

```
CREATE TABLE Team00.TRAINER
```

```
(
    Trainer_ID          NUMBER (5) NOT NULL ,
    First_Name          VARCHAR2 (25 CHAR) NOT NULL ,
    Last_Name           VARCHAR2 (15 CHAR) ,
    Class_Name          CHAR (10 CHAR) NOT NULL ,
    POKEMON_TYPE_Type_ID NUMBER (2) NOT NULL
) TABLESPACE CSC341_TEAM_DATA;
CREATE UNIQUE INDEX Team00.TRAINER_Trainer_ID_IDX ON Team00.TRAINER
(
    Trainer_ID ASC
) TABLESPACE CSC341_TEAM_DATA;
```

```
ALTER TABLE Team00.TRAINER ADD CONSTRAINT TRAINER_PK PRIMARY KEY ( Trainer_ID ) ;
```

```
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(10001,'Brock', 'Harrison', 'Gym Leader', 13);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(10002,'Misty', null, 'Gym Leader', 3);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(10003,'Lt Surge', null, 'Gym Leader', 4);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(10004,'Erika', null, 'Gym Leader', 5);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(10005,'Koga', null, 'Gym Leader', 8);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(10006,'Sabrina', null, 'Gym Leader', 11);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(10007,'Blaine', null, 'Gym Leader', 2);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(10008,'Giovanni', null, 'Gym Leader', 9);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(20010,'Falkner', null, 'Gym Leader', 10);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(20011,'Bugsy', null, 'Gym Leader', 12);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(20012,'Whitney', null, 'Gym Leader', 1);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(20013,'Morty', null, 'Gym Leader', 14);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(20014,'Chuck', null, 'Gym Leader', 7);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(20015,'Jasmine', null, 'Gym Leader', 17);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(20016,'Pryce', null, 'Gym Leader', 6);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(20017,'Clair', null, 'Gym Leader', 15);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(10009,'Blue', 'Oak', 'Gym Leader', 19);
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INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(30018,'Roxanne', null, 'Gym Leader', 13);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(30019,'Brawly', null, 'Gym Leader', 7);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(30020,'Wattson', null, 'Gym Leader', 4);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(30021,'Flannery', null, 'Gym Leader', 2);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(30022,'Norman', null, 'Gym Leader', 1);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(30023,'Winona', null, 'Gym Leader', 10);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(30024,'Tate and Liza', null, 'Gym Leader', 11);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(30025,'Wallace', null, 'Gym Leader', 3);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(30026,'Juan', null, 'Gym Leader', 3);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(40027,'Roark', null, 'Gym Leader', 13);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(40028,'Gardenia', null, 'Gym Leader', 5);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(40029,'Maylene', null, 'Gym Leader', 7);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(40030,'Crasher Wake', null, 'Gym Leader', 3);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(40031,'Fantina', null, 'Gym Leader', 14);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(40032,'Byron', null, 'Gym Leader', 17);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(40033,'Candice', null, 'Gym Leader', 6);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(40034,'Volkner', null, 'Gym Leader', 4);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(50035,'Cilan/Chili/Cress', null, 'Gym Leader', 19);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(50036,'Lenora', null, 'Gym Leader', 1);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(50037,'Burgh', null, 'Gym Leader', 12);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(50038,'Elesa', null, 'Gym Leader', 3);

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UPDATE Trainer
SET POKEMON_TYPE_Type_ID = 4
WHERE Trainer_Id = 50038;

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INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)

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VALUES(50039,'Clay', null, 'Gym Leader', 9);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(50040,'Skyla', null, 'Gym Leader', 10);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(50041,'Brycen', null, 'Gym Leader', 6);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(50042,'Drayden', null, 'Gym Leader', 15);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(50043,'Iris', null, 'Gym Leader', 15);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(50044,'Cheren', null, 'Gym Leader', 1);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(50045,'Roxie', null, 'Gym Leader', 8);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(50046,'Marlon', null, 'Gym Leader', 3);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(60047,'Viola', null, 'Gym Leader', 12);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(60048,'Grant', null, 'Gym Leader', 13);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(60049,'Korrina', null, 'Gym Leader', 7);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(60050,'Ramos', null, 'Gym Leader', 5);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(60051,'Clement', null, 'Gym Leader', 4);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(60052,'Valerie', null, 'Gym Leader', 18);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(60053,'Olympia', null, 'Gym Leader', 11);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(60054,'Wulfric', null, 'Gym Leader', 6);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(66666,'Satan', null, 'Chef', 2);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(12532,'Rage', null, 'Monsieur', 19);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(89263,'Felix', null, 'Breeder', 13);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(13569,'Kaitlyn', null, 'Lass', 11);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(33324,'Arron', 'Dominion', 'Scientist', 16);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
VALUES(97853,'Kitty', 'Pryde', 'Student', 14);

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CREATE TABLE Team00.GYM_LEADER
(
    Trainer_ID    NUMBER (5) NOT NULL ,

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        Badge_Name    VARCHAR2 (30 CHAR) NOT NULL ,
        TOWN_Town_ID  NUMBER (2) NOT NULL
    )
    TABLESPACE CSC341_TEAM_DATA;

CREATE UNIQUE INDEX Team00.GYM_LEADER__IDX ON Team00.GYM_LEADER
(
    TOWN_Town_ID ASC
)
TABLESPACE CSC341_TEAM_DATA;

CREATE UNIQUE INDEX Team00.GYM_LEADER_Trainer_ID_IDX ON Team00.GYM_LEADER
(
    Trainer_ID ASC
)
TABLESPACE CSC341_TEAM_DATA;

ALTER TABLE Team00.GYM_LEADER ADD CONSTRAINT GYM_LEADER_PK PRIMARY KEY ( Trainer_ID ) ;

INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(10001,'Boulder Badge',
01);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(10002,'Cascade Badge',
02);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(10003,'Thunder Badge',
03);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(10004,'Rainbow Badge',
04);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(10005,'Soul Badge', 05);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(10006,'Marsh Badge', 06);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(10007,'Volcano Badge',
07);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(10008,'Earth Badge', 08);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(20010,'Zephyr Badge',
09);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(20011,'Hive Badge', 10);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(20012,'Plain Badge', 11);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(20013,'Fog Badge', 12);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(20014,'Storm Badge', 13);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(20015,'Mineral Badge',
14);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(20016,'Glacier Badge',
15);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(20017,'Rising Badge',
16);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(10009,'Earth Badge', 8);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(30018,'Rock Badge', 17);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(30019,'Knuckle Badge',
18);

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INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(30020,'Dynamo Badge',
19);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(30021,'Heat Badge', 20);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(30022,'Balance Badge',
21);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(30023,'Feather Badge',
22);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(30024,'Mind Badge', 23);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(30025,'Rain Badge', 24);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(40027,'Coal Badge', 25);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(40028,'Forest Badge',
26);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(40029,'Cobble Badge',
27);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(40030,'Fen Badge', 28);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(40031,'Relic Badge', 29);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(40032,'Mine Badge', 30);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(40033,'Icicle Badge',
31);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(40034,'Beacon Badge',
32);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(50035,'Trio Badge', 33);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(50036,'Basic Badge', 34);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(40037,'Insect Badge',
35);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(50038,'Bolt Badge', 36);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(50039,'Quake Badge', 37);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(50040,'Jet Badge', 38);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(50041,'Freeze Badge',
39);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(50042,'Legend Badge',
40);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(50044,'Plain Badge', 49);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(50045,'Toxic Badge', 50);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(50046,'Wave Badge', 51);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(60047,'Bug Badge', 41);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(60048,'Cliff Badge', 42);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(60049,'Rumble Badge',
43);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(60050,'Plant Badge', 44);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(60051,'Voltage Badge',
45);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(60052,'Fairry Badge', 46);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(60053,'Psychic Badge',
47);
INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(60054,'Iceberg Badge',
48);

```

```
CREATE TABLE Team00.TOWN
```

```
(
    Town_ID          NUMBER (2) NOT NULL ,
    Town_Name        VARCHAR2 (30 CHAR) NOT NULL ,
    GYM_LEADER_Trainer_ID NUMBER (5) NOT NULL
) TABLESPACE CSC341_TEAM_DATA;
```

```
CREATE UNIQUE INDEX Team00.TOWN_Town_ID_IDX ON Team00.TOWN
```

```
(
    Town_ID ASC
)
    TABLESPACE CSC341_TEAM_DATA;
```

```
CREATE UNIQUE INDEX Team00.TOWN__IDX ON Team00.TOWN
```

```
(
    GYM_LEADER_Trainer_ID ASC
) TABLESPACE CSC341_TEAM_DATA;
```

```
ALTER TABLE Team00.TOWN ADD CONSTRAINT TOWN_PK PRIMARY KEY ( Town_ID ) ;
```

```
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(01,'Pewter City', 10001);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(02,'Cerulean Town',10002);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(03,'Vermilion City', 10003);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(04,'Celadon City', 10004);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(05,'Fuschia City',10005);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(06,'Saffron City',10006);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(07,'Cinnabar Island',10007);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(08,'Viridian City',10008);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(09,'Violet City',20010);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(10,'Azalea Town',20011);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(11,'Goldenrod City',20012);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(12,'Ecruteak City',20013);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(13,'Cianwood City',20014);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(14,'Olivine City',20015);
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```
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(15,'Mahogany Town',20016);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(16,'Blackthorn City',20017);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(17,'Rustboro City',30018);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(18,'Dewford Town',30019);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(19,'Mauville City',30020);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(20,'Lavaridge Town',30021);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(21,'Petalburg City',30022);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(22,'Fortree City',30023);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(23,'Mossdeep City',30024);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(24,'Sootopolis City',30025);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(25,'Oreburgh City',40027);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(26,'Eterna City',40028);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(27,'Veilstone City',40029);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(28,'Pastoria City',40030);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(29,'Hearthome City',40031);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(30,'Canalave City',40032);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(31,'Snowpoint City',40033);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(32,'Sunyshore City',40034);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(33,'Striaton City',50035);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(34,'Nacrene City',50036);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(35,'Castelia City',50037);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(36,'Nimbasa City',50038);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(37,'Driftveil City',50039);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(38,'Mistralton City',50040);
```

```

INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(39,'Icirrus City',50041);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(40,'Opelucid City',50042);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(41,'Santalune City',60047);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(42,'Cyllage City',60048);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(43,'Shalour City',60049);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(44,'Coumarine City',60050);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(45,'Lumiose City',60051);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(46,'Laverre City',60052);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(47,'Anistar City',60053);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(48,'Snowbelle City',60054);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(49,'Aspertia City',50044);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(50,'Virbank City',50045);
INSERT INTO TOWN(TOWN_ID, TOWN_NAME, GYM_LEADER_Trainer_ID)
VALUES(51,'Humilau City',50046);

```

```

CREATE TABLE Team00.GENERATION
(
    Gen_ID      NUMBER (1) NOT NULL ,
    Gen_Number  CHAR (4) NOT NULL
)TABLESPACE CSC341_TEAM_DATA;
CREATE UNIQUE INDEX Team00.GENERATION_Gen_Number_IDX ON Team00.GENERATION
(
    Gen_ID ASC
)TABLESPACE CSC341_TEAM_DATA;

```

```

ALTER TABLE Team00.GENERATION ADD CONSTRAINT GENERATION_PK PRIMARY KEY ( Gen_ID ) ;

```

```

insert into GENERATION(Gen_ID, Gen_Number) values (1, 'I');
insert into GENERATION(Gen_ID, Gen_Number) values (2, 'II');
insert into GENERATION(Gen_ID, Gen_Number) values (3, 'III');
insert into GENERATION(Gen_ID, Gen_Number) values (4, 'IV');
insert into GENERATION(Gen_ID, Gen_Number) values (5, 'V');
insert into GENERATION(Gen_ID, Gen_Number) values (6, 'VI');
insert into GENERATION(Gen_ID, Gen_Number) values (7, 'VII');

```

```

CREATE TABLE Team00.GAME

```



```

(
    Game_ID          NUMBER (2) NOT NULL ,
    Game_Name        VARCHAR2 (15 CHAR) NOT NULL ,
    GENERATION_Gen_ID NUMBER (1) NOT NULL
)TABLESPACE CSC341_TEAM_DATA;

CREATE UNIQUE INDEX Team00.GENERATION_GAME_ID_IDX ON Team00.GAME
(
    Game_ID ASC
)TABLESPACE CSC341_TEAM_DATA;

ALTER TABLE Team00.GAME ADD CONSTRAINT GAME_PK PRIMARY KEY ( Game_ID ) ;

INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (01, 'Red',1);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (02, 'Blue', 1);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (03, 'Yellow', 1);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (04, 'Gold', 2);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (05, 'Silver',2);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (06, 'Crystal', 2);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (07, 'Ruby', 3);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (08, 'Sapphire', 3);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (09, 'Emerald',3);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (10, 'FireRed', 3);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (11, 'LeafGreen', 3);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (12, 'Diamond', 4);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (13, 'Pearl',4);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (14, 'Platinum', 4);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (15, 'HeartGold', 4);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (16, 'SoulSilver', 4);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (17, 'Black',5);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (18, 'White', 5);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (19, 'Black 2', 5);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (20, 'White 2', 5);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (21, 'X',6);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (22, 'Y', 6);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (23, 'Omega Ruby', 6);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (24, 'Alpha Sapphire', 6);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (25, 'Sun', 7);
INSERT INTO GAME(Game_ID, Game_Name, GENERATION_Gen_ID) VALUES (26, 'Moon', 7);

CREATE TABLE Team00.REGION
(
    Region_ID        NUMBER (1) NOT NULL ,
    Region_Name      VARCHAR2 (15) NOT NULL ,
    GENERATION_Gen_ID NUMBER (1) NOT NULL
) TABLESPACE CSC341_TEAM_DATA;

```

```
CREATE UNIQUE INDEX Team00.REGION_ID_IDX ON Team00.REGION
```

```
(  
    REGION_ID ASC  
)TABLESPACE CSC341_TEAM_DATA;
```

```
ALTER TABLE Team00.REGION ADD CONSTRAINT REGION_PK PRIMARY KEY ( Region_ID, GENERATION_Gen_ID  
) ;
```

```
INSERT INTO REGION(REGION_ID, Region_Name, GENERATION_Gen_ID) VALUES(1, 'Kanto', 1);  
INSERT INTO REGION(REGION_ID, Region_Name, GENERATION_Gen_ID) VALUES(2, 'Johto', 2);  
INSERT INTO REGION(REGION_ID, Region_Name, GENERATION_Gen_ID) VALUES(3, 'Hoenn', 3);  
INSERT INTO REGION(REGION_ID, Region_Name, GENERATION_Gen_ID) VALUES(4, 'Sinnoh',4);  
INSERT INTO REGION(REGION_ID, Region_Name, GENERATION_Gen_ID) VALUES(5, 'Unova', 5);  
INSERT INTO REGION(REGION_ID, Region_Name, GENERATION_Gen_ID) VALUES(6, 'Kalos', 6);  
INSERT INTO REGION(REGION_ID, Region_Name, GENERATION_Gen_ID) VALUES(7, 'Aloā', 7);
```

```
CREATE TABLE Team00.POKEMON_TYPE
```

```
(  
    Type_ID    NUMBER (2) NOT NULL ,  
    Type_Name  VARCHAR2 (15 CHAR) NOT NULL  
) TABLESPACE CSC341_TEAM_DATA;
```

```
CREATE UNIQUE INDEX Team00.POKEMON_TYPE_Type_ID_IDX ON Team00.POKEMON_TYPE
```

```
(  
    Type_ID ASC  
) TABLESPACE CSC341_TEAM_DATA;
```

```
ALTER TABLE Team00.POKEMON_TYPE ADD CONSTRAINT POKEMON_TYPE_PK PRIMARY KEY ( Type_ID ) ;
```

```
INSERT INTO POKEMON_TYPE(Type_ID, Type_Name) VALUES (1, 'Normal');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (2, 'Fire');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (3, 'Water');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (4, 'Electric');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (5, 'Grass');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (6, 'Ice');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (7, 'Fighting');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (8, 'Poison');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (9, 'Ground');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (10,'Flying');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (11,'Psychic');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (12,'Bug');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (13,'Rock');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (14,'Ghost');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (15,'Dragon');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (16,'Dark');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (17,'Steel');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (18,'Fairy');  
INSERT INTO POKEMON_TYPE(TYPE_ID, TYPE_NAME) VALUES (19,'Various');
```

```

CREATE TABLE Team00.GAME_TOWNS
(
    TOWN_Town_ID NUMBER (2) NOT NULL ,
    GAME_Game_ID NUMBER (2) NOT NULL
)TABLESPACE CSC341_TEAM_DATA;
ALTER TABLE Team00.GAME_TOWNS ADD CONSTRAINT GAME_TOWNS_GAME_FK FOREIGN KEY ( GAME_Game_ID )
REFERENCES Team00.GAME ( Game_ID ) ;
ALTER TABLE Team00.GAME_TOWNS ADD CONSTRAINT GAME_TOWNS_TOWN_FK FOREIGN KEY ( TOWN_Town_ID )
REFERENCES Team00.TOWN ( Town_ID ) ;

```

--Pewter City

```

INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (01,01); --Red
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (01,02); --Blue
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (01,03); --Yellow
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (01,04); --Gold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (01,05); --Silver
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (01,06); --Crystal
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (01,10); --FireRed
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (01,11); --LeafGreen
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (01,15); --HeartGold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (01,16); --SoulSilver

```

--Cerulean Town

```

INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (02,01); --Red
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (02,02); --Blue
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (02,03); --Yellow
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (02,04); --Gold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (02,05); --Silver
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (02,06); --Crystal
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (02,10); --FireRed
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (02,11); --LeafGreen
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (02,15); --HeartGold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (02,16); --SoulSilver

```

--Vermilion City

```

INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (03,01); --Red
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (03,02); --Blue
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (03,03); --Yellow
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (03,04); --Gold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (03,05); --Silver
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (03,06); --Crystal
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (03,10); --FireRed
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (03,11); --LeafGreen
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (03,15); --HeartGold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (03,16); --SoulSilver

```

--Celadon City

```

INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (04,01); --Red
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (04,02); --Blue
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (04,03); --Yellow
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (04,04); --Gold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (04,05); --Silver
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (04,06); --Crystal
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (04,10); --FireRed
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (04,11); --LeafGreen
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (04,15); --HeartGold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (04,16); --SoulSilver

```

#### --Fuschia City

```

INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (05,01); --Red
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (05,02); --Blue
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (05,03); --Yellow
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (05,04); --Gold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (05,05); --Silver
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (05,06); --Crystal
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (05,10); --FireRed
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (05,11); --LeafGreen
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (05,15); --HeartGold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (05,16); --SoulSilver

```

#### --Saffron City

```

INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (06,01); --Red
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (06,02); --Blue
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (06,03); --Yellow
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (06,04); --Gold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (06,05); --Silver
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (06,06); --Crystal
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (06,10); --FireRed
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (06,11); --LeafGreen
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (06,15); --HeartGold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (06,16); --SoulSilver

```

#### --Cinnabar Island

```

INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (07,01); --Red
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (07,02); --Blue
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (07,03); --Yellow
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (07,04); --Gold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (07,05); --Silver
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (07,06); --Crystal
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (07,10); --FireRed
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (07,11); --LeafGreen
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (07,15); --HeartGold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (07,16); --SoulSilver

```

#### --Viridian City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (08,01); --Red
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (08,02); --Blue
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (08,03); --Yellow
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (08,04); --Gold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (08,05); --Silver
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (08,06); --Crystal
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (08,10); --FireRed
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (08,11); --LeafGreen
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (08,15); --HeartGold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (08,16); --SoulSilver
```

#### --Violet City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (09,04); --Gold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (09,05); --Silver
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (09,06); --Crystal
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (09,15); --HeartGold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (09,16); --SoulSilver
```

#### --Azalea Town

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (10,04); --Gold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (10,05); --Silver
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (10,06); --Crystal
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (10,15); --HeartGold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (10,16); --SoulSilver
```

#### --Goldenrod City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (11,04); --Gold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (11,05); --Silver
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (11,06); --Crystal
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (11,15); --HeartGold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (11,16); --SoulSilver
```

#### --Ecruteak City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (12,04); --Gold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (12,05); --Silver
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (12,06); --Crystal
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (12,15); --HeartGold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (12,16); --SoulSilver
```

#### --Cianwood City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (13,04); --Gold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (13,05); --Silver
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (13,06); --Crystal
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (13,15); --HeartGold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (13,16); --SoulSilver
```

#### --Olivine City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (14,04); --Gold
```

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (14,05); --Silver
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (14,06); --Crystal
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (14,15); --HeartGold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (14,16); --SoulSilver
```

--Mahogany Town

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (15,04); --Gold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (15,05); --Silver
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (15,06); --Crystal
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (15,15); --HeartGold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (15,16); --SoulSilver
```

--Blackthorn City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (16,04); --Gold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (16,05); --Silver
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (16,06); --Crystal
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (16,15); --HeartGold
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (16,16); --SoulSilver
```

--Rustburo City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (17,07); --Ruby
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (17,08); --Sapphire
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (17,09); --Emerald
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (17,23); --Omega Ruby
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (17,24); --Alpha Sapphire
```

--Dewford Town

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (18,07); --Ruby
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (18,08); --Sapphire
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (18,09); --Emerald
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (18,23); --Omega Ruby
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (18,24); --Alpha Sapphire
```

--Mauville City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (19,07); --Ruby
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (19,08); --Sapphire
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (19,09); --Emerald
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (19,23); --Omega Ruby
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (19,24); --Alpha Sapphire
```

--Lavaridge Town

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (20,07); --Ruby
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (20,08); --Sapphire
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (20,09); --Emerald
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (20,23); --Omega Ruby
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (20,24); --Alpha Sapphire
```

--Petalburg City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (21,07); --Ruby
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (21,08); --Sapphire
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (21,09); --Emerald
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (21,23); --Omega Ruby
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (21,24); --Alpha Sapphire
```

#### --Fortree City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (22,07); --Ruby
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (22,08); --Sapphire
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (22,09); --Emerald
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (22,23); --Omega Ruby
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (22,24); --Alpha Sapphire
```

#### --Mossdeep City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (23,07); --Ruby
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (23,08); --Sapphire
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (23,09); --Emerald
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (23,23); --Omega Ruby
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (23,24); --Alpha Sapphire
```

#### --Sootopolis City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (24,07); --Ruby
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (24,08); --Sapphire
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (24,09); --Emerald
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (24,23); --Omega Ruby
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (24,24); --Alpha Sapphire
```

#### --Oreburgh City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (25,12); --Diamond
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (25,13); --Pearl
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (25,14); --Platinum
```

#### --Eterna City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (26,12); --Diamond
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (26,13); --Pearl
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (26,14); --Platinum
```

#### --Veilstone City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (27,12); --Diamond
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (27,13); --Pearl
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (27,14); --Platinum
```

#### --Pastoria City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (28,12); --Diamond
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (28,13); --Pearl
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (28,14); --Platinum
```

#### --Hearthome City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (29,12); --Diamond
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (29,13); --Pearl
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (29,14); --Platinum
```

#### --Canalave City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (30,12); --Diamond
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (30,13); --Pearl
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (30,14); --Platinum
```

#### --Snowpoint City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (31,12); --Diamond
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (31,13); --Pearl
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (31,14); --Platinum
```

#### --Sunyshore City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (32,12); --Diamond
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (32,13); --Pearl
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (32,14); --Platinum
```

#### --Striaton City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (33,17); --Black
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (33,18); --White
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (33,19); --Black 2
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (33,20); --White 2
```

#### --Nacrene City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (34,17); --Black
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (34,18); --White
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (34,19); --Black 2
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (34,20); --White 2
```

#### --Castelia City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (35,17); --Black
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (35,18); --White
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (35,19); --Black 2
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (35,20); --White 2
```

#### --Nimbasa City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (36,17); --Black
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (36,18); --White
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (36,19); --Black 2
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (36,20); --White 2
```

#### --Driftveil City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (37,17); --Black
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (37,18); --White
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (37,19); --Black 2
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (37,20); --White 2
```



--Mistralton City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (38,17); --Black
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (38,18); --White
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (38,19); --Black 2
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (38,20); --White 2
```

--Icirrus City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (39,17); --Black
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (39,18); --White
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (39,19); --Black 2
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (39,20); --White 2
```

--Opelucid City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (40,17); --Black
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (40,18); --White
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (40,19); --Black 2
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (40,20); --White 2
```

--Santalune City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (41,21); --X
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (41,22); --Y
```

--Cyllage City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (42,21); --X
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (42,22); --Y
```

--Shalour City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (43,21); --X
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (43,22); --Y
```

--Coumarine City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (44,21); --X
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (44,22); --Y
```

--Lumiose City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (45,21); --X
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (45,22); --Y
```

--Laverre City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (46,21); --X
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (46,22); --Y
```

--Anistar City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (47,21); --X
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (47,22); --Y
```

--Snowbelle City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (48,21); --X
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (48,22); --Y
```

--Aspertia City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (49,19); --Black 2
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (49,20); --White 2
```

--Virbank City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (50,19); --Black 2
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (50,20); --White 2
```

--Humilau City

```
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (51,19); --Black 2
INSERT INTO GAME_TOWNS(TOWN_Town_ID, GAME_Game_ID) VALUES (51,20); --White 2
```

CREATE TABLE Team00.GAME\_TRAINERS

```
(
    GAME_Game_ID          NUMBER (2) NOT NULL ,
    TRAINER_Trainer_ID    NUMBER (5) NOT NULL
)TABLESPACE CSC341_TEAM_DATA;
```

```
ALTER TABLE Team00.GAME_TRAINERS ADD CONSTRAINT GAME_TRAINERS_GAME_FK FOREIGN KEY (
GAME_Game_ID ) REFERENCES Team00.GAME ( Game_ID ) ;
```

```
ALTER TABLE Team00.GAME_TRAINERS ADD CONSTRAINT GAME_TRAINERS_TRAINER_FK FOREIGN KEY (
TRAINER_Trainer_ID ) REFERENCES Team00.TRAINER ( Trainer_ID ) ;
```

--BROCK

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(01, 10001); --Red
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(02, 10001); --Blue
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(03, 10001); --Yellow
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(04, 10001); --Gold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(05, 10001); --Silver
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(06, 10001); --Crystal
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(10, 10001); --FireRed
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(11, 10001); --LeafGreen
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(15, 10001); --HeartGold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(16, 10001); --SoulSilver
```

--Misty

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(01, 10002); --Red
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(02, 10002); --Blue
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(03, 10002); --Yellow
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(04, 10002); --Gold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(05, 10002); --Silver
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(06, 10002); --Crystal
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(10, 10002); --FireRed
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(11, 10002); --LeafGreen
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(15, 10002); --HeartGold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(16, 10002); --SoulSilver
```



```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(04, 10007); --Gold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(05, 10007); --Silver
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(06, 10007); --Crystal
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(10, 10007); --FireRed
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(11, 10007); --LeafGreen
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(15, 10007); --HeartGold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(16, 10007); --SoulSilver
```

--Giovanni

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(01, 10008); --Red
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(02, 10008); --Blue
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(03, 10008); --Yellow
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(10, 10008); --FireRed
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(11, 10008); --LeafGreen
```

--Falkner

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(04, 20010); --Gold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(05, 20010); --Silver
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(06, 20010); --Crystal
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(15, 20010); --HeartGold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(16, 20010); --SoulSilver
```

--Bugsy

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(04, 20011); --Gold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(05, 20011); --Silver
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(06, 20011); --Crystal
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(15, 20011); --HeartGold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(16, 20011); --SoulSilver
```

--Whitney

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(04, 20012); --Gold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(05, 20012); --Silver
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(06, 20012); --Crystal
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(15, 20012); --HeartGold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(16, 20012); --SoulSilver
```

--Morty

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(04, 20013); --Gold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(05, 20013); --Silver
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(06, 20013); --Crystal
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(15, 20013); --HeartGold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(16, 20013); --SoulSilver
```

--Chuck

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(04, 20014); --Gold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(05, 20014); --Silver
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(06, 20014); --Crystal
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(15, 20014); --HeartGold
```

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(16, 20014); --SoulSilver
```

--Jasmine

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(04, 20015); --Gold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(05, 20015); --Silver
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(06, 20015); --Crystal
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(15, 20015); --HeartGold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(16, 20015); --SoulSilver
```

--Pryce

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(04, 20016); --Gold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(05, 20016); --Silver
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(06, 20016); --Crystal
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(15, 20016); --HeartGold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(16, 20016); --SoulSilver
```

--Clair

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(04, 20017); --Gold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(05, 20017); --Silver
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(06, 20017); --Crystal
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(15, 20017); --HeartGold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(16, 20017); --SoulSilver
```

--Blue

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(04, 10009); --Gold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(05, 10009); --Silver
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(06, 10009); --Crystal
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(15, 10009); --HeartGold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(16, 10009); --SoulSilver
```

--Roxanne

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(07, 30018); --Ruby
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 30018); --Sapphire
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 30018); --Emerald
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(23, 30018); --Omega Ruby
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(24, 30018); --Alpha
Sapphire
```

--Brawly

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(07, 30019); --Ruby
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 30019); --Sapphire
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 30019); --Emerald
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(23, 30019); --Omega Ruby
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(24, 30019); --Alpha
Sapphire
```

--Wattson

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(07, 30020); --Ruby
```

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 30020); --Sapphire
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 30020); --Emerald
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(23, 30020); --Omega Ruby
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(24, 30020); --Alpha
Sapphire
```

```
--Flannery
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(07, 30021); --Ruby
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 30021); --Sapphire
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 30021); --Emerald
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(23, 30021); --Omega Ruby
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(24, 30021); --Alpha
Sapphire
```

```
--Norman
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(07, 30022); --Ruby
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 30022); --Sapphire
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 30022); --Emerald
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(23, 30022); --Omega Ruby
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(24, 30022); --Alpha
Sapphire
```

```
--Winona
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(07, 30023); --Ruby
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 30023); --Sapphire
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 30023); --Emerald
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(23, 30023); --Omega Ruby
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(24, 30023); --Alpha
Sapphire
```

```
--Tate and Liza
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(07, 30024); --Ruby
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 30024); --Sapphire
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 30024); --Emerald
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(23, 30024); --Omega Ruby
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(24, 30024); --Alpha
Sapphire
```

```
--Wallace
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(07, 30025); --Ruby
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 30025); --Sapphire
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 30025); --Emerald
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(23, 30025); --Omega Ruby
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(24, 30025); --Alpha
Sapphire
```

```
--Juan
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(07, 30026); --Ruby
```

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 30026); --Sapphire
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 30026); --Emerald
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(23, 30026); --Omega Ruby
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(24, 30026); --Alpha
Sapphire
```

--Roark

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(12, 40027); --Diamond
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(13, 40027); --Pearl
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(14, 40027); --Platinum
```

--Gardenia

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(12, 40028); --Diamond
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(13, 40028); --Pearl
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(14, 40028); --Platinum
```

--Maylene

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(12, 40029); --Diamond
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(13, 40029); --Pearl
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(14, 40029); --Platinum
```

--Crasher Wake

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(12, 40030); --Diamond
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(13, 40030); --Pearl
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(14, 40030); --Platinum
```

--Fantina

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(12, 40031); --Diamond
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(13, 40031); --Pearl
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(14, 40031); --Platinum
```

--Byron

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(12, 40032); --Diamond
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(13, 40032); --Pearl
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(14, 40032); --Platinum
```

--Candice

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(12, 40033); --Diamond
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(13, 40033); --Pearl
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(14, 40033); --Platinum
```

--Volkner

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(12, 40034); --Diamond
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(13, 40034); --Pearl
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(14, 40034); --Platinum
```

--Cilan-Chili-Cress

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(17, 50035); --Black
```

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 50035); --White
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 50035); --Black 2
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(20, 50035); --White 2
```

--Lenora

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(17, 50036); --Black
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 50036); --White
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 50036); --Black 2
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(20, 50036); --White 2
```

--Burgh

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(17, 50037); --Black
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 50037); --White
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 50037); --Black 2
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(20, 50037); --White 2
```

--Elesa

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(17, 50038); --Black
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 50038); --White
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 50038); --Black 2
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(20, 50038); --White 2
```

--Clay

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(17, 50039); --Black
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 50039); --White
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 50039); --Black 2
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(20, 50039); --White 2
```

--Skyla

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(17, 50040); --Black
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 50040); --White
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 50040); --Black 2
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(20, 50040); --White 2
```

--Brycen

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(17, 50041); --Black
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 50041); --White
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 50041); --Black 2
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(20, 50041); --White 2
```

--Drayden

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(17, 50042); --Black
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 50042); --Black 2
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(20, 50042); --White 2
```

--Iris

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(18, 50043); --White
```



```

--Cheren
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 50044); --Black 2
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(20, 50044); --White 2

--Roxie
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 50045); --Black 2
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(20, 50045); --White 2

--Marlon
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(19, 50046); --Black 2
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(20, 50046); --White 2

--Viola
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(21, 60047); --X
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(22, 60047); --Y

--Grant
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(21, 60048); --X
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(22, 60048); --Y

--Korrina
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(21, 60049); --X
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(22, 60049); --Y

--Ramos
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(21, 60050); --X
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(22, 60050); --Y

--Clement
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(21, 60051); --X
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(22, 60051); --Y

--Valerie
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(21, 60052); --X
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(22, 60052); --Y

--Olympia
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(21, 60053); --X
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(22, 60053); --Y

--Wulfric
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(21, 60054); --X
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(22, 60054); --Y

```