','',46,65,65,55,35,34,300,1250000,0,0,8,0.2,8,'3',0.5,2,1,'1',0.5,0.5,2,0,2,0.5,0.5,0.5,0.5,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (809,'Melmetal','Steel','',135,143,143,80,65,34,600,1250000,0,0,800,2.5,8,'3',0.5,2,1,'1',0.5,0.5,2,0,2,0.5,0.5,0.5,0.5,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (810,'Grookey','Grass','',50,65,50,40,40,65,310,1059860,87.5,12.5,5,0.3,8,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (811,'Thwackey','Grass','',70,85,70,55,60,80,420,1059860,87.5,12.5,14,0.7,8,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (812,'Rillaboom','Grass','',100,125,90,60,70,85,530,1059860,87.5,12.5,90,2.1,8,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (813,'Scorbunny','Fire','',50,71,40,40,40,69,310,1059860,87.5,12.5,4.5,0.3,8,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (814,'Raboot','Fire','',65,86,60,55,60,94,420,1059860,87.5,12.5,9,0.6,8,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (815,'Cinderace','Fire','',80,116,75,65,75,119,530,1059860,87.5,12.5,33,1.4,8,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (816,'Sobble','Water','',50,40,40,70,40,70,310,1059860,87.5,12.5,4,0.3,8,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (817,'Drizzile','Water','',65,60,55,95,55,90,420,1059860,87.5,12.5,11.5,0.7,8,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (818,'Inteleon','Water','',70,85,65,125,65,120,530,1059860,87.5,12.5,45.2,1.9,8,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (819,'Skwovet','Normal','',70,55,55,35,35,25,275,1000000,50,50,2.5,0.3,8,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (820,'Greedent','Normal','',120,95,95,55,75,20,460,1000000,50,50,6,0.6,8,'90',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (821,'Rookidee','Flying','',38,47,35,33,35,57,245,1059860,50,50,1.8,0.2,8,'255',1,1,1,'2',0.5,2,0.5,1,0,1,1,0.5,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (822,'Corvisquire','Flying','',68,67,55,43,55,77,365,1059860,50,50,16,0.8,8,'120',1,1,1,'2',0.5,2,0.5,1,0,1,1,0.5,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (823,'Corviknight','Flying','Steel',98,87,105,53,85,67,495,1059860,50,50,75,2.2,8,'45',0.5,2,1,'2',0.25,1,1,0,0,0.5,0.5,0.25,1,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (824,'Blipbug','Bug','',25,20,20,25,45,45,180,1000000,50,50,8,0.4,8,'255',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (825,'Dottler','Bug','Psychic',50,35,80,50,90,30,335,1000000,50,50,19.5,0.4,8,'120',1,2,1,'1',0.5,1,0.25,1,0.5,2,0.5,2,2,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (826,'Orbeetle','Bug','Psychic',60,45,110,80,120,90,505,1000000,50,50,40.8,0.4,8,'45',1,2,1,'1',0.5,1,0.25,1,0.5,2,0.5,2,2,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (827,'Nickit','Dark','',40,28,28,47,52,50,245,800000,50,50,8.9,0.6,8,'255',1,1,1,'1',1,1,2,1,1,1,0,2,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (828,'Thievul','Dark','',70,58,58,87,92,90,455,800000,50,50,19.9,1.2,8,'127',1,1,1,'1',1,1,2,1,1,1,0,2,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (829,'Gossifleur','Grass','',40,40,60,40,60,10,250,1000000,50,50,2.2,0.4,8,'190',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (830,'Eldegoss','Grass','',60,50,90,80,120,60,460,1000000,50,50,2.5,0.5,8,'75',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (831,'Wooloo','Normal','',42,40,55,40,45,48,270,1000000,50,50,6,0.6,8,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (832,'Dubwool','Normal','',72,80,100,60,90,88,490,1000000,50,50,43,1.3,8,'127',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (833,'Chewtle','Water','',50,64,50,38,38,44,284,1000000,50,50,8.5,0.3,8,'255',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (834,'Drednaw','Water','Rock',90,115,90,48,68,74,485,1000000,50,50,115.5,1,8,'75',0.5,0.25,1,'2',4,0.5,2,0.5,2,0.5,1,1,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (835,'Yamper','Electric','',59,45,50,40,50,26,270,800000,50,50,13.5,0.3,8,'255',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (836,'Boltund','Electric','',69,90,60,90,60,121,490,800000,50,50,34,1,8,'45',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (837,'Rolycoly','Rock','',30,40,50,40,50,30,240,1059860,50,50,12,0.3,8,'255',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (838,'Carkol','Rock','Fire',80,60,90,60,70,50,410,1059860,50,50,78,1.1,8,'120',0.5,0.25,4,'1',1,0.5,2,0.5,4,0.5,1,0.5,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (839,'Coalossal','Rock','Fire',110,80,120,80,90,30,510,1059860,50,50,310.5,2.8,8,'45',0.5,0.25,4,'1',1,0.5,2,0.5,4,0.5,1,0.5,2,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (840,'Applin','Grass','Dragon',40,40,80,40,40,20,260,600000,50,50,0.5,0.2,8,'255',1,1,0.25,'0.25',0.25,4,1,2,0.5,2,1,2,1,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (841,'Flapple','Grass','Dragon',70,110,80,95,60,70,485,600000,50,50,1,0.3,8,'45',1,1,0.25,'0.25',0.25,4,1,2,0.5,2,1,2,1,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (842,'Appletun','Grass','Dragon',110,85,80,100,80,30,485,600000,50,50,13,0.4,8,'45',1,1,0.25,'0.25',0.25,4,1,2,0.5,2,1,2,1,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (843,'Silicobra','Ground','',52,57,75,35,50,46,315,1000000,50,50,7.6,2.2,8,'255',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (844,'Sandaconda','Ground','',72,107,125,65,70,71,510,1000000,50,50,65.5,3.8,8,'120',1,1,2,'0',2,2,1,0.5,1,1,1,1,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (845,'Cramorant','Flying','Water',70,85,55,85,95,85,475,1000000,50,50,18,0.8,8,'45',1,0.5,0.5,'4',1,1,0.5,1,0,1,1,0.5,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (846,'Arrokuda','Water','',41,63,40,40,30,66,280,1250000,50,50,1,0.5,8,'255',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (847,'Barraskewda','Water','',61,123,60,60,50,136,490,1250000,50,50,30,1.3,8,'60',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (848,'Toxel','Electric','Poison',40,38,35,54,35,40,242,1059860,50,50,11,0.4,8,'75',1,1,1,'0.5',0.5,1,0.5,0.5,4,0.5,2,0.5,1,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (849,'Toxtricity','Electric','Poison',75,98,70,114,70,75,502,1059860,50,50,40,1.6,8,'45',1,1,1,'0.5',0.5,1,0.5,0.5,4,0.5,2,0.5,1,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (850,'Sizzlipede','Fire','Bug',50,65,45,50,50,45,305,1000000,50,50,1,0.7,8,'190',1,1,2,'1',0.25,0.5,0.5,1,1,2,1,0.5,4,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (851,'Centiskorch','Fire','Bug',100,115,65,90,90,65,525,1000000,50,50,120,3,8,'75',1,1,2,'1',0.25,0.5,0.5,1,1,2,1,0.5,4,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (852,'Clobbopus','Fighting','',50,68,60,50,50,32,310,1059860,50,50,4,0.6,8,'180',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (853,'Grapploct','Fighting','',80,118,90,70,80,42,480,1059860,50,50,39,1.6,8,'45',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (854,'Sinistea','Ghost','',40,45,45,74,54,50,308,1000000,0,0,0.2,0.1,8,'120',0,1,1,'1',1,1,0,0.5,1,1,1,0.5,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (855,'Polteageist','Ghost','',60,65,65,134,114,70,508,1000000,0,0,0.4,0.2,8,'60',0,1,1,'1',1,1,0,0.5,1,1,1,0.5,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (856,'Hatenna','Psychic','',42,30,45,56,53,39,265,1250000,0,100,3.4,0.4,8,'235',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (857,'Hattrem','Psychic','',57,40,65,86,73,49,370,1250000,0,100,4.8,0.6,8,'120',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (858,'Hatterene','Psychic','Fairy',57,90,95,136,103,29,510,1250000,0,100,5,2.1,8,'45',1,1,1,'1',1,1,0.25,2,1,1,0.5,1,1,2,0,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (859,'Impidimp','Dark','Fairy',45,45,30,55,40,50,265,1000000,100,0,5.5,0.4,8,'255',1,1,1,'1',1,1,1,2,1,1,0,1,1,0.5,0,0.25,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (860,'Morgrem','Dark','Fairy',65,60,45,75,55,70,370,1000000,100,0,12.5,0.8,8,'120',1,1,1,'1',1,1,1,2,1,1,0,1,1,0.5,0,0.25,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (861,'Grimmsnarl','Dark','Fairy',95,120,65,95,75,60,510,1000000,100,0,61,1.5,8,'45',1,1,1,'1',1,1,1,2,1,1,0,1,1,0.5,0,0.25,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (862,'Obstagoon','Dark','Normal',93,90,101,60,81,95,520,1000000,50,50,46,1.6,8,'45',1,1,1,'1',1,1,4,1,1,1,0,2,1,0,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (863,'Perrserker','Steel','',70,110,100,50,60,50,440,1000000,50,50,28,0.8,8,'90',0.5,2,1,'1',0.5,0.5,2,0,2,0.5,0.5,0.5,0.5,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (864,'Cursola','Ghost','',60,95,50,145,130,30,510,800000,25,75,0.4,1,8,'30',0,1,1,'1',1,1,0,0.5,1,1,1,0.5,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (865,'Sirfetch''d','Fighting','',62,135,95,68,82,65,507,1000000,50,50,117,0.8,8,'45',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (866,'Mr. Rime','Ice','Psychic',80,85,75,110,100,70,520,1000000,50,50,58.2,1.5,8,'45',1,2,1,'1',1,0.5,1,1,1,1,0.5,2,2,2,1,2,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (867,'Runerigus','Ground','Ghost',58,95,145,50,105,30,483,1000000,50,50,66.6,1.6,8,'90',0,1,2,'0',2,2,0,0.25,1,1,1,0.5,0.5,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (868,'Milcery','Fairy','',45,40,40,50,61,34,270,1000000,0,100,0.3,0.2,8,'200',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (869,'Alcremie','Fairy','',65,60,75,110,121,64,495,1000000,0,100,0.5,0.3,8,'100',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (870,'Falinks','Fighting','',65,100,100,70,60,75,470,1000000,0,0,62,3,8,'45',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (871,'Pincurchin','Electric','',48,101,95,91,85,15,435,1000000,50,50,1,0.3,8,'75',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (872,'Snom','Ice','Bug',30,25,35,45,30,20,185,1000000,50,50,3.8,0.3,8,'190',1,4,1,'1',0.5,0.5,1,1,0.5,2,1,1,4,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (873,'Frosmoth','Ice','Bug',70,65,60,125,90,65,475,1000000,50,50,42,1.3,8,'75',1,4,1,'1',0.5,0.5,1,1,0.5,2,1,1,4,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (874,'Stonjourner','Rock','',100,125,135,20,20,70,470,1250000,50,50,520,2.5,8,'60',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (875,'Eiscue','Ice','',75,80,110,65,90,50,470,1250000,50,50,89,1.4,8,'60',1,2,1,'1',1,0.5,2,1,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (876,'Indeedee','Psychic','Normal',60,65,55,105,95,95,475,800000,50,50,28,0.9,8,'30',1,1,1,'1',1,1,1,1,1,1,0.5,2,1,0,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (877,'Morpeko','Electric','Dark',58,95,58,70,58,97,436,1000000,50,50,3,0.3,8,'180',1,1,1,'0.5',1,1,2,1,2,0.5,0,2,1,0.5,1,0.5,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (878,'Cufant','Steel','',72,80,49,40,49,40,330,1000000,50,50,100,1.2,8,'190',0.5,2,1,'1',0.5,0.5,2,0,2,0.5,0.5,0.5,0.5,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (879,'Copperajah','Steel','',122,130,69,80,69,30,500,1000000,50,50,650,3,8,'90',0.5,2,1,'1',0.5,0.5,2,0,2,0.5,0.5,0.5,0.5,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (880,'Dracozolt','Electric','Dragon',90,100,90,80,70,75,505,1250000,0,0,190,1.8,8,'45',1,0.5,0.5,'0.25',0.5,2,1,1,2,0.5,1,1,1,1,2,1,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (881,'Arctozolt','Electric','Ice',90,100,90,90,80,55,505,1250000,0,0,150,2.3,8,'45',1,2,1,'0.5',1,0.5,2,1,2,0.5,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (882,'Dracovish','Water','Dragon',90,90,100,70,80,75,505,1250000,0,0,215,2.3,8,'45',1,0.25,0.25,'1',1,1,1,1,1,1,1,1,1,1,2,1,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (883,'Arctovish','Water','Ice',90,90,100,80,90,55,505,1250000,0,0,175,2,8,'45',1,1,0.5,'2',2,0.25,2,1,1,1,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (884,'Duraludon','Steel','Dragon',70,95,115,120,50,85,535,1000000,50,50,40,1.8,8,'45',0.5,1,0.5,'0.5',0.25,1,2,0,2,0.5,0.5,0.5,0.5,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (885,'Dreepy','Dragon','Ghost',28,60,30,40,30,82,270,1250000,50,50,2,0.5,8,'45',0,0.5,0.5,'0.5',0.5,2,0,0.5,1,1,1,0.5,1,2,2,2,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (886,'Drakloak','Dragon','Ghost',68,80,50,60,50,102,410,1250000,50,50,11,1.4,8,'45',0,0.5,0.5,'0.5',0.5,2,0,0.5,1,1,1,0.5,1,2,2,2,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (887,'Dragapult','Dragon','Ghost',88,120,75,100,75,142,600,1250000,50,50,50,3,8,'45',0,0.5,0.5,'0.5',0.5,2,0,0.5,1,1,1,0.5,1,2,2,2,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (888,'Zacian','Fairy','',92,120,115,80,115,138,660,1250000,0,0,110,2.8,8,'10',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (889,'Zamazenta','Fighting','',92,120,115,80,115,138,660,1250000,0,0,210,2.9,8,'10',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (890,'Eternatus','Poison','Dragon',140,85,95,145,95,130,690,1250000,0,0,950,20,8,'255',1,0.5,0.5,'0.5',0.25,2,0.5,0.5,2,1,2,0.5,1,1,2,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (891,'Kubfu','Fighting','',60,90,60,53,50,72,385,1250000,87.5,12.5,12,0.6,8,'3',1,1,1,'1',1,1,1,1,1,2,2,0.5,0.5,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (892,'Urshifu','Fighting','Dark',100,130,100,63,60,97,550,600000,87.5,12.5,105,1.9,8,'3',1,0.5,0.5,'2',2,0.5,1,1,1,2,2,0.5,0.5,1,1,0.5,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (893,'Zarude','Dark','Grass',105,120,105,70,95,105,600,1250000,0,0,70,1.8,8,'3',1,2,0.5,'0.5',0.5,2,2,2,0.5,2,0,4,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (894,'Regieleki','Electric','',80,100,50,100,50,200,580,1250000,0,0,145,1.2,8,'3',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (895,'Regidrago','Dragon','',200,100,50,100,50,80,580,1250000,0,0,200,2.1,8,'3',1,0.5,0.5,'0.5',0.5,2,1,1,1,1,1,1,1,1,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (896,'Glastrier','Ice','',100,145,130,65,110,30,580,1250000,0,0,800,2.2,8,'3',1,2,1,'1',1,0.5,2,1,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (897,'Spectrier','Ghost','',100,65,60,145,80,130,580,1250000,0,0,44.5,2,8,'3',0,1,1,'1',1,1,0,0.5,1,1,1,0.5,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (898,'Calyrex','Psychic','Grass',100,80,80,80,80,80,500,1250000,0,0,7.7,1.1,8,'3',1,2,0.5,'0.5',0.5,2,0.5,2,0.5,2,0.5,4,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (899,'Wyrdeer','Normal','Psychic',103,105,72,105,75,65,525,1250000,50,50,95.1,1.8,8,'135',1,1,1,'1',1,1,1,1,1,1,0.5,2,1,0,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (900,'Kleavor','Bug','Rock',70,135,95,45,70,85,500,1000000,50,50,89,1.8,8,'115',0.5,1,2,'1',1,1,1,0.5,1,1,1.00,1.00,2.00,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (901,'Ursaluna','Ground','Normal',130,140,105,45,80,50,550,1000000,50,50,290,2.4,8,'75',1,1,2,'0',2,2,2,0.5,1,1,1.00,1.00,0.50,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (902,'Basculegion','Water','Ghost',120,112,65,80,75,78,530,1000000,50,50,110,3,8,'135',0,0.5,0.5,'2',2,0.5,0,0.5,1,1,1.00,0.50,1.00,2,1,2,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (903,'Sneasler','Fighting','Poison',80,130,60,40,80,120,510,1059860,50,50,43,1.3,8,'135',1,1,1,'1',0.5,1,0.5,0.5,2,2,4.00,0.25,0.50,1,1,0.5,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (904,'Overqwil','Dark','Poison',85,115,95,65,65,85,510,1000000,50,50,60.5,2.5,8,'135',1,1,1,'1',0.5,1,1,0.5,2,1,0.00,1.00,1.00,0.5,1,0.5,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (905,'Enamorus','Fairy','Flying',74,115,70,135,80,106,580,1250000,0,100,48,1.6,9,'3',1,1,1,'2',0.5,2,0.25,2,0,1,1.00,0.25,2.00,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (906,'Sprigatito','Grass','',40,61,54,45,45,65,310,1059860,87.5,12.5,4.1,0.4,9,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1.00,2.00,1.00,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (907,'Floragato','Grass','',61,80,63,60,63,83,410,1059860,87.5,12.5,12.2,0.9,9,'45',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1.00,2.00,1.00,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (908,'Meowscarada','Grass','Dark',76,110,70,81,70,123,530,1059860,87.5,12.5,31.2,1.5,9,'45',1,2,0.5,'0.5',0.5,2,2,2,0.5,2,0.00,4.00,1.00,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (909,'Fuecoco','Fire','',67,45,59,63,40,36,310,1059860,87.5,12.5,9.8,0.4,9,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (910,'Crocalor','Fire','',81,55,78,90,58,49,411,1059860,87.5,12.5,30.7,1,9,'45',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (911,'Skeledirge','Fire','Ghost',104,75,100,110,75,66,530,1059860,87.5,12.5,326.5,1.6,9,'45',0,0.5,2,'1',0.5,0.5,0,0.5,2,1,1,0.25,2,2,1,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (912,'Quaxly','Water','',55,65,45,50,45,50,310,1059860,87.5,12.5,6.1,0.5,9,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (913,'Quaxwell','Water','',70,85,65,65,60,65,410,1059860,87.5,12.5,21.5,1.2,9,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (914,'Quaquaval','Water','Fighting',85,120,80,85,75,85,530,1059860,87.5,12.5,61.9,1.8,9,'45',1,0.5,0.5,'2',2,0.5,1,1,1,2,2,0.5,0.5,1,1,0.5,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (915,'Lechonk','Normal','',54,45,40,35,45,35,254,1000000,50,50,10.2,0.5,9,'255',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (916,'Oinkologne','Normal','',110,100,75,59,80,65,489,1000000,50,50,120,1,9,'100',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (917,'Tarountula','Bug','',35,41,45,29,40,20,210,600000,50,50,4,0.3,9,'255',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (918,'Spidops','Bug','',60,79,92,52,86,35,404,600000,50,50,16.5,1,9,'120',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (919,'Nymble','Bug','',33,46,40,21,25,45,210,1000000,50,50,1,0.2,9,'190',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (920,'Lokix','Bug','Dark',71,102,78,52,55,92,450,1000000,50,50,17.5,1,9,'30',1,2,1,'1',0.5,1,1,1,0.5,2,0,2,2,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (921,'Pawmi','Electric','',45,50,20,40,25,60,240,1000000,50,50,2.5,0.3,9,'190',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (922,'Pawmo','Electric','Fighting',60,75,40,50,40,85,350,1000000,50,50,6.5,0.4,9,'80',1,1,1,'0.5',1,1,1,1,2,1,2,0.5,0.5,1,1,0.5,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (923,'Pawmot','Electric','Fighting',70,115,70,70,60,105,490,1000000,50,50,41,0.9,9,'45',1,1,1,'0.5',1,1,1,1,2,1,2,0.5,0.5,1,1,0.5,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (924,'Tandemaus','Normal','',50,50,45,40,45,75,305,800000,0,0,1.8,0.3,9,'150',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (925,'Maushold','Normal','',74,75,70,65,75,111,470,800000,0,0,2.8,0.3,9,'75',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (926,'Fidough','Fairy','',37,55,70,30,55,65,312,1059860,50,50,10.9,0.3,9,'190',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (927,'Dachsbun','Fairy','',57,80,115,50,80,95,477,1059860,50,50,14.9,0.5,9,'90',1,1,1,'1',1,1,0.5,2,1,1,1,0.5,1,1,0,0.5,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (928,'Smoliv','Grass','Normal',41,35,45,58,51,30,260,1059860,50,50,6.5,0.3,9,'255',1,2,0.5,'0.5',0.5,2,2,2,0.5,2,1,2,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (929,'Dolliv','Grass','Normal',52,53,60,78,78,33,354,1059860,50,50,11.9,0.6,9,'120',1,2,0.5,'0.5',0.5,2,2,2,0.5,2,1,2,1,0,1,1,1,'\*');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (930,'Arboliva','Grass','Normal',78,69,90,125,109,39,510,1059860,50,50,48.2,1.4,9,'45',1,2,0.5,'0.5',0.5,2,2,2,0.5,2,1,2,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (931,'Squawkabilly','Normal','Flying',82,96,51,45,51,92,417,600000,50,50,2.4,0.6,9,'190',1,1,1,'2',0.5,2,1,1,0,1,1,0.5,2,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (932,'Nacli','Rock','',55,55,75,35,35,25,280,1059860,50,50,16,0.4,9,'255',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (933,'Naclstack','Rock','',60,60,100,35,65,35,355,1059860,50,50,105,0.6,9,'120',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (934,'Garganacl','Rock','',100,100,130,45,90,35,500,1059860,50,50,240,2.3,9,'45',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (935,'Charcadet','Fire','',40,50,40,50,40,35,255,1250000,50,50,10.5,0.6,9,'90',1,0.5,2,'1',0.5,0.5,1,1,2,1,1,0.5,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (936,'Armarouge','Fire','Psychic',85,60,100,125,80,75,525,1250000,50,50,85,1.5,9,'25',1,0.5,2,'1',0.5,0.5,0.5,1,2,1,0.5,1,2,2,1,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (937,'Ceruledge','Fire','Ghost',75,125,80,60,100,85,525,1250000,50,50,62,1.6,9,'25',0,0.5,2,'1',0.5,0.5,0,0.5,2,1,1,0.25,2,2,1,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (938,'Tadbulb','Electric','',61,31,41,59,35,45,272,1000000,50,50,0.4,0.3,9,'190',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (939,'Bellibolt','Electric','',109,64,91,103,83,45,495,1000000,50,50,113,1.2,9,'50',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (940,'Wattrel','Electric','Flying',40,40,35,55,40,70,280,1059860,50,50,3.6,0.4,9,'180',1,1,1,'0.5',1,1,1,1,2,0.5,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (941,'Kilowattrel','Electric','Flying',70,70,60,105,60,125,490,1059860,50,50,38.6,1.4,9,'90',1,1,1,'1',0.5,2,0.5,1,0,0.5,1,0.5,2,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (942,'Maschiff','Dark','',60,78,60,40,51,51,340,1059860,50,50,16,0.5,9,'150',1,1,1,'100%',1,1,2,1,1,1,0,2,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (943,'Mabosstiff','Dark','',80,120,90,60,70,85,505,1059860,50,50,61,1.1,9,'75',1,1,1,'1',1,1,2,1,1,1,0,2,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (944,'Shroodle','Poison','Normal',40,65,35,40,35,75,290,1059860,50,50,0.7,0.2,9,'190',1,1,1,'1',0.5,1,1,0.5,2,1,2,0.5,1,0,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (945,'Grafaiai','Poison','Normal',63,95,65,80,72,110,485,1059860,50,50,27.2,0.7,9,'90',1,1,1,'1',0.5,1,1,0.5,2,1,2,0.5,1,0,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (946,'Bramblin','Grass','Ghost',40,65,30,45,35,60,275,1000000,50,50,0.6,0.6,9,'190',0,2,0.5,'0.5',0.5,2,0,1,0.5,2,1,1,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (947,'Brambleghast','Grass','Ghost',55,115,70,80,70,90,480,1000000,50,50,6,1.2,9,'45',0,2,0.5,'0.5',0.5,2,0,1,0.5,2,1,1,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (948,'Toedscool','Ground','Grass',40,40,35,50,100,70,335,1059860,50,50,33,0.9,9,'190',1,2,1,'0',1,4,1,1,0.5,2,1,2,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (949,'Toedscruel','Ground','Grass',80,70,65,80,120,100,515,1059860,50,50,58,1.9,9,'90',1,2,1,'0',1,4,1,1,0.5,2,1,2,0.5,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (950,'Klawf','Rock','',70,100,115,35,55,75,450,1000000,50,50,79,1.3,9,'120',0.5,0.5,2,'1',2,1,2,0.5,2,0.5,1,1,1,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (951,'Capsakid','Grass','',50,62,40,62,40,50,304,1000000,50,50,3,0.3,9,'190',1,2,0.5,'0.5',0.5,2,1,2,0.5,2,1,2,1,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (952,'Scovillain','Grass','Fire',65,108,65,108,65,75,486,1000000,50,50,15,0.9,9,'50',1,1,1,'0.5',0.25,1,1,2,1,2,1,1,2,1,1,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (953,'Rellor','Bug','',41,50,60,31,58,30,270,800000,50,50,1,0.2,9,'190',1,2,1,'1',0.5,1,0.5,1,0.5,2,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (954,'Rabsca','Bug','Psychic',75,50,85,115,100,45,470,800000,50,50,3.5,0.3,9,'45',1,2,1,'1',0.5,1,0.25,1,0.5,2,0.5,2,2,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (955,'Flittle','Psychic','',30,35,30,55,30,75,255,1059860,50,50,1.5,0.2,9,'120',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (956,'Espathra','Psychic','',95,60,60,101,60,105,481,1059860,50,50,90,1.9,9,'60',1,1,1,'1',1,1,0.5,1,1,1,0.5,2,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (957,'Tinkatink','Fairy','Steel',50,45,45,35,64,58,297,1059860,0,100,8.9,0.4,9,'190',0.5,2,1,'1',0.5,0.5,1,0,2,0.5,0.5,0.25,0.5,1,0,0.5,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (958,'Tinkatuff','Fairy','Steel',65,55,55,45,82,78,380,1059860,0,100,59.1,0.7,9,'90',0.5,2,1,'1',0.5,0.5,1,0,2,0.5,0.5,0.25,0.5,1,0,0.5,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (959,'Tinkaton','Fairy','Steel',85,75,77,70,105,94,506,1059860,0,100,112.8,0.7,9,'45',0.5,2,1,'1',0.5,0.5,1,0,2,0.5,0.5,0.25,0.5,1,0,0.5,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (960,'Wiglett','Water','',10,55,25,35,25,95,245,1000000,50,50,1.8,1.2,9,'255',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (961,'Wugtrio','Water','',35,100,50,50,70,120,425,1000000,50,50,5.4,1.2,9,'50',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (962,'Bombirdier','Flying','Dark',70,103,85,60,85,82,485,1250000,50,50,42.9,1.5,9,'25',1,1,1,'2',0.5,2,1,1,0,1,0,1,2,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (963,'Finizen','Water','',70,45,40,45,40,75,315,1250000,50,50,60.2,1.3,9,'200',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (964,'Palafin','Water','',100,70,72,53,62,100,457,1250000,50,50,60.2,1.3,9,'45',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (965,'Varoom','Steel','Poison',45,70,63,30,45,47,300,1000000,50,50,35,1,9,'190',0.5,2,1,'1',0.25,0.5,1,0,4,0.5,1,0.25,0.5,1,0.5,1,0.5,'0.25');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (966,'Revavroom','Steel','Poison',80,119,90,54,67,90,500,1000000,50,50,120,1.8,9,'75',0.5,2,1,'1',0.25,0.5,1,0,4,0.5,1,0.25,0.5,1,0.5,1,0.5,'0.25');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (967,'Cyclizar','Dragon','Normal',70,95,65,85,65,121,501,1059860,50,50,63,1.6,9,'190',1,0.5,0.5,'0.5',0.5,2,2,1,1,1,1,1,1,0,2,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (968,'Orthworm','Steel','',70,85,145,60,55,65,480,1250000,50,50,310,2.5,9,'25',0.5,2,1,'1',0.5,0.5,2,0,2,0.5,0.5,0.5,0.5,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (969,'Glimmet','Rock','Poison',48,35,42,105,60,60,350,1059860,50,50,8,0.7,9,'70',0.5,0.5,2,'1',1,1,1,0.25,4,0.5,2,0.5,1,1,1,1,2,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (970,'Glimmora','Rock','Poison',83,55,90,130,81,86,525,1059860,50,50,45,1.5,9,'25',0.5,0.5,2,'1',1,1,1,0.25,4,0.5,2,0.5,1,1,1,1,2,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (971,'Greavard','Ghost','',50,61,60,30,55,34,290,1059860,50,50,35,0.6,9,'120',0,1,1,'1',1,1,0,0.5,1,1,1,0.5,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (972,'Houndstone','Ghost','',72,101,100,50,97,68,488,1059860,50,50,15,2,9,'60',0,1,1,'1',1,1,0,0.5,1,1,1,0.5,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (973,'Flamigo','Flying','Fighting',82,115,74,75,64,90,500,1059860,50,50,37,1.6,9,'100',1,1,1,'2',0.5,2,0.5,1,0,2,2,0.25,1,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (974,'Cetoddle','Ice','',108,68,45,30,40,43,334,1059860,50,50,45,1.2,9,'150',1,2,1,'1',1,0.5,2,1,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (975,'Cetitan','Ice','',170,113,65,45,55,73,521,1059860,50,50,700,4.5,9,'50',1,2,1,'1',1,0.5,2,1,1,1,1,1,2,1,1,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (976,'Veluza','Water','Psychic',90,102,73,78,65,70,478,800000,50,50,90,2.5,9,'100',1,0.5,0.5,'2',2,0.5,0.5,1,1,1,0.5,2,1,2,1,2,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (977,'Dondozo','Water','',150,100,115,65,65,35,530,1250000,50,50,220,12,9,'25',1,0.5,0.5,'2',2,0.5,1,1,1,1,1,1,1,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (978,'Tatsugiri','Dragon','Water',68,50,60,120,95,82,475,1059860,50,50,8,0.3,9,'100',1,0.25,0.25,'1',1,1,1,1,1,1,1,1,1,1,2,1,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (979,'Annihilape','Fighting','Ghost',110,115,80,50,90,90,535,1000000,50,50,56,1.2,9,'45',0,1,1,'1',1,1,0,0.5,1,2,2,0.25,0.5,2,1,1,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (980,'Clodsire','Poison','Ground',130,75,60,45,100,20,430,1000000,50,50,223,1.8,9,'90',1,1,2,'0',1,2,0.5,0.25,2,1,2,0.5,0.5,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (981,'Farigiraf','Normal','Psychic',120,90,70,110,70,60,520,1000000,50,50,160,3.2,9,'45',1,1,2,'0',1,2,0.5,0.25,2,1,2,0.5,0.5,1,1,1,1,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (982,'Dudunsparce','Normal','',125,100,80,85,75,55,520,1000000,50,50,39.2,3.6,9,'45',1,1,1,'1',1,1,2,1,1,1,1,1,1,0,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (983,'Kingambit','Dark','Steel',100,135,120,60,85,50,550,1000000,50,50,120,2,9,'25',0.5,2,1,'1',0.5,0.5,4,0,2,0.5,0,1,0.5,0.5,0.5,0.5,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (984,'Great Tusk','Ground','Fighting',115,131,131,53,53,87,570,1250000,0,0,320,2.2,9,'30',1,1,2,'0',2,2,1,0.5,1,2,2,0.5,0.25,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (985,'Scream Tail','Fairy','Psychic',115,65,99,65,115,111,570,1250000,0,0,8,1.2,9,'50',1,1,1,'1',1,1,0.25,2,1,1,0.5,1,1,2,0,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (986,'Brute Bonnet','Grass','Dark',111,127,99,79,99,55,570,1250000,0,0,21,1.2,9,'50',1,2,0.5,'0.5',0.5,2,2,2,0.5,2,0,4,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (987,'Flutter Mane','Ghost','Fairy',55,55,55,135,135,135,570,1250000,0,0,4,1.4,9,'30',0,1,1,'1',1,1,0,1,1,1,1,0.25,1,2,0,1,2,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (988,'Slither Wing','Bug','Fighting',85,135,79,85,105,81,570,1250000,0,0,92,3.2,9,'30',1,2,1,'1',0.5,1,0.5,1,0.5,4,2,0.5,1,1,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (989,'Sandy Shocks','Electric','Ground',85,81,97,121,85,101,570,1250000,0,0,60,2.3,9,'30',1,1,2,'0',2,2,1,0.5,2,0.5,1,1,0.5,1,1,1,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (990,'Iron Treads','Ground','Steel',90,112,120,72,70,106,570,1250000,0,0,240,0.9,9,'30',0.5,2,2,'0',1,1,2,0,2,0.5,0.5,0.5,0.25,1,0.5,1,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (991,'Iron Bundle','Ice','Water',56,80,114,124,60,136,570,1250000,0,0,11,0.6,9,'50',1,1,0.5,'2',2,0.25,2,1,1,1,1,1,2,1,1,1,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (992,'Iron Hands','Fighting','Electric',154,140,108,50,68,50,570,1250000,0,0,380.7,1.8,9,'50',1,1,1,'0.5',1,1,1,1,2,1,2,0.5,0.5,1,1,0.5,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (993,'Iron Jugulis','Dark','Flying',94,80,86,122,80,108,570,1250000,0,0,111,1.3,9,'30',1,1,1,'2',0.5,2,1,1,0,1,0,1,2,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (994,'Iron Moth','Fire','Poison',80,70,60,140,110,110,570,1250000,0,0,36,1.2,9,'30',1,0.5,2,'1',0.25,0.5,0.5,0.5,4,1,2,0.25,2,1,1,1,0.5,'0.25');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (995,'Iron Thorns','Rock','Electric',100,134,110,70,84,72,570,1250000,0,0,303,1.6,9,'30',1,0.5,2,'1',0.25,0.5,0.5,0.5,4,1,2,0.25,2,1,1,1,0.5,'0.25');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (996,'Frigibax','Dragon','Ice',65,75,45,35,45,55,320,1250000,50,50,17,0.5,9,'45',1,1,0.5,'0.5',0.5,1,2,1,1,1,1,1,2,1,2,1,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (997,'Arctibax','Dragon','Ice',90,95,66,45,65,62,423,1250000,50,50,30,0.8,9,'25',1,1,0.5,'0.5',0.5,1,2,1,1,1,1,1,2,1,2,1,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (998,'Baxcalibur','Dragon','Ice',115,145,92,75,86,87,600,1250000,50,50,210,2.1,9,'10',1,1,0.5,'0.5',0.5,1,2,1,1,1,1,1,2,1,2,1,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (999,'Gimmighoul','Ghost','',45,30,70,75,70,10,300,1250000,0,0,5,0.3,9,'45',1,1,0.5,'0.5',0.5,1,2,1,1,1,1,1,2,1,2,1,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (1000,'Gholdengo','Steel','Ghost',87,60,95,133,91,84,550,1250000,0,0,30,1.2,9,'45',0,2,1,'1',0.5,0.5,0,0,2,0.5,0.5,0.25,0.5,2,0.5,2,0.5,'0.5');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (1001,'Wo-Chien','Dark','Grass',85,85,100,95,135,70,570,1250000,0,0,74.2,1.5,9,'6',1,2,0.5,'0.5',0.5,2,2,2,0.5,2,0,4,1,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (1002,'Chien-Pao','Dark','Ice',80,120,80,90,65,135,570,1250000,0,0,152.2,1.9,9,'6',1,2,1,'1',1,0.5,4,1,1,1,0,2,2,0.5,1,0.5,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (1003,'Ting-Lu','Dark','Ground',155,110,125,55,80,45,570,1250000,0,0,699.7,2.7,9,'6',1,1,2,'0',2,2,2,0.5,1,1,0,2,0.5,0.5,1,0.5,1,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (1004,'Chi-Yu','Dark','Fire',55,80,80,135,120,100,570,1250000,0,0,4.9,0.4,9,'6',1,0.5,2,'1',0.5,0.5,2,1,2,1,0,1,2,0.5,1,0.5,0.5,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (1005,'Roaring Moon','Dragon','Dark',105,139,71,55,101,119,590,1250000,0,0,380,2,9,'10',1,0.5,0.5,'0.5',0.5,2,2,1,1,1,0,2,1,0.5,2,0.5,1,'4');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (1006,'Iron Valiant','Fairy','Fighting',74,130,90,120,60,116,590,1250000,0,0,35,1.4,9,'10',1,1,1,'1',1,1,0.5,2,1,2,2,0.25,0.5,1,0,0.25,2,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (1007,'Koraidon','Fighting','Dragon',100,135,115,85,100,135,670,1250000,0,0,303,2.5,9,'3',1,0.5,0.5,'0.5',0.5,2,1,1,1,2,2,0.5,0.5,1,2,0.5,1,'4');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (1008,'Miraidon','Electric','Dragon',100,85,100,135,115,135,670,1250000,0,0,240,3.5,9,'3',1,0.5,0.5,'0.25',0.5,2,1,1,2,0.5,1,1,1,1,2,1,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (1009,'Walking Wake','Water','Dragon',99,83,91,125,83,109,590,1250000,0,0,280,3.5,9,'5',1,0.25,0.25,'1',1,1,1,1,1,1,1,1,1,1,2,1,0.5,'2');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (1010,'Iron Leaves','Grass','Psychic',90,130,88,70,108,104,590,1250000,0,0,125,1.5,9,'5',1,2,0.5,'0.5',0.5,2,0.5,2,0.5,2,0.5,4,1,2,1,2,1,'1');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (NULL,'','','',NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,'',NULL,NULL,NULL,'',NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,'');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (NULL,'','','',NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,'',NULL,NULL,NULL,'',NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,'');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (NULL,'','','',NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,'',NULL,NULL,NULL,'',NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,'');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (NULL,'','','',NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,'',NULL,NULL,NULL,'',NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,'');

INSERT INTO Pokemon\_Table(Pokemon\_Number,Pokemon\_Name,Pokemon\_Type\_1,Pokemon\_Type\_2,HP,Attack,Defense,Sp\_Attack,Sp\_Defense,Speed,Base\_Stat\_Total,Experience\_Growth,Male\_,Female\_,Weight\_kg,Height\_meters,Generation,Capture\_Rate,Against\_Normal,Against\_Fire,Against\_Water,Against\_Electric,Against\_Grass,Against\_Ice,Against\_Fighting,Against\_Poison,Against\_Ground,Against\_Flying,Against\_Psychic,Against\_Bug,Against\_Rock,Against\_Ghost,Against\_Dragon,Against\_Dark,Against\_Steel,Against\_Fairy) VALUES (NULL,'','','',NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,'',NULL,NULL,NULL,'',NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,'');

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Analyzing Pokemon Using Questions and Queries

1. Listing all of the Pokemon in alphabetical order from A – Z

SELECT Pokemon\_Name

FROM Pokemon\_Table

ORDER BY Pokemon\_Name ASC;

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Finding the amount of Pokemon that start with each letter

Code: SELECT Pokemon\_Name

FROM Pokemon\_Table

WHERE Pokemon\_Name LIKE ‘(letter)%’

Letter A: 44 Pokemon



Letter B: 55 Pokemon



Letter C: 86 Pokemon



Letter D: 60 Pokemon



Letter E: 26 Pokemon



Letter F: 39 Pokemon



Letter G: 65 Pokemon



Letter H: 33 Pokemon



Letter I: 17 Pokemon



Letter J: 8 Pokemon



Letter K: 32 Pokemon



Letter L: 40 Pokemon



Letter M: 78 Pokemon



Letter N: 23 Pokemon



Letter O: 13 Pokemon



Letter P: 63 Pokemon



Letter Q: 7 Pokemon



Letter R: 39 Pokemon



Letter S:134 Pokemon



Letter T: 63 Pokemon



Letter U: 7 Pokemon



Letter V: 25 Pokemon



Letter W: 30 Pokemon



Letter X: 3 Pokemon



Letter Y: 6 Pokemon



Letter Z: 14 Pokemon



How many Pokemon are there of every type?

SQL Query:

SELECT \* FROM Pokemon\_Table

WHERE Pokemon\_Type\_1=’(type)’ OR Pokemon\_Type\_2=’(type)’;

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1. Normal Type: 130 Pokemon



1. Fire Type: 80 Pokemon



1. Water Type: 154 Pokemon



1. Grass type: 24 Pokemon



1. Electric type: 68 Pokemon



1. Ice type: 48 Pokemon



1. Fighting type: 72 Pokemon



1. Poison Type: 79 Pokemon



1. Ground type: 75 Pokemon



10.Flying type: 109 Pokemon



11.Psychic type: 99 Pokemon



12. Bug type: 92 Pokemon



13. Rock type: 73 Pokemon



14. Ghost type: 62 Pokemon



15. Dark type: 69 Pokemon



16. Dragon type: 65 Pokemon



17.Steel type: 63 Pokemon



18.Fairy type: 63 Pokemon



Pokemon Stats

Finding the lowest and highest values of every Pokemon stat to see which ones are the weakest and strongest of every stat. Also finding out the strong and weakest Pokemon with all the stat values combined.

SQL Query:

SELECT MIN(Stat) AS Smallest(Stat)

FROM Pokemon\_Table

SELECT MAX(Stat) AS Largest(Stat)

FROM Pokemon\_Table

HP: Lowest value = 1

Highest value = 255

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Attack

Lowest value = 5

Highest value = 181

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Defense

Lowest value = 5

Highest value = 230



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Sp\_Attack

Lowest value = 10

Highest value = 173



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Sp\_Defense

Lowest value = 20

Highest value = 230

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Speed

Lowest value = 5

Highest value = 200



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Total

Lowest value = 175

Highest value = 720

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Which Pokemon has a base total value of 720?

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Arceus has a base total value of 720.

SELECT Pokemon\_Name

FROM Pokemon\_Table

WHERE\_Base\_Stat\_Total=’720’;

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Which Pokemon has a base total value of 175?

Wishiwashi has a base total value of 175.

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Based on the information above, which Pokemon have the lowest and highest base stats for every stat?

SQL Query:

SELECT Pokemon\_Name

FROM Pokemon\_Table

WHERE (Stat) = (‘Lowest or highest stat value’);

Pokemon with lowest HP stat value: Shedinja

Pokemon with highest stat value: Blissey

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Pokemon with lowest Attack stat value: Chansey and Happiny

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Pokemon with the highest Attack stat value: Kartana

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Pokemon with the lowest defense base stat = Chansey and Happiny.

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Pokemon with the highest base stat = Shuckle

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Pokemon with the lowest Sp.Attack stat = Shuckle, Feebas, and Bonsly.

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Pokemon with the highest Sp.Attack stat = Xurkitree.

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Pokemon with the lowest Sp. Defense stat = Caterpie, Weedle, Magikarp, Igglybuff, Carvanha, and Stonjourner.

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Pokemon with the highest Sp. Defense base stat = Shuckle

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Pokemon with the lowest speed stat = Shuckle, Munchlax, and Pyukumuku.

Pokemon with the highest speed stat = Regieleki

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What is an alternative way that you can calculate the total values of the base stats of the Pokemon?

SQL Query of specific Pokemon

SELECT SUM(column name1 + column name 2 etc…)

FROM Pokemon\_Table

Where Pokemon\_Name=(name of Pokemon)

You can substitute any other value to find the total value of the stats.

Find out the Pokemon with the highest and lowest base stat value as well as individual stats of every generation.

SQL Query:

SELECT Generation, Base\_Stat\_Total, Pokemon\_Name

FROM Pokemon\_Table

WHERE Generation(Generation number) ORDER BY Base\_Stat\_Total ASC or DESC;

You want to find out the Pokemon that level up the fastest. The Pokemon that level up the fastest have an experience growth less than 1,000,000. Create a query to find out which Pokemon have an experience growth less than 1,000,000.

SQL Query:

SELECT Experience\_Growth, Pokemon\_Name

FROM Pokemon\_Table

WHERE Experience\_Growth < 1,000,000;

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From this range of Pokemon that level up the fastest you want to create a Pokemon team of six Pokemon with the best stats. Write an SQL query to find out the top six Pokemon with the best stats that level up the fastest.

The top six Pokemon of this range are Urshifu, Togekiss, Milotic, Blissey, Dusknoir, and Cursola.

Gender Analysis

You want to find out the percentage of males, females and Pokemon that are genderless in a generation. How would you create a query for this? What are a few examples of finding out the percentage of males and females?

The median between male and females is 50% and in order to conduct an analysis in a population of which is more common you can create a calculation with a value of 50 and create a query with less than as well as greater than 50 to see which gender is more common. In order to find the genderless Pokemon amount you can find the NULL or 0 values in the column if it they are specified.

Generations 1 – 9 Overall:

Males >50%: 172



Genderless(0): 184



Males<50% (includes genderless): 211 – 184 = 27



Female>50%: 38

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Female<50%: 342 – 184 = 158



From this analysis throughout all the generations, the chance of most Pokemon species being male is significantly higher than female. This adds difficulty in the series as female members of species can pass on powerful moves and abilities which would be hard to get through any other method.

SQL Query for finding out the percentage of males, females, and genderless in each generation.

SELECT Male\_, Pokemon Name, Generation

FROM Pokemon\_Table

Where Generation= (Generation number) AND Male\_ < (or) > 50.

Generation 1

Males>50% = 35



Genderless: 19



Males<50%: 25 – 19 = 6



Female>50%: 6



Female:<50%: 54 – 6 = 48



Generation 2

Male>50%: 17



Genderless: 11



Male<50% 16 – 11 = 5



Female>50%: 5



Female<50%: 28 – 11 = 17

Generation 3

Male>50%: 18



Genderless:18 

Male<50%: 22 – 18 = 4



Female>50%: 4



Female<50%: 36 - 18



Generation 4

Males>50%: 24



Genderless: 22



Males<50%: 24 – 22 = 2



Female>50%: 2



Female<50%: 43-22 = 21



Generation 5

Male>50%: 31



Genderless: 20



Male<50%: 25 – 20 = 5



Female >50%: 7



Female<50%:7 – 7 = 0



Generation 6

Male>50%: 14



Genderless: 10

Male <50%: 14 – 12 = 2



Female >50%: 2

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Female<50%: 24 – 10 = 14



Generation 7

Male>50%: 10



Genderless: 25



Male<50%: 27 – 25 = 2



Female>50% = 2

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Female<50%: 35 – 25 = 10



Generation 8

Male>50%: 14



Genderless:29

Male<50:30-29 = 1



Female>50%: 6



Female<50%:38-29 = 19



Generation 9

Male>50: 9



Genderless:30

Male<50%:30-30=0

Female>50%:4



Female<50%: 35 – 30 = 5

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What is the lightest and heaviest Pokemon?

The lightest Pokemon are Cosmog, Kartana, Flabebe, Gastly, and Haunter. The heaviest Pokemon rae Cosmoem and Celesteela.

SQL Query:

SELECT Weight\_kg, Pokemon\_Name

FROM Pokemon\_Table ORDER BY Weight\_kg (ASC for lightest and DESC for heaviest)

What is the lightest and heaviest Pokemon in each generation?

SQL Query:

SELECT Weight\_Kg, Pokemon\_Name

FROM Pokemon\_Table

WHERE Generation=(Generation number) ORDER BY Weight\_Kg (ASC for lightest and DESC for heaviest)

Generation 1

Lightest Pokemon: Gastly and Haunter

Heaviest Pokemon: Snorlax

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Generation 2

Lightest: Hoppip

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Heaviest: Steelix

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Generation 3

Lightest: Castform

Heaviest: Groudon

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Generation 4

Lightest: Rotom, Uxie, Mesprit, and Azelf

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Heaviest: Giratina

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Generation 5

Lightest: Tynamo

Heaviest: Zekrom

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Generation 6

Lightest: Hoopa and Flabebe (NULL value)

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Heaviest: Avalugg

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Generation 7

Lightest: Lyanroc, Cosmog and Kartana

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Heaviest: Cosmoem and Celesteela

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Generation 8

Lightest: Sinistea

Heaviest: Eternatus

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Generation 9

Lightest: Tadbulb

Heaviest: Cetitan

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What Pokemon is the biggest and smallest regarding height overall and in each gender?

The smallest Pokemon are Cutiefly, Flabebem Comfey, Cosmoem, Sinistea, and Joltik. The tallest Pokemon is Eternatus

SQL Queries:

Every gen:

SELECT Height\_meters, Pokemon\_Name

FROM Pokemon\_Table ORDER BY Height\_meters (ASC for smallest and DESC for tallest).

For certain generations

SELECT Height\_meters, Pokemon\_Name

FROM Pokemon\_Table

WHERE Generation (generation number) ORDER BY Height\_meters (ASC for smallest and DESC for tallest)

Generation 1

Smallest: Diglett

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Tallest: Onix

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Generation 2

Smallest: Natu

Tallest: Steelix

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Generation 3

Smallest: Azurill

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Tallest: Wailord

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Generation 4

Smallest: Budew, Burmy, Chingling, and Shaymin

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Tallest: Dialga

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Generation 5

Smallest: Joltik

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Tallest: Serperior

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Generation 6

Smallest: Flabebe

Tallest: Yveltal

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Generation 7

Smallest: CutieflyA screenshot of a computer

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Tallest: Celesteela

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Generation 8

Smallest: Sinistea

Tallest: Eternatus

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Generation 9

Smallest: Nymbe, Shroodle, Rellow, and Flittle.

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Tallest: Dondozo

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Challenge #1: Create a query that calculates the catch rate of a Pokemon on the first turn with no damage inflicted with two variables already in the database which is the HP stat value and the catch rate value. A formula to calculate the catch rate of a Pokemon is given below. The Pokemon is not inflicted with any ailments and you will be using only Pokeballs to catch Pokemon which has a value of 1.

My challenge answer

Rate = (( 1 + ( MaxHP × 3 - CurrentHP × 2 ) × Capture Rate × BallRate × Status# ) ÷ ( MaxHP × 3 )) ÷ 256

Selected Pokemon: Zacian

Zacian HP: 92

Zacian Capture Rate: 10

Challenge #2: Several random Pokemon will be generated and there will be two lists of Pokemon. The first list will have Pokemon that you own, and the second list will be Pokemon you will be fighting. There will be one Pokemon per list facing the other Pokemon. The challenge is to find out all the numeric values in the database pertaining to every type the Pokemon has. You will compare the numeric values of each Pokemon to see which Pokemon has the advantage or disadvantage in the battle and is likely to win. You will have to assign values to every Pokemon based on the opposing teams moves. For instance if your Pokemon is facing an opponent that has a move called Bite which is a dark type move. You will have to get the value of your Pokemon against a dark type move and vice versa for your opponent and the moves of your Pokemon.

The values of how strong and weak a Pokemon is against a type is shown below:

Value = 0 (Pokemon takes no damage)

Value = 0.5 (Pokemon takes slight damage)

Value = 1 (Pokemon takes regular damage)

Value = 2 (Pokemon takes a lot of damage and is weak to this type)

Value = 4 (Pokemon takes very large amount of damage and is very weak to this type)

My challenge answer

**Your Pokemon**

Hydreigon @ Life Orb

Ability: Levitate

EVs: 4 hp / 252 atk / 252 spe /

Adamant Nature

- Earthquake

- Crunch

- Zen Headbutt

- Dragon Tail

Corviknight @ Life Orb

Ability: Mirror Armor

EVs: 4 hp / 252 atk / 252 spe /

Adamant Nature

- Rock Smash

- Body Slam

- Sky Attack

- Steel Wing

Lycanroc @ Choice Band

Ability: Sand Rush

EVs: 224 hp / 252 atk / 16 def / 16 spd /

Adamant Nature

- Play Rough

- Drill Run

- Close Combat

- Rock Tomb

Incineroar @ Assault Vest

Ability: Intimidate

EVs: 248 hp / 252 atk / 8 spe /

Adamant Nature

- U-turn

- Flare Blitz

- Knock Off

- Drain Punch

Tyranitar @ Choice Band

Ability: Sand Stream

EVs: 252 hp / 252 atk / 4 spd /

Adamant Nature

- Earthquake

- Stone Edge

- Ice Punch

- Crunch

Garchomp @ Groundium Z

Ability: Rough Skin

EVs: 28 hp / 252 atk / 228 spe /

Jolly Nature

- Earthquake

- Dragon Claw

- Rock Slide

- Double-Edge

VS

Opponent

Decidueye @ Grassium Z

Ability: Long Reach

EVs: 4 hp / 252 atk / 252 spe /

Adamant Nature

- Leaf Blade

- Shadow Claw

- Return

- Brave Bird

Metagross @ Life Orb

Ability: Clear Body

EVs: 4 hp / 252 atk / 252 spe /

Adamant Nature

- Rock Slide

- Ice Punch

- Earthquake

- Iron Head

Charizard @ Firium Z

Ability: Solar Power

EVs: 12 hp / 252 spa / 244 spe /

Timid Nature

- Hyper Beam

- Air Slash

- Twister

- Heat Wave

Lucario @ Life Orb

Ability: Justified

EVs: 252 atk / 4 spd / 252 spe /

Jolly Nature

- Meteor Mash

- Extreme Speed

- Swords Dance

- Close Combat

Vikavolt @ Electrium Z

Ability: Levitate

EVs: 248 hp / 252 spa / 8 spd /

Modest Nature

- Flash Cannon

- Signal Beam

- Electroweb

- Energy Ball

Snorlax @ Iapapa Berry

Ability: Gluttony

EVs: 4 hp / 252 atk / 252 def /

Adamant Nature

- Return

- Outrage

- Earthquake

- Rock Slide

Battle #1

Hydreigon VS Decidueye

Move Types Ground Grass

Dark Ghost

Psychic Normal

Dragon Flying

SQL Queries for Hydreigon and Decidueye:

SELECT Against\_Ground, Against\_Dark, Against\_Psychic,Against\_Dragon

FROM Pokemon\_Table

WHERE Pokemon\_Name='Decidueye';

SELECT Against\_Grass, Against\_Ghost, Against\_Normal,Against\_Flying

FROM Pokemon\_Table

WHERE Pokemon\_Name='Hydreigon';

A screenshot of a computer

Description automatically generated Hydreigon

A screenshot of a computer

Description automatically generatedDecidueye

In this battle it looks like Hydreigon has an advantage over Decidueye if Hydreigon uses its dark type move and is most likely to win.

Battle #2

Corviknight vs Metagross

Move Types Fighting Rock

Normal Ice

Flying Ground

Steel Steel

SQL queries for Corviknight and Metagross:

/\*Corviknight type values\*/

SELECT Against\_Rock,Against\_Ice,Against\_Ground,Against\_Steel

FROM Pokemon\_Table

WHERE Pokemon\_Name='Corviknight';

/\*Metagross type values\*/

SELECT Against\_Fighting,Against\_Normal,Against\_Flying,Against\_Steel

FROM Pokemon\_Table

WHERE Pokemon\_Name='Metagross';

A screenshot of a computer

Description automatically generated Corviknight

A screenshot of a computer

Description automatically generatedMetagross

In this battle it seems as though Metagross has a better advantage as most of Corviknight’s attacks won’t do much damage to Metagross, but Corviknight avoids a powerful move that Metagross knows which is earthquake, but the outcome for Corviknight winning is slim.

Battle #3

Lycanroc vs Charizard

Move types Fairy Normal

Ground Flying

Fighting Dragon

Rock Fire

In this battle, Lyanroc has a very big advantage over Charizard with its rock type move which can deplete Charizard’s health immensely. Lyanroc also does not take too much damage from Charizard so the odds of Lyanroc winning is high.

SQL queries for Lyanroc and Charizard:

/\*Lycanroc type values\*/

SELECT Against\_Normal,Against\_Flying,Against\_Dragon,Against\_Fire

FROM Pokemon\_Table

WHERE Pokemon\_Name='Lycanroc';

/\*Charizard type values\*/

SELECT Against\_Fairy,Against\_Ground,Against\_Fighting,Against\_Rock

FROM Pokemon\_Table

WHERE Pokemon\_Name='Charizard';

 Lycanroc

Charizard

Battle #4

Incineroar vs Lucario

Move types Bug Steel

Fire Normal

Dark Normal

Fighting Fighting

SQL queries for Incineroar and Lucario:

/\*Incineroar type values\*/

SELECT Against\_Steel, Against\_Normal, Against\_Fighting

FROM Pokemon\_Table

WHERE Pokemon\_Name='Incineroar';

/\*Lucario type values\*/

SELECT Against\_Bug, Against\_Fire, Against\_Dark, Against\_Fighting

FROM Pokemon\_Table

WHERE Pokemon\_Name='Lucario';

A screenshot of a computer

Description automatically generatedIncineroar

Lucario

In this battle, Incineroar has the advantage because it has two moves that are super effective against Lucario. Although, if Lucario can manage to raise its attack stat high enough in multiple turns it might have an advantage against Incineroar although it does not have a high enough defense or special defense to reduce Incineroar’s damage so Incineroar has the upper hand.

Battle #5

Tyranitar vs Vikavolt

Move types Ground Electric

Rock Bug

Ice Electric

Dark Electric

A screenshot of a computer

Description automatically generatedTyranitar

A screenshot of a computer

Description automatically generatedVikavolt

This is a battle in which both Pokemon have an advantage and disadvantage against one another. Tyranitar is known to have higher stats and will most likely withstand Vikavolt’s attacks so it is in favor of Tyranitar.

Final Battle #6

Garchomp vs Snorlax

Move types Ground Normal

Dragon Dragon

Rock Ground

Normal Rock

A screenshot of a computer

Description automatically generatedGarchomp

A screenshot of a computer

Description automatically generatedSnorlax

This is an interesting battle as both Pokemon have the same moves of the same types, but it looks like Garchomp is at a disadvantage as it is weak to the dragon move Snorlax has. Snorlax is known to have a very high HP stat as well so it will be harder to take down.

**End of Pokemon Species Analysis  
  
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Pokemon Moves Analysis

USE Pokemon;

CREATE TABLE Pokemon\_Moves(

Number INTEGER NOT NULL PRIMARY KEY

,Name VARCHAR(27) NOT NULL

,Type VARCHAR(8) NOT NULL

,Category VARCHAR(8) NOT NULL

,PP INTEGER NOT NULL

,Power INTEGER NOT NULL

,Accuracy VARCHAR(4) NOT NULL

,Gen VARCHAR(4) NOT NULL

);

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (1,'Pound','Normal','Physical',35,40,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (2,'Karate Chop','Fighting','Physical',25,50,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (3,'Double Slap','Normal','Physical',10,15,'85%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (4,'Comet Punch','Normal','Physical',15,18,'85%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (5,'Mega Punch','Normal','Physical',20,80,'85%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (6,'Pay Day','Normal','Physical',20,40,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (7,'Fire Punch','Fire','Physical',15,75,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (8,'Ice Punch','Ice','Physical',15,75,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (9,'Thunder Punch','Electric','Physical',15,75,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (10,'Scratch','Normal','Physical',35,40,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (11,'Vise Grip','Normal','Physical',30,55,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (12,'Guillotine','Normal','Physical',5,0,'30%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (13,'Razor Wind','Normal','Special',10,80,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (14,'Swords Dance','Normal','Status',20,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (15,'Cut','Normal','Physical',30,50,'95%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (16,'Gust','Flying','Special',35,40,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (17,'Wing Attack','Flying','Physical',35,60,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (18,'Whirlwind','Normal','Status',20,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (19,'Fly','Flying','Physical',15,90,'95%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (20,'Bind','Normal','Physical',20,15,'85%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (21,'Slam','Normal','Physical',20,80,'75%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (22,'Vine Whip','Grass','Physical',25,45,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (23,'Stomp','Normal','Physical',20,65,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (24,'Double Kick','Fighting','Physical',30,30,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (25,'Mega Kick','Normal','Physical',5,120,'75%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (26,'Jump Kick','Fighting','Physical',10,100,'95%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (27,'Rolling Kick','Fighting','Physical',15,60,'85%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (28,'Sand Attack','Ground','Status',15,0,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (29,'Headbutt','Normal','Physical',15,70,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (30,'Horn Attack','Normal','Physical',25,65,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (31,'Fury Attack','Normal','Physical',20,15,'85%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (32,'Horn Drill','Normal','Physical',5,0,'30%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (33,'Tackle','Normal','Physical',35,40,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (34,'Body Slam','Normal','Physical',15,85,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (35,'Wrap','Normal','Physical',20,15,'90%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (36,'Take Down','Normal','Physical',20,90,'85%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (37,'Thrash','Normal','Physical',10,120,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (38,'Double-Edge','Normal','Physical',15,120,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (39,'Tail Whip','Normal','Status',30,0,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (40,'Poison Sting','Poison','Physical',35,15,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (41,'Twineedle','Bug','Physical',20,25,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (42,'Pin Missile','Bug','Physical',20,25,'95%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (43,'Leer','Normal','Status',30,0,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (44,'Bite','Dark','Physical',25,60,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (45,'Growl','Normal','Status',40,0,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (46,'Roar','Normal','Status',20,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (47,'Sing','Normal','Status',15,0,'55%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (48,'Supersonic','Normal','Status',20,0,'55%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (49,'Sonic Boom','Normal','Special',20,0,'90%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (50,'Disable','Normal','Status',20,0,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (51,'Acid','Poison','Special',30,40,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (52,'Ember','Fire','Special',25,40,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (53,'Flamethrower','Fire','Special',15,90,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (54,'Mist','Ice','Status',30,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (55,'Water Gun','Water','Special',25,40,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (56,'Hydro Pump','Water','Special',5,110,'80%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (57,'Surf','Water','Special',15,90,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (58,'Ice Beam','Ice','Special',10,90,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (59,'Blizzard','Ice','Special',5,110,'70%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (60,'Psybeam','Psychic','Special',20,65,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (61,'Bubble Beam','Water','Special',20,65,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (62,'Aurora Beam','Ice','Special',20,65,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (63,'Hyper Beam','Normal','Special',5,150,'90%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (64,'Peck','Flying','Physical',35,35,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (65,'Drill Peck','Flying','Physical',20,80,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (66,'Submission','Fighting','Physical',20,80,'80%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (67,'Low Kick','Fighting','Physical',20,0,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (68,'Counter','Fighting','Physical',20,0,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (69,'Seismic Toss','Fighting','Physical',20,0,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (70,'Strength','Normal','Physical',15,80,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (71,'Absorb','Grass','Special',25,20,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (72,'Mega Drain','Grass','Special',15,40,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (73,'Leech Seed','Grass','Status',10,0,'90%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (74,'Growth','Normal','Status',20,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (75,'Razor Leaf','Grass','Physical',25,55,'95%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (76,'Solar Beam','Grass','Special',10,120,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (77,'Poison Powder','Poison','Status',35,0,'75%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (78,'Stun Spore','Grass','Status',30,0,'75%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (79,'Sleep Powder','Grass','Status',15,0,'75%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (80,'Petal Dance','Grass','Special',10,120,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (81,'String Shot','Bug','Status',40,0,'95%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (82,'Dragon Rage','Dragon','Special',10,0,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (83,'Fire Spin','Fire','Special',15,35,'85%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (84,'Thunder Shock','Electric','Special',30,40,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (85,'Thunderbolt','Electric','Special',15,90,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (86,'Thunder Wave','Electric','Status',20,0,'90%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (87,'Thunder','Electric','Special',10,110,'70%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (88,'Rock Throw','Rock','Physical',15,50,'90%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (89,'Earthquake','Ground','Physical',10,100,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (90,'Fissure','Ground','Physical',5,0,'30%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (91,'Dig','Ground','Physical',10,80,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (92,'Toxic','Poison','Status',10,0,'90%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (93,'Confusion','Psychic','Special',25,50,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (94,'Psychic','Psychic','Special',10,90,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (95,'Hypnosis','Psychic','Status',20,0,'60%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (96,'Meditate','Psychic','Status',40,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (97,'Agility','Psychic','Status',30,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (98,'Quick Attack','Normal','Physical',30,40,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (99,'Rage','Normal','Physical',20,20,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (100,'Teleport','Psychic','Status',20,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (101,'Night Shade','Ghost','Special',15,0,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (102,'Mimic','Normal','Status',10,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (103,'Screech','Normal','Status',40,0,'85%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (104,'Double Team','Normal','Status',15,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (105,'Recover','Normal','Status',5,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (106,'Harden','Normal','Status',30,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (107,'Minimize','Normal','Status',10,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (108,'Smokescreen','Normal','Status',20,0,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (109,'Confuse Ray','Ghost','Status',10,0,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (110,'Withdraw','Water','Status',40,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (111,'Defense Curl','Normal','Status',40,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (112,'Barrier','Psychic','Status',20,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (113,'Light Screen','Psychic','Status',30,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (114,'Haze','Ice','Status',30,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (115,'Reflect','Psychic','Status',20,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (116,'Focus Energy','Normal','Status',30,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (117,'Bide','Normal','Physical',10,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (118,'Metronome','Normal','Status',10,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (119,'Mirror Move','Flying','Status',20,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (120,'Self-Destruct','Normal','Physical',5,200,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (121,'Egg Bomb','Normal','Physical',10,100,'75%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (122,'Lick','Ghost','Physical',30,30,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (123,'Smog','Poison','Special',20,30,'70%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (124,'Sludge','Poison','Special',20,65,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (125,'Bone Club','Ground','Physical',20,65,'85%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (126,'Fire Blast','Fire','Special',5,110,'85%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (127,'Waterfall','Water','Physical',15,80,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (128,'Clamp','Water','Physical',15,35,'85%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (129,'Swift','Normal','Special',20,60,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (130,'Skull Bash','Normal','Physical',10,130,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (131,'Spike Cannon','Normal','Physical',15,20,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (132,'Constrict','Normal','Physical',35,10,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (133,'Amnesia','Psychic','Status',20,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (134,'Kinesis','Psychic','Status',15,0,'80%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (135,'Soft-Boiled','Normal','Status',5,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (136,'High Jump Kick','Fighting','Physical',10,130,'90%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (137,'Glare','Normal','Status',30,0,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (138,'Dream Eater','Psychic','Special',15,100,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (139,'Poison Gas','Poison','Status',40,0,'90%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (140,'Barrage','Normal','Physical',20,15,'85%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (141,'Leech Life','Bug','Physical',10,80,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (142,'Lovely Kiss','Normal','Status',10,0,'75%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (143,'Sky Attack','Flying','Physical',5,140,'90%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (144,'Transform','Normal','Status',10,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (145,'Bubble','Water','Special',30,40,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (146,'Dizzy Punch','Normal','Physical',10,70,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (147,'Spore','Grass','Status',15,0,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (148,'Flash','Normal','Status',20,0,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (149,'Psywave','Psychic','Special',15,0,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (150,'Splash','Normal','Status',40,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (151,'Acid Armor','Poison','Status',20,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (152,'Crabhammer','Water','Physical',10,100,'90%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (153,'Explosion','Normal','Physical',5,250,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (154,'Fury Swipes','Normal','Physical',15,18,'80%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (155,'Bonemerang','Ground','Physical',10,50,'90%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (156,'Rest','Psychic','Status',5,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (157,'Rock Slide','Rock','Physical',10,75,'90%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (158,'Hyper Fang','Normal','Physical',15,80,'90%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (159,'Sharpen','Normal','Status',30,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (160,'Conversion','Normal','Status',30,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (161,'Tri Attack','Normal','Special',10,80,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (162,'Super Fang','Normal','Physical',10,0,'90%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (163,'Slash','Normal','Physical',20,70,'100%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (164,'Substitute','Normal','Status',10,0,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (165,'Struggle','Normal','Physical',1,50,'0%','I');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (166,'Sketch','Normal','Status',1,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (167,'Triple Kick','Fighting','Physical',10,10,'90%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (168,'Thief','Dark','Physical',25,60,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (169,'Spider Web','Bug','Status',10,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (170,'Mind Reader','Normal','Status',5,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (171,'Nightmare','Ghost','Status',15,0,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (172,'Flame Wheel','Fire','Physical',25,60,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (173,'Snore','Normal','Special',15,50,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (174,'Curse','Ghost','Status',10,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (175,'Flail','Normal','Physical',15,0,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (176,'Conversion 2','Normal','Status',30,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (177,'Aeroblast','Flying','Special',5,100,'95%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (178,'Cotton Spore','Grass','Status',40,0,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (179,'Reversal','Fighting','Physical',15,0,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (180,'Spite','Ghost','Status',10,0,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (181,'Powder Snow','Ice','Special',25,40,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (182,'Protect','Normal','Status',10,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (183,'Mach Punch','Fighting','Physical',30,40,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (184,'Scary Face','Normal','Status',10,0,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (185,'Feint Attack','Dark','Physical',20,60,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (186,'Sweet Kiss','Fairy','Status',10,0,'75%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (187,'Belly Drum','Normal','Status',10,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (188,'Sludge Bomb','Poison','Special',10,90,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (189,'Mud-Slap','Ground','Special',10,20,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (190,'Octazooka','Water','Special',10,65,'85%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (191,'Spikes','Ground','Status',20,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (192,'Zap Cannon','Electric','Special',5,120,'50%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (193,'Foresight','Normal','Status',40,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (194,'Destiny Bond','Ghost','Status',5,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (195,'Perish Song','Normal','Status',5,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (196,'Icy Wind','Ice','Special',15,55,'95%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (197,'Detect','Fighting','Status',5,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (198,'Bone Rush','Ground','Physical',10,25,'90%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (199,'Lock-On','Normal','Status',5,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (200,'Outrage','Dragon','Physical',10,120,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (201,'Sandstorm','Rock','Status',10,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (202,'Giga Drain','Grass','Special',10,75,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (203,'Endure','Normal','Status',10,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (204,'Charm','Fairy','Status',20,0,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (205,'Rollout','Rock','Physical',20,30,'90%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (206,'False Swipe','Normal','Physical',40,40,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (207,'Swagger','Normal','Status',15,0,'85%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (208,'Milk Drink','Normal','Status',5,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (209,'Spark','Electric','Physical',20,65,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (210,'Fury Cutter','Bug','Physical',20,40,'95%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (211,'Steel Wing','Steel','Physical',25,70,'90%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (212,'Mean Look','Normal','Status',5,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (213,'Attract','Normal','Status',15,0,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (214,'Sleep Talk','Normal','Status',10,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (215,'Heal Bell','Normal','Status',5,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (216,'Return','Normal','Physical',20,0,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (217,'Present','Normal','Physical',15,0,'90%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (218,'Frustration','Normal','Physical',20,0,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (219,'Safeguard','Normal','Status',25,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (220,'Pain Split','Normal','Status',20,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (221,'Sacred Fire','Fire','Physical',5,100,'95%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (222,'Magnitude','Ground','Physical',30,0,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (223,'Dynamic Punch','Fighting','Physical',5,100,'50%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (224,'Megahorn','Bug','Physical',10,120,'85%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (225,'Dragon Breath','Dragon','Special',20,60,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (226,'Baton Pass','Normal','Status',40,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (227,'Encore','Normal','Status',5,0,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (228,'Pursuit','Dark','Physical',20,40,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (229,'Rapid Spin','Normal','Physical',40,50,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (230,'Sweet Scent','Normal','Status',20,0,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (231,'Iron Tail','Steel','Physical',15,100,'75%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (232,'Metal Claw','Steel','Physical',35,50,'95%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (233,'Vital Throw','Fighting','Physical',10,70,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (234,'Morning Sun','Normal','Status',5,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (235,'Synthesis','Grass','Status',5,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (236,'Moonlight','Fairy','Status',5,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (237,'Hidden Power','Normal','Special',15,60,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (238,'Cross Chop','Fighting','Physical',5,100,'80%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (239,'Twister','Dragon','Special',20,40,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (240,'Rain Dance','Water','Status',5,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (241,'Sunny Day','Fire','Status',5,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (242,'Crunch','Dark','Physical',15,80,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (243,'Mirror Coat','Psychic','Special',20,0,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (244,'Psych Up','Normal','Status',10,0,'0%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (245,'Extreme Speed','Normal','Physical',5,80,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (246,'Ancient Power','Rock','Special',5,60,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (247,'Shadow Ball','Ghost','Special',15,80,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (248,'Future Sight','Psychic','Special',10,120,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (249,'Rock Smash','Fighting','Physical',15,40,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (250,'Whirlpool','Water','Special',15,35,'85%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (251,'Beat Up','Dark','Physical',10,0,'100%','II');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (252,'Fake Out','Normal','Physical',10,40,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (253,'Uproar','Normal','Special',10,90,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (254,'Stockpile','Normal','Status',20,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (255,'Spit Up','Normal','Special',10,0,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (256,'Swallow','Normal','Status',10,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (257,'Heat Wave','Fire','Special',10,95,'90%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (258,'Hail','Ice','Status',10,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (259,'Torment','Dark','Status',15,0,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (260,'Flatter','Dark','Status',15,0,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (261,'Will-O-Wisp','Fire','Status',15,0,'85%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (262,'Memento','Dark','Status',10,0,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (263,'Facade','Normal','Physical',20,70,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (264,'Focus Punch','Fighting','Physical',20,150,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (265,'Smelling Salts','Normal','Physical',10,70,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (266,'Follow Me','Normal','Status',20,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (267,'Nature Power','Normal','Status',20,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (268,'Charge','Electric','Status',20,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (269,'Taunt','Dark','Status',20,0,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (270,'Helping Hand','Normal','Status',20,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (271,'Trick','Psychic','Status',10,0,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (272,'Role Play','Psychic','Status',10,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (273,'Wish','Normal','Status',10,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (274,'Assist','Normal','Status',20,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (275,'Ingrain','Grass','Status',20,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (276,'Superpower','Fighting','Physical',5,120,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (277,'Magic Coat','Psychic','Status',15,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (278,'Recycle','Normal','Status',10,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (279,'Revenge','Fighting','Physical',10,60,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (280,'Brick Break','Fighting','Physical',15,75,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (281,'Yawn','Normal','Status',10,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (282,'Knock Off','Dark','Physical',20,65,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (283,'Endeavor','Normal','Physical',5,0,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (284,'Eruption','Fire','Special',5,150,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (285,'Skill Swap','Psychic','Status',10,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (286,'Imprison','Psychic','Status',10,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (287,'Refresh','Normal','Status',20,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (288,'Grudge','Ghost','Status',5,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (289,'Snatch','Dark','Status',10,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (290,'Secret Power','Normal','Physical',20,70,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (291,'Dive','Water','Physical',10,80,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (292,'Arm Thrust','Fighting','Physical',20,15,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (293,'Camouflage','Normal','Status',20,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (294,'Tail Glow','Bug','Status',20,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (295,'Luster Purge','Psychic','Special',5,70,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (296,'Mist Ball','Psychic','Special',5,70,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (297,'Feather Dance','Flying','Status',15,0,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (298,'Teeter Dance','Normal','Status',20,0,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (299,'Blaze Kick','Fire','Physical',10,85,'90%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (300,'Mud Sport','Ground','Status',15,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (301,'Ice Ball','Ice','Physical',20,30,'90%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (302,'Needle Arm','Grass','Physical',15,60,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (303,'Slack Off','Normal','Status',5,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (304,'Hyper Voice','Normal','Special',10,90,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (305,'Poison Fang','Poison','Physical',15,50,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (306,'Crush Claw','Normal','Physical',10,75,'95%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (307,'Blast Burn','Fire','Special',5,150,'90%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (308,'Hydro Cannon','Water','Special',5,150,'90%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (309,'Meteor Mash','Steel','Physical',10,90,'90%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (310,'Astonish','Ghost','Physical',15,30,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (311,'Weather Ball','Normal','Special',10,50,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (312,'Aromatherapy','Grass','Status',5,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (313,'Fake Tears','Dark','Status',20,0,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (314,'Air Cutter','Flying','Special',25,60,'95%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (315,'Overheat','Fire','Special',5,130,'90%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (316,'Odor Sleuth','Normal','Status',40,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (317,'Rock Tomb','Rock','Physical',15,60,'95%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (318,'Silver Wind','Bug','Special',5,60,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (319,'Metal Sound','Steel','Status',40,0,'85%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (320,'Grass Whistle','Grass','Status',15,0,'55%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (321,'Tickle','Normal','Status',20,0,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (322,'Cosmic Power','Psychic','Status',20,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (323,'Water Spout','Water','Special',5,150,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (324,'Signal Beam','Bug','Special',15,75,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (325,'Shadow Punch','Ghost','Physical',20,60,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (326,'Extrasensory','Psychic','Special',20,80,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (327,'Sky Uppercut','Fighting','Physical',15,85,'90%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (328,'Sand Tomb','Ground','Physical',15,35,'85%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (329,'Sheer Cold','Ice','Special',5,0,'30%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (330,'Muddy Water','Water','Special',10,90,'85%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (331,'Bullet Seed','Grass','Physical',30,25,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (332,'Aerial Ace','Flying','Physical',20,60,'0','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (333,'Icicle Spear','Ice','Physical',30,25,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (334,'Iron Defense','Steel','Status',15,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (335,'Block','Normal','Status',5,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (336,'Howl','Normal','Status',40,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (337,'Dragon Claw','Dragon','Physical',15,80,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (338,'Frenzy Plant','Grass','Special',5,150,'90%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (339,'Bulk Up','Fighting','Status',20,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (340,'Bounce','Flying','Physical',5,85,'85%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (341,'Mud Shot','Ground','Special',15,55,'95%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (342,'Poison Tail','Poison','Physical',25,50,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (343,'Covet','Normal','Physical',25,60,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (344,'Volt Tackle','Electric','Physical',15,120,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (345,'Magical Leaf','Grass','Special',20,60,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (346,'Water Sport','Water','Status',15,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (347,'Calm Mind','Psychic','Status',20,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (348,'Leaf Blade','Grass','Physical',15,90,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (349,'Dragon Dance','Dragon','Status',20,0,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (350,'Rock Blast','Rock','Physical',10,25,'90%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (351,'Shock Wave','Electric','Special',20,60,'0%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (352,'Water Pulse','Water','Special',20,60,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (353,'Doom Desire','Steel','Special',5,140,'100%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (354,'Psycho Boost','Psychic','Special',5,140,'90%','III');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (355,'Roost','Flying','Status',5,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (356,'Gravity','Psychic','Status',5,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (357,'Miracle Eye','Psychic','Status',40,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (358,'Wake-Up Slap','Fighting','Physical',10,70,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (359,'Hammer Arm','Fighting','Physical',10,100,'90%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (360,'Gyro Ball','Steel','Physical',5,0,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (361,'Healing Wish','Psychic','Status',10,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (362,'Brine','Water','Special',10,65,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (363,'Natural Gift','Normal','Physical',15,0,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (364,'Feint','Normal','Physical',10,30,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (365,'Pluck','Flying','Physical',20,60,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (366,'Tailwind','Flying','Status',15,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (367,'Acupressure','Normal','Status',30,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (368,'Metal Burst','Steel','Physical',10,0,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (369,'U-turn','Bug','Physical',20,70,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (370,'Close Combat','Fighting','Physical',5,120,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (371,'Payback','Dark','Physical',10,50,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (372,'Assurance','Dark','Physical',10,60,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (373,'Embargo','Dark','Status',15,0,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (374,'Fling','Dark','Physical',10,0,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (375,'Psycho Shift','Psychic','Status',10,0,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (376,'Trump Card','Normal','Special',5,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (377,'Heal Block','Psychic','Status',15,0,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (378,'Wring Out','Normal','Special',5,0,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (379,'Power Trick','Psychic','Status',10,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (380,'Gastro Acid','Poison','Status',10,0,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (381,'Lucky Chant','Normal','Status',30,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (382,'Me First','Normal','Status',20,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (383,'Copycat','Normal','Status',20,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (384,'Power Swap','Psychic','Status',10,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (385,'Guard Swap','Psychic','Status',10,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (386,'Punishment','Dark','Physical',5,0,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (387,'Last Resort','Normal','Physical',5,140,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (388,'Worry Seed','Grass','Status',10,0,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (389,'Sucker Punch','Dark','Physical',5,70,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (390,'Toxic Spikes','Poison','Status',20,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (391,'Heart Swap','Psychic','Status',10,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (392,'Aqua Ring','Water','Status',20,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (393,'Magnet Rise','Electric','Status',10,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (394,'Flare Blitz','Fire','Physical',15,120,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (395,'Force Palm','Fighting','Physical',10,60,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (396,'Aura Sphere','Fighting','Special',20,80,'0','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (397,'Rock Polish','Rock','Status',20,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (398,'Poison Jab','Poison','Physical',20,80,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (399,'Dark Pulse','Dark','Special',15,80,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (400,'Night Slash','Dark','Physical',15,70,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (401,'Aqua Tail','Water','Physical',10,90,'90%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (402,'Seed Bomb','Grass','Physical',15,80,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (403,'Air Slash','Flying','Special',15,75,'95%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (404,'X-Scissor','Bug','Physical',15,80,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (405,'Bug Buzz','Bug','Special',10,90,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (406,'Dragon Pulse','Dragon','Special',10,85,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (407,'Dragon Rush','Dragon','Physical',10,100,'75%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (408,'Power Gem','Rock','Special',20,80,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (409,'Drain Punch','Fighting','Physical',10,75,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (410,'Vacuum Wave','Fighting','Special',30,40,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (411,'Focus Blast','Fighting','Special',5,120,'70%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (412,'Energy Ball','Grass','Special',10,90,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (413,'Brave Bird','Flying','Physical',15,120,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (414,'Earth Power','Ground','Special',10,90,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (415,'Switcheroo','Dark','Status',10,0,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (416,'Giga Impact','Normal','Physical',5,150,'90%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (417,'Nasty Plot','Dark','Status',20,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (418,'Bullet Punch','Steel','Physical',30,40,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (419,'Avalanche','Ice','Physical',10,60,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (420,'Ice Shard','Ice','Physical',30,40,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (421,'Shadow Claw','Ghost','Physical',15,70,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (422,'Thunder Fang','Electric','Physical',15,65,'95%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (423,'Ice Fang','Ice','Physical',15,65,'95%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (424,'Fire Fang','Fire','Physical',15,65,'95%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (425,'Shadow Sneak','Ghost','Physical',30,40,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (426,'Mud Bomb','Ground','Special',10,65,'85%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (427,'Psycho Cut','Psychic','Physical',20,70,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (428,'Zen Headbutt','Psychic','Physical',15,80,'90%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (429,'Mirror Shot','Steel','Special',10,65,'85%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (430,'Flash Cannon','Steel','Special',10,80,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (431,'Rock Climb','Normal','Physical',20,90,'85%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (432,'Defog','Flying','Status',15,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (433,'Trick Room','Psychic','Status',5,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (434,'Draco Meteor','Dragon','Special',5,130,'90%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (435,'Discharge','Electric','Special',15,80,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (436,'Lava Plume','Fire','Special',15,80,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (437,'Leaf Storm','Grass','Special',5,130,'90%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (438,'Power Whip','Grass','Physical',10,120,'85%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (439,'Rock Wrecker','Rock','Physical',5,150,'90%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (440,'Cross Poison','Poison','Physical',20,70,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (441,'Gunk Shot','Poison','Physical',5,120,'80%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (442,'Iron Head','Steel','Physical',15,80,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (443,'Magnet Bomb','Steel','Physical',20,60,'0','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (444,'Stone Edge','Rock','Physical',5,100,'80%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (445,'Captivate','Normal','Status',20,0,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (446,'Stealth Rock','Rock','Status',20,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (447,'Grass Knot','Grass','Special',20,0,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (448,'Chatter','Flying','Special',20,65,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (449,'Judgment','Normal','Special',10,100,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (450,'Bug Bite','Bug','Physical',20,60,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (451,'Charge Beam','Electric','Special',10,50,'90%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (452,'Wood Hammer','Grass','Physical',15,120,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (453,'Aqua Jet','Water','Physical',20,40,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (454,'Attack Order','Bug','Physical',15,90,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (455,'Defend Order','Bug','Status',10,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (456,'Heal Order','Bug','Status',10,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (457,'Head Smash','Rock','Physical',5,150,'80%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (458,'Double Hit','Normal','Physical',10,35,'90%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (459,'Roar of Time','Dragon','Special',5,150,'90%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (460,'Spacial Rend','Dragon','Special',5,100,'95%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (461,'Lunar Dance','Psychic','Status',10,0,'0%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (462,'Crush Grip','Normal','Physical',5,0,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (463,'Magma Storm','Fire','Special',5,100,'75%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (464,'Dark Void','Dark','Status',10,0,'50%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (465,'Seed Flare','Grass','Special',5,120,'85%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (466,'Ominous Wind','Ghost','Special',5,60,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (467,'Shadow Force','Ghost','Physical',5,120,'100%','IV');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (468,'Hone Claws','Dark','Status',15,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (469,'Wide Guard','Rock','Status',10,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (470,'Guard Split','Psychic','Status',10,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (471,'Power Split','Psychic','Status',10,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (472,'Wonder Room','Psychic','Status',10,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (473,'Psyshock','Psychic','Special',10,80,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (474,'Venoshock','Poison','Special',10,65,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (475,'Autotomize','Steel','Status',15,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (476,'Rage Powder','Bug','Status',20,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (477,'Telekinesis','Psychic','Status',15,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (478,'Magic Room','Psychic','Status',10,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (479,'Smack Down','Rock','Physical',15,50,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (480,'Storm Throw','Fighting','Physical',10,60,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (481,'Flame Burst','Fire','Special',15,70,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (482,'Sludge Wave','Poison','Special',10,95,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (483,'Quiver Dance','Bug','Status',20,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (484,'Heavy Slam','Steel','Physical',10,0,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (485,'Synchronoise','Psychic','Special',10,120,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (486,'Electro Ball','Electric','Special',10,0,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (487,'Soak','Water','Status',20,0,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (488,'Flame Charge','Fire','Physical',20,50,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (489,'Coil','Poison','Status',20,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (490,'Low Sweep','Fighting','Physical',20,65,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (491,'Acid Spray','Poison','Special',20,40,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (492,'Foul Play','Dark','Physical',15,95,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (493,'Simple Beam','Normal','Status',15,0,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (494,'Entrainment','Normal','Status',15,0,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (495,'After You','Normal','Status',15,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (496,'Round','Normal','Special',15,60,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (497,'Echoed Voice','Normal','Special',15,40,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (498,'Chip Away','Normal','Physical',20,70,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (499,'Clear Smog','Poison','Special',15,50,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (500,'Stored Power','Psychic','Special',10,20,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (501,'Quick Guard','Fighting','Status',15,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (502,'Ally Switch','Psychic','Status',15,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (503,'Scald','Water','Special',15,80,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (504,'Shell Smash','Normal','Status',15,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (505,'Heal Pulse','Psychic','Status',10,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (506,'Hex','Ghost','Special',10,65,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (507,'Sky Drop','Flying','Physical',10,60,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (508,'Shift Gear','Steel','Status',10,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (509,'Circle Throw','Fighting','Physical',10,60,'90%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (510,'Incinerate','Fire','Special',15,60,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (511,'Quash','Dark','Status',15,0,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (512,'Acrobatics','Flying','Physical',15,55,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (513,'Reflect Type','Normal','Status',15,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (514,'Retaliate','Normal','Physical',5,70,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (515,'Final Gambit','Fighting','Special',5,0,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (516,'Bestow','Normal','Status',15,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (517,'Inferno','Fire','Special',5,100,'50%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (518,'Water Pledge','Water','Special',10,80,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (519,'Fire Pledge','Fire','Special',10,80,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (520,'Grass Pledge','Grass','Special',10,80,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (521,'Volt Switch','Electric','Special',20,70,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (522,'Struggle Bug','Bug','Special',20,50,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (523,'Bulldoze','Ground','Physical',20,60,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (524,'Frost Breath','Ice','Special',10,60,'90%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (525,'Dragon Tail','Dragon','Physical',10,60,'90%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (526,'Work Up','Normal','Status',30,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (527,'Electroweb','Electric','Special',15,55,'95%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (528,'Wild Charge','Electric','Physical',15,90,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (529,'Drill Run','Ground','Physical',10,80,'95%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (530,'Dual Chop','Dragon','Physical',15,40,'90%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (531,'Heart Stamp','Psychic','Physical',25,60,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (532,'Horn Leech','Grass','Physical',10,75,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (533,'Sacred Sword','Fighting','Physical',15,90,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (534,'Razor Shell','Water','Physical',10,75,'95%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (535,'Heat Crash','Fire','Physical',10,0,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (536,'Leaf Tornado','Grass','Special',10,65,'90%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (537,'Steamroller','Bug','Physical',20,65,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (538,'Cotton Guard','Grass','Status',10,0,'0%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (539,'Night Daze','Dark','Special',10,85,'95%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (540,'Psystrike','Psychic','Special',10,100,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (541,'Tail Slap','Normal','Physical',10,25,'85%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (542,'Hurricane','Flying','Special',10,110,'70%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (543,'Head Charge','Normal','Physical',15,120,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (544,'Gear Grind','Steel','Physical',15,50,'85%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (545,'Searing Shot','Fire','Special',5,100,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (546,'Techno Blast','Normal','Special',5,120,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (547,'Relic Song','Normal','Special',10,75,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (548,'Secret Sword','Fighting','Special',10,85,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (549,'Glaciate','Ice','Special',10,65,'95%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (550,'Bolt Strike','Electric','Physical',5,130,'85%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (551,'Blue Flare','Fire','Special',5,130,'85%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (552,'Fiery Dance','Fire','Special',10,80,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (553,'Freeze Shock','Ice','Physical',5,140,'90%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (554,'Ice Burn','Ice','Special',5,140,'90%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (555,'Snarl','Dark','Special',15,55,'95%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (556,'Icicle Crash','Ice','Physical',10,85,'90%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (557,'V-create','Fire','Physical',5,180,'95%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (558,'Fusion Flare','Fire','Special',5,100,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (559,'Fusion Bolt','Electric','Physical',5,100,'100%','V');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (560,'Flying Press','Fighting','Physical',10,100,'95%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (561,'Mat Block','Fighting','Status',10,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (562,'Belch','Poison','Special',10,120,'90%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (563,'Rototiller','Ground','Status',10,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (564,'Sticky Web','Bug','Status',20,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (565,'Fell Stinger','Bug','Physical',25,50,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (566,'Phantom Force','Ghost','Physical',10,90,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (567,'Trick-or-Treat','Ghost','Status',20,0,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (568,'Noble Roar','Normal','Status',30,0,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (569,'Ion Deluge','Electric','Status',25,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (570,'Parabolic Charge','Electric','Special',20,65,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (571,'Forest''s Curse','Grass','Status',20,0,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (572,'Petal Blizzard','Grass','Physical',15,90,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (573,'Freeze-Dry','Ice','Special',20,70,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (574,'Disarming Voice','Fairy','Special',15,40,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (575,'Parting Shot','Dark','Status',20,0,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (576,'Topsy-Turvy','Dark','Status',20,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (577,'Draining Kiss','Fairy','Special',10,50,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (578,'Crafty Shield','Fairy','Status',10,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (579,'Flower Shield','Fairy','Status',10,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (580,'Grassy Terrain','Grass','Status',10,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (581,'Misty Terrain','Fairy','Status',10,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (582,'Electrify','Electric','Status',20,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (583,'Play Rough','Fairy','Physical',10,90,'90%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (584,'Fairy Wind','Fairy','Special',30,40,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (585,'Moonblast','Fairy','Special',15,95,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (586,'Boomburst','Normal','Special',10,140,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (587,'Fairy Lock','Fairy','Status',10,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (588,'King''s Shield','Steel','Status',10,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (589,'Play Nice','Normal','Status',20,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (590,'Confide','Normal','Status',20,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (591,'Diamond Storm','Rock','Physical',5,100,'95%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (592,'Steam Eruption','Water','Special',5,110,'95%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (593,'Hyperspace Hole','Psychic','Special',5,80,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (594,'Water Shuriken','Water','Special',20,15,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (595,'Mystical Fire','Fire','Special',10,75,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (596,'Spiky Shield','Grass','Status',10,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (597,'Aromatic Mist','Fairy','Status',20,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (598,'Eerie Impulse','Electric','Status',15,0,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (599,'Venom Drench','Poison','Status',20,0,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (600,'Powder','Bug','Status',20,0,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (601,'Geomancy','Fairy','Status',10,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (602,'Magnetic Flux','Electric','Status',20,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (603,'Happy Hour','Normal','Status',30,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (604,'Electric Terrain','Electric','Status',10,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (605,'Dazzling Gleam','Fairy','Special',10,80,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (606,'Celebrate','Normal','Status',40,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (607,'Hold Hands','Normal','Status',40,0,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (608,'Baby-Doll Eyes','Fairy','Status',30,0,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (609,'Nuzzle','Electric','Physical',20,20,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (610,'Hold Back','Normal','Physical',40,40,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (611,'Infestation','Bug','Special',20,20,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (612,'Power-Up Punch','Fighting','Physical',20,40,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (613,'Oblivion Wing','Flying','Special',10,80,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (614,'Thousand Arrows','Ground','Physical',10,90,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (615,'Thousand Waves','Ground','Physical',10,90,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (616,'Land''s Wrath','Ground','Physical',10,90,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (617,'Light of Ruin','Fairy','Special',5,140,'90%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (618,'Origin Pulse','Water','Special',10,110,'85%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (619,'Precipice Blades','Ground','Physical',10,120,'85%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (620,'Dragon Ascent','Flying','Physical',5,120,'100%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (621,'Hyperspace Fury','Dark','Physical',5,100,'0%','VI');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (622,'Breakneck Blitz','Normal','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (623,'Breakneck Blitz','Normal','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (624,'All-Out Pummeling','Fighting','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (625,'All-Out Pummeling','Fighting','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (626,'Supersonic Skystrike','Flying','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (627,'Supersonic Skystrike','Flying','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (628,'Acid Downpour','Poison','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (629,'Acid Downpour','Poison','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (630,'Tectonic Rage','Ground','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (631,'Tectonic Rage','Ground','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (632,'Continental Crush','Rock','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (633,'Continental Crush','Rock','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (634,'Savage Spin-Out','Bug','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (635,'Savage Spin-Out','Bug','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (636,'Never-Ending Nightmare','Ghost','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (637,'Never-Ending Nightmare','Ghost','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (638,'Corkscrew Crash','Steel','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (639,'Corkscrew Crash','Steel','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (640,'Inferno Overdrive','Fire','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (641,'Inferno Overdrive','Fire','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (642,'Hydro Vortex','Water','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (643,'Hydro Vortex','Water','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (644,'Bloom Doom','Grass','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (645,'Bloom Doom','Grass','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (646,'Gigavolt Havoc','Electric','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (647,'Gigavolt Havoc','Electric','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (648,'Shattered Psyche','Psychic','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (649,'Shattered Psyche','Psychic','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (650,'Subzero Slammer','Ice','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (651,'Subzero Slammer','Ice','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (652,'Devastating Drake','Dragon','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (653,'Devastating Drake','Dragon','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (654,'Black Hole Eclipse','Dark','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (655,'Black Hole Eclipse','Dark','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (656,'Twinkle Tackle','Fairy','Physical',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (657,'Twinkle Tackle','Fairy','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (658,'Catastropika','Electric','Physical',1,210,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (659,'Shore Up','Ground','Status',5,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (660,'First Impression','Bug','Physical',10,90,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (661,'Baneful Bunker','Poison','Status',10,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (662,'Spirit Shackle','Ghost','Physical',10,80,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (663,'Darkest Lariat','Dark','Physical',10,85,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (664,'Sparkling Aria','Water','Special',10,90,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (665,'Ice Hammer','Ice','Physical',10,100,'90%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (666,'Floral Healing','Fairy','Status',10,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (667,'High Horsepower','Ground','Physical',10,95,'95%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (668,'Strength Sap','Grass','Status',10,0,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (669,'Solar Blade','Grass','Physical',10,125,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (670,'Leafage','Grass','Physical',40,40,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (671,'Spotlight','Normal','Status',15,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (672,'Toxic Thread','Poison','Status',20,0,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (673,'Laser Focus','Normal','Status',30,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (674,'Gear Up','Steel','Status',20,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (675,'Throat Chop','Dark','Physical',15,80,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (676,'Pollen Puff','Bug','Special',15,90,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (677,'Anchor Shot','Steel','Physical',20,80,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (678,'Psychic Terrain','Psychic','Status',10,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (679,'Lunge','Bug','Physical',15,80,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (680,'Fire Lash','Fire','Physical',15,80,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (681,'Power Trip','Dark','Physical',10,20,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (682,'Burn Up','Fire','Special',5,130,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (683,'Speed Swap','Psychic','Status',10,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (684,'Smart Strike','Steel','Physical',10,70,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (685,'Purify','Poison','Status',20,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (686,'Revelation Dance','Normal','Special',15,90,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (687,'Core Enforcer','Dragon','Special',10,100,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (688,'Trop Kick','Grass','Physical',15,70,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (689,'Instruct','Psychic','Status',15,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (690,'Beak Blast','Flying','Physical',15,100,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (691,'Clanging Scales','Dragon','Special',5,110,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (692,'Dragon Hammer','Dragon','Physical',15,90,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (693,'Brutal Swing','Dark','Physical',20,60,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (694,'Aurora Veil','Ice','Status',20,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (695,'Sinister Arrow Raid','Ghost','Physical',1,180,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (696,'Malicious Moonsault','Dark','Physical',1,180,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (697,'Oceanic Operetta','Water','Special',1,195,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (698,'Guardian of Alola','Fairy','Special',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (699,'Soul-Stealing 7-Star Strike','Ghost','Physical',1,195,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (700,'Stoked Sparksurfer','Electric','Special',1,175,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (701,'Pulverizing Pancake','Normal','Physical',1,210,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (702,'Extreme Evoboost','Normal','Status',1,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (703,'Genesis Supernova','Psychic','Special',1,185,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (704,'Shell Trap','Fire','Special',5,150,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (705,'Fleur Cannon','Fairy','Special',5,130,'90%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (706,'Psychic Fangs','Psychic','Physical',10,85,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (707,'Stomping Tantrum','Ground','Physical',10,75,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (708,'Shadow Bone','Ghost','Physical',10,85,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (709,'Accelerock','Rock','Physical',20,40,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (710,'Liquidation','Water','Physical',10,85,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (711,'Prismatic Laser','Psychic','Special',10,160,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (712,'Spectral Thief','Ghost','Physical',10,90,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (713,'Sunsteel Strike','Steel','Physical',5,100,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (714,'Moongeist Beam','Ghost','Special',5,100,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (715,'Tearful Look','Normal','Status',20,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (716,'Zing Zap','Electric','Physical',10,80,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (717,'Nature''s Madness','Fairy','Special',10,0,'90%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (718,'Multi-Attack','Normal','Physical',10,120,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (719,'10,000,000 Volt Thunderbolt','Electric','Special',1,195,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (720,'Mind Blown','Fire','Special',5,150,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (721,'Plasma Fists','Electric','Physical',15,100,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (722,'Photon Geyser','Psychic','Special',5,100,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (723,'Light That Burns the Sky','Psychic','Special',1,200,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (724,'Searing Sunraze Smash','Steel','Physical',1,200,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (725,'Menacing Moonraze Maelstrom','Ghost','Special',1,200,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (726,'Let''s Snuggle Forever','Fairy','Physical',1,190,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (727,'Splintered Stormshards','Rock','Physical',1,190,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (728,'Clangorous Soulblaze','Dragon','Special',1,185,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (729,'Zippy Zap','Electric','Physical',10,80,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (730,'Splishy Splash','Water','Special',15,90,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (731,'Floaty Fall','Flying','Physical',15,90,'95%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (732,'Pika Papow','Electric','Special',20,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (733,'Bouncy Bubble','Water','Special',20,60,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (734,'Buzzy Buzz','Electric','Special',20,60,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (735,'Sizzly Slide','Fire','Physical',20,60,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (736,'Glitzy Glow','Psychic','Special',15,80,'95%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (737,'Baddy Bad','Dark','Special',15,80,'95%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (738,'Sappy Seed','Grass','Physical',10,100,'90%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (739,'Freezy Frost','Ice','Special',10,100,'90%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (740,'Sparkly Swirl','Fairy','Special',5,120,'85%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (741,'Veevee Volley','Normal','Physical',20,0,'0%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (742,'Double Iron Bash','Steel','Physical',5,60,'100%','VII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (743,'Max Guard','Normal','Status',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (744,'Dynamax Cannon','Dragon','Special',5,100,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (745,'Snipe Shot','Water','Special',15,80,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (746,'Jaw Lock','Dark','Physical',10,80,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (747,'Stuff Cheeks','Normal','Status',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (748,'No Retreat','Fighting','Status',5,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (749,'Tar Shot','Rock','Status',15,0,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (750,'Magic Powder','Psychic','Status',20,0,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (751,'Dragon Darts','Dragon','Physical',10,50,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (752,'Teatime','Normal','Status',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (753,'Octolock','Fighting','Status',15,0,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (754,'Bolt Beak','Electric','Physical',10,85,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (755,'Fishious Rend','Water','Physical',10,85,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (756,'Court Change','Normal','Status',10,0,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (757,'Max Flare','Fire','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (758,'Max Flutterby','Bug','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (759,'Max Lightning','Electric','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (760,'Max Strike','Normal','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (761,'Max Knuckle','Fighting','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (762,'Max Phantasm','Ghost','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (763,'Max Hailstorm','Ice','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (764,'Max Ooze','Poison','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (765,'Max Geyser','Water','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (766,'Max Airstream','Flying','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (767,'Max Starfall','Fairy','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (768,'Max Wyrmwind','Dragon','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (769,'Max Mindstorm','Psychic','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (770,'Max Rockfall','Rock','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (771,'Max Quake','Ground','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (772,'Max Darkness','Dark','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (773,'Max Overgrowth','Grass','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (774,'Max Steelspike','Steel','???',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (775,'Clangorous Soul','Dragon','Status',5,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (776,'Body Press','Fighting','Physical',10,80,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (777,'Decorate','Fairy','Status',15,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (778,'Drum Beating','Grass','Physical',10,80,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (779,'Snap Trap','Grass','Physical',15,35,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (780,'Pyro Ball','Fire','Physical',5,120,'90%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (781,'Behemoth Blade','Steel','Physical',5,100,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (782,'Behemoth Bash','Steel','Physical',5,100,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (783,'Aura Wheel','Electric','Physical',10,110,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (784,'Breaking Swipe','Dragon','Physical',15,60,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (785,'Branch Poke','Grass','Physical',40,40,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (786,'Overdrive','Electric','Special',10,80,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (787,'Apple Acid','Grass','Special',10,80,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (788,'Grav Apple','Grass','Physical',10,80,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (789,'Spirit Break','Fairy','Physical',15,75,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (790,'Strange Steam','Fairy','Special',10,90,'95%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (791,'Life Dew','Water','Status',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (792,'Obstruct','Dark','Status',10,0,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (793,'False Surrender','Dark','Physical',10,80,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (794,'Meteor Assault','Fighting','Physical',5,150,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (795,'Eternabeam','Dragon','Special',5,160,'90%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (796,'Steel Beam','Steel','Special',5,140,'95%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (797,'Expanding Force','Psychic','Special',10,80,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (798,'Steel Roller','Steel','Physical',5,130,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (799,'Scale Shot','Dragon','Physical',20,25,'90%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (800,'Meteor Beam','Rock','Special',10,120,'90%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (801,'Shell Side Arm','Poison','Special',10,90,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (802,'Misty Explosion','Fairy','Special',5,100,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (803,'Grassy Glide','Grass','Physical',20,60,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (804,'Rising Voltage','Electric','Special',20,70,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (805,'Terrain Pulse','Normal','Special',10,50,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (806,'Skitter Smack','Bug','Physical',10,70,'90%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (807,'Burning Jealousy','Fire','Special',5,70,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (808,'Lash Out','Dark','Physical',5,75,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (809,'Poltergeist','Ghost','Physical',5,110,'90%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (810,'Corrosive Gas','Poison','Status',40,0,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (811,'Coaching','Fighting','Status',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (812,'Flip Turn','Water','Physical',20,60,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (813,'Triple Axel','Ice','Physical',10,20,'90%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (814,'Dual Wingbeat','Flying','Physical',10,40,'90%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (815,'Scorching Sands','Ground','Special',10,70,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (816,'Jungle Healing','Grass','Status',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (817,'Wicked Blow','Dark','Physical',5,75,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (818,'Surging Strikes','Water','Physical',5,25,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (819,'Thunder Cage','Electric','Special',15,80,'90%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (820,'Dragon Energy','Dragon','Special',5,150,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (821,'Freezing Glare','Psychic','Special',10,90,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (822,'Fiery Wrath','Dark','Special',10,90,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (823,'Thunderous Kick','Fighting','Physical',10,90,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (824,'Glacial Lance','Ice','Physical',5,120,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (825,'Astral Barrage','Ghost','Special',5,120,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (826,'Eerie Spell','Psychic','Special',5,80,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (827,'Dire Claw','Poison','Physical',15,80,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (828,'Psyshield Bash','Psychic','Physical',10,70,'90%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (829,'Power Shift','Normal','Status',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (830,'Stone Axe','Rock','Physical',15,65,'90%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (831,'Springtide Storm','Fairy','Special',10,100,'80%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (832,'Mystical Power','Psychic','Special',10,70,'90%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (833,'Raging Fury','Fire','Physical',10,120,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (834,'Wave Crash','Water','Physical',10,120,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (835,'Chloroblast','Grass','Special',5,150,'95%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (836,'Mountain Gale','Ice','Physical',10,100,'85%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (837,'Victory Dance','Fighting','Status',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (838,'Headlong Rush','Ground','Physical',5,120,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (839,'Barb Barrage','Poison','Physical',10,60,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (840,'Esper Wing','Psychic','Special',10,80,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (841,'Bitter Malice','Ghost','Special',10,75,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (842,'Shelter','Steel','Status',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (843,'Triple Arrows','Fighting','Physical',10,90,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (844,'Infernal Parade','Ghost','Special',15,60,'100%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (845,'Ceaseless Edge','Dark','Physical',15,65,'90%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (846,'Bleakwind Storm','Flying','Special',10,100,'80%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (847,'Wildbolt Storm','Electric','Special',10,100,'80%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (848,'Sandsear Storm','Ground','Special',10,100,'80%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (849,'Lunar Blessing','Psychic','Status',5,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (850,'Take Heart','Psychic','Status',10,0,'0%','VIII');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (851,'Tera Blast','Normal','Special',10,80,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (852,'Silk Trap','Bug','Status',10,0,'0%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (853,'Axe Kick','Fighting','Physical',10,120,'90%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (854,'Last Respects','Ghost','Physical',10,50,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (855,'Lumina Crash','Psychic','Special',10,80,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (856,'Order Up','Dragon','Physical',10,80,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (857,'Jet Punch','Water','Physical',15,60,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (858,'Spicy Extract','Grass','Status',15,0,'0%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (859,'Spin Out','Steel','Physical',5,100,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (860,'Population Bomb','Normal','Physical',10,20,'90%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (861,'Ice Spinner','Ice','Physical',15,80,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (862,'Glaive Rush','Dragon','Physical',5,120,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (863,'Revival Blessing','Normal','Status',1,0,'0%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (864,'Salt Cure','Rock','Physical',15,40,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (865,'Triple Dive','Water','Physical',10,30,'95%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (866,'Mortal Spin','Poison','Physical',15,30,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (867,'Doodle','Normal','Status',10,0,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (868,'Fillet Away','Normal','Status',10,0,'0%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (869,'Kowtow Cleave','Dark','Physical',10,85,'0%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (870,'Flower Trick','Grass','Physical',10,70,'0%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (871,'Torch Song','Fire','Special',10,80,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (872,'Aqua Step','Water','Physical',10,80,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (873,'Raging Bull','Normal','Physical',10,90,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (874,'Make It Rain','Steel','Special',5,120,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (875,'Psyblade','Psychic','Physical',15,80,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (876,'Hydro Steam','Water','Special',15,80,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (877,'Ruination','Dark','Special',10,0,'90%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (878,'Collision Course','Fighting','Physical',5,100,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (879,'Electro Drift','Electric','Special',5,100,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (880,'Shed Tail','Normal','Status',10,0,'0%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (881,'Chilly Reception','Ice','Status',10,0,'0%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (882,'Tidy Up','Normal','Status',10,0,'0%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (883,'Snowscape','Ice','Status',10,0,'0%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (884,'Pounce','Bug','Physical',20,50,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (885,'Trailblaze','Grass','Physical',20,50,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (886,'Chilling Water','Water','Special',20,50,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (887,'Hyper Drill','Normal','Physical',5,100,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (888,'Twin Beam','Psychic','Special',10,40,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (889,'Rage Fist','Ghost','Physical',10,50,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (890,'Armor Cannon','Fire','Special',5,120,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (891,'Bitter Blade','Fire','Physical',10,90,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (892,'Double Shock','Electric','Physical',5,120,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (893,'Gigaton Hammer','Steel','Physical',5,160,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (894,'Comeuppance','Dark','Physical',10,0,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (895,'Aqua Cutter','Water','Physical',20,70,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (896,'Blazing Torque','Fire','Physical',10,80,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (897,'Wicked Torque','Dark','Physical',10,80,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (898,'Noxious Torque','Poison','Physical',10,100,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (899,'Combat Torque','Fighting','Physical',10,100,'100%','IX');

INSERT INTO Pokemon\_Moves(Number,Name,Type,Category,PP,Power,Accuracy,Gen) VALUES (900,'Magical Torque','Fairy','Physical',10,100,'100%','IX');

How many Pokemon moves were introduced in each generation?

Generation 1: 165

Generation 2: 86

Generation 3: 103

Generation 4: 113

Generation 5: 92

Generation 6: 62

Generation 7: 121

Generation 8: 108

Generation 9: 50

/\*Moves introduced in Gen 1\*/

SELECT Gen

FROM Pokemon\_Moves

WHERE Gen='I';

/\*Moves introduced in Gen 2\*/

SELECT Gen

FROM Pokemon\_Moves

WHERE Gen='II';

/\*Moves introduced in Gen 3\*/

SELECT Gen

FROM Pokemon\_Moves

WHERE Gen='III';

/\*Moves introduced in Gen 4\*/

SELECT Gen

FROM Pokemon\_Moves

WHERE Gen='IV';

/\*Moves introduced in Gen 5\*/

SELECT Gen

FROM Pokemon\_Moves

WHERE Gen='V';

/\*Moves introduced in Gen 6\*/

SELECT Gen

FROM Pokemon\_Moves

WHERE Gen='VI';

/\*Moves introduced in Gen 7\*/

SELECT Gen

FROM Pokemon\_Moves

WHERE Gen='VII';

/\*Moves introduced in Gen 8\*/

SELECT Gen

FROM Pokemon\_Moves

WHERE Gen='VIII';

/\*Moves introduced in Gen 9\*/

SELECT Gen

FROM Pokemon\_Moves

WHERE Gen='IX';

How many moves are there of every pokemon type? How many were introduced in every generation?

1. Normal = 198 | Gen 1 = 74, Gen 2= 32, Gen 3=28, Gen 4=15, Gen 5 = 15, Gen 6 = 8, Gen 7 = 10, Gen 8 = 7 Gen 9=9
2. Fire = 45 | Gen 1 = 5, Gen 2 = 3, Gen 3 = 6, Gen 4 = 4, Gen 5 = 11, Gen 6 = 1, Gen 7 = 7, Gen 8 = 4, Gen 9 = 4
3. Water = 49 | Gen 1 = 9, Gen 2 = 3, Gen 3 = 6, Gen 4 = 4, Gen 5 = 5, Gen 6 = 3, Gen 7 = 7, Gen 8 = 7, Gen 9 = 6
4. Grass = 56 | Gen 1 = 10, Gen 2 = 3, Gen 3 = 8, Gen 4 = 8, Gen 5 = 4, Gen 6 = 4, Gen 7 = 7, Gen 8 = 9, Gen 9 = 3
5. Electric =46 | Gen 1 = 5, Gen 2 = 2, Gen 3 = 3, Gen 4 = 4, Gen 5 = 6, Gen 6 = 7, Gen 7 = 10, Gen 8 = 7, Gen 9 = 2
6. Ice = 33 | Gen 1 = 6, Gen 2 = 2, Gen 3 = 4, Gen 4 = 3, Gen 5 = 5, Gen 6 = 1, Gen 7 = 5, Gen 8 = 4, Gen 9 = 3
7. Fighting = 56 | Gen 1 = 9, Gen 2 = 8, Gen 3 = 7, Gen 4 = 8, Gen 5 = 8, Gen 6 = 3, Gen 7 = 2, Gen 8 = 9, Gen 9 = 3
8. Poison = 35 | Gen 1 = 8, Gen 2 = 1, Gen 3 = 2, Gen 4 = 5, Gen 5 = 5, Gen 6 = 2, Gen 7 = 5, Gen 8 = 5, Gen 9 = 2
9. Ground = 31 | Gen 1 = 6, Gen 2 = 4, Gen 3 = 3, Gen 4 = 2, Gen 5 = 2, Gen 6 = 5, Gen 7 = 5, Gen 8 = 4, Gen 9 = 0
10. Flying = 31 | Gen 1 = 7, Gen 2 = 1, Gen 3 = 4, Gen 4 = 7, Gen 5 = 3, Gen 6 = 2, Gen 7 = 4, Gen 8 = 3, Gen 9 = 0
11. Psychic = 78 | Gen 1 = 15, Gen 2 = 2, Gen 3 = 11, Gen 4 = 13, Gen 5 = 12, Gen 6 = 1, Gen 7 = 11, Gen 8 = 10, Gen 9 = 3
12. Bug = 34 | Gen 1 = 4, Gen 2 = 3, Gen 3 = 3, Gen 4 = 7, Gen 5 = 4, Gen 6 = 4, Gen 7 = 5, Gen 8 = 2, Gen 9 = 2
13. Rock = 25 | Gen 1 = 2, Gen 2 = 3, Gen 3= 2, Gen 4 = 6, Gen 5 = 2, Gen 6 = 1, Gen 7= 4, Gen 8 = 4, Gen 9 = 1
14. Ghost = 34 | Gen 1 = 3, Gen 2 = 5, Gen 3 = 3, Gen 4 = 4, Gen 5 = 1, Gen 6 = 2, Gen 7 = 9, Gen 8 = 5, Gen 9 = 2
15. Dark = 52 | Gen 1 = 1, Gen 2 = 5, Gen 3 = 7, Gen 4 = 11, Gen 5 = 5, Gen 6 = 3, Gen 7 = 8, Gen 8 = 8, Gen 9 = 4
16. Dragon = 29 | Gen 1 = 1, Gen 2 = 3, Gen 3 = 2, Gen 4 = 5, Gen 5 = 2, Gen 6 = 0, Gen 7 = 6, Gen 8 = 8, Gen 9 = 2
17. Steel = 36 | Gen 1 = 0, Gen 2 = 3, Gen 3 = 4, Gen 4 = 7, Gen 5 = 4, Gen 6 = 1, Gen 7 = 8, Gen 8 = 6, Gen 9 = 3
18. Fairy = 32 | Gen 1 = 0, Gen 2 = 3, Gen 3 = 0, Gen 4 = 0, Gen 5 = 0, Gen 6 = 14, Gen 7 = 8, Gen 8 = 6, Gen 9 = 1
19. SELECT Type
20. FROM Pokemon\_Moves
21. WHERE Type='Normal';
22. SELECT Type
23. FROM Pokemon\_Moves
24. WHERE Type='Fire';
25. SELECT Type
26. FROM Pokemon\_Moves
27. WHERE Type='Water';
28. SELECT Type
29. FROM Pokemon\_Moves
30. WHERE Type='Grass'
31. SELECT Type
32. FROM Pokemon\_Moves
33. WHERE Type='Electric'
34. SELECT Type
35. FROM Pokemon\_Moves
36. WHERE Type='Ice'
37. SELECT Type
38. FROM Pokemon\_Moves
39. WHERE Type='Fighting'
40. SELECT Type
41. FROM Pokemon\_Moves
42. WHERE Type='Poison'
43. SELECT Type
44. FROM Pokemon\_Moves
45. WHERE Type='Ground'
46. SELECT Type
47. FROM Pokemon\_Moves
48. WHERE Type='Flying'
49. SELECT Type
50. FROM Pokemon\_Moves
51. WHERE Type='Psychic'
52. SELECT Type
53. FROM Pokemon\_Moves
54. WHERE Type='Bug'
55. SELECT Type
56. FROM Pokemon\_Moves
57. WHERE Type='Rock'
58. SELECT Type
59. FROM Pokemon\_Moves
60. WHERE Type='Ghost'
61. SELECT Type
62. FROM Pokemon\_Moves
63. WHERE Type='Dark'
64. SELECT Type
65. FROM Pokemon\_Moves
66. WHERE Type='Dragon'
67. SELECT TYPE
68. FROM Pokemon\_Moves
69. WHERE Type='Steel'
70. SELECT TYPE
71. FROM Pokemon\_Moves
72. WHERE Type='Fairy'

Normal

Fire

Water

Grass

Electric

Ice

Fighting

A yellow and black text

Description automatically generated with medium confidencePoison

A yellow and blue computer screen

Description automatically generatedGround

Flying

Psychic

Bug

A yellow and blue computer screen

Description automatically generatedRock

Ghost

A close up of a computer screen

Description automatically generatedDark

A yellow and blue box with black text

Description automatically generatedDragon

A yellow and blue rectangle with black text

Description automatically generated

Steel

A yellow and blue computer screen

Description automatically generated

Fairy

How many physical moves are in the games?

There are 366 physical moves in the series.

SQL query:

A computer screen with a white background

Description automatically generated

How many special moves are in the games?

There are 247 special moves in the series.

A computer screen with a white background

Description automatically generated

How many moves are status inflicting moves?

269 moves are status inflicting moves.

A computer screen with a white background

Description automatically generated

How many physical, special and status inflicting moves are there in every generation?

Generation 1

Physical = 75

Special = 35

Status = 55

Generation 2

Physical = 31

Special = 17

Status = 38

Generation 3

Physical = 33

Special = 25

Status = 45

Generation 4

Physical = 52

Special = 29

Status = 32

Generation 5

Physical = 30

Special = 37

Status = 25

Generation 6

Physical=15

Special= 17

Status = 30

Generation 7

Physical = 59

Special = 47

Status = 15

Generation 8

Physical = 40

Special = 30

Status = 20

Generation 9

Physical = 31

Special = 10

Status = 9

Which Pokemon move(s) have the lowest PP number?

Lowest PP number = 1

There are 38 moves that have the lowest PP number. SELECT Distinct was used because there are different categorizations for the moves with duplicate values.

A screenshot of a computer

Description automatically generated

Which Pokemon move(s) have the highest value?

Highest PP number is 40.

23 moves have the highest PP value.

A screenshot of a computer

Description automatically generated

Which Pokemon type has the lowest and highest physical, special and status moves?

SELECT COUNT(Type)

FROM Pokemon\_Moves

WHERE Category='Physical' AND Type='Fire';

Physical

1. Normal = 73
2. Fire = 16
3. Water = 17
4. Grass = 22
5. Electric = 16
6. Ice = 14
7. Fighting = 41
8. Poison = 11
9. Ground = 18
10. Flying = 16
11. Psychic = 7
12. Bug = 16
13. Rock = 15
14. Ghost = 16
15. Dark = 29
16. Dragon = 12
17. Steel = 22
18. Fairy = 5

Normal type has the highest amount of physical moves. An alternative way to find the common type of move that is physical, special or a status move is shown below.

Alternative method:

SELECT TOP 3 Type,Category

FROM Pokemon\_Moves

WHERE Category ='Physical';

SELECT TOP 3 Type,Category

FROM Pokemon\_Moves

WHERE Category ='Special';

SELECT TOP 3 Type,Category

FROM Pokemon\_Moves

WHERE Category ='Status';

Normal is the type that is most common amongst physical, special and status moves.

What are the moves that have the highest and lowest power?

Explosion has the highest power with a value of 250. Several moves have a value of 0 but the moves that are not 0 are contrisct and triple kick with a value of 10.

A computer screen shot of a person's face

Description automatically generated

A screenshot of a computer

Description automatically generated

There are 428 Pokemon moves with an accuracy of 100%. There are 283 moves that have an accuracy of 0%.

**End of Pokemon move analysis**

Which Pokemon game in the series has sold the most and has sold the least?

Pokemon Gen 1 has sold the least on virtual console for the 3ds but sold the most when it first launched.

**End of Pokemon game analysis**