

SQL Insert Statements

TRAINER

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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)
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VALUES(10009,'Blue', 'Oak', 'Gym Leader', 19);
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);
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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);
INSERT INTO TRAINER(TRAINER_ID, FIRST_NAME, LAST_NAME, CLASS_NAME, POKEMON_TYPE_Type_ID)
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);
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GYM LEADER

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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);
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INSERT INTO GYM_LEADER(TRAINER_ID, BADGE_NAME, TOWN_TOWN_ID) VALUES(30019,'Knuckle Badge',
18);
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);
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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,'Fairy 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);

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REGION

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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, 'Alola', 7);

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TOWN

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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);
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);
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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)
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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);

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GAME

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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);

```

GAME_TOWNS

--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
```

```
--Rustboro 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

GAME_TRAINERS

--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

--Lt Surge

INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(01,
10003); --Red

INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(02,
10003); --Blue

INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(03,
10003); --Yellow

INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(04,
10003); --Gold

INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(05,
10003); --Silver

INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(06,
10003); --Crystal


```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(10,
10003); --FireRed
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(11,
10003); --LeafGreen
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(15,
10003); --HeartGold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(16,
10003); --SoulSilver
```

--Erika

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(01,
10004); --Red
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(02,
10004); --Blue
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(03,
10004); --Yellow
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(04,
10004); --Gold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(05,
10004); --Silver
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(06,
10004); --Crystal
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(10,
10004); --FireRed
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(11,
10004); --LeafGreen
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(15,
10004); --HeartGold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(16,
10004); --SoulSilver
```

--Koga

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(01,
10005); --Red
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(02,
10005); --Blue
```

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(03,
10005); --Yellow
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(10,
10005); --FireRed
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(11,
10005); --LeafGreen
```

--Sabrina

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(01,
10006); --Red
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(02,
10006); --Blue
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(03,
10006); --Yellow
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(04,
10006); --Gold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(05,
10006); --Silver
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(06,
10006); --Crystal
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(10,
10006); --FireRed
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(11,
10006); --LeafGreen
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(15,
10006); --HeartGold
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(16,
10006); --SoulSilver
```

--Blaine

```
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(01,
10007); --Red
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(02,
10007); --Blue
INSERT INTO GAME_TRAINERS(GAME_GAME_ID,TRAINER_TRAINER_ID) VALUES(03,
10007); --Yellow
```

```
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
```

GENERATION

```
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');
```

POKEMON_TYPE

```
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');
```