Type chart data structure (Generation III)

Specs

The type chart in the Generation III Pokémon games are stored in a 336 byte data structure. The data structure consists of 112 3-byte entries, all of which use the following format:

Base Stats		Data whose names are marked with an asterisk (*) have more information below the table.
Name	Type	Description
Attacking Type*	byte	The type of the move being used.
Defending Type*	byte	The type of the Pokémon being attacked.
Effectiveness*	byte	Used to determine the Damage multiplier.

Notes

Types

Types are enumerated like this:

00. Normal	01. Fighting	02. Flying	03. Poison	04. Ground	05. Rock
06. Bug	07. Ghost	08. Steel	09. ???	10. Fire	11. Water
12. Grass	13. Electric	14. Psychic	15. Ice	16. Dragon	17. Dark

Effectiveness

00	Totally ineffective, such as Electric on Ground.
05	Not very effective, such as Water on Grass.
14	Supereffective, such as Ice on Dragon

Normally effective attacks, such as Bug on Normal are not listed in the table.

Foresight and Odor Sleuth

Near the end of the data structure, there are three bytes that signal the end of the normal part of the table - FE FE 00. There are only two entries after this, and they are Fighting and Normal on Ghost, respectively.

However, this area of the table is unique in that all entries in it are ignored after Foresight or Odor Sleuth is used, simply reverting to normal damage.

The end of the table is marked with FF FF 00.

Fingerprint

```
00 05 05  // Normal -> Rock    (Not very effective)
00 08 05  // Normal -> Steel   (Not very effective)
0A 0A 05  // Fire   -> Fire    (Not very effective)
0A 0B 05  // Fire   -> Water   (Not very effective)
0A 0C 14  // Fire   -> Grass   (Super effective)
0A 0F 14  // Fire   -> Ice     (Super effective)
0A 06 14  // Fire   -> Bug     (Super effective)
0A 05 05  // Fire   -> Rock    (Not very effective)
0A 10 05  // Fire   -> Dragon  (Not very effective)
0A 08 14  // Fire   -> Steel   (Super effective)
0B 0A 14  // Water  -> Fire    (Super effective)
```

	Data structure in the Pokémon games		
Generation I	Pokémon species • Pokémon • Poké Mart • Character encoding • Save		
Generation II	Pokémon species • Pokémon • Trainer • Character encoding • Save		
Generation III	Pokémon species (Pokémon evolution • Pokédex • Type chart) Pokémon (substructures) • Move • Contest • Contest move • Item Trainer Tower • Battle Frontier • Character encoding • Save		
Generation IV	Pokémon • Save		
TCG GB and GB2	Character encoding		

This data structure article is part of **Project Games**, a Bulbapedia project that aims to write comprehensive articles on the Pokémon games.