

https://www.onezoom.org/life.html/@biota=93302#x57,y793,w1.9542

https://en.wikipedia.org/wiki/Geologic time scale

https://www.livescience.com/13551-formaldehyde-poison-origin-earth-life.html

Eon -> Era -> Period. Type in **bold** are unseen or extinct.

Primordial Eon types: ???, Egg

Hadean Eon types: Platonic, Light, Dark, Psychic, Ghost, ?????

Archean Eon types: Plasma, Fire, Vapor, Electric, Ground, Rock, Iron

Proterozoic Eon types: Water, Grass, Ice, Leviathan, Sky, Fairy

Paleozoic Era types: Normal, Hero/Fighting, Flying, Dragon, Bug, Steel

The types are a phenotype whose genotype can be passed to other types. It is a phenotype just like walking upright or having wings. Most Pokemon are genetically a mixture of all types, but phenotypically there can only be one or two types that arise as the Pokemon's outer typing.

In Pokemon Phylogenetics, you play an evolutionary simulator of Pokemon as the True ??? creator god that rules over even Arceus. The game is different from other evol simulators because the creatures have psychic, elemental and other crazy abilities. See the creatures develop the ability to spit fire, manipulate plant life, freeze things, and more.

#### History

The Egg type spawned Arceus; all the other Arceus which can be caught are mere imitators of it that have a mixture of modern genes and types. Arceus created the Lake Guardian trio, which are of the same type of Ancient-Mew. These Ancient-Mews were the first Platonic types. The Creation trio were of the Egg type. [Unown appear to have some connection to the ????? type, but in the material world they must manifest as Psychic in order to stabilize within it. Not much is known about ??? type, but it exists because the ????? type is so different from any other type in the material realms and even Arceus.]

Only the immaterial world has life at this time. When the Platonic types "eat from the forbidden tree" and discover a form sustaining their life hosted in the pre-material worlds, they venture in and Dark type genes develop, with the Light evolving to counter it. From then the material worlds begin to form, with their creation shaped by the life that evolves on it. Throughout history, there is constant interaction and interchange of genes between the immaterial and material worlds. The material worlds include the main world and Ultra Space. Darkrai and Cresselia were the first Dark and Light types.

NOTE: The True Legendaries are not populations, but rather singular archetypes that arise to rule over the populations that develop, guiding creation alongside natural selection- like ecologists managing forests- as they compete with other True Legendaries. They cannot be captured, but their imitators can be. They are far, far stronger than their imitators, which are a deviation of Ditto that permanently latch onto the imitated form and copy inferior versions of the True Legendaries' genes that can be passed on.

The Plasma pokemon arose when the material world began to form, creating the ancestors of the weather trio; these were the first Fire and Vapor types. Vapor became Water, which split into Leviathan, and so the weather trio emerged and began to stabilize the Earth, allowing Grass and Sky to form. Grass and Sky proved essential as vessels for evolution and gene mixing. The eon duo, Lugia and Ho-oh were the first to master the skies, while the Legendary beasts roamed the newly formed land. The eon duo were representive of the more ancient Leviathan type, and the divergence to Flying type began with Lugia and Ho-oh. The Tao trio was another ancient Leviathan type that appeared. Heatran and the Regis dwelled in the mountainous and cave-like regions. The forces of nature took over the tumultuous weather patterns, acting as closer overseers to earth than the weather trio. With the Grass and Sky population exploding with new species, the Aura trio emerged to regulate this ecosystem dynamic.

https://pokemondb.net/pokebase/17412/anyone-tell-reason-certain-types-super-effective-effective

Originally, there was only the Platonic type, which were Pokemon that resembled Ancient-Mews. Since Platonics are the ancestor type of all material-realm non-legendaries, Ancient-Mew is considered to be the "Base" pokemon. These Pokemon moved and interacted in a telepathic, immaterial realm, with their hosts not moving like trees in the pre-material realm. Then, when they discovered how to access the

pre-material realm, the Dark type evolved in the newly discovered environment when genes arose that could counter the previously uncontested Platonic type. The Dark types were sneaky Pokemon that hid in the pre-material realm, where the telepaths could not reach, so they were able to destroy the telepath's material bodies from within the pre-material realm, feasting on them afterwards. This evolutionary pressure caused the Platonic types to dwindle down to near extinction until mutations caused the Light type to arise, which could survive against the Dark type since they were suited to counter attacks in the material realm. Now the Light type reigned supreme. [The Hero type, also called the Fighting type, embodies ideals upheld by the Light type. Much later in time, the Hero type descends from the Light type as their genes are more suited for propagating in the material realms.]

But it was discovered that Light types lacked the ability to defend themselves from mind attacks, as they were developed in the pre-material realm and did not encounter telepathic obstacles to evolve past. Since the Dark types were now being balanced out, a new type of psychic arose again, this time more closely in tune with their pre-material realm "host" bodies. This second type of Psychic was effective against the Light type as it attacked them from the immaterial realm.

The pre-material realm Dark Type Pokemon mutated to find a way to transform after death. A random mutation caused the pre-material realm Pokemon to be able to communicate more strongly with the immaterial realm. It interbred with all other Pokemon and those with this gene were the strongest, as even after death, they were still able to propagate their genes onwards; they could spread through both realms. These Ghost Pokemon dominated the immaterial realm, which was inhabited by Psychic Pokemon that traveled between the two worlds. Those who could not fight against Psychics perished into a second death (ascending to a level above the immaterial realm), so only those who were able to have abilities stronger than the psychics in the pre-material realm could propagate. The Dark types evolved to counter the Ghosts, balancing them out, but the Psychics never developed such genes, so only Psychics that interbred with Dark types were robust against Ghost type predators.

The Ghost types were found to be weak predators in the material realm that was growing to be more and more habitable and sustainable. As the material realm matured, the Plasma type arose from the Light types to be immune to the Ghost type, though neither could affect the other. From the Plasma type arose all the other elemental types to live on the primordial still-forming earth.

NOTE: The Plasma type, like Ditto and Mew's Transform, was a very mutable type that allowed from a diverse range of mutations to arise. It is a form of psychic power akin to a chaotic, flexible putty. The Plasma types are akin to simple, single cellular lifeforms, but are not always single celled.

Plasma led to Water, which led to Leviathans. The only ones who could counter Leviathans were Leviathans themselves, until the Fairy types arose as a divergence of Psychic types. Leviathans had a form of insulation that made them resistant against Electric, but they did not face the obstacle of Grass types yet, as they arose before grass existed. The mutation that spurned the Dragon types was caused by a Pokemon of the Leviathan type that was the common ancestor of Gyarados, Milotic, Lapras, Dratini, and many others. It slowly found mutations that made this former Leviathan + water type resistant to the rapidly changing new grass type, using a certain chemistry that was similar to poison, yet did not cause toxicity. Sky Pokemon diverged from Leviathan and became ancestors to Pokemon such as Salamence. Sky Pokemon already had genes that allowed them to fly, but Flying diverged from Sky once new types of genes for flight arose that were different from Sky genes.

Leveling up is a way of getting stronger, but it is not aging. Pokemon "Evolution" is not analogous to maturity. It is a one-way metamorphosis within an individual that occurs only if the individual finds that it the new form is more suited for the environment it is in.

Egg groups are a complex topic to be addressed later

Horizontal evolution: inheritable traits gained by non-ancestor Pokemon that do not even have to be same species

#### Humanoids

https://www.smithsonianmag.com/science-nature/becoming-human-the-evolution-of-walking-upright-13837658/

https://www2.palomar.edu/anthro/earlyprimates/early\_2.htm

Many of the Humanoids share a common ancestor, which grew hands and feet used for climbing trees. This tree-like pokemon lived in the rainforest. It eventually learned to walk upright to explore the grounds below more efficiently.

The Humanoids have arose convergently several times throughout history. One of the common ancestors is a Fighter humanoid that later lost its Psychic abilities in response to being hunted by Dark type predators. This ancestor (when only counting Gen 1 pokemon) diverged into the (Mr Mime, Jynx) group, the (Exeggcute, Chansey) group, and the (Hitmonlee, Hitmonchan, Human) group.

Indeed, the first divergences from this Psychic humanoid were into 3 groups: Mr Mime, Chansey, and Human. This bald Psychic humanoid is said to be creepily egg-like. The Humans later diverged into Hitmonlee, Hitmonchan, and Humans.

The Exeggcutes "devolved" into a more egg-like form from Chanseys to blend into a jungle environment, where they are cared for by unsuspecting mothers who mistake them for their own progeny. Once in a nest, Exeggcutes are able to scout out other Exeggcutes who happened into the same nest and propagate.

<<<

Gen 1 Fairy Humanoids:

- Clefairy
- Jigglypuff
- Lickitung
- Chansey

Gen 1 Psychic Humanoids:

- Abra
- Drowzee

- Mr Mime Jynx Gen 1 Elemental humanoids:
- - Electabuzz
  - Magmar
  - Geodude

# Gen 1 Fighter humanoids:

- Mankey
- Machop
- Hitmonlee
- Hitmonchan
- Human

### **Invertebrates**

### Gen 1 Insects:

- Caterpie
- Weedle
- Paras
- Venonat
- Scyther
- Pinsir

# Gen 1 Plants/Ooze:

- Grimer
- Oddish
- Tangela
- Bellsprout

## Gen 1 Aquatic Invertebrates:

- Shellder
- Krabby

## [TBC]