type1 = grass   type2 = poison	type1 = grass   type2 = None	type1 = grass   type2 = flying	type1 = grass   type2 = dark	type1 = grass   type2 = electric	type1 = grass   type2 = ice	type1 = grass   type2 = ground	type1 = grass   type2 = fairy	Fac type1 = grass   type2 = grass	cetGrid of base_total by type1 and type  type1 = grass   type2 = fighting	e2  type1 = grass   type2 = psychic	type1 = grass   type2 = steel	type1 = grass   type2 = fire	type1 = grass   type2 = rock	type1 = grass   type2 = water	type1 = grass   type2 = dragon	type1 = grass   type2 = ghost	type1 = grass   type2 = bug	type1 = grass   type2 = normal
25 20	type1 glass   type2 listine	type1 grass rtype2 rrying			type1 glass   type2 lee	cyper grass   typer graina	type1 glass   type2 lamy	type1 grass   type1 grass	type1 grass   type2 righting	type1 grass pype2 psycinc	type1 glass   type2 stee.	type1 glass   type2 line		type1 grass pep mater	type1 grass   type2 aragon	gradu gradu gradu	type1 glass   type2 sag	eypel grass   typel mannar
15 10																		
type1 = fire   type2 = poison	type1 = fire   type2 = None	type1 = fire   type2 = flying	type1 = fire   type2 = dark	type1 = fire   type2 = electric	type1 = fire   type2 = ice	type1 = fire   type2 = ground	type1 = fire   type2 = fairy	type1 = fire   type2 = grass	type1 = fire   type2 = fighting	type1 = fire   type2 = psychic	type1 = fire   type2 = steel	type1 = fire   type2 = fire	type1 = fire   type2 = rock	type1 = fire   type2 = water	type1 = fire   type2 = dragon	type1 = fire   type2 = ghost	type1 = fire   type2 = bug	type1 = fire   type2 = normal
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0 type1 = water   type2 = poison	type1 = water   type2 = None	type1 = water   type2 = flying	type1 = water   type2 = dark	type1 = water   type2 = electric	type1 = water   type2 = ice	type1 = water   type2 = ground	type1 = water   type2 = fairy	type1 = water   type2 = grass	type1 = water   type2 = fighting	type1 = water   type2 = psychic	type1 = water   type2 = steel	type1 = water   type2 = fire	type1 = water   type2 = rock	type1 = water   type2 = water	type1 = water   type2 = dragon	type1 = water   type2 = ghost	type1 = water   type2 = bug	type1 = water   type2 = normal
20 ± 15																		
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type1 = bug   type2 = poison	type1 = bug   type2 = None	type1 = bug   type2 = flying	type1 = bug   type2 = dark	type1 = bug   type2 = electric	type1 = bug   type2 = ice	type1 = bug   type2 = ground	type1 = bug   type2 = fairy	type1 = bug   type2 = grass	type1 = bug   type2 = fighting	type1 = bug   type2 = psychic	type1 = bug   type2 = steel	type1 = bug   type2 = fire	type1 = bug   type2 = rock	type1 = bug   type2 = water	type1 = bug   type2 = dragon	type1 = bug   type2 = ghost	type1 = bug   type2 = bug	type1 = bug   type2 = normal
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type1 = normal   type2 = poison	type1 = normal   type2 = None	type1 = normal   type2 = flying	type1 = normal   type2 = dark	type1 = normal   type2 = electric	type1 = normal   type2 = ice	type1 = normal   type2 = ground			type1 = normal   type2 = fighting			type1 = normal   type2 = fire	type1 = normal   type2 = rock	type1 = normal   type2 = water	type1 = normal   type2 = dragon	type1 = normal   type2 = ghost	type1 = normal   type2 = bug	type1 = normal   type2 = normal
20 15																		
10 5									type1 = poison   type2 = fighting									
type1 = poison   type2 = poison	type1 = poison   type2 = None	type1 = poison   type2 = flying	type1 = poison   type2 = dark	type1 = poison   type2 = electric	type1 = poison   type2 = ice	type1 = poison   type2 = ground	type1 = poison   type2 = fairy	type1 = poison   type2 = grass	type1 = poison   type2 = fighting	type1 = poison   type2 = psychic	type1 = poison   type2 = steel	type1 = poison   type2 = fire	type1 = poison   type2 = rock	type1 = poison   type2 = water	type1 = poison   type2 = dragon	type1 = poison   type2 = ghost	type1 = poison   type2 = bug	type1 = poison   type2 = normal
20 tuno 15																		
10 5																		
type1 = electric   type2 = poison 25	type1 = electric   type2 = None	type1 = electric   type2 = flying	type1 = electric   type2 = dark	type1 = electric   type2 = electric	type1 = electric   type2 = ice	type1 = electric   type2 = ground	type1 = electric   type2 = fairy	type1 = electric   type2 = grass	type1 = electric   type2 = fighting	type1 = electric   type2 = psychic	type1 = electric   type2 = steel	type1 = electric   type2 = fire	type1 = electric   type2 = rock	type1 = electric   type2 = water	type1 = electric   type2 = dragon	type1 = electric   type2 = ghost	type1 = electric   type2 = bug	type1 = electric   type2 = normal
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type1 = ground   type2 = poison 25	type1 = ground   type2 = None	type1 = ground   type2 = flying	type1 = ground   type2 = dark	type1 = ground   type2 = electric	type1 = ground   type2 = ice	type1 = ground   type2 = ground	type1 = ground   type2 = fairy	type1 = ground   type2 = grass	type1 = ground   type2 = fighting	type1 = ground   type2 = psychic	type1 = ground   type2 = steel	type1 = ground   type2 = fire	type1 = ground   type2 = rock	type1 = ground   type2 = water	type1 = ground   type2 = dragon	type1 = ground   type2 = ghost	type1 = ground   type2 = bug	type1 = ground   type2 = normal
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type1 = fairy   type2 = poison 25	type1 = fairy   type2 = None	type1 = fairy   type2 = flying	type1 = fairy   type2 = dark	type1 = fairy   type2 = electric	type1 = fairy   type2 = ice	type1 = fairy   type2 = ground	type1 = fairy   type2 = fairy	type1 = fairy   type2 = grass	type1 = fairy   type2 = fighting	type1 = fairy   type2 = psychic	type1 = fairy   type2 = steel	type1 = fairy   type2 = fire	type1 = fairy   type2 = rock	type1 = fairy   type2 = water	type1 = fairy   type2 = dragon	type1 = fairy   type2 = ghost	type1 = fairy   type2 = bug	type1 = fairy   type2 = normal
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5 0 type1 = fighting   type2 = poison	type1 = fighting   type2 = None	type1 = fighting   type2 = flying	type1 = fighting   type2 = dark	type1 = fighting   type2 = electric	type1 = fighting   type2 = ice	type1 = fighting   type2 = ground	type1 = fighting   type2 = fairy	type1 = fighting   type2 = grass	type1 = fighting   type2 = fighting	type1 = fighting   type2 = psychic	tyne1 = fighting   tyne2 = steel	type1 = fighting   type2 = fire	type1 = fighting   type2 = rock	type1 = fighting   type2 = water	type1 = fighting   type2 = dragon	type1 = fighting   type2 = ghost	type1 = fighting   type2 = bug	type1 = fighting   type2 = normal
25 20	type1 = lighting   type2 = None	type1 = lighting   type2 = lighting	type1 – lighting   type2 – dark	type1 = lightling   type2 = electric	type1 = fighting   type2 = ice	type1 – lighting   type2 – ground	type1 – lighting   type2 – lally	type1 = fighting   type2 = grass	type1 – lighting   type2 – lighting	type1 – lighting   type2 – psychic	type1 – lighting   type2 – steel	type1 – lighting   type2 – lile	type1 = lighting   type2 = lock	type1 – lighting   type2 – water	type1 – lighting   type2 – dragon	type1 = lightling   type2 = gliost	type1 – lighting   type2 – bug	type1 = lightling   type2 = normal
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type1 = psychic   type2 = poison	type1 = psychic   type2 = None	type1 = psychic   type2 = flying	type1 = psychic   type2 = dark	type1 = psychic   type2 = electric	type1 = psychic   type2 = ice	type1 = psychic   type2 = ground	type1 = psychic   type2 = fairy	type1 = psychic   type2 = grass	type1 = psychic   type2 = fighting	type1 = psychic   type2 = psychic	type1 = psychic   type2 = steel	type1 = psychic   type2 = fire	type1 = psychic   type2 = rock	type1 = psychic   type2 = water	type1 = psychic   type2 = dragon	type1 = psychic   type2 = ghost	type1 = psychic   type2 = bug	type1 = psychic   type2 = normal
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type1 = rock   type2 = poison	type1 = rock   type2 = None	type1 = rock   type2 = flying	type1 = rock   type2 = dark	type1 = rock   type2 = electric	type1 = rock   type2 = ice	type1 = rock   type2 = ground	type1 = rock   type2 = fairy	type1 = rock   type2 = grass	type1 = rock   type2 = fighting	type1 = rock   type2 = psychic	type1 = rock   type2 = steel	type1 = rock   type2 = fire	type1 = rock   type2 = rock	type1 = rock   type2 = water	type1 = rock   type2 = dragon	type1 = rock   type2 = ghost	type1 = rock   type2 = bug	type1 = rock   type2 = normal
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type1 = ghost   type2 = poison	type1 = ghost   type2 = None	type1 = ghost   type2 = flying	type1 = ghost   type2 = dark	type1 = ghost   type2 = electric	type1 = ghost   type2 = ice	type1 = ghost   type2 = ground	type1 = ghost   type2 = fairy	type1 = ghost   type2 = grass	type1 = ghost   type2 = fighting	type1 = ghost   type2 = psychic	type1 = ghost   type2 = steel	type1 = ghost   type2 = fire	type1 = ghost   type2 = rock	type1 = ghost   type2 = water	type1 = ghost   type2 = dragon	type1 = ghost   type2 = ghost	type1 = ghost   type2 = bug	type1 = ghost   type2 = normal
20 15 15																		
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type1 = ice   type2 = poison	type1 = ice   type2 = None	type1 = ice   type2 = flying	type1 = ice   type2 = dark	type1 = ice   type2 = electric	type1 = ice   type2 = ice	type1 = ice   type2 = ground	type1 = ice   type2 = fairy	type1 = ice   type2 = grass	type1 = ice   type2 = fighting	type1 = ice   type2 = psychic	type1 = ice   type2 = steel	type1 = ice   type2 = fire	type1 = ice   type2 = rock	type1 = ice   type2 = water	type1 = ice   type2 = dragon	type1 = ice   type2 = ghost	type1 = ice   type2 = bug	type1 = ice   type2 = normal
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type1 = dragon   type2 = poison 25	type1 = dragon   type2 = None	type1 = dragon   type2 = flying	type1 = dragon   type2 = dark	type1 = dragon   type2 = electric	type1 = dragon   type2 = ice	type1 = dragon   type2 = ground	type1 = dragon   type2 = fairy	type1 = dragon   type2 = grass	type1 = dragon   type2 = fighting	type1 = dragon   type2 = psychic	type1 = dragon   type2 = steel	type1 = dragon   type2 = fire	type1 = dragon   type2 = rock	type1 = dragon   type2 = water	type1 = dragon   type2 = dragon	type1 = dragon   type2 = ghost	type1 = dragon   type2 = bug	type1 = dragon   type2 = normal
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type1 = dark   type2 = poison  25	type1 = dark   type2 = None	type1 = dark   type2 = flying	type1 = dark   type2 = dark	type1 = dark   type2 = electric	type1 = dark   type2 = ice	type1 = dark   type2 = ground	type1 = dark   type2 = fairy	type1 = dark   type2 = grass	type1 = dark   type2 = fighting	type1 = dark   type2 = psychic	type1 = dark   type2 = steel	type1 = dark   type2 = fire	type1 = dark   type2 = rock	type1 = dark   type2 = water	type1 = dark   type2 = dragon	type1 = dark   type2 = ghost	type1 = dark   type2 = bug	type1 = dark   type2 = normal
15 10																		
type1 = steel   type2 - poison	type1 = steel   type2 = None	type1 = steel   type2 = flying	type1 = steel   type2 - dark	type1 = steel   type2 - alactric	type1 = steel   type2 - icc	type1 = steel   type2 - ground	type1 = steel   type2 - fair.	type1 = steel   type2 - grass	type1 = steel   type2 - fighting	type1 = steel   type2 - payshic	type1 = steel   type2 - steel	type1 = steel   type2 - fire	type1 = steel   type2 - rock	type1 = steel   type2 - water	type1 = steel   type2 - drages	type1 = steel   type2 - short	type1 = steel   type2 - buc	type1 = steel   type2 - parmal
25 20	Sper — Steer   type∠ = None	cyper — steet   typez = flying	cyper — steel   typez = dark	cyper — steet   type∠ = electric	cyper — steet   typeZ = Ice	Syper — Steel   typeZ = ground	cyper — steet   type∠ = fairy	cyper — steel   type2 = grass	cyper — steer   type∠ = fighting	cyper — steel   typez = psychic	Sper – steel   typeZ = Steel	cyper — steet   typeZ = fire	cypci – steel   typez = rock	cypei — steel   type∠ = Water	cyper — steel   typez = dragon	cyper — steel   typez = gnost	cyper — steel   type2 = bug	cyper — steer   type∠ = normal
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type1 = flying   type2 = poison	type1 = flying   type2 = None	type1 = flying   type2 = flying	type1 = flying   type2 = dark	type1 = flying   type2 = electric	type1 = flying   type2 = ice	type1 = flying   type2 = ground	type1 = flying   type2 = fairy	type1 = flying   type2 = grass	type1 = flying   type2 = fighting	type1 = flying   type2 = psychic	type1 = flying   type2 = steel	type1 = flying   type2 = fire	type1 = flying   type2 = rock	type1 = flying   type2 = water	type1 = flying   type2 = dragon	type1 = flying   type2 = ghost	type1 = flying   type2 = bug	type1 = flying   type2 = normal
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5 0 200 400 600 800 value	200 400 600 800 value	200 400 600 800 value	200 400 600 800 value	200 400 600 800 value	200 400 600 800 value	200 400 600 800 value	0 200 400 600 800 value	0 200 400 600 8 value	800 200 400 600 800 value	0 200 400 600 800 value	0 200 400 600 800 value	0 200 400 600 800 value	0 200 400 600 800 value	0 200 400 600 800 value	200 400 600 800 value	200 400 600 800 value	200 400 600 80 value	00 200 400 600 800 value