

Table: Pokemon

1	Bulbasaur	A grass-poison type Pokemon that grows flowers as it evolves. Known for its sweet
2	Ivysaur	It evolves from Bulbasaur. The seed on its back grows into a large plant as it matures.
3	Venusaur	Known for its powerful solar beam attack. It is fully grown with an enormous plant on its
4	Charmander	A fire-type Pokemon that burns with great intensity, often using its flame to intimidate
5	Charmeleon	It evolves from Charmander and is known for its fiery tail flame that burns fiercely.
6	Charizard	Spits fire that is hot enough to melt boulders. Known to cause forest fires
7	Squirtle	When its huge eyes light up, it leans forward and rams into its foe at full speed.
8	Wartortle	It evolves from Squirtle and uses its powerful tail to swim at high speeds.
9	Blastoise	A mighty and fearsome Pokemon with a tough shell, it is a master of water-based
10	Caterpie	It is a bug-type Pokemon with a soft, green body, known for its adorable appearance
11	Metapod	It evolves from Caterpie and forms a cocoon to undergo its metamorphosis.
12	Butterfree	A graceful butterfly Pokemon with beautiful wings, it uses powders for defense.
13	Pidgey	Known for its quick and agile flying abilities, it is a normal and flying-type Pokemon.
14	Pidgeotto	It evolves from Pidgey and is skilled at aerial combat, using powerful wing attacks.
15	Pidgeot	A powerful and majestic bird known for its speed and aerial acrobatics.
16	Rattata	It is a normal-type Pokemon with a fast-moving and agile nature, known for its
17	Raticate	A tougher and stronger version of Rattata, it is adept at using its teeth and claws in
18	Ekans	It is a snake-like Pokemon that specializes in stealthy movements and venomous
19	Arbok	It evolves from Ekans and has a fearsome presence with powerful poison-based
20	Growlithe	A dog-like Pokemon with a friendly demeanor, it is known for its fire-based
21	Arcanine	It evolves from Growlithe and is a fierce and loyal guardian of its territory.
22	Poliwag	It is a tadpole Pokemon with powerful water abilities and a distinctive spiral

23	Poliwhirl	It evolves from Poliwhag and is skilled in both water and fighting moves.
24	Politoed	A massive turtle-like Pokemon that controls water and is equipped with powerful

Table: Type

Normal	Normal-type moves have no special effectiveness or weaknesses.
Fire	Fire-type moves are strong against Grass, Bug, Ice, and Steel, but weak against Water, Rock, and Electric.
Water	Water-type moves are strong against Fire, Rock, and Ground, but weak against Water, Grass, and Electric.
Grass	Grass-type moves are strong against Water, Ground, and Rock, but weak against Fire, Poison, Flying, Bug, and Grass.
Electric	Electric-type moves are strong against Water and Flying, but weak against Electric, Ground, and Grass.
Ice	Ice-type moves are strong against Dragon, Flying, Grass, and Ground, but weak against Fire, Ice, Steel, and Water.
Fighting	Fighting-type moves are strong against Normal, Ice, Rock, Dark, and Steel, but weak against Flying, Psychic, Bug, Fairy, and Poison.
Poison	Poison-type moves are strong against Grass and Fairy, but weak against Poison, Ground, Rock, and Ghost.
Ground	Ground-type moves are strong against Fire, Electric, Poison, Rock, and Steel, but weak against Grass and Bug.
Flying	Flying-type moves are strong against Grass, Fighting, and Bug, but weak against Electric, Ice, and Rock.
Psychic	Psychic-type moves are strong against Fighting and Poison, but weak against Psychic and Steel.
Bug	Bug-type moves are strong against Grass, Psychic, and Dark, but weak against Fire, Fighting, Poison, Flying, Ghost, Steel, and Fairy.

Rock	Rock-type moves are strong against Fire, Ice, Flying, and Bug, but weak against Fighting, Ground, and Steel.
Ghost	Ghost-type moves are strong against Psychic and Ghost, but weak against Dark.
Dragon	Dragon-type moves are strong against Dragon, but weak against Steel and Fairy.
Dark	Dark-type moves are strong against Psychic and Ghost, but weak against Fighting, Fairy, and Bug.
Steel	Steel-type moves are strong against Ice, Rock, and Fairy, but weak against Fire, Water, and Electric.
Fairy	Fairy-type moves are strong against Fighting, Dragon, and Dark, but weak against Poison, Steel, and Fire.

Table: Effect

Fire	Water	50
Fire	Electric	50
Fire	Fire	50
Normal	Normal	100
Normal	Fighting	100
Normal	Flying	100
Normal	Poison	100
Normal	Ground	100
Normal	Rock	100
Normal	Bug	50
Normal	Ghost	0
Normal	Steel	50
Normal	Fire	50
Normal	Water	100
Normal	Grass	100
Normal	Electric	100
Normal	Psychic	100
Normal	Ice	100
Normal	Dragon	100
Normal	Dark	100
Normal	Fairy	100
Fighting	Normal	200
Fighting	Fighting	100
Fighting	Flying	50
Fighting	Poison	50
Fighting	Ground	100

Fighting	Rock	200
Fighting	Bug	50
Fighting	Ghost	0
Fighting	Steel	200
Fighting	Fire	100
Fighting	Water	100
Fighting	Grass	100
Fighting	Electric	100
Fighting	Psychic	50
Fighting	Ice	200
Fighting	Dragon	200
Fighting	Dark	200
Fighting	Fairy	50
Flying	Normal	100
Flying	Fighting	200
Flying	Flying	100
Flying	Poison	100
Flying	Ground	0
Flying	Rock	50
Flying	Bug	200
Flying	Ghost	100
Flying	Steel	100
Flying	Fire	100
Flying	Water	100
Flying	Grass	200
Flying	Electric	50
Flying	Psychic	100
Flying	Ice	100
Flying	Dragon	100
Flying	Dark	100
Flying	Fairy	100
Poison	Normal	100
Poison	Fighting	100
Poison	Flying	100
Poison	Poison	50
Poison	Ground	50
Poison	Rock	50
Poison	Bug	100
Poison	Ghost	100
Poison	Steel	0
Poison	Fire	100
Poison	Water	100
Poison	Grass	200
Poison	Electric	100
Poison	Psychic	100
Poison	Ice	100
Poison	Dragon	100

Poison	Dark	100
Poison	Fairy	200
Bug	Grass	200
Bug	Psychic	200
Bug	Fighting	50
Bug	Fire	50
Dark	Psychic	200
Dark	Fighting	50
Dark	Fairy	50
Dark	Ghost	200
Dragon	Dragon	200
Dragon	Fairy	0
Dragon	Ice	50
Dragon	Steel	50
Electric	Water	200
Electric	Ground	0
Electric	Flying	200
Electric	Grass	50
Water	Fire	200
Water	Rock	200
Water	Grass	50
Water	Dragon	50
Steel	Ice	200
Steel	Rock	200
Steel	Water	50
Steel	Electric	50
Rock	Fire	200
Rock	Flying	200
Rock	Fighting	50
Rock	Steel	50
Psychic	Fighting	200
Psychic	Poison	200
Psychic	Steel	50
Psychic	Dark	0
Ground	Electric	200
Ground	Flying	0
Ground	Rock	200
Ground	Bug	50
Ice	Dragon	200
Ice	Flying	200
Ice	Water	50
Ice	Fire	50
Grass	Water	200
Grass	Ground	200
Grass	Flying	50
Grass	Steel	50
Ghost	Ghost	200

Ghost	Psychic	200
Ghost	Normal	0
Ghost	Dark	50
Fairy	Dragon	200
Fairy	Dark	200
Fairy	Fire	50
Fairy	Poison	50

Table: Belongs

1	Grass
2	Grass
3	Grass
4	Fire
5	Fire
6	Fire
7	Water
8	Water
9	Water
10	Bug
11	Bug
12	Bug
13	Normal
14	Normal
15	Normal
16	Normal
17	Normal
18	Poison
19	Poison
20	Fire
21	Fire
22	Water
23	Water
24	Water

Table: Ability

201	Overgrow - Boosts Grass moves in a pinch
202	Blaze - Boosts Fire moves in a pinch
203	Torrent - Boosts Water moves in a pinch
204	Static - May cause paralysis upon contact
205	Levitate - Immune to Ground-type moves

1	Stench - By releasing a stench when attacking, the Pokemon may cause the target to flinch.
2	Drizzle - The Pokemon makes it rain when it enters a battle.
3	Speed Boost - The Pokemons Speed stat is boosted every turn.
4	Battle Armor - Hard armor protects the Pokemon from critical hits.
5	Sturdy -The Pokemon cannot be knocked out by a single hit as long as its HP is full.
6	Damp - Prevents all Pokemon from using explosive moves like Self-Destruct.
7	Limber - Prevents the Pokemon from being paralyzed.
8	Sand Veil - Boosts the Pokemons evasiveness in a sandstorm.
9	Static - May paralyze attackers that make direct contact with the Pokemon.
10	Volt Absorb - Restores HP instead of taking damage from Electric-type moves.
11	Water Absorb - Restores HP instead of taking damage from Water-type moves.
12	Oblivious - Prevents infatuation, taunts, and the effects of Intimidate.
13	Cloud Nine - Eliminates the effects of weather.
14	Compound Eyes - Increases the Pokemons accuracy.
15	Insomnia - Prevents the Pokemon from falling asleep.
16	Color Change - The Pokemons type changes to match the move used on it.
17	Immunity - Prevents the Pokemon from being poisoned.
18	Flash Fire - Powers up Fire-type moves when hit by one.
19	Shield Dust - Blocks additional effects of incoming moves.
20	Own Tempo - Prevents confusion and the effects of Intimidate.
21	Suction Cups - Prevents forced switching due to moves or items.

22	Intimidate - Lowers the Attack of opposing Pokemon when entering battle.
23	Shadow Tag - Prevents opposing Pokemon from switching out or escaping.
24	Rough Skin - Damages attackers that make direct contact.
25	Wonder Guard - Only supereffective moves can hit this Pokemon.
26	Levitate - Grants full immunity to all Ground-type moves.
27	Effect Spore - Contact may inflict poison, sleep, or paralysis.
28	Synchronize - Passes on burn, paralysis, or poison to the foe.
29	Clear Body - Prevents stat reduction from opposing Pokemon.
30	Natural Cure - Heals status conditions when switching out.
31	Lightning Rod - Draws in Electric moves and boosts Sp. Atk instead.
32	Serene Grace - Boosts the chance of additional move effects occurring.
33	Swift Swim - Increases Speed during rain.
34	Chlorophyll - Increases Speed in harsh sunlight.
35	Illuminate - Prevents accuracy from being lowered.
36	Trace - Copies an opposing Pokemons Ability when entering battle.
37	Huge Power - Doubles the Pokemons Attack stat.
38	Poison Point - May poison attackers that make direct contact.
39	Inner Focus - Prevents flinching and the effects of Intimidate.
40	Magma Armor - Prevents the Pokemon from being frozen.

Table: Possesses

1	201
2	202
3	203
4	204



5	205
6	202
7	203
8	204
9	205
10	1
11	2
12	12
13	30
14	32
15	11
16	12
17	6
18	3
19	12
20	18
21	4
22	5
23	8
24	6

Table: Move\_Associates2

Burns opponent	Fire
High power water attack	Water
Charges and fires on second turn	Grass
May paralyze opponent	Electric
May lower opponent special defense	Psychic
Normal Pound attack	Normal
Fighting Chop attack	Fighting
Normal physical attack, may hit twice	Normal
Normal physical attack, may hit multiple times	Normal
Normal Mega physical attack	Normal

Normal move that earns money	Normal
Fire physical attack	Fire
Ice physical attack	Ice
Electric physical attack	Electric
Normal Scratch attack	Normal
Normal Grip attack	Normal
Instant KO move with low accuracy	Normal
Normal move that charges and strikes next turn	Normal
Normal move to raise attack	Normal
Normal Cut attack	Normal
Flying Gust attack	Flying
Flying Wing attack	Flying
Normal move that causes opponent to flee	Normal
Flying physical attack	Flying
Normal move that traps the opponent	Normal
Normal Slam attack	Normal
Grass physical attack	Grass
Normal Stomp attack	Normal
Fighting Kick attack	Fighting

Normal physical attack with low accuracy	Normal
Fighting physical attack with high power	Fighting
Fighting physical attack with moderate power	Fighting
Ground move that reduces accuracy	Ground
Normal physical attack with flinching	Normal
Normal Horn attack	Normal
Drenches opponent in water, may lower speed	Water
Powerful water blast that takes time to charge	Water
Rapid water jets strike multiple times	Water
Steel claw attack, may increase user attack	Steel
Steel punch with high impact	Steel
Sharp metallic shards strike multiple times	Steel
Rock smash attack, may lower opponent defense	Rock
Heavy rock slam attack	Rock

Scattering sharp rocks to damage opponent	Rock
Psychic force pushes opponent away	Psychic
Strong psychic blast that may lower special defense	Psychic
Manipulates gravity to increase damage on next turn	Psychic
Toxic mist engulfs opponent	Poison
Poisonous fangs that may badly poison	Poison
Freezing blast with a chance to freeze	Ice
Ground shaking attack that may cause flinching	Ground
Haunting attack that may cause confusion	Ghost
Ethereal strike bypasses defenses	Ghost
Dark tendrils strike opponent	Dark
Mystical fairy blast	Fairy
Swarm of insects bite opponent	Bug

Table: Move\_Associates1

101	Flamethrower	90
-----	--------------	----

102	Hydro Pump	110
103	Solar Beam	120
104	Thunderbolt	90
105	Psychic	90
1	Pound	40
2	Karate Chop	50
3	Double Slap	15
4	Comet Punch	18
5	Mega Punch	80
6	Pay Day	40
7	Fire Punch	75

8	Ice Punch	75
9	Thunder Punch	75
10	Scratch	40
11	Vise Grip	55
12	Guillotine	1000
13	Razor Wind	80
14	Swords Dance	0
15	Cut	50
16	Gust	40
17	Wing Attack	60
18	Whirlwind	0
19	Fly	90

20	Bind	15
21	Slam	80
22	Vine Whip	45
23	Stomp	65
24	Double Kick	30
25	Mega Kick	120
26	Jump Kick	100
27	Rolling Kick	60
28	Sand Attack	0
29	Headbutt	70

30	Horn Attack	65
31	Aqua Surge	85
32	Tsunami Wave	120
33	Hydro Barrage	30
34	Iron Slash	70
35	Titan Fist	90
36	Steel Shrapnel	25



37	Boulder Crash	80
38	Stone Slam	100
39	Rock Shards	50
40	Mind Thrust	75
41	Psi Storm	95
42	Gravity Crush	0
43	Venom Fog	60

44	Toxic Bite	80
45	Glacier Beam	90
46	Tectonic Slam	110
47	Phantom Howl	75
48	Spectral Slash	90
49	Night Bind	80
50	Pixie Burst	85
51	Insect Swarm	60

Table: Learns

1	101
---	-----

2	102
3	103
4	104
5	105
6	101
7	102
8	103
9	104
10	24
11	30
12	23
13	21
14	30
15	11
16	11
17	9
18	24
19	16
20	23
21	30
22	7
23	28
24	30

Table: EvolvesInto

1	2	Level 16
2	3	Level 32
4	5	Level 16
5	6	Level 36
7	8	Level 16
8	9	Level 36
10	11	Level 20
11	12	Level 30
13	14	Level 16
14	15	Level 36
16	17	Level 16
18	19	Level 20
20	21	Use Fire Stone
22	23	Use Water Stone
23	24	Use Water Stone

Table: Region

Kanto	The first region in the Pokemon world, home to 151 species.
Johto	A neighboring region with legendary Pokemon.
Hoenn	A tropical region with diverse Pokemon species.
Sinnoh	A cold northern region with ancient legends.
Unova	A modernized region with industrial cities.
Galar	A region influenced by British culture, known for its new Pokemon League format.
Alola	A sun-soaked region inspired by Hawaii, with unique regional forms of Pokemon.
Kalos	A region inspired by France, known for its fashion, beauty, and artistic culture.
Orre	A desert-like region with a focus on shadow Pokemon and the battle against evil forces.
Fiore	A peaceful region with a strong bond between Pokemon and humans, known for its beauty.
Almia	A region with a great relationship between people and Pokemon, known for the Ranger organization.
Ransei	A region where warriors fight alongside Pokemon in a battle for control of territories.
Oblivia	A region where Pokemon Rangers help protect the land, with a focus on adventure and teamwork.
Decolore	A small region with numerous islands, and a unique history of mystical occurrences.
Sevii Islands	A group of islands off the Kanto region, with their own unique culture and history.

Table: Location

Pewter City	Kanto	Gym, Pokemart, Museum
Cerulean City	Kanto	Gym, Pokemart, Bike Shop
Vermilion City	Kanto	Pokemart, Gym

Blackthorn City	Johto	Pokemart, Gym
Violet City	Johto	Gym
Azalea Town	Johto	Gym
Goldenrod Radio Tower	Johto	Broadcast radio programs across the Johto Region
Mt. Pyre	Hoenn	A Pokemon graveyard
Littleroot Town	Hoenn	Pokemart, Lab
Slateport City	Hoenn	Pokemart, Harbor, Market
Fortree City	Hoenn	Gym, Pokemart, Forest
Mauville City	Hoenn	Gym, Pokemart, Game Corner
Lilycove City	Hoenn	Gym, Pokemart, Museum
Lumiose City	Kalos	Gym, Pokemart, Cafe
Santalune City	Kalos	Gym, Pokemart, Forest
Anistar City	Kalos	Gym, Pokemart, Sundial
Virbank City	Unova	Gym, Pokemart, Film Studio
Castelia City	Unova	Gym, Pokemart, Business District

Table: AppearsIn

Alola	3
Alola	10
Alola	13
Alola	22
Galar	2
Galar	17
Galar	18
Galar	20
Galar	23
Hoenn	6
Johto	5
Johto	6
Johto	11
Johto	24
Kalos	4
Kalos	14
Kalos	15
Kanto	1
Kanto	2
Kanto	3
Kanto	4
Kanto	5
Kanto	6
Kanto	7
Kanto	9
Kanto	12

Sinnoh	1
Sinnoh	7
Unova	8
Unova	16
Unova	19
Unova	21

Table: Gym

Pewter City	Kanto	Boulder Badge
Cerulean City	Kanto	Cascade Badge
Vermilion City	Kanto	Thunder Badge
Violet City	Johto	Zephyr Badge
Azalea Town	Johto	Hive Badge
Slateport City	Hoenn	Sea Badge
Fortree City	Hoenn	Feather Badge
Lilycove City	Hoenn	Rain Badge

Table: Trainer\_Defends

Brock	500	Pewter City
Camper Liam	220	Pewter City
Misty	600	Cerulean City
Lt. Surge	700	Vermilion City
Falkner	710	Violet City
Swimmer Paula	250	Cerulean City
Youngster Benny	170	Cerulean City
Swimmer Mike	200	Cerulean City
Mista	800	Cerulean City
Youngster Joe	150	Violet City
Bird Keeper Andy	220	Violet City
Bird Keeper Steven	300	Violet City
Falkna	600	Violet City
Bugsy	500	Azalea Town
Bug Catcher Rick	150	Azalea Town
Bug Catcher Tim	130	Azalea Town
Youngster Sam	100	Azalea Town
Steven Stone	800	Slateport City
Sailor John	220	Slateport City
Youngster Ben	180	Slateport City
Swimmer Kate	250	Slateport City

Hiker Tom	450	Pewter City
Camper Jake	300	Pewter City
Fisherman Kyle	270	Cerulean City
Picnicker Sarah	290	Cerulean City
Swimmer Julia	230	Cerulean City
Gentleman Roger	750	Vermilion City
Engineer Greg	670	Vermilion City
Bird Keeper Kevin	280	Violet City
Lass Megan	200	Violet City
Bug Catcher Leo	160	Azalea Town
Twins Emma	140	Azalea Town
Fisherman Joe	190	Slateport City
Tuber Tommy	160	Slateport City
Sailor Mark	240	Slateport City

Table: Owns

Brock	4
Camper Liam	1
Falkner	3
Lt. Surge	2
Lt. Surge	5
Misty	3

Table: Pokemart

Azalea Town	Johto
Blackthorn City	Johto
Cerulean City	Kanto
Fortree City	Hoenn
Lilycove City	Hoenn
Mauville City	Hoenn
Pewter City	Kanto
Slateport City	Hoenn
Vermilion City	Kanto

Table: Item\_Owns2

Restores 20 HP	Healing
Restores 50 HP	Healing

Restores 100 HP	Healing
Evolves Fire-type Pokemon	Evolution
Evolves Water-type Pokemon	Evolution
Increases level by one	Stat
Wakes up a sleeping pokemon	Medicine
Captures Pokemon	Pokeball
Better Captures Pokemon	Pokeball
Greatly Captures Pokemon	Pokeball
Restores 200 HP	Healing
Evolves Electric-type Pokemon	Evolution
Evolves Leaf-type Pokemon	Evolution
Restores 50 PP	Medicine
Restores 100 PP	Medicine
Cures Poison	Medicine
Increases Defense Stat	Stat
Increases Speed Stat	Stat
Increases Attack Stat	Stat
Increases Special Attack Stat	Stat

Table: Item\_Owns

Potion	Restores 20 HP	
Super Potion	Restores 50 HP	
Hyper Potion	Restores 100 HP	
Fire Stone	Evolves Fire-type Pokemon	2
Water Stone	Evolves Water-type Pokemon	3
Rare Candy	Increases level by one	
Awakening	Wakes up a sleeping pokemon	
Poke Ball	Captures Pokemon	



Great Ball	Better Captures Pokemon	
Ultra Ball	Greatly Captures Pokemon	
Max Potion	Restores 200 HP	
Thunder Stone	Evolves Electric-type Pokemon	4
Leaf Stone	Evolves Leaf-type Pokemon	5
Ether	Restores 50 PP	
Max Ether	Restores 100 PP	
Antidote	Cures Poison	
Iron	Increases Defense Stat	
Carbos	Increases Speed Stat	
Calcium	Increases Attack Stat	
PP Up	Increases Special Attack Stat	

Table: Sells

Awakening	Azalea Town	Johto
Awakening	Blackthorn City	Johto
Ether	Azalea Town	Johto
Fire Stone	Azalea Town	Johto
Fire Stone	Cerulean City	Kanto
Fire Stone	Pewter City	Kanto
Great Ball	Azalea Town	Johto
Great Ball	Pewter City	Kanto
Great Ball	Slateport City	Hoenn
Hyper Potion	Blackthorn City	Johto
Hyper Potion	Slateport City	Hoenn
Leaf Stone	Azalea Town	Johto
Max Ether	Slateport City	Hoenn
Max Potion	Azalea Town	Johto
Poke Ball	Azalea Town	Johto
Poke Ball	Pewter City	Kanto
Potion	Blackthorn City	Johto
Potion	Cerulean City	Kanto
Potion	Pewter City	Kanto
Rare Candy	Blackthorn City	Johto
Rare Candy	Pewter City	Kanto
Rare Candy	Slateport City	Hoenn
Super Potion	Blackthorn City	Johto
Super Potion	Cerulean City	Kanto
Super Potion	Pewter City	Kanto
Thunder Stone	Slateport City	Hoenn
Ultra Ball	Azalea Town	Johto
Ultra Ball	Cerulean City	Kanto
Water Stone	Cerulean City	Kanto