

# Pokémon Stadium 2 FAQ/Walkthrough

by Chaos Demon

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Pokemon Stadium 2  
FAQ/Walkthrough  
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Legal  
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Now with all that out of the way, let's get on with the Version History! :P

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### Version History

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Version 0.0.5 1:09 PM PST 2K1/06/10-The Birth of this FAQ

Version 0.14 11:21 PM 2K1/06/11-This FAQ is going very fast, I think that is. I'll try to work more on it, but I still have Homework and other stuff to do.

Version 0.20 9:20 PM 2K1/06/12-Great News!!! No school tomorrow! So you know what this means? I could work on the FAQ all day tomorrow! But I still have some Language Arts/English and Socials Homework. Anything coming up soon should be up, tomorrow during my Pro-D Day. On top of that, everything is almost done, but I have ALOT of work on the Cups and Gym Leader Castle Sections.

Version 0.21 9:21 PM 2K1/11/28-Added PokeDex section.

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### An Intro To The Pokemon World

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Welcome to The Pokemon World! This is the world that consists powerful and not-so-powerful creatures for you to tame and battle with. As of the time, there are 251 Pokemon discovered. Most of the Pokemon could Evolve into even more powerful Pokemon as their levels progresses. But we'll get into all that in the Advanced Battling section. First of all, there are Pokemon Centers for you to go and heal your Pokemon -- FREE of charge! There are also Items to help heal, power-up, and even catch Pokemon. Just keep all this info in mind and scroll down to the Basic Battling Section.

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### Basic Battling

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This section is to teach some basic battling, we won't get very complicated stuff, but just some intro stuff. To start off, every Pokemon has a type, and every Pokemon has some weaknesses, and advantages in battle. No Pokemon will have a distinct advantage against every Pokemon. The First Pokemon on your Team always leads in battle, you could change this by altering the Pokemon's position. At the Screen, you have 3 strategies to use. Number one: Fight, this will bring you to The Pokemon's Move List. There are Four Moves to pick. Second is 'Pokemon' and this let's you switch out your Pokemon that is fighting. And the last is 'Quit' this (obviously) let's you Quit from the battle. You will automatically lose the battle if you do quit. Now that you learned about basic tactics. It's time to move onto Advanced Tactics.

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### Advanced Battling

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This long section is for teaching you all about Advanced Strategies to battle with. We'll go in-depth on the options you learned (Fight, Pokemon, Quit). We'll start off with Fight, there are three kind of attacks. Here they are.

#### Offensive Moves

This is the kind of attack that deals damage. There are two kinds of attacks.

Special and Physical. Special attacks will deal more damage if the user's SPCL. ATK is high. There are a couple of types that has a high SPCL. ATK rating. We'll get into Special and Physical attacks later in the FAQ. You should also keep in mind that if your Pokemon's attacks are full of offensive moves, you will more than often lose battles with this particular Pokemon. It's a good idea to have a mixed array of moves. Here's Pokemon Stadium 1's Mewtwo.

-----  
 Pokemon Stadium's Mewtwo  
 -----

Psychic  
 Thunderbolt  
 Blizzard  
 Rest

This is a very carefully trained Mewtwo and is very effective in battle. Mewtwo's stats are already unmatched, and giving it Rest just about makes it almost invincible. It also have moves that compliment each other, but we'll have to get into all that later.

#### Defensive Moves

This is the kind of moves that annoy people the most, they also deals no damage -- to the HP that is. These attacks focus on raising your defences to make you take less damage against physical attacks, speeding up your Pokemon to get double attacks, raising your Attack power to make Physical Moves hurt more, raising your SPCL ATK to make Special Attacks deal more damage, or lowering the oponent's accuracy so you get hit less often.

#### Items

Items such as Berries of any kind or is made to bulk up your Pokemon -- but don't misunderstand the matter. Allow me to explain, making your Pokemon holding an Iron won't make your Pokemon have higher Defence in battle, instead this will be a waste of Item-giving, if you're not going to raise your Pokemon's Abilities, why make it hold the item? There are also items that only work on paticular Pokemon. For example, there is an item called 'Light Ball' and this will raise a Pikachu's SPCL. ATK, but if you try to give it to any other Pokemon -- including Raichu, it won't work! Here's a table, of Items that make your attacks Stronger, make you have more accuracy and other things too! \*NOTE\* You Get these Items in Gold and Silver!

This whole table is thanks to Vol.145 of Nintendo Power

-----	-----	-----
Items	Benefit	How To Find It
-----	-----	-----
Berserk Gene	Increases Attack,confuses	Look in the water near the guy with the Item Finder in Cerulean City
Black Belt	Strengthens Fighting attacks	Talk to Weasley on Wednesday at the Lake of Rage
Bright Powder	Increases Evasion	Trade a Mewtwo and any of the Legendary Birds from Red, Blue and Yellow to Gold and Silver
Hard Stone	Strengthens Rock attacks	Talk to Arthur on Thursday on Route 36
Lucky Egg	Lets you earn extra experience points	Catch a wild Chansey

Magnet Strengthens Talk to Sunny on Sunday on Route 37  
Electric attacks

Mystic Water Strengthens Surf to the left of Cherrygrove City to talk to  
Water Attacks The Fisherman on the island

Pink Bow Strengthens Talk to Tuscany on Tuesday on Route 29  
Normal attacks

Poison Barb Strengthens Talk to Frieda on Friday on Route 32  
Poison attacks

Scope Lens Get more Mystery Gift(very rare)  
Critical Hits

Sharp Beak Strengthens Talk to Monica on Monday on Route 40  
Flying attacks

Silver Powder Strengthens Catch a Butterfree  
Bug attacks

Spell Tag Strengthens Talk to Santos on Saturday  
Ghost attacks

Twisted Spoon Strengthens Trade a wild Kadabra from Yellow  
Psychic attacks

Well there you have it, once again, it's thanks to Nintendo Power Vol. 145

#### Reading the Situation

This is very vital if you want to win Pokemon battles, if you notice that you sent out a Ground type and the opponent has an Electric type out, perfect right? Wrong! Most likely the opponent will switch out, so it's better to use a physical attack. But if you really want to be tricky, use a Rock attack the opponent will think that it'll have a clear advantage, when BOOM! The Trainer's Flying Type will be absolutely killed.

#### Crippling attacks

These are the attacks that stop your opponent from moving in many ways. You could Paralyze, Confuse, Freeze, or Flinch your opponent, here's the list of moves that does that.

#### ----- Paralyzing attacks -----

Thunder Wave  
Thunderbolt  
Thunder  
Zap Cannon  
Stun Spore  
Thunderpunch  
Dragon Breath

#### ----- Confusing attacks -----

Confuse Ray  
Swagger  
Dynamic Punch  
Supersonic  
Psybeam  
-----

Freezing attacks

-----  
Ice Punch  
Blizzard  
Ice Beam

-----  
Flinching attacks

-----  
Super Fang  
Rock Slide  
Hyper Fang  
(more to come)

Now that you learned all this info, it's time to start building your Pokemon

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Raising a Warrior

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There are a couple of things to remember when you want to raise a Powerful warrior to serve you well in battle. First of all, you shouldn't use that much Rare Candies, because if you do, your Pokemon becomes weaker than the Pokemon that are trained through hard labor, pain, and suffering. If you noticed, if you TRAIN a Tyranitar to level 71, here's it's stats.

-----  
TRAINED Tyranitar

-----  
Attack: 201  
Defense: 156  
Special Attack: 96  
Special D: 98  
Speed: 76

And now compare that to a Rare Candy generated Tyranitar

-----  
RCed Tyranitar

-----  
Attack: 156  
Defense: 146  
SPCL A: 81  
Special D: 86  
Speed: 64

It's not that hard to spot the differences, you know the expression, "There's No Free Lunches"? Well it's the same thing in Pokemon Stadium, if you want to use Rare Candies, it won't help you much, and it won't help you at all in Stadium due to level restrictions. I really recommend that you raise your Pokemon through the hard way. But it's really up to you.

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Building a Pokemon Team

-----  
It's time to get your Pokemon Team started, having what you learned so far, a team has to have Offensive/Denfensive abilities, and a good mix of Crippling attacks is always good, too. To start off, here's a good basic Pokemon with a nice combination of crippling/offensive/denfensive moves.

-----  
#200 Misdreavous

-----  
Type: Ghost

Toxic  
Shadow Ball  
Confuse Ray  
Mean Look

Why is this effective? Well it's not that effective, but it's a nice Misdeavourous for you to use. It has a good Combo, Mean Look and Toxic, we'll go in-depth about Move Combos later on. Why is it a good combo? First off, the Trainer should use Mean Look to prevent the Pokemon from switching out. And after that, attack with Toxic. So the Poison has time to work on the opponent. And you should also keep in mind that Toxic hurts more with every turn. So the longer the battle goes on the better for Misdeavourous.

With this in mind what should you do now? Start thinking of who you want in your team! And find combos that work good for your Pokemon, we'll get into all the Combo and stuff related to that in Prefecting your Pokemon Team. But meanwhile start thinking about your combos! I can't tell you everything, but I'll try to tell you the most I could.

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### Prefecting Your Pokemon Team

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Now that you got started on the Team building, it's time to make your Team more effective than it is at the time. Here you will learn about Move Combos and things like that. Before we begin, you should start looking at your team for the last time and see could you figure out what's wrong with it. Here's some questions you could ask yourself:

Do I have too much of the same type?  
Are too many of my Pokemon weak to one paticular type?  
Are any of my Pokemon's moves flooded with the same type?

It's now time to get prefect your Pokemon Team...  
Here's the first thing to learn...

#### Move Combos

These are moves that help each other out. To start off, the key here is to make your attack Stronger or just to make your attack land more often. A Zap Cannon is almost guranteed never to hit. But if you give it to Magneton, who eventually learns Lock-On, will make the next attack hit with a 100 percent guarantee. So if I was handling this, I would start off with a Lock-On, and then hit with a Zap Cannon, with Zap Cannon landing without a shadow of a doubt, I could breath with no worry. The power is also just incredible! There are also a few other combos, I'll get into most of them. But this time I'll explain another attack just like Lock-On, and that's Mind Reader. This could be learned by Fighting types. And it's very effective if you give it to Poliwrath, here's why, just take a look at my Poliwrath and you'll understand.

-----  
#62 Poliwrath  
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Type: Water/Fighting  
Fissure  
Dynamic Punch  
Mind Reader  
Hydro Pump

If you still didn't understand, here's why it quickly became a fatal Pokemon. My Poliwrath has 3 moves that will almost never hit, but as I mentioned before, Mind Reader and Lock-On make your next move hit with no doubt. And

if I use the deadly Mind Reader/Fissure combo, it could wipe out 5/6 Pokemon on your team. And that is something to watch out for. Even though this Poliwrath seems invincible, it really isn't. Here's why, Poliwrath doesn't really have a spectacular Speed rating, but Electric types do. And after Electric types hit me with Thunder/Thunderbolt/Thunderpunch, and maybe with a shade of luck I'll have some HP left, but once I use Mind Reader, it will be too late, I would be eliminated before I get a chance to attack with any of those powerful moves. And there's also a way to counter that, if I gave my Poliwrath Focus Band, it might have a slight chance of surviving the next blow. And I could attack, but again there is probably a counter for that, and that's using Quick Claw, it just goes on and on.

#### Power-up moves

I'll now start to talk to you about powering up your attacks. Or make them more accurate. Let's recap what we learned.

- there are moves out there that could make a move hit every time
- we should give items to our Pokemon to make them stronger
- there are many ways of countering combos

I am now going to explore more combos of powering up your moves, or just make the moves hit more often, there are also moves that could make your Pokemon's attack hit without charging up. With this in mind, let's begin. For inaccurate attacks like Thunder, do you know attack without missing, and without Mind Reader and Lock-On? Well there is a way to do that. First of all, it requires Rain Dance, and you could get that in the Union Cave. (read one of the FAQs for Gold and Silver.) But you're thinking, but I have an Electric type, how could I teach him/her a Water-type TM? Well you should know this little interesting fact, 3/4 of all Pokemon could learn Rain Dance. Of course except Fire Types. Anyways, teach Rain Dance to your Thunder using Pokemon. And use Rain Dance, after that strike w/ Thunder, and BOOM! It won't miss!!! Rain Dance also raises Water type attacks by half, decreases Fire type attacks by 50 percent, and makes Thunder hit without a shadow of a doubt. Plus when using Rain Dance, Synthesis and Moonlight would heal half the HP it would normally heal.

After talking about Rain Dance, it's time to talk about the exact opposite of Rain Dance, Sunny Day. This attack will raise Fire type attacks by 50 percent, decrease Water type attacks by 50 percent, and make Thunder 50 percent less accurate, in other words, bring down Thunder's accuracy to 20 percent (even lower than Horn Drill!!!). This attack could also be used to attack with Solarbeam without charging up. And it could do one more thing, once you heal yourself with Synthesis, it will Heal ALL your HP!!!

#### SPCL ATK, and SPCL DEF -- WATCH OUT!!!

Why watch out? Well if you're not careful, you could use Thunder on a Water type and only do 1/3 of damage on the HP of that particular Water type. Why? Well that's when SPCL ATK and SPCL DEF kicks in. For example, you taught Thunder to Snorlax, who has a SPCL ATK rating that is not so impressive. And Snorlax is fighting umm...Mantine, who does have a high SPCL DEF rating. And, I did try this myself, I used Snorlax and Thunder, then it hardly did any damage! Here's why...

- Snorlax has one of the most depressing SPCL ATK ratings of all
- on the other hand, Mantine has a relatively high SPCL DEF rating, so it could resist most Special attacks

So if you're going to teach your Pokemon Special attacks watch out! Just because some attacks look powerful, it might not really be for your Pokemon!

Be Diverse!

Diversity is very important if you want to be successful in the Pokemon World. The battle wouldn't be very fun, if you knew exactly what your opponent was going to do! And you would have a better chance of winning if you have a mix of alot of moves from different types. Here's an example of a not very diverse Charizard.

-----  
Charizard

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Flamethrower  
Fire Punch  
Fire Blast  
Fire Spin

What's wrong with that Charizard? It's crippled with the same type of attacks over and over again. What would happen if you fought a Water type? Charizard would be pounded into the ground. You're saying: "Oh, it wouldn't make much of a difference" well it would if you had a couple of attacks that could inflict some damage on a Water type. Like this Charizard:

-----  
Charizard

-----  
Fire Blast  
Sunny Day  
Fly  
Body Slam

Charizard is faster than most of the Water types, and if you manage to get a couple Body Slams or Ariel attacks in, your death wouldn't just be a complete blow-out(or abosolutley SLAUGHTERED). Even better, you should lead with Sunny Day, there's a 75 to 25 chance that you would survive the next Water attack.

But not TOO Diverse!

It's important to be diverse but, you have to know your Pokemon's limits. On previous sections of this FAQ, you learned that Special Attack and Special Defence is important. If you didn't read that part, you probably should. Yes, using moves that is the same as your type does increase it's power. To learn how to caculate damage, read the next part. But there's limits to that too. Allow me to explain...

-if you become to greedy of more damage, and give your Pokemon all the same types of attacks, you'll more than most likely by defeated

It's important to have at least one move that is the same type as your Pokemon, so at times when you need to deal more damage than usaul, it's there for you.

How to Caculate Damage

It's actually pretty simple, since you are reading this FAQ on your computer, it would be so kind of you to Open your Computer's Caculater.

(Start, Program, A-M, Accessories, Caculater). But before you do anything, you got to learn how it's done. Please refer to your Instrution Booklet's Pokemon Type Chart. First off all, look at your chart, a plus or a circle sign means that the Attack's Base Power will be doubled or X 2. And a minus or triangle means that the attack power will halved or X 0.5. The equal or X sign means that the attack will have no effect, no damage at all. If the Pokemon using an attack that is the same type as itself, the attack will be mutiplied by 1.5 and if there is a Critical Hit, it'll be doubled or once again mutiplied by 2.



If Sunny Day used, the base attack power will multiply Fire attacks by 1.5, and halves Water attacks. And Rain Dance does the exact opposite, Water attacks get multiplied by 1.5 and Fire attacks will be halved.

You should also keep in mind that, the Pokemon's Base Power also comes into play. Powerful attacks like Mega Horn and Hyper Beam can be VERY powerful used at the right circumstances, but they are already very heavy hitters. To find out how much an attack hurts, you could use Pokemon Stadium 2's Lab, for reference.

Now that you learned all that, it's time to try a couple of examples, if you didn't understand, you should read the info again. Here's an example.

(Please do this on your calculator, or pen and paper)

Golem is a Rock/Ground type, and he's facing off against a Kingdra. What happens when Kingdra uses Rain Dance, then Surf, and to top that, gets a Critical Hit? Well here's the math equation of all that.

$95(\text{base attack power}) \times 1.5(\text{attack type and Pokemon type match}) \times 1.5(\text{Rain Dance}) \times 2(\text{Water vs. Rock}) \times 2(\text{Water vs. Ground}) \times 2(\text{Critical Hit}) = 1710$  points of damage! This would probably -- most likely, kill in ONE hit.

Here's another equation, but differently, just to teach you another kind.

It's Gyrados taking on Houndoom, and Houndoom uses Fire Blast on Gyrados, with Rain Dance and scores a Critical Hit. Here's the equation.

$120(\text{base attack power}) \times 1.5(\text{attack type and Pokemon type match}) \times 0.5(\text{Rain Dance, halves Fire attacks}) \times 0.5(\text{Fire vs. Water}) \times 2(\text{Critical Hit}) = 89$  you see, from 120 base attack power, to 89! All attacks' base attack power, could become very high or very low.

Learn from Others!

A guideline from GameFAQs, this is a very nice guideline, if you could learn from other Trainer's teams, you could probably make one exactly like it -- or even better! Here's some of my friends, and my Pokemon Teams.

My Pokemon Team

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Umbreon

-----

Item: Leftovers

Mean Look

Toxic

Moonlight

Body Slam

-----

Tyranitar

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Item: Pink Bow

Crunch

Rock Slide

Hyper Beam

Earthquake

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Gyrados

-----

Item: Mystic Water  
Surf  
Thunder  
Rain Dance  
Hyper Beam

-----  
Houndoom  
-----

Item: Scope Lens  
Fire Blast  
Crunch  
Sunny Day  
Solarbeam

-----  
Misdreavous  
-----

Item: Spell Tag  
Pain-Split  
Shadow Ball  
Thunder  
Psychic

-----  
Dragonite  
-----

Item: Dragon Fang  
Hyper Beam  
Dragon Breath  
Thunder  
Blizzard

(I'll post my friend's teams soon)

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The Cups  
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FINALLY! We got to the Cups! I'll explain how to beat EVERY Trainer in EVERY cup except for Challenge, because the teams are random, and there really isn't any Strategy on that.

-----  
The Little Cup  
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Rules:

Qualifying Pokemon: 86 kinds

Qualifying Conditions: Only Pokemon that could be hatched from Eggs could join

Enter with 6 Pokemon

Choose 3 out of 6 Pokemon

same items can't be held

Level 5 Pokemon Only

No two Pokemon asleep or frozen

No Self-Destruct Move from your Last Pokemon

Dragon Rage and Sonicboom will have no effect

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Recommended Pokemon Rental Team From NP Power:  
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Spearow

Abra  
Machop  
Chinchou  
Wooper  
Phanpy

-----  
Strategy  
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Battle 1-Youngster: Bernie

Pokemon used: Togepiny, Omaniny, Kerniny, Sluginy, Squitiny, Mankiny  
Items Pokemon hold(in Pokemon listing order): Focus Band, Kings Rock, Miracle Seed, Berry, Mystic Water, Pink Bow

Three Recommended Pokemon: Chinchou, Abra, Spearow

How to Beat him:

Abra alone could take down this dude's whole team with Psychic, but having a Spearow to take care of Kerniny, Makiny. And have Chinchou to take care of Sluginy, Omaniny, and Squirtiny. This is a basic battle, just lead with Abra to take care of most of his Pokemon, if not all. And depending who comes next follow with a type match-up.

Battle 2-Picknicker: Buena

Pokemon used: Igglybask, Snubask, Meowbask, Geybask, Tatabask, Teddibask  
Items Pokemon hold(in Pokemon listing order): Berry Juice, Berry, Quick Claw, Gold Berry, Bright Powder, Focus Band

Three Recommended Pokemon: Machop, Abra, Chinchou,

How to Beat her:

For this battle, it would be very obvious to lead with gool 'ole Machop, who didn't really had that much of a role so far. But this heavy-Normal type team a couple of Vital Throws would do 5/6 of her team in. And for the last, send in Chinchou to waste Pidghey. You should have no trouble at all dispatching her with a Machop on your team.

Battle 3-Camper: Grant

Pokemon used: Chikotent, Tototent, Ctndatent, Digtent, Chintent, Bellstent  
Items Pokemon hold(in Pokemon listing order): King's Rock, Focus Band, Quick Claw, Berry Juice, Berry, Miracle Berry

Three Recommended Pokemon: Phanpy, Chinchou, Spearow

How to Beat him:

All of this guy's team members has Swagger, and that confuses your Pokemon, so start off with Spearow, because he's being protected by Bitter Berry, but that could only protect him for so long. Using Spearow, you have an advantage over two of his Pokemon, and that's good. But once you become a victim of Swagger, you should switch out to another Pokemon, so that way you would get the Attack benefit for free. Phanpy could take out most of his team, but most likely not all.

Battle 4-PokeFan: Janet

Pokemon used: Tyrogan, Paran, Geodan, Spinaran, Zuban, Shrewan  
Items Pokemon hold(in Pokemon listing order): Focus Band, Mint Berry, Soft, Sand, Miravle Seed, Quick Claw, Bitter Berry

Three Recommended Pokemon: Abra, Spearow, Wooper

How to Beat her:

In this battle, lead with Abra, and use Psychic on every Pokemon, and you should come out on top, but you might have an opportunity to use Spearow and Wooper, too. Her Pokemon are not much of a threat. But remember...NEVER,

NEVER, go easy on ANYONE, even if you are battling a team of "heavy" Weedle and Caterpie team.

#### Battle 5-Schoolboy: Clark

Pokemon used: Mareling, Ekaling, Natuling, Growling, Smoochling, Larviling  
Items Pokemon hold(in Pokemon listing order): Magnet, Poison Sting, Berry, Miracle Berry, Quick Claw, Focus Band

Three Recommended Pokemon: Phanpy, Wooper, Abra

How to Beat him:

Phanpy steps into the Stadium, and GORE!, GORE!!, GORE!!! On Clark. It could easily dispatch Clark with no sweat, but Natu could cause a little trouble for you, but it's easily handled by Abra and Theif. This is another easy battle, but again, you shouldn't take anyone lightly, just attack and SLAUGHTER anyone you come accross -- or just do your best.

#### Battle 6-Swimmer: Cora

Pokemon used: Cleffaps, Tiniaps, Hoothaps, Oddaps, Woopaps, Kabuaps  
Items Pokemon held(in Pokemon listing order): Berry Juice, King's Rock, Bright Powder, Berry, Scope Lens, Qucik Claw

Three Recommended Pokemon: Abra, Spearow, Machop

How to Beat her:

This battle could get pretty ugly, in other words, this is the first battle that is actually pretty hard. Tiniaps could very well end your hit streak, use Abra and Psychic to have the most luck against Dragon Types. You'll need ALOT of luck. But maybe not that much, but some luck could help you alot. Try to use Machop and Vital Throw, but Abra should have alot better chance against Tiniaps. Even though Nintendo Power suggests Spearow, I like Phanpy, I don't know why, you shouldn't choose Phanpy.

#### Semi-Final Battle-Teacher: Tina

Pokemon used: Eleked, Sented, Vulped, Eeveed, Scythed, Swined  
Items Pokemon hold(in Pokemon listing order): Magnet, Berserk Gene, King's Rock, Berry, Berry, Bright Powder

Three Recommended Pokemon: Phanpy, Machop, Chinchou

How to Beat her:

The Semi-Final Tina, likes to use Quick Attack, and dealing only 20 damage, it's not that much of a threat. Lead with Chinchou and hope that Tina leads with either Scythed. This is battle is not all that difficult, all you have to do is play your Pokemon Correctly.

#### Final Battle-PokeFan: Rex

Pokemon used: Pichal, Gastal, Magbal, Chanseal, Wagal, Abral  
Items Pokemon hold(in Pokemon listing order): Focus Band, King's Rock, Quick Claw, Pink Bow, NeverMeltIce, Gold Berry

Three Recommended Pokemon: Phanpy, Chinchou, Abra

How to Beat him:

There are a couple of things to keep in mind, this guy is nothing but nice. He could end your un-defeated streak if you're not careful. Lead with Phanpy if Abral, Magbal, Gastal, or Pichal appears and switch out if Wagal appears. Once it comes, DON'T HESITATE TO SWITCH OUT, again, DON'T HESITATE TO SWITCH OUT!!! Why? Because Phanpy could take out 4/6 of his team and if it faints, you're in hot water. But if you keep Phanpy alive, you shouldn't have to much troubles.

Was that hard? I didn't think it was that hard.

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Poke Cup -- Poke Ball

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Rules:

Qualifying Pokemon: 246 kinds

Enter with six Pokemon

Choose 3 out of 6 Pokemon

same items can't be held

Pokemon from level the level range 50-55 only

Pokemon's combined level can not exceed 155

No two Pokemon asleep or frozen

No Self-Destruct move from your last Pokemon

Get Continue For Perfect Match

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Recommended Pokemon Rental Team From NP Power:

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Kadabra

Graveler

Magneton

Exeggcute

Quagsire

Skarmory

-----

Strategy

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Battle 1-Bugcatcher: Nelson

Pokemon used: Ledyby, Spinaray, Caterpy, Weedly, Yamy, Venonaty

Items Pokemon hold(in Pokemon listing order): Quick Claw, Przcureberry, Burnt Berry, Focus Band, Bitter Berry, Miracle Seed

Three Recommended Pokemon: Kadabra, Exeggcute, Quagsire

How to Beat him:

This battle is very simple, not even a threat, just start off with Kadabra and everyone out with Thunderpunch or Psychic. That's all you really need to know, but for some odd Twist-Of-Fate, and Kadabra goes down, just send in Quagsire or Exeggcute to finish off the rest.

Battle 2-Swimmer: Bruce

Pokemon used: Goldemer, Seelmer, Yumer, Shelldemer, Remormer, Whirlmer

Items hold(in Pokemon listing order): Berry, Nevermeltice, Mystic Water, King's Rock, Focus Band, Leftovers

Three Recommended Pokemon: Magneton, Exeggcute, Skarmory

How to beat him:

This battle is VERY easy, send in Magneton and none of his Water type Pokemon could even touch you. All you have to do is use Thunder on every single Water type, whether it's Goldemer, Seelmer or Yumer. If Magneton faints, just send in Exeggcute and finish the unfinished job of Magneton, but this really doesn't have much chances of that happening.

Battle 3-Hiker: Chester

Pokemon used: Hichop, Hinix, Higravel, Hiwoodo, Hihorn, Hiphan

Items Pokemon hold(in Pokemon listing order): Black Belt, Soft Sand, Quick Claw, Focus Band, King's Rock, Miracle Berry

Three Recommended Pokemon: Skarmory, Quagsire, Exeggcute

How to Beat him:

Chester, like all Hikers specializes in using Rock/Ground types. You could

easily clean his clock. Just send out Quagsire or Exeggcute, and use Surf or Giga Drain. Giga Drain is a pretty weak attack, so you should just stick with good 'ole Quagsire and Surf, you won't really be able to lose in this battle.

#### Battle 4-SuperNerd: Clifford

Pokemon used: Mitemagne, Terhaun, Gonpory, Affyfla, Anseekm TrodElec

Items Pokemon hold(in Pokemon listing order): Metal Coat, Spell Tag, Quick Claw, Magnet, Poison Sting, Miracle Berry

Three Recommended Pokemon: Quagsire, Graveler, Exeggcute

How to Beat him:

This is another easy battle. Lead with Graveler and Earthquake on all his Team Members to really make them feel "Quaked" hahaha, you get it? Earthquake and I said "Quake"! Who cares, on with the FAQ. If Graveler gets taken down under some very rare circumstances, just send in Quagsire to finish what Graveler started.

#### Battle 5-Beauty: Alissa

Pokemon used: Miltandy, Snubbudy, Qwildy, Corsoldy, Skiplody, Chansdy

Items Pokemon hold(in Pokemon listing order): King's Rock, Bitter Berry, Berry Juice, Quick Claw, Focus Band, Pink Bow

Three Recommended Pokemon: Skarmory, Magneton, Exeggcute

How to Beat him:

She'll try and use Attract your Male Pokemon, which could get annoying, but to stop all that, just send in Magneton(because he has no gender) or send in a Female Pokemon of your own, and that's Quagsire and Skarmory. To hurt most of Alissa's Pokemon, use Magneton's Thunder, Exeggcute's Psychic or Skarmory's Fly.

#### Battle 6-Burglar: Jensen

Pokemon used: Perslar, Charmelar, Dourlar, Buzzlar, Quilar, Gligar

Items Pokemon hold(in Pokemon listing order): None, Dragon Fang, None, None, Charcoal, None

Three Recommended Pokemon: Skarmory, Graveler, Quagsire

How to Beat him:

He's a very sneaky Burglar, and don't be fooled that four of his Pokemon not Holding any Items, those Pokemon all have Thief and they'll try and snatch some of your Items. You could tear him apart with type match-ups. And they are Skarmory vs. Perslar/Gligar(no Ground attacks), Graveler vs. Charmlar, Buzzlar, Quilar, Dourlar and just use Quagsire if you need to against Charmlar, and Quilar.

#### Semi-Final Battle-Boarder: Claude

Pokemon used: Airdeli, Airsnease, Aircruel, Airtaur, Airteddi, Airvapour

Items Pokemon hold(in Pokemon listing order): Berry Juice, King's Rock, Miracle Berry

Three Recommended Pokemon: Magneton, Skarmory, Exeggcute

How to Beat him:

Lead with Skarmory incase Claude leads with either Airesnease, Airteddi or Airtaur. And use Steel Wing or Fly to take care of them. And switch out Magneton if Aircruel, Airvapour or Airdeli appears. Just use hard-hitting attacks such as Thunder, Surf and Psychic to take care of most of this dude's Pokemon

#### Final Battle-Psychic: Mason

Pokemon used: Smearenza, Pokenza, Raicenza, Growlenza, Natuzenza, Fablenza

Items Pokemon hold(in Pokemon listing order): Quick Claw, Bitter Berry, Focus Band, Mystery Berry, Gold Berry, Mint Berry

Three Recommended Pokemon: Kadabra, Megneton, Graveler

How to Beat him:

Lead off with Graveler since Mason usually starts off with Grolenza and one Earthquake would take him out of his misery. Pokenza, Natuenza and Fablenza really can't stand up to good 'ole Magneton. And to defeat the rest of the gang, use Graveler to take out Raicenza, and use Kadabra to take down Smearenza.

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### Gym Leader Castle -- Johto and Kanto

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(strategy coming up very soon, I spent too much time working on the cups)

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### Mystery Gift

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Requirments

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Pokemon Gold or Silver

Only one time per day(Game Clock)

How to do it:

This is very easy. When you get to the Title or "Press Start" Screen. Press Start(obviously) and then pick Mystery Gift beside "White City". And choose your Pokemon Gold or Silver Game Pak. And your done!

This could help you earn extra items. This is REQUIRED to get Scope Lens, that paticular item will help you get more Critcal Hits. But unfortunetly, this is VERY, VERY, VERY rare. But it could help you beat almost any opponent.

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### Pokemon Academy

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This information centre is divided into two areas, the Classroom(where most of the "fun" takes place) and the library where you get charts, charts and even more charts.

This place is like Pokemon School, you even get to battle a couple of Trainers. This is where I learned most of my Pokemon Information to write this FAQ right here. You should start off reading all the Lectures of the Pokemon Academy. Please Note: That all I'm going to tell you is what's in The Pokemon Academy, Typing in everything that Earl Tells You is beyond the size limits of this FAQ.

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Classroom

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Skill Level: Trainer

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Topics:

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Rules

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Common Rules

Battle Rules

Level Evoulution Notes

Special Evoulutions

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Type Match-ups

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Type Combinations

Exploiting Weaknesses

## Type Changes

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Status Problems  
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Status Problems

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Moves  
-----

Moves & Pokemon Types

Support Moves

Added Effects of Moves

Recovery Moves

Set Damage Moves

Moves & Tactics

Move changes

Residual-Effect Changes

-----  
Trainer Battles  
-----

Switching

SPCL. ATK & SPCL. DEF

Physical and Special Attacks

-----  
New Features  
-----

Holding an item

(more coming soon)

## ----- Free Battle -----

This is the place where you are allowed to make your OWN rules! Yes, that's right, FINALLY a Cup besides Prime, that you could use Celibi, Mewtwo, Mew, Lugia and Ho-oh! You could either make your own rules, or use existing ones, (Prime, Poke, Little, Anything Goes). Here's some Rules that me and my friends made. If you have a set of rules that you would like to send in, feel free to do that and email me at: vampiro\_07@hotmail.com, who knows? You might even see your rules on here!

### POWERONLY

Qualifying Pokemon: 126 Kinds (evolved Only)

same items can be held

no two Pokemon asleep or frozen

No Self-Destruct move from last Pokemon

No Level restrictions (1-100)

### BUGME!

Qualifying Pokemon: 2 Kinds (Weedle, Caterpie)

same items can't be held

no two Pokemon asleep or frozen

Level 5 Only

### POWER

Qualifying Pokemon: 5 Kinds (Mewtwo, Mew, Celibi, Lugia, Ho-oh)

No level restrictions

same items can't be held



no two Pokemon asleep or frozen

-----  
Mini Games  
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These games could let you ease up on the battles for both you and your Pokemon, you are allowed to use your own Pokemon in the Mini Game Stadium. All you have to do is have your Transfer Pak plugged in during your playing at the Mini Games.

You could win Game Corner Coins if you become the Champion in the Become a Champion option.

-----  
Gusty Golbat  
-----

Objective: Collect as Much Hearts as possible

Danger: Magnemite/Other Golbat

Pokemon Involved: Golbat

Four Golbats will flutter around trying to chase some hearts down, while dodging some Magnemite, if you bump into a Magnemite, you'll lose some of your hearts. And try to avoid contact with others, because if you get hit hard, you'll also lose some hearts.

-----  
Furret's Frolic  
-----

Objective: Try to hit as Much of the Poke Balls that comes out to your Goal

Danger: Nothing

Pokemon Involved: Furret

Four Furrets try to use their mouths to hit either any of the Poke, Great, Ultra and Master Balls into your goal to score points. You get more points if you hit the bigger balls into your Goal. This game is similar to Pokemon Stadium 1's Ekans game.

-----  
Rampage Rollout  
-----

Objective: Stampeede around the race track 9 times and finish first

Danger: Other Pokemon's Rapid Spin

Pokemon Involved: Donphan

You are trying to gallop around the race track and finish first. Other Donphan will try to use Rapid Spin on you to slow you down. You could do that too by Pressing the A button when you did at least one lap.

-----  
Delibird's Delivery  
-----

Objective: Try to collect as much presents as possible and cash it in

Danger: Swinub

Pokemon Involved: Delibird

What you are trying to do here is to collect presents and then run back to the automatic conveyor belts. But you have to avoid a lot of Swinub on the way. Try not to collect too much, because if you do, you will start moving VERY slow and then you'll be hit by the Swinub and you get to cash in NOTHING, that's right, THE BIG GOOSE EGG.

-----  
Topsy-Turvy  
-----

Objective: Is to bump the others off the circular ring

Danger: Other Hitmontop

Pokemon Involved: Hitmontop

This is a very basic game, if you ever played Bumper-Cars, this game will be very fun. All you have to do is go around and use Rapid Spin on everybody, to do Rapid Spin, press the A button. Be the first one to knock everybody out five times to win. If there is no winner when the time expires, it would be the leading Hitmontop that wins.

(more coming up very soon)

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PokeDex

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[This section thanks to WhiteCat]

Pok <sup>モ</sup> on	Evolution	Type	Starting Moves	Leveling Moves (Gold/Silver)	Leveling (Crystal, if different)
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1 BULBASAUR	16: IVYSAUR	GRASS / POISON	TACKLE	4: GROWL 7: LEECH SEED 10: VINE WHIP 15: POISONPOWDER 15: SLEEP POWDER 20: RAZOR LEAF 25: SWEET SCENT 32: GROWTH 39: SYNTHESIS 46: SOLAR BEAM	
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HP:45 At:49 De:49 SpA:65 SpD:65 Spe:45 == 318

R/B/Y: SWORDS DANCE, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, RAGE, MEGA DRAIN, MIMIC, REFLECT, BIDE, SUBSTITUTE

TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE, PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, DEFENSE CURL, REST, ATTRACT, FURY CUTTER, CUT, FLASH

Breed (1,7): SAFEGUARD, LIGHT SCREEN, SKULL BASH, CHARM, RAZOR WIND, PETAL DANCE

2 IVYSAUR	32: VENUSAUR	GRASS / POISON	TACKLE GROWL LEECH SEED	4: GROWL 7: LEECH SEED 10: VINE WHIP 15: POISONPOWDER 15: SLEEP POWDER 22: RAZOR LEAF 29: SWEET SCENT 38: GROWTH 47: SYNTHESIS 56: SOLAR BEAM	
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HP:60 At:62 De:63 SpA:80 SpD:80 Spe:60 == 405

R/B/Y: SWORDS DANCE, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, RAGE, MEGA DRAIN, MIMIC, REFLECT, BIDE, SUBSTITUTE

TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE, PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, DEFENSE CURL, REST, ATTRACT, FURY CUTTER, CUT, FLASH

Breed (1,7): SAFEGUARD, LIGHT SCREEN, SKULL BASH, CHARM, RAZOR WIND, PETAL DANCE

TACKLE 7: LEECH SEED 10: VINE WHIP

3 VENUSAUR - GRASS / GROWL 15: POISONPOWDER  
POISON LEECH SEED 15: SLEEP POWDER  
VINE WHIP 22: RAZOR LEAF  
29: SWEET SCENT  
HP:80 At:82 De:83 SpA:100 SpD:100 Spe:80 == 525 41: GROWTH  
53: SYNTHESIS  
65: SOLAR BEAM

R/B/Y: SWORDS DANCE, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, RAGE, MEGA DRAIN,  
MIMIC, REFLECT, BIDE, SUBSTITUTE

TM/HM: HEADBUTT, CURSE, ROAR, TOXIC, HIDDEN POWER, SUNNY DAY, SWEET SCENT,  
SNORE, HYPER BEAM, PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION,  
SOLAR BEAM, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
DEFENSE CURL, REST, ATTRACT, FURY CUTTER, CUT, FLASH

Breed (1,7): SAFEGUARD, LIGHT SCREEN, SKULL BASH, CHARM, RAZOR WIND,  
PETAL DANCE

7: EMBER

13: SMOKESCREEN

4 CHARMANDER 16: CHARMELEON FIRE SCRATCH 19: RAGE  
GROWL 25: SCARY FACE  
31: FLAMETHROWER  
HP:39 At:52 De:43 SpA:60 SpD:50 Spe:65 == 309 37: SLASH  
43: DRAGON RAGE  
49: FIRE SPIN

R/B/Y: LEER | MEGA PUNCH, SWORDS DANCE, MEGA KICK, BODY SLAM, TAKE DOWN,  
DOUBLE-EDGE, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE, DRAGON RAGE,  
MIMIC, REFLECT, BIDE, SKULL BASH, SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER,  
SUNNY DAY, SNORE, PROTECT, ENDURE, FRUSTRATION, IRON TAIL,  
DRAGONBREATH, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
FIRE BLAST, SWIFT, DEFENSE CURL, REST, ATTRACT, FIRE PUNCH,  
FURY CUTTER, CUT, STRENGTH, {{FLAMETHROWER}}

Breed (1,E): ROCK SLIDE, BITE, OUTRAGE, ANCIENTPOWER, BELLY DRUM, BEAT UP

7: EMBER

13: SMOKESCREEN

5 CHARMELEON 36: CHARIZARD FIRE SCRATCH 20: RAGE  
GROWL 27: SCARY FACE  
EMBER 34: FLAMETHROWER  
41: SLASH  
HP:58 At:64 De:58 SpA:80 SpD:65 Spe:80 == 405 48: DRAGON RAGE  
55: FIRE SPIN

R/B/Y: LEER | MEGA PUNCH, SWORDS DANCE, MEGA KICK, BODY SLAM, TAKE DOWN,  
DOUBLE-EDGE, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE, DRAGON RAGE,  
MIMIC, REFLECT, BIDE, SKULL BASH, SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER,  
SUNNY DAY, SNORE, PROTECT, ENDURE, FRUSTRATION, IRON TAIL,  
DRAGONBREATH, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
FIRE BLAST, SWIFT, DEFENSE CURL, REST, ATTRACT, FIRE PUNCH,  
FURY CUTTER, CUT, STRENGTH, {{FLAMETHROWER}}

Breed (1,E): ROCK SLIDE, BITE, OUTRAGE, ANCIENTPOWER, BELLY DRUM, BEAT UP

7: EMBER

13: SMOKESCREEN

6 CHARIZARD - FIRE / EMBER 20: RAGE  
GROWL 27: SCARY FACE  
34: FLAMETHROWER

FLYING SMOKESCREEN 36: WING ATTACK  
44: SLASH  
HP:78 At:84 De:78 SpA:109 SpD:85 Spe:100 == 534 54: DRAGON RAGE  
64: FIRE SPIN  
R/B/Y: LEER | MEGA PUNCH, SWORDS DANCE, MEGA KICK, BODY SLAM, TAKE DOWN,  
DOUBLE-EDGE, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE, DRAGON RAGE,  
FISSURE, MIMIC, REFLECT, BIDE, SKULL BASH, SUBSTITUTE  
TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROAR, TOXIC, ROCK SMASH, HIDDEN POWER,  
SUNNY DAY, SNORE, HYPER BEAM, PROTECT, ENDURE, FRUSTRATION, IRON TAIL,  
DRAGONBREATH, EARTHQUAKE, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, SWAGGER,  
SLEEP TALK, SANDSTORM, FIRE BLAST, SWIFT, DEFENSE CURL, REST, ATTRACT,  
STEEL WING, FIRE PUNCH, FURY CUTTER, CUT, FLY, STRENGTH,  
{{FLAMETHROWER}}

Breed (1,E): ROCK SLIDE, BITE, OUTRAGE, ANCIENTPOWER, BELLY DRUM, BEAT UP

4: TAIL WHIP  
7: BUBBLE  
10: WITHDRAW  
7 SQUIRTLE 16: WARTORTLE WATER TACKLE 13: WATER GUN  
18: BITE  
23: RAPID SPIN  
HP:44 At:48 De:65 SpA:43 SpD:50 Spe:64 == 314 28: PROTECT  
33: RAIN DANCE  
40: SKULL BASH  
47: HYDRO PUMP

R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM,  
WATER GUN, ICE BEAM, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE, MIMIC,  
REFLECT, BIDE, SKULL BASH, SUBSTITUTE  
TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, ROCK SMASH,  
HIDDEN POWER, SNORE, BLIZZARD, ICY WIND, PROTECT, RAIN DANCE, ENDURE,  
FRUSTRATION, IRON TAIL, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, ICE PUNCH,  
SWAGGER, SLEEP TALK, DEFENSE CURL, REST, ATTRACT, SURF, STRENGTH,  
WHIRLPOOL, WATERFALL, {{ICE BEAM}}

Breed (1,2): HAZE, FLAIL, MIST, CONFUSION, FORESIGHT, MIRROR COAT

4: TAIL WHIP  
7: BUBBLE  
10: WITHDRAW  
8 WARTORTLE 36: BLASTOISE WATER TACKLE 13: WATER GUN  
BUBBLE 19: BITE  
25: RAPID SPIN  
HP:59 At:63 De:80 SpA:65 SpD:80 Spe:58 == 405 31: PROTECT  
37: RAIN DANCE  
45: SKULL BASH  
53: HYDRO PUMP

R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM,  
WATER GUN, ICE BEAM, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE, MIMIC,  
REFLECT, BIDE, SKULL BASH, SUBSTITUTE  
TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, ROCK SMASH,  
HIDDEN POWER, SNORE, BLIZZARD, ICY WIND, PROTECT, RAIN DANCE, ENDURE,  
FRUSTRATION, IRON TAIL, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, ICE PUNCH,  
SWAGGER, SLEEP TALK, DEFENSE CURL, REST, ATTRACT, SURF, STRENGTH,  
WHIRLPOOL, WATERFALL, {{ICE BEAM}}

Breed (1,2): HAZE, FLAIL, MIST, CONFUSION, FORESIGHT, MIRROR COAT

4: TAIL WHIP  
7: BUBBLE











TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, ZAP CANNON,  
HIDDEN POWER, SNORE, HYPER BEAM, PROTECT, RAIN DANCE, ENDURE,  
FRUSTRATION, IRON TAIL, THUNDER, RETURN, MUD-SLAP, DOUBLE TEAM,  
SWAGGER, SLEEP TALK, SWIFT, DEFENSE CURL, THUNDERPUNCH, DETECT,  
REST, ATTRACT, THIEF, STRENGTH, FLASH, {{THUNDERBOLT}}

Breed (5,6): ENCORE, DOUBLES LAP, BIDE, REVERSAL, PRESENT

27 SANDSHREW 22: SANDSLASH GROUND SCRATCH  
HP:50 At:75 De:85 SpA:20 SpD:30 Spe:40 == 300  
6: DEFENSE CURL  
11: SAND ATTACK  
17: POISON STING  
23: SLASH  
30: SWIFT  
37: FURY SWIPES  
45: SANDSTORM

R/B/Y: SWORDS DANCE, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, SUBMISSION,  
SEISMIC TOSS, RAGE, FISSURE, MIMIC, BIDE, SKULL BASH, ROCK SLIDE,  
SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, ROCK SMASH,  
HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, ENDURE, FRUSTRATION,  
IRON TAIL, EARTHQUAKE, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, SWAGGER,  
SLEEP TALK, SANDSTORM, SWIFT, DEFENSE CURL, DETECT, REST, ATTRACT,  
THIEF, FURY CUTTER, CUT, STRENGTH

Breed (5,5): COUNTER, RAPID SPIN, FLAIL, SAFEGUARD, {{METAL CLAW}}

28 SANDSLASH - GROUND SCRATCH DEFENSE CURL SAND ATTACK  
HP:75 At:100 De:110 SpA:45 SpD:55 Spe:65 == 450  
6: DEFENSE CURL  
11: SAND ATTACK  
17: POISON STING  
24: SLASH  
33: SWIFT  
42: FURY SWIPES  
52: SANDSTORM

R/B/Y: SWORDS DANCE, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, SUBMISSION,  
SEISMIC TOSS, RAGE, FISSURE, MIMIC, BIDE, SKULL BASH, ROCK SLIDE,  
SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, ROCK SMASH,  
HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT, ENDURE,  
FRUSTRATION, IRON TAIL, EARTHQUAKE, RETURN, DIG, MUD-SLAP,  
DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM, SWIFT, DEFENSE CURL,  
DETECT, REST, ATTRACT, THIEF, FURY CUTTER, CUT, STRENGTH

Breed (5,5): COUNTER, RAPID SPIN, FLAIL, SAFEGUARD, {{METAL CLAW}}

29 NIDORAN(F) 16: NIDORINA POISON GROWL TACKLE  
HP:55 At:47 De:52 SpA:40 SpD:40 Spe:41 == 275  
8: SCRATCH  
12: DOUBLE KICK  
17: POISON STING  
23: TAIL WHIP  
30: BITE  
38: FURY SWIPES

R/B/Y: BODY SLAM, TAKE DOWN, DOUBLE-EDGE, RAGE, THUNDERBOLT, MIMIC, REFLECT,  
BIDE, SKULL BASH, SUBSTITUTE

TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD,  
PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, THUNDER, RETURN,  
MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, DEFENSE CURL, DETECT,  
REST, ATTRACT, THIEF, {{THUNDERBOLT}}

Breed (1,5): CHARM, COUNTER, DISABLE, FOCUS ENERGY, SUPERSONIC, BEAT UP,  
TAKE DOWN

30 NIDORINA Moon: NIDOQUEEN POISON GROWL TACKLE 8: SCRATCH  
 12: DOUBLE KICK  
 19: POISON STING  
 27: TAIL WHIP  
 HP:70 At:62 De:67 SpA:55 SpD:55 Spe:56 == 365 36: BITE  
 46: FURY SWIPES  
 R/B/Y: HORN DRILL, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN,  
 ICE BEAM, RAGE, THUNDERBOLT, MIMIC, REFLECT, BIDE, SKULL BASH,  
 SUBSTITUTE  
 TM/HM: HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE,  
 BLIZZARD, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL,  
 THUNDER, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
 DEFENSE CURL, DETECT, REST, ATTRACT, THIEF, STRENGTH,  
 {{THUNDERBOLT, ICE BEAM}}  
 Breed (X,X): CHARM, COUNTER, DISABLE, FOCUS ENERGY, SUPERSONIC, BEAT UP,  
 TAKE DOWN

31 NIDOQUEEN - POISON / SCRATCH 23: BODY SLAM  
 GROUND DOUBLE KICK  
 TACKLE  
 TAIL WHIP  
 HP:90 At:82 De:87 SpA:75 SpD:85 Spe:76 == 495  
 R/B/Y: POISON STING | MEGA PUNCH, MEGA KICK, HORN DRILL, BODY SLAM,  
 TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM, PAY DAY,  
 SUBMISSION, COUNTER, SEISMIC TOSS, RAGE, THUNDERBOLT, FISSURE, MIMIC,  
 REFLECT, BIDE, SKULL BASH, ROCK SLIDE, SUBSTITUTE  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROAR, TOXIC, ROCK SMASH, HIDDEN POWER,  
 SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE,  
 ENDURE, FRUSTRATION, IRON TAIL, THUNDER, EARTHQUAKE, RETURN,  
 SHADOW BALL, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK,  
 SANDSTORM, FIRE BLAST, DEFENSE CURL, THUNDERPUNCH, DETECT, REST,  
 ATTRACT, THIEF, FIRE PUNCH, FURY CUTTER, SURF, STRENGTH,  
 {{FLAMETHROWER, THUNDERBOLT, ICE BEAM}}  
 Breed (X,X): CHARM, COUNTER, DISABLE, FOCUS ENERGY, SUPERSONIC, BEAT UP,  
 TAKE DOWN

32 NIDORAN(M) 16: NIDORINO POISON LEER 8: HORN ATTACK  
 TACKLE 12: DOUBLE KICK  
 17: POISON STING  
 23: FOCUS ENERGY  
 HP:46 At:57 De:40 SpA:40 SpD:40 Spe:50 == 273 30: FURY ATTACK  
 38: HORN DRILL  
 R/B/Y: HORN DRILL, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, RAGE, THUNDERBOLT,  
 MIMIC, REFLECT, BIDE, SKULL BASH, SUBSTITUTE  
 TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD,  
 PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, THUNDER, RETURN,  
 MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, DEFENSE CURL, DETECT,  
 REST, ATTRACT, THIEF, {{THUNDERBOLT}}  
 Breed (1,5): COUNTER, DISABLE, SUPERSONIC, AMNESIA, CONFUSION, BEAT UP,  
 TAKE DOWN

33 NIDORINO Moon: NIDOKING POISON LEER 8: HORN ATTACK  
 TACKLE 12: DOUBLE KICK  
 19: POISON STING  
 27: FOCUS ENERGY  
 HP:61 At:72 De:57 SpA:55 SpD:55 Spe:65 == 365 36: FURY ATTACK  
 46: HORN DRILL

R/B/Y: HORN DRILL, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN,  
ICE BEAM, RAGE, THUNDERBOLT, MIMIC, REFLECT, BIDE, SKULL BASH,  
SUBSTITUTE

TM/HM: HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE,  
BLIZZARD, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL,  
THUNDER, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
DEFENSE CURL, DETECT, REST, ATTRACT, THIEF, STRENGTH,  
{{THUNDERBOLT, ICE BEAM}}

Breed (1,5): COUNTER, DISABLE, SUPERSONIC, AMNESIA, CONFUSION, BEAT UP,  
TAKE DOWN

TACKLE

34 NIDOKING - POISON / HORN ATTACK 23: THRASH  
GROUND DOUBLE KICK  
POISON STING

HP:81 At:92 De:77 SpA:85 SpD:75 Spe:85 == 495

R/B/Y: MEGA PUNCH, MEGA KICK, HORN DRILL, BODY SLAM, TAKE DOWN, DOUBLE-EDGE,  
BUBBLEBEAM, WATER GUN, ICE BEAM, PAY DAY, SUBMISSION, COUNTER,  
SEISMIC TOSS, RAGE, THUNDERBOLT, FISSURE, MIMIC, REFLECT, BIDE,  
SKULL BASH, ROCK SLIDE, SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROAR, TOXIC, ROCK SMASH, HIDDEN POWER,  
SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE,  
ENDURE, FRUSTRATION, IRON TAIL, THUNDER, EARTHQUAKE, RETURN,  
SHADOW BALL, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK,  
SANDSTORM, FIRE BLAST, DEFENSE CURL, THUNDERPUNCH, DETECT, REST,  
ATTRACT, THIEF, FIRE PUNCH, FURY CUTTER, SURF, STRENGTH,  
{{FLAMETHROWER, THUNDERBOLT, ICE BEAM}}

Breed (1,5): COUNTER, DISABLE, SUPERSONIC, AMNESIA, CONFUSION, BEAT UP,  
TAKE DOWN

4: ENCORE

8: SING

35 CLEFAIRY Moon: CLEFABLE NORMAL POUND 13: DOUBLES LAP  
GROWL 19: MINIMIZE  
26: DEFENSE CURL  
HP:70 At:45 De:48 SpA:60 SpD:65 Spe:35 == 323 34: METRONOME  
43: MOONLIGHT  
53: LIGHT SCREEN

R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM,  
WATER GUN, ICE BEAM, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE,  
THUNDERBOLT, TELEPORT, MIMIC, REFLECT, BIDE, METRONOME, SKULL BASH,  
THUNDER WAVE, PSYWAVE, TRI ATTACK, SUBSTITUTE, STRENGTH

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, ZAP CANNON, PSYCH UP,  
HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD, PROTECT, RAIN DANCE, ENDURE,  
FRUSTRATION, SOLAR BEAM, IRON TAIL, THUNDER, RETURN, PSYCHIC,  
SHADOW BALL, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK,  
FIRE BLAST, DEFENSE CURL, THUNDERPUNCH, DREAM EATER, DETECT, REST,  
ATTRACT, FIRE PUNCH, NIGHTMARE, STRENGTH, FLASH,  
{{FLAMETHROWER, THUNDERBOLT, ICE BEAM}}

Breed (6,6): AMNESIA, SPLASH, BELLY DRUM, PRESENT, MIMIC, METRONOME

SING

36 CLEFABLE - NORMAL DOUBLES LAP -  
METRONOME  
MOONLIGHT

HP:95 At:70 De:73 SpA:85 SpD:90 Spe:60 == 473

R/B/Y: MINIMIZE | MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE,



Breed (6,6): FAINT ATTACK, PRESENT, PERISH SONG

40 WIGGLYTUFF - NORMAL SING  
DISABLE  
DEFENSE CURL  
DOUBLES LAP  
HP:140 At:70 De:45 SpA:75 SpD:50 Spe:45 == 425  
R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM,  
WATER GUN, ICE BEAM, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE,  
THUNDERBOLT, TELEPORT, MIMIC, REFLECT, BIDE, SKULL BASH, THUNDER WAVE,  
PSYWAVE, TRI ATTACK, SUBSTITUTE  
TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, ZAP CANNON, PSYCH UP,  
HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM, PROTECT,  
RAIN DANCE, ENDURE, FRUSTRATION, SOLAR BEAM, THUNDER, RETURN, PSYCHIC,  
SHADOW BALL, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK,  
FIRE BLAST, DEFENSE CURL, THUNDERPUNCH, DREAM EATER, DETECT, REST,  
ATTRACT, FIRE PUNCH, NIGHTMARE, STRENGTH, FLASH,  
{FLAMETHROWER, THUNDERBOLT, ICE BEAM}  
Breed (6,6): FAINT ATTACK, PRESENT, PERISH SONG

41 ZUBAT 22: GOLBAT POISON / LEECH LIFE 6: SUPERSONIC  
FLYING 12: BITE  
19: CONFUSE RAY  
27: WING ATTACK  
HP:40 At:45 De:35 SpA:30 SpD:40 Spe:55 == 245 36: MEAN LOOK  
46: HAZE  
R/B/Y: RAZOR WIND, WHIRLWIND, TAKE DOWN, DOUBLE-EDGE, RAGE, MEGA DRAIN,  
MIMIC, BIDE, SUBSTITUTE  
TM/HM: CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, GIGA DRAIN,  
ENDURE, FRUSTRATION, RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT,  
DETECT, REST, ATTRACT, THIEF, STEEL WING  
Breed (4,4): PURSUIT, GUST, FAINT ATTACK, QUICK ATTACK, WHIRLWIND

42 GOLBAT Happy: CROBAT POISON / LEECH LIFE 6: SUPERSONIC  
FLYING SUPERSONIC 12: BITE  
19: CONFUSE RAY  
30: WING ATTACK  
42: MEAN LOOK  
HP:75 At:80 De:70 SpA:65 SpD:75 Spe:90 == 455 55: HAZE  
R/B/Y: RAZOR WIND, WHIRLWIND, TAKE DOWN, DOUBLE-EDGE, RAGE, MEGA DRAIN,  
MIMIC, BIDE, SUBSTITUTE  
TM/HM: CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT,  
GIGA DRAIN, ENDURE, FRUSTRATION, RETURN, DOUBLE TEAM, SWAGGER,  
SLEEP TALK, SWIFT, DETECT, REST, ATTRACT, THIEF, STEEL WING  
Breed (4,4): PURSUIT, GUST, FAINT ATTACK, QUICK ATTACK, WHIRLWIND

43 ODDISH 21: GLOOM GRASS / ABSORB 7: SWEET SCENT  
POISON 14: POISONPOWDER  
16: STUN SPORE  
18: SLEEP POWDER  
23: ACID  
HP:45 At:50 De:55 SpA:75 SpD:65 Spe:30 == 320 32: MOONLIGHT  
39: PETAL DANCE  
R/B/Y: SOLAR BEAM | SWORDS DANCE, TAKE DOWN, DOUBLE-EDGE, RAGE, MEGA DRAIN,  
MIMIC, REFLECT, BIDE, SUBSTITUTE  
TM/HM: CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE, PROTECT,

GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, DOUBLE TEAM,  
SWAGGER, SLEEP TALK, SLUDGE BOMB, REST, ATTRACT, CUT, FLASH  
Breed (7,7): SYNTHESIS, FLAIL, RAZOR LEAF, SWORDS DANCE, CHARM

44 GLOOM      Leaf: VILEPLUME      GRASS /      ABSORB      7: SWEET SCENT  
Sun: BELLOSSOM      POISON      POISONPOWDER      14: POISONPOWDER  
16: STUN SPORE  
18: SLEEP POWDER  
24: ACID

HP:60    At:65    De:70    SpA:85    SpD:75    Spe:40 == 395      35: MOONLIGHT  
44: PETAL DANCE

R/B/Y: SOLAR BEAM | SWORDS DANCE, TAKE DOWN, DOUBLE-EDGE, RAGE, MEGA DRAIN,  
MIMIC, REFLECT, BIDE, SUBSTITUTE

TM/HM: CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE, PROTECT,  
GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, DOUBLE TEAM,  
SWAGGER, SLEEP TALK, SLUDGE BOMB, REST, ATTRACT, CUT, FLASH

Breed (7,7): SYNTHESIS, FLAIL, RAZOR LEAF, SWORDS DANCE, CHARM

45 VILEPLUME      -      GRASS /      ABSORB      -  
POISON      SWEET SCENT      STUN SPORE  
PETAL DANCE

HP:75    At:80    De:85    SpA:100    SpD:90    Spe:50 == 480

R/B/Y: SLEEP POWDER, ACID, POISONPOWDER | SWORDS DANCE, BODY SLAM, TAKE DOWN,  
DOUBLE-EDGE, RAGE, MEGA DRAIN, MIMIC, REFLECT, BIDE, SUBSTITUTE

TM/HM: CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE, HYPER BEAM,  
PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN,  
DOUBLE TEAM, SWAGGER, SLEEP TALK, SLUDGE BOMB, REST, ATTRACT,  
CUT, FLASH

Breed (7,7): SYNTHESIS, FLAIL, RAZOR LEAF, SWORDS DANCE, CHARM

46 PARAS      24: PARASECT      BUG /      SCRATCH      7: STUN SPORE  
GRASS      13: POISONPOWDER  
19: LEECH LIFE  
25: SPORE  
31: SLASH

HP:35    At:70    De:55    SpA:45    SpD:55    Spe:25 == 285      37: GROWTH  
43: GIGA DRAIN

R/B/Y: SWORDS DANCE, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, RAGE, MEGA DRAIN,  
MIMIC, REFLECT, BIDE, SKULL BASH, SUBSTITUTE

TM/HM: CURSE, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE,  
PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, DIG,  
DOUBLE TEAM, SWAGGER, SLEEP TALK, SLUDGE BOMB, REST, ATTRACT, THIEF,  
FURY CUTTER, CUT, FLASH

Breed (3,7): SCREECH, COUNTER, PSYBEAM, FLAIL, FALSE SWIPE, SWEET SCENT,  
LIGHT SCREEN, PURSUIT

47 PARASECT      -      BUG /      SCRATCH      7: STUN SPORE  
GRASS      STUN SPORE      POISONPOWDER      13: POISONPOWDER  
19: LEECH LIFE  
28: SPORE  
37: SLASH

HP:60    At:95    De:80    SpA:60    SpD:80    Spe:30 == 405      46: GROWTH  
55: GIGA DRAIN

R/B/Y: SWORDS DANCE, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, RAGE, MEGA DRAIN,  
MIMIC, REFLECT, BIDE, SKULL BASH, SUBSTITUTE



51 DUGTRIO - GROUND GROWL 17: DIG  
MAGNITUDE 25: SAND-ATTACK  
37: SLASH  
HP:35 At:80 De:55 SpA:50 SpD:70 Spe:120 == 405 49: EARTHQUAKE  
61: FISSURE  
R/B/Y: BODY SLAM, TAKE DOWN, DOUBLE-EDGE, RAGE, FISSURE, MIMIC, BIDE,  
ROCK SLIDE, SUBSTITUTE  
TM/HM: CURSE, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM,  
PROTECT, ENDURE, FRUSTRATION, EARTHQUAKE, RETURN, DIG, MUD-SLAP,  
DOUBLE TEAM, SWAGGER, SLEEP TALK, SLUDGE BOMB, REST, ATTRACT, THIEF,  
CUT  
Breed (5,5): SCREECH, PURSUIT, ANCIENTPOWER, FAINT ATTACK, BEAT UP

52 MEOWTH 28: PERSIAN NORMAL SCRATCH 11: BITE  
GROWL 20: PAY DAY  
28: FAINT ATTACK  
35: SCREECH  
HP:40 At:45 De:35 SpA:40 SpD:40 Spe:90 == 290 41: FURY SWIPES  
46: SLASH  
R/B/Y: BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, PAY DAY,  
RAGE, THUNDERBOLT, MIMIC, BIDE, SKULL BASH, SUBSTITUTE  
TM/HM: HEADBUTT, CURSE, TOXIC, ZAP CANNON, PSYCH UP, HIDDEN POWER, SUNNY DAY,  
SNORE, ICY WIND, PROTECT, ENDURE, FRUSTRATION, IRON TAIL, THUNDER,  
RETURN, SHADOW BALL, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
SWIFT, DEFENSE CURL, DREAM EATER, DETECT, REST, ATTRACT, THIEF,  
NIGHTMARE, {{THUNDERBOLT}}  
Breed (5,5): CHARM, SPITE, HYPNOSIS, AMNESIA

53 PERSIAN - NORMAL GROWL 11: BITE  
SCRATCH 20: PAY DAY  
BITE 29: FAINT ATTACK  
38: SCREECH  
46: FURY SWIPES  
HP:65 At:70 De:60 SpA:65 SpD:65 Spe:115 == 440 53: SLASH  
R/B/Y: BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, PAY DAY,  
RAGE, THUNDERBOLT, MIMIC, BIDE, SKULL BASH, SUBSTITUTE  
TM/HM: HEADBUTT, CURSE, ROAR, TOXIC, ZAP CANNON, PSYCH UP, HIDDEN POWER,  
SUNNY DAY, SNORE, HYPER BEAM, ICY WIND, PROTECT, ENDURE, FRUSTRATION,  
IRON TAIL, THUNDER, RETURN, SHADOW BALL, MUD-SLAP, DOUBLE TEAM,  
SWAGGER, SLEEP TALK, SWIFT, DEFENSE CURL, DREAM EATER, DETECT, REST,  
ATTRACT, THIEF, NIGHTMARE, {{THUNDERBOLT}}  
Breed (5,5): CHARM, SPITE, HYPNOSIS, AMNESIA

54 PSYDUCK 33: GOLDDUCK WATER SCRATCH 5: TAIL WHIP  
10: DISABLE  
16: CONFUSION  
23: SCREECH  
HP:50 At:52 De:48 SpA:65 SpD:50 Spe:55 == 320 31: PSYCH UP  
40: FURY SWIPES  
50: HYDRO PUMP  
R/B/Y: AMNESIA | MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE,  
BUBBLEBEAM, WATER GUN, ICE BEAM, PAY DAY, SUBMISSION, COUNTER,  
SEISMIC TOSS, RAGE, MIMIC, BIDE, SKULL BASH, SUBSTITUTE  
TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ROCK SMASH, PSYCH UP,  
HIDDEN POWER, SNORE, BLIZZARD, ICY WIND, PROTECT, RAIN DANCE, ENDURE,  
FRUSTRATION, IRON TAIL, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, ICE PUNCH,  
SWAGGER, SLEEP TALK, SWIFT, REST, ATTRACT, SURF, STRENGTH, FLASH,



WHIRLPOOL, WATERFALL, {{ICE BEAM}}

Breed (2,5): PSYBEAM, PSYCHIC, HYPNOSIS, LIGHT SCREEN, FORESIGHT,  
FUTURE SIGHT, ICE BEAM, {{CROSS CHOP}}

55 GOLDDUCK - WATER  
5: TAIL WHIP  
SCRATCH 10: DISABLE  
TAIL WHIP 16: CONFUSION  
DISABLE 23: SCREECH  
CONFUSION 31: PSYCH UP  
44: FURY SWIPES  
HP:80 At:82 De:78 SpA:95 SpD:80 Spe:85 == 500 58: HYDRO PUMP  
R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM,  
WATER GUN, ICE BEAM, PAY DAY, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE,  
MIMIC, BIDE, SKULL BASH, SUBSTITUTE  
TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ROCK SMASH, PSYCH UP,  
HIDDEN POWER, SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT,  
RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, RETURN, DIG, MUD-SLAP,  
DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, SWIFT, REST, ATTRACT,  
FURY CUTTER, SURF, STRENGTH, FLASH, WHIRLPOOL, WATERFALL, {{ICE BEAM}}  
Breed (2,5): PSYBEAM, PSYCHIC, HYPNOSIS, LIGHT SCREEN, FORESIGHT,  
FUTURE SIGHT, ICE BEAM, {{CROSS CHOP}}

56 MANKEY 28: PRIMEAPE FIGHTING  
9: LOW KICK  
15: KARATE CHOP  
SCRATCH 21: FURY SWIPES  
LEER 27: FOCUS ENERGY  
33: SEISMIC TOSS  
HP:40 At:80 De:35 SpA:35 SpD:45 Spe:70 == 305 39: CROSS CHOP  
45: SCREECH  
51: THRASH  
R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, PAY DAY,  
SUBMISSION, COUNTER, SEISMIC TOSS, RAGE, THUNDERBOLT, MIMIC, BIDE,  
METRONOME, SKULL BASH, ROCK SLIDE, SUBSTITUTE  
TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ROCK SMASH, PSYCH UP,  
HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, ENDURE, FRUSTRATION,  
IRON TAIL, THUNDER, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, ICE PUNCH,  
SWAGGER, SLEEP TALK, SWIFT, DEFENSE CURL, THUNDERPUNCH, DETECT,  
REST, ATTRACT, THIEF, FIRE PUNCH, STRENGTH, {{THUNDERBOLT}}  
Breed (5,5): REVERSAL, BEAT UP, FORESIGHT, MEDITATE, ROCK SLIDE, COUNTER

57 PRIMEAPE - FIGHTING  
9: LOW KICK  
15: KARATE CHOP  
SCRATCH 21: FURY SWIPES  
LEER 27: FOCUS ENERGY  
LOW KICK 28: RAGE  
RAGE 36: SEISMIC TOSS  
45: CROSS CHOP  
HP:65 At:105 De:60 SpA:60 SpD:70 Spe:95 == 455 54: SCREECH  
63: THRASH  
R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, PAY DAY,  
SUBMISSION, COUNTER, SEISMIC TOSS, RAGE, THUNDERBOLT, MIMIC, BIDE,  
METRONOME, SKULL BASH, ROCK SLIDE, SUBSTITUTE  
TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ROCK SMASH, PSYCH UP,  
HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT, ENDURE,  
FRUSTRATION, IRON TAIL, THUNDER, RETURN, DIG, MUD-SLAP, DOUBLE TEAM,  
ICE PUNCH, SWAGGER, SLEEP TALK, SWIFT, DEFENSE CURL, THUNDERPUNCH,  
DETECT, REST, ATTRACT, THIEF, FIRE PUNCH, STRENGTH, {{THUNDERBOLT}}



RETURN, PSYCHIC, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER,  
SLEEP TALK, DEFENSE CURL, DETECT, REST, ATTRACT, THIEF,  
SURF, STRENGTH, WHIRLPOOL, WATERFALL, {{ICE BEAM}}

Breed (2,2): HAZE, MIND READER, MIST, SPLASH, BUBBLEBEAM

62 POLIWRATH - WATER / WATER GUN 35: SUBMISSION  
FIGHTING HYPNOSIS 51: MIND READER  
DOUBLES LAP  
SUBMISSION

HP:90 At:85 De:95 SpA:70 SpD:90 Spe:70 == 500

R/B/Y: BODY SLAM | MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE,  
BUBBLEBEAM, WATER GUN, ICE BEAM, SUBMISSION, COUNTER, SEISMIC TOSS,  
RAGE, FISSURE, MIMIC, BIDE, METRONOME, SKULL BASH, PSYWAVE, SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER,  
SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE, ENDURE,  
FRUSTRATION, EARTHQUAKE, RETURN, PSYCHIC, MUD-SLAP, DOUBLE TEAM,  
ICE PUNCH, SWAGGER, SLEEP TALK, DEFENSE CURL, DETECT, REST, ATTRACT,  
THIEF, SURF, STRENGTH, WHIRLPOOL, WATERFALL, {{ICE BEAM}}

Breed (2,2): HAZE, MIND READER, MIST, SPLASH, BUBBLEBEAM

63 ABRA 16: KADABRA PSYCHIC TELEPORT -

HP:25 At:20 De:15 SpA:105 SpD:55 Spe:90 == 310

R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, SUBMISSION,  
COUNTER, SEISMIC TOSS, RAGE, TELEPORT, MIMIC, REFLECT, BIDE,  
METRONOME, SKULL BASH, THUNDER WAVE, PSYWAVE, TRI ATTACK, SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ZAP CANNON, PSYCH UP,  
HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, RAIN DANCE, ENDURE,  
FRUSTRATION, RETURN, PSYCHIC, SHADOW BALL, DOUBLE TEAM, ICE PUNCH,  
SWAGGER, SLEEP TALK, THUNDERPUNCH, DREAM EATER, REST, ATTRACT,  
THIEF, FIRE PUNCH, NIGHTMARE, FLASH

Breed (8,8): ENCORE, BARRIER, LIGHT SCREEN

64 KADABRA Trade: ALAKAZAM PSYCHIC TELEPORT 16: CONFUSION  
KINESIS 18: DISABLE  
CONFUSION 21: PSYBEAM  
26: RECOVER  
31: FUTURE SIGHT  
HP:40 At:35 De:30 SpA:120 SpD:70 Spe:105 == 400 38: PSYCHIC  
45: REFLECT

R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, SUBMISSION,  
COUNTER, SEISMIC TOSS, RAGE, TELEPORT, MIMIC, REFLECT, BIDE,  
METRONOME, SKULL BASH, THUNDER WAVE, PSYWAVE, TRI ATTACK, SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ZAP CANNON, PSYCH UP,  
HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, RAIN DANCE, ENDURE,  
FRUSTRATION, RETURN, DIG, PSYCHIC, SHADOW BALL, DOUBLE TEAM,  
ICE PUNCH, SWAGGER, SLEEP TALK, THUNDERPUNCH, DREAM EATER, REST,  
ATTRACT, THIEF, FIRE PUNCH, NIGHTMARE, FLASH

Breed (8,8): ENCORE, BARRIER, LIGHT SCREEN

65 ALAKAZAM - PSYCHIC TELEPORT 16: CONFUSION  
KINESIS 18: DISABLE  
CONFUSION 21: PSYBEAM  
26: RECOVER  
31: FUTURE SIGHT  
HP:55 At:50 De:45 SpA:135 SpD:85 Spe:120 == 490 38: PSYCHIC



SKULL BASH, ROCK SLIDE, SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT, ENDURE, FRUSTRATION, EARTHQUAKE, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, FIRE BLAST, THUNDERPUNCH, DETECT, REST, ATTRACT, THIEF, FIRE PUNCH, STRENGTH, {{FLAMETHROWER}}

Breed (8,8): ENCORE, LIGHT SCREEN, ROLLING KICK, MEDITATE

- 6: GROWTH
- 11: WRAP
- 15: SLEEP POWDER
- 17: POISONPOWDER
- 19: STUN SPORE
- 23: ACID
- 30: SWEET SCENT
- 37: RAZOR LEAF
- 45: SLAM

69 BELLSPROUT 21: WEEPINBELL GRASS / VINE WHIP  
POISON

HP:50 At:75 De:35 SpA:70 SpD:30 Spe:40 == 300

R/B/Y: SWORDS DANCE, TAKE DOWN, DOUBLE-EDGE, RAGE, MEGA DRAIN, MIMIC, REFLECT, BIDE, SUBSTITUTE

TM/HM: CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE, PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK, SLUDGE BOMB, REST, ATTRACT, CUT, FLASH

Breed (7,7): ENCORE, LEECH LIFE, SYNTHESIS, SWORD DANCE, REFLECT

- 6: GROWTH
- 11: WRAP
- 15: SLEEP POWDER
- 17: POISONPOWDER
- 19: STUN SPORE
- 24: ACID
- 33: SWEET SCENT
- 42: RAZOR LEAF
- 54: SLAM

70 WEEPINBELL Leaf: GRASS / VINE WHIP  
VICTREEBEL POISON WRAP

HP:65 At:90 De:50 SpA:85 SpD:45 Spe:55 == 390

R/B/Y: SWORDS DANCE, TAKE DOWN, DOUBLE-EDGE, RAGE, MEGA DRAIN, MIMIC, REFLECT, BIDE, SUBSTITUTE

TM/HM: CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE, PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK, SLUDGE BOMB, REST, ATTRACT, CUT, FLASH

Breed (7,7): ENCORE, LEECH LIFE, SYNTHESIS, SWORD DANCE, REFLECT

71 VICTREEBEL - GRASS / VINE WHIP  
POISON SLEEP POWDER  
SWEET SCENT  
RAZOR LEAF

HP:80 At:105 De:65 SpA:100 SpD:60 Spe:70 == 480

R/B/Y: STUN SPORE, ACID, WRAP, POISONPOWDER | SWORDS DANCE, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, RAGE, MEGA DRAIN, MIMIC, REFLECT, BIDE, SUBSTITUTE

TM/HM: CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE, HYPER BEAM, PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK, SLUDGE BOMB, REST, ATTRACT, CUT, FLASH

Breed (7,7): ENCORE, LEECH LIFE, SYNTHESIS, SWORD DANCE, REFLECT

- 6: SUPERSONIC
- 12: CONSTRICT

72 TENTACOOOL 30: TENTACRUEL WATER / POISON STING 19: ACID  
 POISON 25: BUBBLEBEAM  
 30: WRAP  
 36: BARRIER  
 HP:40 At:40 De:35 SpA:50 SpD:100 Spe:70 == 335 43: SCREECH  
 49: HYDRO PUMP  
 R/B/Y: WATER GUN | SWORDS DANCE, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM,  
 WATER GUN, ICE BEAM, RAGE, MEGA DRAIN, MIMIC, REFLECT, BIDE,  
 SKULL BASH, SUBSTITUTE  
 TM/HM: CURSE, TOXIC, HIDDEN POWER, SNORE, BLIZZARD, ICY WIND, PROTECT,  
 RAIN DANCE, GIGA DRAIN, ENDURE, FRUSTRATION, RETURN, DOUBLE TEAM,  
 SWAGGER, SLEEP TALK, SLUDGE BOMB, REST, ATTRACT, CUT, SURF, WHIRLPOOL,  
 {{ICE BEAM}}

Breed (9,9): AURORA BEAM, HAZE, RAPID SPIN, SAFEGUARD, MIRROR COAT

6: SUPERSONIC  
 12: CONSTRICT  
 POISON STING 19: ACID  
 73 TENTACRUEL - WATER / SUPERSONIC 25: BUBBLEBEAM  
 POISON CONSTRICT 30: WRAP  
 38: BARRIER  
 HP:80 At:70 De:65 SpA:80 SpD:120 Spe:100 == 515 47: SCREECH  
 55: HYDRO PUMP

R/B/Y: WATER GUN | SWORDS DANCE, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM,  
 WATER GUN, ICE BEAM, RAGE, MEGA DRAIN, MIMIC, REFLECT, BIDE,  
 SKULL BASH, SUBSTITUTE  
 TM/HM: CURSE, TOXIC, HIDDEN POWER, SNORE, BLIZZARD, HYPER BEAM, ICY WIND,  
 PROTECT, RAIN DANCE, GIGA DRAIN, ENDURE, FRUSTRATION, RETURN,  
 DOUBLE TEAM, SWAGGER, SLEEP TALK, SLUDGE BOMB, REST, ATTRACT, CUT,  
 SURF, WHIRLPOOL, {{ICE BEAM}}

Breed (9,9): AURORA BEAM, HAZE, RAPID SPIN, SAFEGUARD, MIRROR COAT

6: DEFENSE CURL  
 11: ROCK THROW  
 74 GEODUDE 25: GRAVELER ROCK / TACKLE 16: MAGNITUDE  
 GROUND 21: SELFDESTRUCT  
 26: HARDEN  
 HP:40 At:80 De:100 SpA:30 SpD:30 Spe:20 == 300 31: ROLLOUT  
 36: EARTHQUAKE  
 41: EXPLOSION

R/B/Y: MEGA PUNCH, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, SUBMISSION, COUNTER,  
 SEISMIC TOSS, RAGE, FISSURE, MIMIC, BIDE, METRONOME, SELFDESTRUCT,  
 EXPLOSION, ROCK SLIDE, SUBSTITUTE  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, ROCK SMASH,  
 HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, ENDURE, FRUSTRATION,  
 EARTHQUAKE, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
 SANDSTORM, FIRE BLAST, DEFENSE CURL, REST, ATTRACT, FIRE PUNCH,  
 STRENGTH, {{FLAMETHROWER}}

Breed (A,A): MEGA PUNCH, ROCK SLIDE

6: DEFENSE CURL  
 11: ROCK THROW  
 16: MAGNITUDE  
 TACKLE  
 75 GRAVELER Trade: GOLEM ROCK / DEFENSE CURL 21: SELFDESTRUCT  
 GROUND ROCK THROW 27: HARDEN  
 34: ROLLOUT  
 HP:55 At:95 De:115 SpA:45 SpD:45 Spe:35 == 390 41: EARTHQUAKE

R/B/Y: MEGA PUNCH, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, SUBMISSION, COUNTER,  
SEISMIC TOSS, RAGE, FISSURE, MIMIC, BIDE, METRONOME, SELFDESTRUCT,  
EXPLOSION, ROCK SLIDE, SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, ROCK SMASH,  
HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, ENDURE, FRUSTRATION,  
EARTHQUAKE, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
SANDSTORM, FIRE BLAST, DEFENSE CURL, REST, ATTRACT, FIRE PUNCH,  
STRENGTH, {{FLAMETHROWER}}

Breed (A,A): MEGA PUNCH, ROCK SLIDE

					6: DEFENSE CURL
			TACKLE		11: ROCK THROW
76 GOLEM	-	ROCK /	DEFENSE CURL		16: MAGNITUDE
		GROUND	ROCK THROW		21: SELFDESTRUCT
			MAGNITUDE		27: HARDEN
					34: ROLLOUT
HP:80	At:110	De:130	SpA:55	SpD:65	Spe:45 == 485
					41: EARTHQUAKE
					48: EXPLOSION

R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, SUBMISSION,  
COUNTER, SEISMIC TOSS, RAGE, FISSURE, MIMIC, BIDE, METRONOME,  
SELFDESTRUCT, EXPLOSION, ROCK SLIDE, SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, ROAR, TOXIC, ROCK SMASH,  
HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT, ENDURE,  
FRUSTRATION, EARTHQUAKE, RETURN, DIG, MUD-SLAP, DOUBLE TEAM,  
SWAGGER, SLEEP TALK, SANDSTORM, FIRE BLAST, DEFENSE CURL, REST,  
ATTRACT, FIRE PUNCH, FURY CUTTER, STRENGTH, {{FLAMETHROWER}}

Breed (A,A): MEGA PUNCH, ROCK SLIDE

					4: GROWL
					8: TAIL WHIP
77 PONYTA	40: RAPIDASH	FIRE	TACKLE		13: EMBER
					19: STOMP
					26: FIRE SPIN
HP:50	At:85	De:55	SpA:65	SpD:65	Spe:90 == 410
					34: TAKE DOWN
					43: AGILITY
					53: FIRE BLAST

R/B/Y: HORN DRILL, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, RAGE, MIMIC, REFLECT,  
BIDE, SKULL BASH, SUBSTITUTE

TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SNORE, PROTECT,  
ENDURE, FRUSTRATION, IRON TAIL, RETURN, DOUBLE TEAM, SWAGGER,  
SLEEP TALK, FIRE BLAST, SWIFT, REST, ATTRACT, {{FLAMETHROWER}}

Breed (5,5): THRASH, CHARM, FLAME WHEEL, HYPNOSIS, QUICK ATTACK, DOUBLE KICK

					4: GROWL
					8: TAIL WHIP
			TACKLE		13: EMBER
78 RAPIDASH	-	FIRE	GROWL		19: STOMP
			TAIL WHIP		26: FIRE SPIN
			EMBER		34: TAKE DOWN
					40: FURY ATTACK
HP:65	At:100	De:70	SpA:80	SpD:80	Spe:105 == 500
					47: AGILITY
					61: FIRE BLAST

R/B/Y: HORN DRILL, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, RAGE, MIMIC, REFLECT,  
BIDE, SKULL BASH, SUBSTITUTE

TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM,  
PROTECT, ENDURE, FRUSTRATION, IRON TAIL, RETURN, DOUBLE TEAM, SWAGGER,

SLEEP TALK, FIRE BLAST, SWIFT, REST, ATTRACT, {{FLAMETHROWER}}

Breed (5,5): THRASH, CHARM, FLAME WHEEL, HYPNOSIS, QUICK ATTACK, DOUBLE KICK

6: GROWL

15: WATER GUN

79 SLOWPOKE 37: SLOWBRO WATER / CURSE

20: CONFUSION

Trade: SLOWKING PSYCHIC TACKLE

29: DISABLE

34: HEADBUTT

HP:90 At:65 De:65 SpA:40 SpD:40 Spe:15 == 315

43: AMNESIA

48: PSYCHIC

R/B/Y: BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM, PAY DAY, RAGE, FISSURE, TELEPORT, MIMIC, REFLECT, BIDE, SKULL BASH, THUNDER WAVE, PSYWAVE, TRI ATTACK, SUBSTITUTE

TM/HM: HEADBUTT, CURSE, TOXIC, ZAP CANNON, PSYCH UP, HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, EARTHQUAKE, RETURN, DIG, PSYCHIC, SHADOW BALL, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, FIRE BLAST, SWIFT, DREAM EATER, REST, ATTRACT, NIGHTMARE, SURF, STRENGTH, FLASH, {{FLAMETHROWER, ICE BEAM}}

Breed (1,2): SAFEGUARD, BELLY DRUM, STOMP, FUTURE SIGHT

6: GROWL

15: WATER GUN

80 SLOWBRO - WATER / CURSE

20: CONFUSION

PSYCHIC TACKLE

29: DISABLE

GROWL WATER GUN

34: HEADBUTT

37: WITHDRAW

HP:95 At:75 De:110 SpA:100 SpD:80 Spe:30 == 490

46: AMNESIA

54: PSYCHIC

R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM, PAY DAY, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE, FISSURE, TELEPORT, MIMIC, REFLECT, BIDE, SKULL BASH, THUNDER WAVE, PSYWAVE, TRI ATTACK, SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ZAP CANNON, ROCK SMASH, PSYCH UP, HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, EARTHQUAKE, RETURN, DIG, PSYCHIC, SHADOW BALL, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, FIRE BLAST, SWIFT, DREAM EATER, REST, ATTRACT, FURY CUTTER, NIGHTMARE, SURF, STRENGTH, FLASH, {{FLAMETHROWER, ICE BEAM}}

Breed (1,2): SAFEGUARD, BELLY DRUM, STOMP, FUTURE SIGHT

6: THUNDERSHOCK

11: SUPERSONIC

81 MAGNEMITE 30: MAGNETON ELECTRIC / TACKLE

16: SONICBOOM

STEEL

21: THUNDER WAVE

27: LOCK-ON

HP:25 At:35 De:70 SpA:95 SpD:55 Spe:45 == 325

33: SWIFT

39: SCREECH

45: ZAP CANNON

R/B/Y: TAKE DOWN, DOUBLE-EDGE, RAGE, THUNDERBOLT, TELEPORT, MIMIC, REFLECT, BIDE, THUNDER WAVE, SUBSTITUTE

TM/HM: CURSE, ROLLOUT, TOXIC, ZAP CANNON, HIDDEN POWER, SNORE, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, THUNDER, RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT, REST, FLASH, {{THUNDERBOLT}}

Breed (A,A) (Genderless)







HP:105 At:105 De:75 SpA:65 SpD:100 Spe:50 == 500 45: ACID ARMOR  
60: SLUDGE BOMB

R/B/Y: BODY SLAM, RAGE, MEGA DRAIN, THUNDERBOLT, MIMIC, BIDE, SELFDESTRUCT,  
EXPLOSION, SUBSTITUTE

TM/HM: DYNAMICPUNCH, CURSE, TOXIC, ZAP CANNON, HIDDEN POWER, SUNNY DAY,  
SNORE, HYPER BEAM, PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION, THUNDER,  
RETURN, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK,  
SLUDGE BOMB, FIRE BLAST, THUNDERPUNCH, REST, ATTRACT, THIEF,  
FIRE PUNCH, {{FLAMETHROWER, THUNDERBOLT}}

Breed (B,B): PURSUIT, HAZE, MEAN LOOK, LICK

9: SUPERSONIC

90 SHELLDER Water: CLOYSTER WATER TACKLE 17: AURORA BEAM  
WITHDRAW 25: PROTECT

33: LEER

HP:30 At:65 De:100 SpA:45 SpD:25 Spe:40 == 305 41: CLAMP

49: ICE BEAM

R/B/Y: TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM, RAGE,  
TELEPORT, MIMIC, REFLECT, BIDE, SELFDESTRUCT, EXPLOSION, TRI ATTACK,  
SUBSTITUTE

TM/HM: CURSE, TOXIC, HIDDEN POWER, SNORE, BLIZZARD, ICY WIND, PROTECT,  
RAIN DANCE, ENDURE, FRUSTRATION, RETURN, DOUBLE TEAM, SWAGGER,  
SLEEP TALK, SWIFT, REST, ATTRACT, SURF, WHIRLPOOL, {{ICE BEAM}}

Breed (9,9): SCREECH, RAPID SPIN, BARRIER, BUBBLEBEAM, TAKE DOWN

WITHDRAW

91 CLOYSTER - WATER / SUPERSONIC 33: SPIKES  
ICE AURORA BEAM 41: SPIKE CANNON 41: SPIKE

CANNON

PROTECT

HP:50 At:95 De:180 SpA:85 SpD:45 Spe:70 == 525

R/B/Y: CLAMP | TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM, RAGE,  
TELEPORT, MIMIC, REFLECT, BIDE, SELFDESTRUCT, EXPLOSION, TRI ATTACK,  
SUBSTITUTE

TM/HM: CURSE, TOXIC, HIDDEN POWER, SNORE, BLIZZARD, HYPER BEAM, ICY WIND,  
PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, RETURN, DOUBLE TEAM,  
SWAGGER, SLEEP TALK, SWIFT, REST, ATTRACT, SURF, WHIRLPOOL,  
{{ICE BEAM}}

Breed (9,9): SCREECH, RAPID SPIN, BARRIER, BUBBLEBEAM, TAKE DOWN

8: SPITE

13: MEAN LOOK

92 GASTLY 25: HAUNTER GHOST / HYPNOSIS 16: CURSE  
POISON LICK 21: NIGHT SHADE

28: CONFUSE RAY

HP:30 At:35 De:30 SpA:100 SpD:35 Spe:80 == 310 33: DREAM EATER

36: DESTINY BOND

R/B/Y: RAGE, MEGA DRAIN, THUNDERBOLT, MIMIC, BIDE, SELFDESTRUCT, PSYWAVE,  
EXPLOSION, SUBSTITUTE

TM/HM: CURSE, TOXIC, ZAP CANNON, PSYCH UP, HIDDEN POWER, SUNNY DAY, SNORE,  
PROTECT, RAIN DANCE, GIGA DRAIN, ENDURE, FRUSTRATION, THUNDER, RETURN,  
PSYCHIC, SHADOW BALL, DOUBLE TEAM, SWAGGER, SLEEP TALK, DREAM EATER,  
REST, ATTRACT, THIEF, NIGHTMARE, {{THUNDERBOLT}}

Breed (B,B): HAZE, PERISH SONG, PSYWAVE

8: SPITE



TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ZAP CANNON, PSYCH UP,  
HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, RAIN DANCE, ENDURE,  
FRUSTRATION, RETURN, PSYCHIC, SHADOW BALL, DOUBLE TEAM, ICE PUNCH,  
SWAGGER, SLEEP TALK, THUNDERPUNCH, DREAM EATER, REST, ATTRACT,  
FIRE PUNCH, NIGHTMARE, FLASH

Breed (8,8): BARRIER, LIGHT SCREEN

				10: DISABLE		
			POUND	18: CONFUSION		
97 HYPNO	-	PSYCHIC	HYPNOSIS	25: HEADBUTT		
			DISABLE	33: POISON GAS		
			CONFUSION	40: MEDITATE		
HP:85	At:73	De:70	SpA:73	SpD:115	Spe:67 == 483	49: PSYCHIC
						55: PSYCH UP
						60: FUTURE SIGHT

R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, SUBMISSION,  
COUNTER, SEISMIC TOSS, RAGE, TELEPORT, MIMIC, REFLECT, BIDE,  
METRONOME, SKULL BASH, THUNDER WAVE, PSYWAVE, TRI ATTACK, SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ZAP CANNON, PSYCH UP,  
HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT, RAIN DANCE,  
ENDURE, FRUSTRATION, RETURN, PSYCHIC, SHADOW BALL, DOUBLE TEAM,  
ICE PUNCH, SWAGGER, SLEEP TALK, THUNDERPUNCH, DREAM EATER, REST,  
ATTRACT, FIRE PUNCH, NIGHTMARE, FLASH

Breed (8,8): BARRIER, LIGHT SCREEN

					5: LEER	
					12: VICEGRIP	
98 KRABBY	28: KINGLER	WATER	BUBBLE		16: HARDEN	
					23: STOMP	
HP:30	At:105	De:90	SpA:25	SpD:25	Spe:50 == 325	27: GUILLOTINE
						34: PROTECT
						41: CRABHAMMER

R/B/Y: SWORDS DANCE, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM,  
WATER GUN, ICE BEAM, RAGE, MIMIC, BIDE, SUBSTITUTE

TM/HM: CURSE, TOXIC, ROCK SMASH, HIDDEN POWER, SNORE, BLIZZARD, ICY WIND,  
PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, RETURN, MUD-SLAP,  
DOUBLE TEAM, SWAGGER, SLEEP TALK, REST, ATTRACT, THIEF, FURY CUTTER,  
CUT, SURF, STRENGTH, WHIRLPOOL, {{ICE BEAM}}

Breed (9,9): DIG, HAZE, FLAIL, SLAM, AMNESIA

					5: LEER	
			BUBBLE		12: VICEGRIP	
99 KINGLER	-	WATER	LEER		16: HARDEN	
			VICEGRIP		23: STOMP	
					27: GUILLOTINE	
HP:55	At:130	De:115	SpA:50	SpD:50	Spe:75 == 475	38: PROTECT
						49: CRABHAMMER

R/B/Y: SWORDS DANCE, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM,  
WATER GUN, ICE BEAM, RAGE, MIMIC, BIDE, SUBSTITUTE

TM/HM: CURSE, TOXIC, ROCK SMASH, HIDDEN POWER, SNORE, BLIZZARD, HYPER BEAM,  
ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, RETURN, MUD-SLAP,  
DOUBLE TEAM, SWAGGER, SLEEP TALK, REST, ATTRACT, THIEF, FURY CUTTER,  
CUT, SURF, STRENGTH, WHIRLPOOL, {{ICE BEAM}}

Breed (9,9): DIG, HAZE, FLAIL, SLAM, AMNESIA

100 VOLTORB      30: ELECTRODE    ELECTRIC    TACKLE

HP:40   At:30   De:50   SpA:55   SpD:55   Spe:100 == 330

R/B/Y: TAKE DOWN, RAGE, THUNDERBOLT, TELEPORT, MIMIC, REFLECT, BIDE,  
 SELFDESTRUCT, THUNDER WAVE, EXPLOSION, SUBSTITUTE

TM/HM: HEADBUTT, CURSE, ROLLOUT, TOXIC, ZAP CANNON, HIDDEN POWER, SNORE,  
 PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, THUNDER, RETURN,  
 DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT, REST, FLASH, {{THUNDERBOLT}}

Breed (A,A) (Genderless)

- 17: SONICBOOM
- 23: SELFDESTRUCT
- 29: ROLLOUT
- 33: LIGHT SCREEN
- 37: SWIFT
- 39: EXPLOSION
- 41: MIRROR COAT

101 ELECTRODE      -                    ELECTRIC    TACKLE

HP:60   At:50   De:70   SpA:80   SpD:80   Spe:140 == 480

R/B/Y: TAKE DOWN, RAGE, THUNDERBOLT, TELEPORT, MIMIC, REFLECT, BIDE,  
 SELFDESTRUCT, SKULL BASH, THUNDER WAVE, EXPLOSION, SUBSTITUTE

TM/HM: HEADBUTT, CURSE, ROLLOUT, TOXIC, ZAP CANNON, HIDDEN POWER, SNORE,  
 HYPER BEAM, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, THUNDER, RETURN,  
 DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT, REST, FLASH, {{THUNDERBOLT}}

Breed (A,A) (Genderless)

- 9: SCREECH
- 17: SONICBOOM
- 23: SELFDESTRUCT
- 29: ROLLOUT
- 34: LIGHT SCREEN
- 40: SWIFT
- 44: EXPLOSION
- 48: MIRROR COAT

102 EXEGGCUTE    Leaf: EXEGGUTOR    GRASS /    BARRAGE

HP:60   At:40   De:80   SpA:60   SpD:45   Spe:40 == 325

R/B/Y: TAKE DOWN, DOUBLE-EDGE, RAGE, TELEPORT, MIMIC, REFLECT, BIDE,  
 SELFDESTRUCT, EGG BOMB, PSYWAVE, EXPLOSION, SUBSTITUTE

TM/HM: CURSE, ROLLOUT, TOXIC, PSYCH UP, HIDDEN POWER, SUNNY DAY, SNORE,  
 PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN,  
 PSYCHIC, DOUBLE TEAM, SWAGGER, SLEEP TALK, SLUDGE BOMB, DREAM EATER,  
 REST, ATTRACT, THIEF, NIGHTMARE, STRENGTH, FLASH

Breed (7,7): ANCIENTPOWER, SYNTHESIS, MOONLIGHT, REFLECT, MEGA DRAIN

- 7: REFLECT
- 13: LEECH SEED
- 19: CONFUSION
- 25: STUN SPORE
- 31: POISONPOWDER
- 37: SLEEP POWDER
- 43: SOLAR BEAM

103 EXEGGUTOR      -                    GRASS /    BARRAGE

HP:95   At:95   De:85   SpA:125   SpD:65   Spe:55 == 520

R/B/Y: TAKE DOWN, DOUBLE-EDGE, RAGE, MEGA DRAIN, TELEPORT, MIMIC, REFLECT,  
 BIDE, SELFDESTRUCT, EGG BOMB, PSYWAVE, EXPLOSION, SUBSTITUTE

TM/HM: HEADBUTT, CURSE, ROLLOUT, TOXIC, PSYCH UP, HIDDEN POWER, SUNNY DAY,  
 SNORE, HYPER BEAM, PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION,  
 SOLAR BEAM, RETURN, PSYCHIC, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
 SLUDGE BOMB, DREAM EATER, REST, ATTRACT, THIEF, NIGHTMARE, STRENGTH,  
 FLASH

Breed (7,7): ANCIENTPOWER, SYNTHESIS, MOONLIGHT, REFLECT, MEGA DRAIN

- 19: STOMP
- 31: EGG BOMB

104 CUBONE            28: MAROWAK            GROUND    GROWL  
 HP:50   At:50   De:95   SpA:40   SpD:50   Spe:35 == 320  
 R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM,  
 WATER GUN, ICE BEAM, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE, FISSURE,  
 MIMIC, BIDE, SKULL BASH, SUBSTITUTE  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER,  
 SUNNY DAY, SNORE, BLIZZARD, ICY WIND, PROTECT, ENDURE, FRUSTRATION,  
 IRON TAIL, EARTHQUAKE, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, SWAGGER,  
 SLEEP TALK, SANDSTORM, FIRE BLAST, THUNDERPUNCH, DETECT, REST,  
 ATTRACT, THIEF, FIRE PUNCH, STRENGTH, {{FLAMETHROWER, ICE BEAM}}  
 Breed (1,1): SCREECH, ROCK SLIDE, ANCIENTPOWER, BELLY DRUM, PERISH SONG,  
 SKULL BASH, {{SWORDS DANCE}}

- 5: TAIL WHIP
- 9: BONE CLUB
- 13: HEADBUTT
- 17: LEER
- 21: FOCUS ENERGY
- 25: BONEMERANG
- 29: RAGE
- 33: FALSE SWIPE
- 37: THRASH
- 41: BONE RUSH

105 MAROWAK            -                            GROUND    GROWL  
 HP:60   At:80   De:110   SpA:50   SpD:80   Spe:45 == 425  
 R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM,  
 WATER GUN, ICE BEAM, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE, FISSURE,  
 MIMIC, BIDE, SKULL BASH, SUBSTITUTE  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER,  
 SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, ENDURE,  
 FRUSTRATION, IRON TAIL, EARTHQUAKE, RETURN, DIG, MUD-SLAP,  
 DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM, FIRE BLAST,  
 THUNDERPUNCH, DETECT, REST, ATTRACT, THIEF, FIRE PUNCH,  
 STRENGTH, {{FLAMETHROWER, ICE BEAM}}  
 Breed (1,1): SCREECH, ROCK SLIDE, ANCIENTPOWER, BELLY DRUM, PERISH SONG,  
 SKULL BASH, {{SWORDS DANCE}}

- 5: TAIL WHIP
- 9: BONE CLUB
- 13: HEADBUTT
- 17: LEER
- 21: FOCUS ENERGY
- 25: BONEMERANG
- 32: RAGE
- 39: FALSE SWIPE
- 46: THRASH
- 53: BONE RUSH

106 HITMONLEE            -                            FIGHTING    DOUBLE KICK  
 HP:50   At:120   De:53   SpA:35   SpD:110   Spe:87 == 455  
 R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, SUBMISSION,  
 COUNTER, SEISMIC TOSS, RAGE, MIMIC, BIDE, METRONOME, SKULL BASH,  
 SUBSTITUTE  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER,

- 6: MEDITATE
- 11: ROLLING KICK
- 16: JUMP KICK
- 21: FOCUS ENERGY
- 26: HI JUMP KICK
- 31: MIND READER
- 36: FORESIGHT
- 41: ENDURE
- 46: MEGA KICK
- 51: REVERSAL

SUNNY DAY, SNORE, PROTECT, ENDURE, FRUSTRATION, RETURN, MUD-SLAP,  
DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT, DETECT, REST, ATTRACT,  
THIEF, STRENGTH

Breed (8,8): RAPID SPIN, MIND READER, HI JUMP KICK, MACH PUNCH

107 HITMONCHAN - FIGHTING COMET PUNCH 7: AGILITY  
26: THUNDERPUNCH  
26: ICE PUNCH  
26: FIRE PUNCH  
HP:50 At:105 De:79 SpA:35 SpD:110 Spe:76 == 455 32: MACH PUNCH  
38: MEGA PUNCH  
44: DETECT  
50: COUNTER

R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, SUBMISSION,  
COUNTER, SEISMIC TOSS, RAGE, MIMIC, BIDE, METRONOME, SKULL BASH,  
SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER,  
SUNNY DAY, SNORE, PROTECT, ENDURE, FRUSTRATION, RETURN, MUD-SLAP,  
DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, SWIFT, THUNDERPUNCH,  
DETECT, REST, ATTRACT, THIEF, FIRE PUNCH, STRENGTH

Breed (8,8): RAPID SPIN, MIND READER, HI JUMP KICK, MACH PUNCH

108 LICKITUNG - NORMAL LICK 7: SUPERSONIC  
13: DEFENSE CURL  
19: STOMP  
25: WRAP  
HP:90 At:55 De:75 SpA:60 SpD:75 Spe:30 == 385 31: DISABLE  
37: SLAM  
43: SCREECH

R/B/Y: MEGA PUNCH, SWORDS DANCE, MEGA KICK, BODY SLAM, TAKE DOWN,  
DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM, SUBMISSION, COUNTER,  
SEISMIC TOSS, RAGE, THUNDERBOLT, FISSURE, MIMIC, BIDE, SKULL BASH,  
SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, ROCK SMASH,  
PSYCH UP, HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM,  
ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL,  
THUNDER, EARTHQUAKE, RETURN, SHADOW BALL, MUD-SLAP, DOUBLE TEAM,  
ICE PUNCH, SWAGGER, SLEEP TALK, SANDSTORM, FIRE BLAST,  
DEFENSE CURL, THUNDERPUNCH, DREAM EATER, REST, ATTRACT,  
THIEF, FIRE PUNCH, NIGHTMARE, CUT, SURF, STRENGTH,  
{{FLAMETHROWER, THUNDERBOLT, ICE BEAM}}

Breed (1,1): BELLY DRUM, MAGNITUDE, BODY SLAM

109 KOFFING 35: WEEZING POISON POISON GAS 9: SMOG  
17: SELFDESTRUCT  
21: SLUDGE  
25: SMOKESCREEN  
33: HAZE  
HP:40 At:65 De:95 SpA:60 SpD:45 Spe:35 == 340 41: EXPLOSION  
45: DESTINY BOND

R/B/Y: RAGE, THUNDERBOLT, MIMIC, BIDE, SELFDESTRUCT, EXPLOSION, SUBSTITUTE

TM/HM: CURSE, ROLLOUT, TOXIC, ZAP CANNON, HIDDEN POWER, SUNNY DAY, SNORE,  
PROTECT, ENDURE, FRUSTRATION, THUNDER, RETURN, DOUBLE TEAM, SWAGGER,  
SLEEP TALK, SLUDGE BOMB, FIRE BLAST, REST, ATTRACT, THIEF,  
{{FLAMETHROWER, THUNDERBOLT}}

Breed (B,B): PAIN SPLIT, SCREECH, PSYBEAM, PSYWAVE, DESTINY BOND



110 WEEZING - POISON  
 POISON GAS 9: SMOG  
 TACKLE 17: SELFDESTRUCT  
 SMOG 21: SLUDGE  
 SELFDESTRUCT 25: SMOKESCREEN  
 33: HAZE  
 44: EXPLOSION  
 HP:65 At:90 De:120 SpA:85 SpD:70 Spe:60 == 490 51: DESTINY BOND  
 R/B/Y: RAGE, THUNDERBOLT, MIMIC, BIDE, SELFDESTRUCT, EXPLOSION, SUBSTITUTE  
 TM/HM: CURSE, ROLLOUT, TOXIC, ZAP CANNON, HIDDEN POWER, SUNNY DAY,  
 SNORE, HYPER BEAM, PROTECT, ENDURE, FRUSTRATION, THUNDER, RETURN,  
 DOUBLE TEAM, SWAGGER, SLEEP TALK, SLUDGE BOMB, FIRE BLAST, REST,  
 ATTRACT, THIEF, {{FLAMETHROWER, THUNDERBOLT}}  
 Breed (B,B): PAIN SPLIT, SCREECH, PSYBEAM, PSYWAVE, DESTINY BOND

111 RHYHORN 42: RHYDON GROUND / HORN ATTACK 13: STOMP  
 ROCK TAIL WHIP 19: FURY ATTACK  
 31: SCARY FACE  
 37: HORN DRILL  
 HP:80 At:85 De:95 SpA:30 SpD:30 Spe:25 == 345 49: TAKE DOWN  
 55: EARTHQUAKE  
 R/B/Y: LEER | HORN DRILL, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, RAGE,  
 THUNDERBOLT, FISSURE, MIMIC, BIDE, SKULL BASH, ROCK SLIDE, SUBSTITUTE  
 TM/HM: HEADBUTT, CURSE, ROLLOUT, ROAR, TOXIC, ZAP CANNON, ROCK SMASH,  
 HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD, ICY WIND, PROTECT, ENDURE,  
 FRUSTRATION, IRON TAIL, THUNDER, EARTHQUAKE, RETURN, DIG, MUD-SLAP,  
 DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM, FIRE BLAST, REST,  
 ATTRACT, STRENGTH, {{FLAMETHROWER, THUNDERBOLT, ICE BEAM}}  
 Breed (1,5): THRASH, PURSUIT, COUNTER, CRUNCH, REVERSAL, MAGNITUDE,  
 ROCK SLIDE

112 RHYDON - GROUND / HORN ATTACK 13: STOMP  
 ROCK STOMP TAIL WHIP 19: FURY ATTACK  
 FURY ATTACK 31: SCARY FACE  
 37: HORN DRILL  
 54: TAKE DOWN  
 HP:105 At:130 De:120 SpA:45 SpD:45 Spe:40 == 485 65: EARTHQUAKE  
 R/B/Y: LEER | MEGA PUNCH, MEGA KICK, HORN DRILL, BODY SLAM, TAKE DOWN,  
 DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM, PAY DAY, SUBMISSION,  
 COUNTER, SEISMIC TOSS, RAGE, THUNDERBOLT, FISSURE, MIMIC, BIDE,  
 SKULL BASH, ROCK SLIDE, SUBSTITUTE  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, ROAR, TOXIC, ZAP CANNON,  
 ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM,  
 ICY WIND, PROTECT, ENDURE, FRUSTRATION, IRON TAIL, THUNDER,  
 EARTHQUAKE, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
 SANDSTORM, FIRE BLAST, THUNDERPUNCH, REST, ATTRACT, FIRE PUNCH,  
 FURY CUTTER, SURF, STRENGTH, {{FLAMETHROWER, THUNDERBOLT, ICE BEAM}}  
 Breed (1,5): THRASH, PURSUIT, COUNTER, CRUNCH, REVERSAL, MAGNITUDE,  
 ROCK SLIDE

113 CHANSEY Happy: BLISSEY NORMAL POUND 5: GROWL  
 9: TAIL WHIP  
 13: SOFTBOILED  
 17: DOUBLES LAP  
 23: MINIMIZE  
 29: SING

HP:250 At:5 De:5 SpA:35 SpD:105 Spe:50 == 450

35: EGG BOMB  
41: DEFENSE CURL  
49: LIGHT SCREEN  
57: DOUBLE-EDGE

R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM,  
WATER GUN, ICE BEAM, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE,  
THUNDERBOLT, TELEPORT, MIMIC, REFLECT, BIDE, METRONOME, EGG BOMB,  
SKULL BASH, SOFTBOILED, THUNDER WAVE, PSYWAVE, TRI ATTACK, SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, ZAP CANNON, ROCK SMASH,  
PSYCH UP, HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM,  
ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, SOLAR BEAM,  
IRON TAIL, THUNDER, RETURN, PSYCHIC, SHADOW BALL, MUD-SLAP,  
DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM, FIRE BLAST,  
DEFENSE CURL, DREAM EATER, REST, ATTRACT, STRENGTH, FLASH,  
{FLAMETHROWER, THUNDERBOLT, ICE BEAM}

Breed (6,6): HEAL BELL, PRESENT, METRONOME

4: SLEEP POWDER  
10: ABSORB  
13: POISONPOWDER

114 TANGELA - GRASS CONSTRICT

19: VINE WHIP  
25: BIND  
31: MEGA DRAIN

HP:65 At:55 De:115 SpA:100 SpD:40 Spe:60 == 435

34: STUN SPORE  
40: SLAM  
46: GROWTH

R/B/Y: SWORDS DANCE, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, RAGE, MEGA DRAIN,  
MIMIC, BIDE, SKULL BASH, SUBSTITUTE

TM/HM: HEADBUTT, CURSE, TOXIC, PSYCH UP, HIDDEN POWER, SUNNY DAY,  
SWEET SCENT, SNORE, HYPER BEAM, PROTECT, GIGA DRAIN, ENDURE,  
FRUSTRATION, SOLAR BEAM, RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
SLUDGE BOMB, REST, ATTRACT, THIEF, CUT, FLASH

Breed (7,7): FLAIL, AMNESIA, CONFUSION, REFLECT, MEGA DRAIN

7: LEER  
13: BITE  
19: TAIL WHIP

115 KANGASKHAN - NORMAL COMET PUNCH

25: MEGA PUNCH  
31: RAGE  
37: ENDURE

HP:105 At:95 De:80 SpA:40 SpD:80 Spe:90 == 490

43: DIZZY PUNCH  
49: REVERSAL

R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM,  
WATER GUN, ICE BEAM, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE,  
THUNDERBOLT, FISSURE, MIMIC, BIDE, SKULL BASH, ROCK SLIDE, SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROAR, TOXIC, ZAP CANNON, ROCK SMASH,  
HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM, ICY WIND,  
PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, THUNDER,  
EARTHQUAKE, RETURN, SHADOW BALL, MUD-SLAP, DOUBLE TEAM, ICE PUNCH,  
SWAGGER, SLEEP TALK, SANDSTORM, FIRE BLAST, THUNDERPUNCH, REST,  
ATTRACT, FIRE PUNCH, FURY CUTTER, SURF, STRENGTH,  
{FLAMETHROWER, THUNDERBOLT, ICE BEAM}

Breed (1,1): DISABLE, FOCUS ENERGY, SAFEGUARD, STOMP, FORESIGHT

8: SMOKESCREEN  
15: LEER

116 HORSEA 32: SEADRA WATER BUBBLE

22: WATER GUN

HP:30 At:40 De:70 SpA:70 SpD:25 Spe:60 == 295  
29: TWISTER  
36: AGILITY  
43: HYDRO PUMP  
R/B/Y: TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM, RAGE, MIMIC,  
BIDE, SKULL BASH, SUBSTITUTE  
TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SNORE, BLIZZARD, ICY WIND,  
PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, DRAGONBREATH, RETURN,  
DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT, REST, ATTRACT, SURF,  
WHIRLPOOL, WATERFALL, {{ICE BEAM}}  
Breed (2,E): AURORA BEAM, OCTAZOOKA, DISABLE, FLAIL, SPLASH, DRAGON RAGE

117 SEADRA Trade: KINGDRA WATER BUBBLE 8: SMOKESCREEN  
SMOKESCREEN 15: LEER  
LEER 22: WATER GUN  
WATER GUN 29: TWISTER  
40: AGILITY

HP:55 At:65 De:95 SpA:95 SpD:45 Spe:85 == 440 51: HYDRO PUMP  
R/B/Y: TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM, RAGE, MIMIC,  
BIDE, SKULL BASH, SUBSTITUTE  
TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SNORE, BLIZZARD, HYPER BEAM,  
ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, DRAGONBREATH,  
RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT, REST, ATTRACT,  
SURF, WHIRLPOOL, WATERFALL, {{ICE BEAM}}  
Breed (2,E): AURORA BEAM, OCTAZOOKA, DISABLE, FLAIL, SPLASH, DRAGON RAGE

118 GOLDEEN 33: SEAKING WATER PECK 10: SUPERSONIC  
TAIL WHIP 15: HORN ATTACK  
24: FLAIL  
29: FURY ATTACK  
38: WATERFALL  
HP:45 At:67 De:60 SpA:35 SpD:50 Spe:63 == 320 43: HORN DRILL  
52: AGILITY  
R/B/Y: HORN DRILL, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM,  
RAGE, MIMIC, BIDE, SKULL BASH, SUBSTITUTE  
TM/HM: CURSE, TOXIC, HIDDEN POWER, SNORE, BLIZZARD, ICY WIND, PROTECT,  
RAIN DANCE, ENDURE, FRUSTRATION, RETURN, DOUBLE TEAM, SWAGGER,  
SLEEP TALK, SWIFT, REST, ATTRACT, SURF, WATERFALL, {{ICE BEAM}}  
Breed (C,C): HAZE, PSYBEAM, HYDRO PUMP

119 SEAKING - WATER PECK 10: SUPERSONIC  
TAIL WHIP 15: HORN ATTACK  
24: FLAIL  
29: FURY ATTACK  
41: WATERFALL  
HP:80 At:92 De:65 SpA:65 SpD:80 Spe:68 == 450 49: HORN DRILL  
61: AGILITY  
R/B/Y: HORN DRILL, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM,  
RAGE, MIMIC, BIDE, SKULL BASH, SUBSTITUTE  
TM/HM: CURSE, TOXIC, HIDDEN POWER, SNORE, BLIZZARD, HYPER BEAM, ICY WIND,  
PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, RETURN, DOUBLE TEAM,  
SWAGGER, SLEEP TALK, SWIFT, REST, ATTRACT, SURF, WATERFALL,  
{{ICE BEAM}}  
Breed (C,C): HAZE, PSYBEAM, HYDRO PUMP

7: WATER GUN  
13: RAPID SPIN



FLYING LEER

24: AGILITY

30: WING ATTACK

HP:70 At:110 De:80 SpA:55 SpD:80 Spe:105 == 500

36: SLASH

42: SWORDS DANCE

48: DOUBLE TEAM

R/B/Y: SWORDS DANCE, TAKE DOWN, DOUBLE-EDGE, RAGE, MIMIC, BIDE, SKULL BASH, SUBSTITUTE

TM/HM: HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT, ENDURE, FRUSTRATION, RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT, DETECT, REST, ATTRACT, THIEF, STEEL WING, FURY CUTTER, CUT

Breed (3,3): COUNTER, RAZOR WIND, REVERSAL, SAFEGUARD, BATON PASS, LIGHT SCREEN

9: LOVELY KISS

124 JYNX

-

ICE / POUND

13: POWDER SNOW

PSYCHIC LICK

21: DOUBLES LAP

LOVELY KISS

25: ICE PUNCH

POWDER SNOW

35: MEAN LOOK

41: BODY SLAM

HP:65 At:50 De:35 SpA:115 SpD:95 Spe:95 == 455

51: PERISH SONG

57: BLIZZARD

R/B/Y: THRASH | MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE, TELEPORT, MIMIC, REFLECT, BIDE, METRONOME, SKULL BASH, PSYWAVE, SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, PSYCH UP, HIDDEN POWER, SWEET SCENT, SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, RETURN, PSYCHIC, SHADOW BALL, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, DREAM EATER, REST, ATTRACT, THIEF, NIGHTMARE, {{ICE BEAM}}

Breed (8,8): MEDITATE, <<LOVELY KISS>>

9: THUNDERPUNCH

125 ELECTABUZZ

-

ELECTRIC QUICK ATTACK

17: LIGHT SCREEN

LEER

25: SWIFT

THUNDERPUNCH

36: SCREECH

47: THUNDERBOLT

HP:65 At:83 De:57 SpA:95 SpD:85 Spe:105 == 490

58: THUNDER

R/B/Y: THUNDERSHOCK | MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE, THUNDERBOLT, TELEPORT, MIMIC, REFLECT, BIDE, METRONOME, SKULL BASH, THUNDER WAVE, PSYWAVE, SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ZAP CANNON, ROCK SMASH, HIDDEN POWER, SNORE, HYPER BEAM, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, THUNDER, RETURN, PSYCHIC, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, SWIFT, THUNDERPUNCH, DETECT, REST, ATTRACT, THIEF, FIRE PUNCH, STRENGTH, FLASH, {{THUNDERBOLT}}

Breed (8,8): KARATE CHOP, BARRIER, ROLLING KICK, MEDITATE, {{CROSS CHOP}}

7: LEER

126 MAGMAR

-

FIRE

EMBER

13: SMOG

LEER

19: FIRE PUNCH

SMOG

25: SMOKESCREEN

FIRE PUNCH

33: SUNNY DAY

41: FLAMETHROWER

HP:65 At:95 De:57 SpA:100 SpD:85 Spe:93 == 495 49: CONFUSE RAY  
57: FIRE BLAST  
R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, SUBMISSION,  
COUNTER, SEISMIC TOSS, RAGE, TELEPORT, MIMIC, BIDE, METRONOME,  
SKULL BASH, PSYWAVE, SUBSTITUTE  
TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER,  
SUNNY DAY, SNORE, HYPER BEAM, PROTECT, ENDURE, FRUSTRATION,  
IRON TAIL, RETURN, PSYCHIC, MUD-SLAP, DOUBLE TEAM, SWAGGER,  
SLEEP TALK, FIRE BLAST, THUNDERPUNCH, DETECT, REST, ATTRACT,  
THIEF, FIRE PUNCH, STRENGTH, {{FLAMETHROWER}}  
Breed (8,8): SCREECH, KARATE CHOP, BARRIER, MEGA PUNCH, {{CROSS CHOP}}

7: FOCUS ENERGY  
13: BIND  
127 PINSIR - BUG VICEGRIP 19: SEISMIC TOSS  
25: HARDEN  
HP:65 At:125 De:100 SpA:55 SpD:70 Spe:85 == 500 31: GUILLOTINE  
37: SUBMISSION  
43: SWORDS DANCE  
R/B/Y: SLASH | SWORDS DANCE, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, SUBMISSION,  
SEISMIC TOSS, RAGE, MIMIC, BIDE, SUBSTITUTE  
TM/HM: HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE,  
HYPER BEAM, PROTECT, ENDURE, FRUSTRATION, RETURN, DOUBLE TEAM,  
SWAGGER, SLEEP TALK, REST, ATTRACT, THIEF, FURY CUTTER, CUT, STRENGTH  
Breed (3,3): FLAIL, FURY ATTACK

4: TAIL WHIP  
8: RAGE  
13: HORN ATTACK  
128 TAUROS - NORMAL TACKLE 19: SCARY FACE  
26: PURSUIT  
HP:75 At:100 De:95 SpA:40 SpD:70 Spe:110 == 490 34: REST  
43: THRASH  
53: TAKE DOWN  
R/B/Y: STOMP, LEER | HORN DRILL, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, ICE BEAM,  
RAGE, THUNDERBOLT, FISSURE, MIMIC, BIDE, SKULL BASH, SUBSTITUTE  
TM/HM: HEADBUTT, CURSE, TOXIC, ZAP CANNON, ROCK SMASH, HIDDEN POWER,  
SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, ENDURE,  
FRUSTRATION, IRON TAIL, THUNDER, EARTHQUAKE, RETURN, DOUBLE TEAM,  
SWAGGER, SLEEP TALK, FIRE BLAST, REST, ATTRACT, SURF, STRENGTH,  
{{FLAMETHROWER, THUNDERBOLT, ICE BEAM}}  
Breed (5,5)

129 MAGIKARP 20: GYARADOS WATER SPLASH 15: TACKLE  
30: FLAIL  
HP:20 At:10 De:55 SpA:15 SpD:20 Spe:80 == 200  
Breed (C,E)

20: BITE  
25: DRAGON RAGE  
130 GYARADOS - WATER / THRASH 30: LEER  
FLYING 35: TWISTER  
40: HYDRO PUMP  
HP:95 At:125 De:79 SpA:60 SpD:100 Spe:81 == 540 45: RAIN DANCE  
50: HYPER BEAM

R/B/Y: BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM, RAGE, DRAGON RAGE, THUNDERBOLT, MIMIC, REFLECT, BIDE, SKULL BASH, SUBSTITUTE

TM/HM: HEADBUTT, CURSE, ROAR, TOXIC, ZAP CANNON, ROCK SMASH, HIDDEN POWER, SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, DRAGONBREATH, THUNDER, RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM, FIRE BLAST, REST, ATTRACT, SURF, STRENGTH, WHIRLPOOL, WATERFALL, {{FLAMETHROWER, THUNDERBOLT, ICE BEAM}}

Breed (C,E)

131 LAPRAS - WATER / GROWL SING  
ICE SING  
HP:130 At:85 De:80 SpA:85 SpD:95 Spe:60 == 535

8: MIST
15: BODY SLAM
22: CONFUSE RAY
29: PERISH SONG
36: ICE BEAM
43: RAIN DANCE
50: SAFEGUARD
57: HYDRO PUMP

R/B/Y: HORN DRILL, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM, RAGE, DRAGON RAGE, THUNDERBOLT, MIMIC, REFLECT, BIDE, SKULL BASH, PSYWAVE, SUBSTITUTE

TM/HM: HEADBUTT, CURSE, TOXIC, ZAP CANNON, ROCK SMASH, HIDDEN POWER, SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, DRAGONBREATH, THUNDER, RETURN, PSYCHIC, DOUBLE TEAM, SWAGGER, SLEEP TALK, DREAM EATER, REST, ATTRACT, NIGHTMARE, SURF, STRENGTH, WHIRLPOOL, {{THUNDERBOLT, ICE BEAM}}

Breed (1,2): AURORA BEAM, FORESIGHT

132 DITTO - NORMAL TRANSFORM -

HP:48 At:48 De:48 SpA:48 SpD:48 Spe:48 == 288

Breed (\*,\*) (Genderless)

ATTACK	Fire: FLAREON	8: SAND ATTACK	8: SAND
	Thunder: JOLTEON	16: GROWL	16: GROWL
133 EEVEE	Water: VAPOREON	NORMAL TACKLE	23: QUICK ATTACK
ATTACK	Happy: ESPEON	TAIL WHIP	30: BITE
	Happy: UMBREON	36: FOCUS ENERGY	36: BATON

PASS  
HP:55 At:55 De:50 SpA:45 SpD:65 Spe:55 == 325 42: TAKE DOWN 42: TAKE

DOWN

R/B/Y: FOCUS ENERGY | BODY SLAM, TAKE DOWN, DOUBLE-EDGE, RAGE, MIMIC, REFLECT, BIDE, SKULL BASH, SUBSTITUTE

TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, RETURN, SHADOW BALL, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT, DETECT, REST, ATTRACT

Breed (5,5): CHARM, FLAIL

134 VAPOREON - WATER TACKLE TAIL WHIP

8: SAND ATTACK
16: WATER GUN
23: QUICK ATTACK
30: BITE
36: AURORA BEAM

HP:130 At:65 De:60 SpA:110 SpD:95 Spe:65 == 525 42: HAZE  
47: ACID ARMOR  
52: HYDRO PUMP

R/B/Y: MIST | BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN,  
ICE BEAM, RAGE, MIMIC, REFLECT, BIDE, SKULL BASH, SUBSTITUTE  
TM/HM: HEADBUTT, CURSE, ROAR, TOXIC, HIDDEN POWER, SUNNY DAY, SNORE,  
BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE, ENDURE,  
FRUSTRATION, IRON TAIL, RETURN, SHADOW BALL, MUD-SLAP, DOUBLE TEAM,  
SWAGGER, SLEEP TALK, SWIFT, DETECT, REST, ATTRACT, SURF, WHIRLPOOL,  
WATERFALL, {{ICE BEAM}}

Breed (5,5): CHARM, FLAIL

135 JOLTEON - ELECTRIC TACKLE 8: SAND ATTACK  
TAIL WHIP 16: THUNDERSHOCK  
23: QUICK ATTACK  
30: DOUBLE KICK  
36: PIN MISSILE  
HP:65 At:65 De:60 SpA:110 SpD:95 Spe:130 == 525 42: THUNDER WAVE  
47: AGILITY  
52: THUNDER

R/B/Y: BODY SLAM, TAKE DOWN, DOUBLE-EDGE, RAGE, THUNDERBOLT, MIMIC, REFLECT,  
BIDE, SKULL BASH, THUNDER WAVE, SUBSTITUTE  
TM/HM: HEADBUTT, CURSE, ROAR, TOXIC, ZAP CANNON, HIDDEN POWER, SUNNY DAY,  
SNORE, HYPER BEAM, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION,  
IRON TAIL, THUNDER, RETURN, SHADOW BALL, MUD-SLAP, DOUBLE TEAM,  
SWAGGER, SLEEP TALK, SWIFT, DETECT, REST, ATTRACT, FLASH,  
{{THUNDERBOLT}}

Breed (5,5): CHARM, FLAIL

136 FLAREON - FIRE TACKLE 8: SAND ATTACK  
TAIL WHIP 16: EMBER  
23: QUICK ATTACK  
30: BITE  
36: FIRE SPIN  
HP:65 At:130 De:60 SpA:95 SpD:110 Spe:65 == 525 42: SMOG  
47: LEER  
52: FLAMETHROWER

R/B/Y: RAGE | BODY SLAM, TAKE DOWN, DOUBLE-EDGE, RAGE, MIMIC, REFLECT, BIDE,  
SKULL BASH, SUBSTITUTE  
TM/HM: HEADBUTT, CURSE, ROAR, TOXIC, ZAP CANNON, HIDDEN POWER, SUNNY DAY,  
SNORE, HYPER BEAM, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION,  
IRON TAIL, RETURN, SHADOW BALL, MUD-SLAP, DOUBLE TEAM, SWAGGER,  
SLEEP TALK, FIRE BLAST, SWIFT, DETECT, REST, ATTRACT, {{FLAMETHROWER}}

Breed (5,5): CHARM, FLAIL

137 PORYGON Trade: PORYGON2 NORMAL TACKLE 9: AGILITY  
CONVERSION2 12: PSYBEAM  
CONVERSION 20: RECOVER  
24: SHARPEN  
32: LOCK-ON  
HP:65 At:60 De:70 SpA:85 SpD:75 Spe:40 == 395 36: TRI ATTACK  
44: ZAP CANNON

R/B/Y: TAKE DOWN, DOUBLE-EDGE, ICE BEAM, RAGE, THUNDERBOLT, TELEPORT, MIMIC,  
REFLECT, BIDE, SKULL BASH, THUNDER WAVE, PSYWAVE, TRI ATTACK,  
SUBSTITUTE  
TM/HM: CURSE, TOXIC, ZAP CANNON, PSYCH UP, HIDDEN POWER, SUNNY DAY, SNORE,  
BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE, ENDURE,





HP:60 At:115 De:105 SpA:65 SpD:70 Spe:80 == 495 51: MEGA DRAIN  
65: ANCIENTPOWER  
R/B/Y: HYDRO PUMP | RAZOR WIND, SWORDS DANCE, MEGA KICK, BODY SLAM,  
TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM, SUBMISSION,  
SEISMIC TOSS, RAGE, MIMIC, REFLECT, BIDE, SKULL BASH, SUBSTITUTE  
TM/HM: HEADBUTT, CURSE, ROLLOUT, TOXIC, ROCK SMASH, HIDDEN POWER, SNORE,  
BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE, GIGA DRAIN,  
ENDURE, FRUSTRATION, RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
SANDSTORM, REST, ATTRACT, THIEF, FURY CUTTER, CUT, SURF, WHIRLPOOL,  
{{ICE BEAM}}  
Breed (2,9): DIG, AURORA BEAM, RAPID SPIN, FLAIL, BUBBLEBEAM

8: AGILITY  
15: BITE  
142 AERODACTYL - ROCK / WING ATTACK 22: SUPERSONIC  
FLYING 29: ANCIENTPOWER  
36: SCARY FACE  
HP:80 At:105 De:65 SpA:60 SpD:75 Spe:130 == 515 43: TAKE DOWN  
50: HYPER BEAM

R/B/Y: RAZOR WIND, WHIRLWIND, TAKE DOWN, DOUBLE-EDGE, RAGE, DRAGON RAGE,  
MIMIC, REFLECT, BIDE, SKY ATTACK, SUBSTITUTE  
TM/HM: HEADBUTT, CURSE, ROAR, TOXIC, ROCK SMASH, HIDDEN POWER, SNORE,  
HYPER BEAM, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL,  
DRAGONBREATH, EARTHQUAKE, RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
SANDSTORM, FIRE BLAST, SWIFT, DETECT, REST, ATTRACT, STEEL WING, FLY,  
{{FLAMETHROWER}}  
Breed (4,4): PURSUIT, FORESIGHT, WHIRLWIND, STEEL WING

8: AMNESIA  
15: DEFENSE CURL  
22: BELLY DRUM  
143 SNORLAX - NORMAL TACKLE 29: HEADBUTT  
36: SNORE  
HP:160 At:110 De:65 SpA:65 SpD:110 Spe:30 == 540 36: REST  
43: BODY SLAM  
50: ROLLOUT  
57: HYPER BEAM

R/B/Y: HARDEN, DOUBLE-EDGE | MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN,  
DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM, PAY DAY, SUBMISSION,  
COUNTER, SEISMIC TOSS, RAGE, THUNDERBOLT, FISSURE, MIMIC, REFLECT,  
BIDE, METRONOME, SELFDESTRUCT, SKULL BASH, PSYWAVE, ROCK SLIDE,  
SUBSTITUTE  
TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, ZAP CANNON, ROCK SMASH,  
PSYCH UP, HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM,  
ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, SOLAR BEAM,  
THUNDER, EARTHQUAKE, RETURN, PSYCHIC, SHADOW BALL, MUD-SLAP,  
DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, SANDSTORM, FIRE BLAST,  
DEFENSE CURL, THUNDERPUNCH, REST, ATTRACT, FIRE PUNCH, SURF, STRENGTH,  
{{FLAMETHROWER, THUNDERBOLT, ICE BEAM}}  
Breed (1,1): LICK, CHARM

13: MIST  
144 ARTICUNO - ICE / GUST 25: AGILITY  
FLYING POWDER SNOW 37: MIND READER  
49: ICE BEAM  
HP:90 At:85 De:100 SpA:95 SpD:125 Spe:85 == 580 61: REFLECT  
73: BLIZZARD

R/B/Y: PECK | RAZOR WIND, WHIRLWIND, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM, RAGE, MIMIC, REFLECT, BIDE, SKY ATTACK, SUBSTITUTE

TM/HM: CURSE, ROAR, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM, SWIFT, DETECT, REST, STEEL WING, FLY, {{ICE BEAM}}

Breed (X,X) (Genderless)

145 ZAPDOS - ELECTRIC / PECK 13: THUNDER WAVE  
FLYING THUNDERSHOCK 25: AGILITY  
49: DRILL PECK  
HP:90 At:90 De:85 SpA:125 SpD:90 Spe:100 == 580 61: LIGHT SCREEN  
73: THUNDER

R/B/Y: RAZOR WIND, WHIRLWIND, TAKE DOWN, DOUBLE-EDGE, RAGE, THUNDERBOLT, MIMIC, REFLECT, BIDE, SKY ATTACK, THUNDER WAVE, SUBSTITUTE

TM/HM: CURSE, ROAR, TOXIC, ZAP CANNON, ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, THUNDER, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM, SWIFT, DETECT, REST, STEEL WING, FLY, FLASH, {{THUNDERBOLT}}

Breed (X,X) (Genderless)

146 MOLTRES - FIRE / WING ATTACK 13: FIRE SPIN  
FLYING EMBER 25: AGILITY  
49: FLAMETHROWER  
HP:90 At:100 De:90 SpA:125 SpD:85 Spe:90 == 580 61: SAFEGUARD  
73: SKY ATTACK

R/B/Y: PECK, LEER | RAZOR WIND, WHIRLWIND, TAKE DOWN, DOUBLE-EDGE, RAGE, MIMIC, REFLECT, BIDE, SKY ATTACK, SUBSTITUTE

TM/HM: CURSE, ROAR, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM, FIRE BLAST, SWIFT, DETECT, REST, STEEL WING, FLY, {{FLAMETHROWER}}

Breed (X,X) (Genderless)

147 DRATINI 30: DRAGONAIR DRAGON WRAP 8: THUNDER WAVE  
LEER 15: TWISTER  
22: DRAGON RAGE  
HP:41 At:64 De:45 SpA:50 SpD:50 Spe:50 == 300 29: SLAM  
36: AGILITY  
43: SAFEGUARD  
50: OUTRAGE  
57: HYPER BEAM

R/B/Y: BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN, ICE BEAM, RAGE, DRAGON RAGE, THUNDERBOLT, MIMIC, REFLECT, BIDE, SKULL BASH, THUNDER WAVE, SUBSTITUTE

TM/HM: HEADBUTT, CURSE, TOXIC, ZAP CANNON, HIDDEN POWER, SNORE, BLIZZARD, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, DRAGONBREATH, THUNDER, RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK, FIRE BLAST, SWIFT, DETECT, REST, ATTRACT, SURF, WATERFALL, {{FLAMETHROWER, THUNDERBOLT, ICE BEAM}}

Breed (2,E): HAZE, MIST, SUPERSONIC, LIGHT SCREEN

8: THUNDER WAVE

148 DRAGONAIR 55: DRAGONITE DRAGON LEER WRAP 15: TWISTER  
 THUNDER WAVE 22: DRAGON RAGE  
 TWISTER 29: SLAM  
 38: AGILITY  
 47: SAFEGUARD  
 HP:61 At:84 De:65 SpA:70 SpD:70 Spe:70 == 420 56: OUTRAGE  
 65: HYPER BEAM  
 R/B/Y: HORN DRILL, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN,  
 ICE BEAM, RAGE, DRAGON RAGE, THUNDERBOLT, MIMIC, REFLECT, BIDE,  
 SKULL BASH, THUNDER WAVE, SUBSTITUTE  
 TM/HM: HEADBUTT, CURSE, TOXIC, ZAP CANNON, HIDDEN POWER, SNORE, BLIZZARD,  
 ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL,  
 DRAGONBREATH, THUNDER, RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
 FIRE BLAST, SWIFT, DETECT, REST, ATTRACT, SURF, WATERFALL,  
 {{FLAMETHROWER, THUNDERBOLT, ICE BEAM}}  
 Breed (2,E): HAZE, MIST, SUPERSONIC, LIGHT SCREEN

149 DRAGONITE - DRAGON / LEER WRAP 8: THUNDER WAVE  
 FLYING THUNDER WAVE 15: TWISTER  
 TWISTER 22: DRAGON RAGE  
 29: SLAM  
 38: AGILITY  
 47: SAFEGUARD  
 55: WING ATTACK  
 HP:91 At:134 De:95 SpA:100 SpD:100 Spe:80 == 600 61: OUTRAGE  
 75: HYPER BEAM  
 R/B/Y: RAZOR WIND, HORN DRILL, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM,  
 WATER GUN, ICE BEAM, RAGE, DRAGON RAGE, THUNDERBOLT, MIMIC, REFLECT,  
 BIDE, SKULL BASH, THUNDER WAVE, SUBSTITUTE  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ZAP CANNON, ROCK SMASH,  
 HIDDEN POWER, SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT,  
 RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, DRAGONBREATH, THUNDER,  
 RETURN, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK,  
 SANDSTORM, FIRE BLAST, SWIFT, THUNDERPUNCH, DETECT, REST, ATTRACT,  
 STEEL WING, FIRE PUNCH, FURY CUTTER, FLY, SURF, STRENGTH, WHIRLPOOL,  
 WATERFALL, {{FLAMETHROWER, THUNDERBOLT, ICE BEAM}}  
 Breed (2,E): HAZE, MIST, SUPERSONIC, LIGHT SCREEN

150 MEWTWO - PSYCHIC CONFUSION 11: BARRIER  
 DISABLE 22: SWIFT  
 33: PSYCH UP  
 44: FUTURE SIGHT  
 55: MIST  
 66: PSYCHIC  
 HP:106 At:110 De:90 SpA:154 SpD:90 Spe:130 == 680 77: AMNESIA  
 88: RECOVER  
 99: SAFEGUARD  
 R/B/Y: MEGA PUNCH, MEGA KICK, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM,  
 WATER GUN, ICE BEAM, PAY DAY, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE,  
 THUNDERBOLT, TELEPORT, MIMIC, REFLECT, BIDE, METRONOME, SELFDESTRUCT,  
 SKULL BASH, THUNDER WAVE, PSYWAVE, TRI ATTACK, SUBSTITUTE  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ZAP CANNON, ROCK SMASH,  
 PSYCH UP, HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM,  
 ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, SOLAR BEAM,  
 IRON TAIL, THUNDER, RETURN, PSYCHIC, SHADOW BALL, MUD-SLAP,  
 DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, FIRE BLAST, SWIFT,  
 THUNDERPUNCH, DREAM EATER, DETECT, REST, FIRE PUNCH, NIGHTMARE,  
 STRENGTH, FLASH, {{FLAMETHROWER, THUNDERBOLT, ICE BEAM}}

Breed (X,X) (Genderless)

151 MEW - PSYCHIC POUND  
HP:100 At:100 De:100 SpA:100 SpD:100 Spe:100 == 600  
10: TRANSFORM  
20: MEGA PUNCH  
30: METRONOME  
40: PSYCHIC  
50: ANCIENTPOWER

R/B/Y: MEGA PUNCH, RAZOR WIND, SWORDS DANCE, WHIRLWIND, MEGA KICK,  
HORN DRILL, BODY SLAM, TAKE DOWN, DOUBLE-EDGE, BUBBLEBEAM, WATER GUN,  
ICE BEAM, PAY DAY, SUBMISSION, COUNTER, SEISMIC TOSS, RAGE,  
MEGA DRAIN, DRAGON RAGE, THUNDERBOLT, FISSURE, TELEPORT, MIMIC,  
REFLECT, BIDE, METRONOME, SELFDESTRUCT, EGG BOMB, SKULL BASH,  
SOFTBOILED, SKY ATTACK, THUNDER WAVE, PSYWAVE, EXPLOSION, ROCK SLIDE,  
TRI ATTACK, SUBSTITUTE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, ROAR, TOXIC, ZAP CANNON,  
ROCK SMASH, PSYCH UP, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE,  
BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE, GIGA DRAIN,  
ENDURE, FRUSTRATION, SOLAR BEAM, IRON TAIL, DRAGONBREATH, THUNDER,  
EARTHQUAKE, RETURN, DIG, PSYCHIC, SHADOW BALL, MUD-SLAP, DOUBLE TEAM,  
ICE PUNCH, SWAGGER, SLEEP TALK, SLUDGE BOMB, SANDSTORM, FIRE BLAST,  
SWIFT, DEFENSE CURL, THUNDERPUNCH, DREAM EATER, DETECT, REST, ATTRACT,  
THIEF, STEEL WING, FIRE PUNCH, FURY CUTTER, NIGHTMARE, CUT, FLY, SURF,  
STRENGTH, FLASH, WHIRLPOOL, WATERFALL,  
{FLAMETHROWER, THUNDERBOLT, ICE BEAM}}

Breed (X,X) (Genderless)

152 CHIKORITA 16: BAYLEEF GRASS TACKLE  
GROWL  
HP:45 At:49 De:65 SpA:49 SpD:65 Spe:45 == 318  
8: RAZOR LEAF  
12: REFLECT  
15: POISONPOWDER  
22: SYNTHESIS  
29: BODY SLAM  
36: LIGHT SCREEN  
43: SAFEGUARD  
50: SOLAR BEAM

TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE,  
PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, IRON TAIL,  
RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, DETECT, REST,  
ATTRACT, CUT, FLASH

Breed (1,7): COUNTER, ANCIENTPOWER, FLAIL, VINE WHIP, LEECH SEED,  
{SWORDS DANCE}}

153 BAYLEEF 32: MEGANIUM GRASS TACKLE  
GROWL  
RAZOR LEAF  
REFLECT  
HP:60 At:62 De:80 SpA:63 SpD:80 Spe:60 == 405  
8: RAZOR LEAF  
12: REFLECT  
15: POISONPOWDER  
23: SYNTHESIS  
31: BODY SLAM  
39: LIGHT SCREEN  
47: SAFEGUARD  
55: SOLAR BEAM

TM/HM: HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY,  
SWEET SCENT, SNORE, PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION,  
SOLAR BEAM, IRON TAIL, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER,  
SLEEP TALK, DETECT, REST, ATTRACT, FURY CUTTER, CUT, STRENGTH, FLASH

Breed (1,7): COUNTER, ANCIENTPOWER, FLAIL, VINE WHIP, LEECH SEED,  
{SWORDS DANCE}}



158 TOTODILE 18: CROCONAW WATER SCRATCH LEER 7: RAGE  
 13: WATER GUN  
 20: BITE  
 27: SCARY FACE  
 HP:50 At:65 De:64 SpA:44 SpD:48 Spe:43 == 314 35: SLASH  
 43: SCREECH  
 52: HYDRO PUMP  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SNORE, BLIZZARD,  
 ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, RETURN,  
 DIG, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, DETECT,  
 REST, ATTRACT, CUT, SURF, WHIRLPOOL, {{ICE BEAM}}  
 Breed (1,2): THRASH, ROCK SLIDE, RAZOR WIND, CRUNCH, ANCIENTPOWER, HYDRO PUMP

159 CROCONAW 30: FERALIGATR WATER LEER RAGE 7: RAGE  
 13: WATER GUN  
 21: BITE  
 28: SCARY FACE  
 37: SLASH  
 HP:65 At:80 De:80 SpA:59 SpD:63 Spe:58 == 405 45: SCREECH  
 55: HYDRO PUMP  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROAR, TOXIC, ROCK SMASH, HIDDEN POWER,  
 SNORE, BLIZZARD, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION,  
 IRON TAIL, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER,  
 SLEEP TALK, DETECT, REST, ATTRACT, FURY CUTTER, CUT, SURF, STRENGTH,  
 WHIRLPOOL, {{ICE BEAM}}  
 Breed (1,2): THRASH, ROCK SLIDE, RAZOR WIND, CRUNCH, ANCIENTPOWER, HYDRO PUMP

160 FERALIGATR - WATER LEER RAGE WATER GUN 7: RAGE  
 13: WATER GUN  
 21: BITE  
 28: SCARY FACE  
 38: SLASH  
 47: SCREECH  
 HP:85 At:105 De:100 SpA:79 SpD:83 Spe:78 == 530 58: HYDRO PUMP  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROAR, TOXIC, ROCK SMASH, HIDDEN POWER,  
 SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE, ENDURE,  
 FRUSTRATION, IRON TAIL, EARTHQUAKE, RETURN, DIG, MUD-SLAP,  
 DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, DETECT, REST,  
 ATTRACT, FURY CUTTER, CUT, SURF, STRENGTH, WHIRLPOOL, {{ICE BEAM}}  
 Breed (1,2): THRASH, ROCK SLIDE, RAZOR WIND, CRUNCH, ANCIENTPOWER, HYDRO PUMP

161 SENTRET 15: FURRET NORMAL TACKLE 5: DEFENSE CURL  
 11: QUICK ATTACK  
 17: FURY SWIPES  
 HP:35 At:46 De:34 SpA:35 SpD:45 Spe:20 == 215 25: SLAM  
 33: REST  
 41: AMNESIA  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, HIDDEN POWER,  
 SUNNY DAY, SNORE, PROTECT, ENDURE, FRUSTRATION, IRON TAIL, RETURN,  
 DIG, SHADOW BALL, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER,  
 SLEEP TALK, SWIFT, DEFENSE CURL, THUNDERPUNCH, DETECT, REST,  
 ATTRACT, THIEF, FIRE PUNCH, FURY CUTTER, CUT, SURF  
 Breed (5,5): PURSUIT, FOCUS ENERGY, REVERSAL, SLASH, DOUBLE-EDGE

162 FURRET - NORMAL SCRATCH 5: DEFENSE CURL  
 DEFENSE CURL 11: QUICK ATTACK  
 QUICK ATTACK 18: FURY SWIPES  
 28: SLAM  
 38: REST  
 HP:85 At:76 De:64 SpA:45 SpD:55 Spe:90 == 415 48: AMNESIA  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, HIDDEN POWER,  
 SUNNY DAY, SNORE, HYPER BEAM, PROTECT, ENDURE, FRUSTRATION,  
 IRON TAIL, RETURN, DIG, SHADOW BALL, MUD-SLAP, DOUBLE TEAM, ICE PUNCH,  
 SWAGGER, SLEEP TALK, SWIFT, DEFENSE CURL, THUNDERPUNCH, DETECT, REST,  
 ATTRACT, THIEF, FIRE PUNCH, FURY CUTTER, CUT, SURF, STRENGTH  
 Breed (5,5): PURSUIT, FOCUS ENERGY, REVERSAL, SLASH, DOUBLE-EDGE

163 HOOTHOOT 20: NOCTOWL NORMAL / TACKLE 6: FORESIGHT  
 FLYING GROWL 11: PECK  
 16: HYPNOSIS  
 22: REFLECT  
 28: TAKE DOWN  
 HP:60 At:30 De:30 SpA:36 SpD:56 Spe:50 == 262 34: CONFUSION  
 48: DREAM EATER  
 TM/HM: CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, ENDURE,  
 FRUSTRATION, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
 SWIFT, DREAM EATER, DETECT, REST, ATTRACT, THIEF, STEEL WING,  
 NIGHTMARE, FLY, FLASH  
 Breed (4,4): MIRROR MOVE, FAINT ATTACK, SUPERSONIC, WING ATTACK, WHIRLWIND,  
 {{SKY ATTACK}}

164 NOCTOWL - NORMAL / TACKLE 6: FORESIGHT  
 FLYING GROWL 11: PECK  
 FORESIGHT 16: HYPNOSIS  
 PECK 25: REFLECT  
 33: TAKE DOWN  
 41: CONFUSION  
 HP:100 At:50 De:50 SpA:76 SpD:96 Spe:70 == 442 56: DREAM EATER  
 TM/HM: CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT,  
 ENDURE, FRUSTRATION, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER,  
 SLEEP TALK, SWIFT, DREAM EATER, DETECT, REST, ATTRACT, THIEF,  
 STEEL WING, NIGHTMARE, FLY, FLASH  
 Breed (4,4): MIRROR MOVE, FAINT ATTACK, SUPERSONIC, WING ATTACK, WHIRLWIND,  
 {{SKY ATTACK}}

165 LEDYBA 18: LEDIAN BUG / TACKLE 8: SUPERSONIC  
 FLYING 15: COMET PUNCH  
 22: LIGHT SCREEN  
 22: REFLECT  
 22: SAFEGUARD  
 29: BATON PASS  
 HP:40 At:20 De:30 SpA:40 SpD:80 Spe:55 == 265 36: SWIFT  
 43: AGILITY  
 50: DOUBLE-EDGE  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, HIDDEN POWER,  
 SUNNY DAY, SWEET SCENT, SNORE, PROTECT, GIGA DRAIN, ENDURE,  
 FRUSTRATION, SOLAR BEAM, RETURN, DIG, DOUBLE TEAM, ICE PUNCH,  
 SWAGGER, SLEEP TALK, SWIFT, THUNDERPUNCH, REST, ATTRACT, THIEF,  
 FLASH  
 Breed (3,3): BIDE, PSYBEAM, LIGHT SCREEN





169 CROBAT - POISON / LEECH LIFE 19: CONFUSE RAY  
 FLYING SUPERSONIC 30: WING ATTACK  
 42: MEAN LOOK  
 HP:85 At:90 De:80 SpA:70 SpD:80 Spe:130 == 535 55: HAZE  
 TM/HM: CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT,  
 GIGA DRAIN, ENDURE, FRUSTRATION, RETURN, DOUBLE TEAM, SWAGGER,  
 SLEEP TALK, SWIFT, DETECT, REST, ATTRACT, THIEF, STEEL WING, FLY  
 Breed (4,4): PURSUIT, GUST, FAINT ATTACK, QUICK ATTACK, WHIRLWIND  
 5: SUPERSONIC  
 13: FLAIL

170 CHINCHOU 27: LANTURN WATER / BUBBLE 17: WATER GUN  
 ELECTRIC THUNDER WAVE 25: SPARK  
 29: CONFUSE RAY  
 HP:75 At:38 De:38 SpA:56 SpD:56 Spe:67 == 330 37: TAKE DOWN  
 41: HYDRO PUMP  
 TM/HM: CURSE, TOXIC, ZAP CANNON, HIDDEN POWER, SNORE, PROTECT, RAIN DANCE,  
 ENDURE, FRUSTRATION, THUNDER, RETURN, DOUBLE TEAM, SWAGGER,  
 SLEEP TALK, REST, ATTRACT, SURF, FLASH, WHIRLPOOL, WATERFALL,  
 {{THUNDERBOLT, ICE BEAM}}  
 Breed (C,C): SCREECH, FLAIL, SUPERSONIC  
 5: SUPERSONIC  
 13: FLAIL

171 LANTURN - WATER / THUNDER WAVE 17: WATER GUN  
 ELECTRIC SUPERSONIC 25: SPARK  
 33: CONFUSE RAY  
 HP:125 At:58 De:58 SpA:76 SpD:76 Spe:67 == 460 45: TAKE DOWN  
 53: HYDRO PUMP  
 TM/HM: CURSE, TOXIC, ZAP CANNON, HIDDEN POWER, SNORE, HYPER BEAM, PROTECT,  
 RAIN DANCE, ENDURE, FRUSTRATION, THUNDER, RETURN, DOUBLE TEAM,  
 SWAGGER, SLEEP TALK, REST, ATTRACT, SURF, FLASH, WHIRLPOOL,  
 WATERFALL, {{THUNDERBOLT, ICE BEAM}}  
 Breed (C,C): SCREECH, FLAIL, SUPERSONIC

172 PICHU Happy: PIKACHU ELECTRIC THUNDERSHOCK 6: TAIL WHIP  
 CHARM 8: THUNDER WAVE  
 11: SWEET KISS  
 HP:20 At:40 De:15 SpA:35 SpD:35 Spe:60 == 205  
 TM/HM: HEADBUTT, CURSE, ROLLOUT, TOXIC, ZAP CANNON, HIDDEN POWER, SNORE,  
 PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, THUNDER, RETURN,  
 MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT, DEFENSE CURL,  
 DETECT, REST, ATTRACT, FLASH, {{THUNDERBOLT}}  
 Breed (X,X): ENCORE, DOUBLES LAP, BIDE, REVERSAL, PRESENT

173 CLEFFA Happy: CLEFAIRY NORMAL POUND 4: ENCORE  
 CHARM 8: SING  
 13: SWEET KISS  
 HP:50 At:25 De:28 SpA:45 SpD:55 Spe:15 == 218  
 TM/HM: HEADBUTT, CURSE, ROLLOUT, TOXIC, ZAP CANNON, PSYCH UP, HIDDEN POWER,  
 SUNNY DAY, SNORE, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION,  
 SOLAR BEAM, IRON TAIL, RETURN, PSYCHIC, SHADOW BALL, MUD-SLAP,  
 DOUBLE TEAM, SWAGGER, SLEEP TALK, FIRE BLAST, DEFENSE CURL,  
 DREAM EATER, DETECT, REST, ATTRACT, NIGHTMARE, FLASH, {{FLAMETHROWER}}  
 Breed (X,X): AMNESIA, SPLASH, BELLY DRUM, PRESENT, MIMIC, METRONOME

174 IGGLYBUFF Happy: JIGGLYPUFF NORMAL SING 4: DEFENSE CURL  
CHARM 9: POUND  
14: SWEET KISS

HP:90 At:30 De:15 SpA:40 SpD:20 Spe:15 == 210

TM/HM: HEADBUTT, CURSE, ROLLOUT, TOXIC, ZAP CANNON, PSYCH UP, HIDDEN POWER,  
SUNNY DAY, SNORE, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION,  
SOLAR BEAM, RETURN, PSYCHIC, SHADOW BALL, MUD-SLAP, DOUBLE TEAM,  
SWAGGER, SLEEP TALK, FIRE BLAST, DEFENSE CURL, DREAM EATER, DETECT,  
REST, ATTRACT, NIGHTMARE, FLASH, {{FLAMETHROWER}}

Breed (X,X): FAINT ATTACK, PRESENT, PERISH SONG

175 TOGEPI Happy: TOGETIC NORMAL GROWL 7: METRONOME  
CHARM 18: SWEET KISS  
25: ENCORE  
31: SAFEGUARD

HP:35 At:20 De:65 SpA:40 SpD:65 Spe:20 == 245

TM/HM: HEADBUTT, CURSE, ROLLOUT, TOXIC, ZAP CANNON, ROCK SMASH, PSYCH UP,  
HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, RAIN DANCE, ENDURE,  
FRUSTRATION, SOLAR BEAM, RETURN, PSYCHIC, SHADOW BALL, MUD-SLAP,  
DOUBLE TEAM, SWAGGER, SLEEP TALK, FIRE BLAST, SWIFT, DEFENSE CURL,  
DREAM EATER, DETECT, REST, ATTRACT, FLASH, {{FLAMETHROWER}}

Breed (X,X): MIRROR MOVE, PECK, PRESENT, FORESIGHT, FUTURE SIGHT

176 TOGETIC - NORMAL / GROWL 7: METRONOME  
FLYING CHARM 18: SWEET KISS  
25: ENCORE  
31: SAFEGUARD

HP:55 At:40 De:85 SpA:80 SpD:105 Spe:40 == 405

TM/HM: HEADBUTT, CURSE, ROLLOUT, TOXIC, ZAP CANNON, ROCK SMASH, PSYCH UP,  
HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT, RAIN DANCE,  
ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, PSYCHIC, SHADOW BALL,  
MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, FIRE BLAST, SWIFT,  
DEFENSE CURL, DREAM EATER, DETECT, REST, ATTRACT, STEEL WING,  
FLY, FLASH, {{FLAMETHROWER}}

Breed (4,6): MIRROR MOVE, PECK, PRESENT, FORESIGHT, FUTURE SIGHT

177 NATU 25: XATU PSYCHIC / PECK 10: NIGHT SHADE  
FLYING LEER 20: TELEPORT  
30: FUTURE SIGHT

HP:40 At:50 De:45 SpA:70 SpD:45 Spe:70 == 320

TM/HM: CURSE, TOXIC, PSYCH UP, HIDDEN POWER, SUNNY DAY, SNORE, PROTECT,  
GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, PSYCHIC,  
DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT, DREAM EATER, DETECT,  
REST, ATTRACT, THIEF, NIGHTMARE, FLASH

Breed (4,4): HAZE, FAINT ATTACK, QUICK ATTACK, DRILL PECK, STEEL WING

178 XATU - PSYCHIC / PECK 10: NIGHT SHADE  
FLYING NIGHT SHADE 20: TELEPORT  
35: FUTURE SIGHT  
50: CONFUSE RAY

HP:65 At:75 De:70 SpA:95 SpD:70 Spe:95 == 470

TM/HM: CURSE, TOXIC, PSYCH UP, HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM,  
PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, PSYCHIC,  
DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT, DREAM EATER, DETECT, REST,



28: DOUBLE EDGE

36: RAIN DANCE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, HIDDEN POWER, SNORE, BLIZZARD, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, RETURN, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, SWIFT, DEFENSE CURL, REST, ATTRACT, SURF, WHIRLPOOL, WATERFALL, {{ICE BEAM}}

Breed (2,6): SUPERSONIC, AMNESIA, BELLY DRUM, LIGHT SCREEN, PRESENT, PERISH SONG, FUTURE SIGHT, FORESIGHT

3: DEFENSE CURL

TACKLE

6: TAIL WHIP

184 AZUMARILL

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WATER

DEFENSE CURL

10: WATER GUN

TAIL WHIP

15: ROLLOUT

WATER GUN

25: BUBBLEBEAM

36: DOUBLE EDGE

HP:100 At:50 De:80 SpA:50 SpD:80 Spe:50 == 410

48: RAIN DANCE

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, ROCK SMASH, HIDDEN POWER, SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, RETURN, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, SWIFT, DEFENSE CURL, REST, ATTRACT, SURF, STRENGTH, WHIRLPOOL, WATERFALL, {{ICE BEAM}}

Breed (2,6): SUPERSONIC, AMNESIA, BELLY DRUM, LIGHT SCREEN, PRESENT, PERISH SONG, FUTURE SIGHT, FORESIGHT

10: FLAIL

185 SUDOWOODO

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ROCK

ROCK THROW

19: LOW KICK

MIMIC

28: ROCK SLIDE

37: FAINT ATTACK

HP:70 At:100 De:115 SpA:30 SpD:65 Spe:30 == 410

46: SLAM

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, ROCK SMASH, PSYCH UP, HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, ENDURE, FRUSTRATION, EARTHQUAKE, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, SANDSTORM, DEFENSE CURL, THUNDERPUNCH, REST, ATTRACT, THIEF, FIRE PUNCH, STRENGTH

Breed (A,A): SELFDESTRUCT

WATER GUN

186 POLITOED

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WATER

HYPNOSIS

35: PERISH SONG

DOUBLES LAP

51: SWAGGER

PERISH SONG

HP:90 At:75 De:75 SpA:90 SpD:100 Spe:70 == 500

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER, SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, EARTHQUAKE, RETURN, PSYCHIC, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, DEFENSE CURL, DETECT, REST, ATTRACT, THIEF, SURF, STRENGTH, WHIRLPOOL, WATERFALL, {{ICE BEAM}}

Breed (2,2): HAZE, MIND READER, MIST, SPLASH, BUBBLEBEAM

5:

SYNTHESIS

5: TAIL WHIP

5: TAIL

WHIP

10: TACKLE

10: TACKLE

187 HOPPIP

18: SKIPLOOM

GRASS /

SPLASH

13: POISONPOWDER

13:

POISONPOWDER

	FLYING	<<SYNTHESIS>>	15: STUN SPORE	15: STUN
SPORE				
			17: SLEEP POWDER	17: SLEEP
POWDER				
HP:35 At:35 De:40 SpA:35 SpD:55 Spe:50 == 250			20: LEECH SEED	20: LEECH
SEED				
			25: COTTON SPORE	25: COTTON
SPORE				
			30: MEGA DRAIN	30: MEGA
DRAIN				
TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE, PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK, DEFENSE CURL, REST, ATTRACT, FLASH				
Breed (6,7): ENCORE, DOUBLE-EDGE, AMNESIA, GROWL, PAY DAY, CONFUSION, REFLECT				
				5:
SYNTHESIS			5: TAIL WHIP	5: TAIL
WHIP				
		SPLASH	10: TACKLE	10: TACKLE
188 SKIPLOOM 27: JUMPLUFF GRASS /		SYNTHESIS	13: POISONPOWDER	13:
POISONPOWDER				
	FLYING	TAIL WHIP	15: STUN SPORE	15: STUN
SPORE				
		TACKLE	17: SLEEP POWDER	17: SLEEP
POWDER				
			22: LEECH SEED	22: LEECH
SEED				
HP:55 At:45 De:50 SpA:45 SpD:65 Spe:80 == 340			29: COTTON SPORE	29: COTTON
SPORE				
			36: MEGA DRAIN	36: MEGA
DRAIN				
TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE, PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK, DEFENSE CURL, REST, ATTRACT, FLASH				
Breed (6,7): ENCORE, DOUBLE-EDGE, AMNESIA, GROWL, PAY DAY, CONFUSION, REFLECT				
				5:
SYNTHESIS			5: TAIL WHIP	5: TAIL
WHIP				
		SPLASH	10: TACKLE	10: TACKLE
189 JUMPLUFF - GRASS /		SYNTHESIS	13: POISONPOWDER	13:
POISONPOWDER				
	FLYING	TAIL WHIP	15: STUN SPORE	15: STUN
SPORE				
		TACKLE	17: SLEEP POWDER	17: SLEEP
POWDER				
			22: LEECH SEED	22: LEECH
SEED				
HP:75 At:55 De:70 SpA:55 SpD:85 Spe:110 == 450			33: COTTON SPORE	33: COTTON
SPORE				
			44: MEGA DRAIN	44: MEGA
DRAIN				
TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE, HYPER BEAM, PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK, DEFENSE CURL, REST, ATTRACT, FLASH				

Breed (6,7): ENCORE, DOUBLE-EDGE, AMNESIA, GROWL, PAY DAY, CONFUSION, REFLECT

190 AIPOM - NORMAL SCRATCH 6: SAND ATTACK  
TAIL WHIP 12: BATON PASS  
27: SWIFT  
HP:55 At:70 De:55 SpA:40 SpD:55 Spe:85 == 360 36: SCREECH  
46: AGILITY

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ZAP CANNON, ROCK SMASH,  
HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, ENDURE, FRUSTRATION,  
IRON TAIL, THUNDER, RETURN, SHADOW BALL, MUD-SLAP, DOUBLE TEAM,  
ICE PUNCH, SWAGGER, SLEEP TALK, SWIFT, DEFENSE CURL, THUNDERPUNCH,  
DREAM EATER, DETECT, REST, ATTRACT, THIEF, FIRE PUNCH, FURY CUTTER,  
NIGHTMARE, CUT, STRENGTH, {{THUNDERBOLT}}

Breed (5,5): SPITE, PURSUIT, DOUBLES LAP, COUNTER, SLAM, BEAT UP, AGILITY,  
SCREECH

191 SUNKERN Sun: SUNFLORA GRASS ABSORB 4: GROWTH  
10: MEGA DRAIN  
19: SUNNY DAY  
HP:30 At:30 De:30 SpA:30 SpD:30 Spe:30 == 180 31: SYNTHESIS  
46: GIGA DRAIN

TM/HM: CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE, PROTECT,  
GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, DOUBLE TEAM,  
SWAGGER, SLEEP TALK, SLUDGE BOMB, REST, ATTRACT, CUT, FLASH

Breed (7,7)

192 SUNFLORA - GRASS ABSORB 4: GROWTH  
10: RAZOR LEAF  
19: SUNNY DAY  
31: PETAL DANCE  
HP:75 At:75 De:55 SpA:105 SpD:85 Spe:30 == 425 46: SOLAR BEAM

TM/HM: CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE,  
HYPER BEAM, PROTECT, GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM,  
RETURN, DOUBLE TEAM, SWAGGER, SLEEP TALK, SLUDGE BOMB, REST, ATTRACT,  
CUT, FLASH

Breed (7,7)

ATTACK 7: QUICK ATTACK 7: QUICK  
TEAM 13: DOUBLE TEAM 13: DOUBLE

193 YANMA - BUG / TACKLE 19: SONICBOOM 19:  
SONICBOOM FLYING FORESIGHT 25: DETECT 25: DETECT  
31: SUPERSONIC 31:

SUPERSONIC  
HP:65 At:65 De:45 SpA:75 SpD:45 Spe:95 == 390 37: SWIFT 37: WING  
ATTACK

43: SCREECH 43: SCREECH  
TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SNORE, PROTECT,  
GIGA DRAIN, ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, DOUBLE TEAM,  
SWAGGER, SLEEP TALK, SWIFT, DETECT, REST, ATTRACT, THIEF, FLASH

Breed (3,3): REVERSAL, LEECH LIFE, WHIRLWIND

11: SLAM





198 MURKROW - DARK / PECK 11: PURSUIT  
 FLYING 16: HAZE  
 26: NIGHT SHADE  
 31: FAINT ATTACK  
 41: MEAN LOOK  
 HP:60 At:85 De:42 SpA:85 SpD:42 Spe:91 == 405  
 TM/HM: CURSE, TOXIC, PSYCH UP, HIDDEN POWER, SUNNY DAY, SNORE, ICY WIND,  
 PROTECT, ENDURE, FRUSTRATION, RETURN, SHADOW BALL, MUD-SLAP,  
 DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT, DREAM EATER, DETECT,  
 REST, ATTRACT, THIEF, STEEL WING, NIGHTMARE, FLY  
 Breed (4,4): MIRROR MOVE, WING ATTACK, QUICK ATTACK, DRILL PECK, WHIRLWIND,  
 {{SKY ATTACK}}

199 SLOWKING - WATER / CURSE 6: GROWL  
 PSYCHIC TACKLE 15: WATER GUN  
 20: CONFUSION  
 29: DISABLE  
 34: HEADBUTT  
 43: SWAGGER  
 48: PSYCHIC  
 HP:95 At:75 De:80 SpA:100 SpD:110 Spe:30 == 490  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ZAP CANNON, ROCK SMASH,  
 PSYCH UP, HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM,  
 ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL,  
 EARTHQUAKE, RETURN, DIG, PSYCHIC, SHADOW BALL, MUD-SLAP, DOUBLE TEAM,  
 ICE PUNCH, SWAGGER, SLEEP TALK, FIRE BLAST, SWIFT, DREAM EATER, REST,  
 ATTRACT, FURY CUTTER, NIGHTMARE, SURF, STRENGTH, FLASH, WHIRLPOOL,  
 {{FLAMETHROWER, ICE BEAM}}  
 Breed (1,2): SAFEGUARD, BELLY DRUM, STOMP, FUTURE SIGHT

200 MISDREAVUS - GHOST GROWL 6: SPITE  
 PSYWAVE 12: CONFUSE RAY  
 19: MEAN LOOK  
 27: PSYBEAM  
 36: PAIN SPLIT  
 46: PERISH SONG  
 HP:60 At:60 De:60 SpA:85 SpD:85 Spe:85 == 435  
 TM/HM: HEADBUTT, CURSE, TOXIC, ZAP CANNON, PSYCH UP, HIDDEN POWER,  
 SUNNY DAY, SNORE, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION,  
 THUNDER, RETURN, PSYCHIC, SHADOW BALL, DOUBLE TEAM, SWAGGER,  
 SLEEP TALK, SWIFT, DEFENSE CURL, DREAM EATER, REST, ATTRACT,  
 THIEF, NIGHTMARE, FLASH, {{THUNDERBOLT}}  
 Breed (B,B): SCREECH, DESTINY BOND

201 UNOWN - PSYCHIC HIDDEN POWER -  
 HP:48 At:72 De:48 SpA:72 SpD:48 Spe:48 == 336  
 Breed (X,X) (Genderless)

202 WOBBUFFET - PSYCHIC MIRROR COAT -  
 SAFEGUARD  
 DESTINY BOND  
 HP:190 At:33 De:58 SpA:33 SpD:58 Spe:33 == 405  
 Breed (B,B)

203 GIRAFARIG - NORMAL / GROWL 13: STOMP  
 PSYCHIC CONFUSION 20: AGILITY  
 STOMP 30: BATON PASS  
 41: PSYBEAM  
 HP:70 At:80 De:65 SpA:90 SpD:65 Spe:85 == 455 54: CRUNCH  
 TM/HM: HEADBUTT, CURSE, TOXIC, ZAP CANNON, ROCK SMASH, PSYCH UP,  
 HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, ENDURE, FRUSTRATION,  
 IRON TAIL, THUNDER, EARTHQUAKE, RETURN, PSYCHIC, SHADOW BALL,  
 MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT, DREAM EATER,  
 REST, ATTRACT, THIEF, NIGHTMARE, STRENGTH, {{THUNDERBOLT}}  
 Breed (5,5): TAKE DOWN, AMNESIA, BEAT UP, FORESIGHT, FUTURE SIGHT  
 8: SELFDESTRUCT  
 15: TAKE DOWN

204 PINECO 31: FORRETRESS BUG TACKLE 22: RAPID SPIN  
 PROTECT 29: BIDE  
 36: EXPLOSION  
 HP:50 At:65 De:90 SpA:35 SpD:35 Spe:15 == 290 43: SPIKES  
 50: DOUBLE-EDGE  
 TM/HM: HEADBUTT, CURSE, ROLLOUT, TOXIC, ROCK SMASH, HIDDEN POWER,  
 SUNNY DAY, SWEET SCENT, SNORE, PROTECT, GIGA DRAIN, ENDURE,  
 FRUSTRATION, SOLAR BEAM, RETURN, DOUBLE TEAM, SWAGGER,  
 SLEEP TALK, DEFENSE CURL, REST, ATTRACT, STRENGTH  
 Breed (3,3): FLAIL, SWIFT, PIN MISSILE, REFLECT

205 FORRETRESS - BUG / TACKLE 8: SELF-DESTRUCT  
 PROTECT 15: TAKE DOWN  
 STEEL SELFDESTRUCT 22: RAPID SPIN  
 29: BIDE  
 39: EXPLOSION  
 HP:75 At:90 De:140 SpA:60 SpD:60 Spe:40 == 465 49: SPIKES  
 59: DOUBLE-EDGE  
 TM/HM: HEADBUTT, CURSE, ROLLOUT, TOXIC, ROCK SMASH, HIDDEN POWER,  
 SUNNY DAY, SWEET SCENT, SNORE, HYPER BEAM, PROTECT, GIGA DRAIN,  
 ENDURE, FRUSTRATION, SOLAR BEAM, RETURN, DOUBLE TEAM, SWAGGER,  
 SLEEP TALK, SANDSTORM, DEFENSE CURL, REST, ATTRACT, STRENGTH  
 Breed (3,3): FLAIL, SWIFT, PIN MISSILE, REFLECT

206 DUNSPARCE - NORMAL RAGE 5: DEFENSE CURL  
 13: GLARE  
 18: SPITE  
 HP:100 At:70 De:70 SpA:65 SpD:65 Spe:45 == 415 26: PURSUIT  
 30: SCREECH  
 38: TAKE DOWN  
 TM/HM: HEADBUTT, CURSE, ROLLOUT, TOXIC, ZAP CANNON, ROCK SMASH, PSYCH UP,  
 HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, RAIN DANCE, ENDURE,  
 FRUSTRATION, SOLAR BEAM, IRON TAIL, THUNDER, RETURN, DIG, MUD-SLAP,  
 DOUBLE TEAM, SWAGGER, SLEEP TALK, DEFENSE CURL, DREAM EATER, REST,  
 ATTRACT, THIEF, NIGHTMARE, STRENGTH, {{FLAMETHROWER, THUNDERBOLT}}  
 Breed (5,5): ROCK SLIDE, BIDE, BITE, ANCIENTPOWER, RAGE

207 GLIGAR - GROUND / POISON STING 6: SAND ATTACK  
 FLYING 13: HARDEN  
 20: QUICK ATTACK  
 28: FAINT ATTACK  
 HP:65 At:75 De:105 SpA:35 SpD:65 Spe:85 == 430 36: SLASH

44: SCREECH  
52: GUILLOTINE

TM/HM: HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE,  
PROTECT, ENDURE, FRUSTRATION, IRON TAIL, RETURN, DOUBLE TEAM, SWAGGER,  
SLEEP TALK, SLUDGE BOMB, SANDSTORM, SWIFT, DETECT, REST, ATTRACT,  
THIEF, FURY CUTTER, CUT, STRENGTH, [[EARTHQUAKE]]  
Breed (3,3): COUNTER, RAZOR WIND, WING ATTACK, METAL CLAW

208 STEELIX - GROUND / TACKLE 10: BIND  
STEEL SCREECH 14: ROCK THROW  
23: HARDEN  
27: RAGE  
HP:75 At:85 De:200 SpA:55 SpD:65 Spe:30 == 510 36: SANDSTORM  
40: SLAM  
49: CRUNCH

TM/HM: HEADBUTT, CURSE, ROLLOUT, ROAR, TOXIC, ROCK SMASH, HIDDEN POWER,  
SUNNY DAY, SNORE, HYPER BEAM, PROTECT, ENDURE, FRUSTRATION, IRON TAIL,  
DRAGONBREATH, EARTHQUAKE, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, SWAGGER,  
SLEEP TALK, SANDSTORM, DEFENSE CURL, REST, ATTRACT, CUT, STRENGTH  
Breed (A,A): FLAIL, ROCK SLIDE

209 SNUBBULL 23: GRANBULL NORMAL TACKLE 4: TAIL WHIP  
SCARY FACE 8: CHARM  
13: BITE  
19: LICK  
HP:60 At:80 De:50 SpA:40 SpD:40 Spe:30 == 300 26: ROAR  
34: RAGE  
43: TAKE DOWN

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROAR, TOXIC, ZAP CANNON, ROCK SMASH,  
HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, RAIN DANCE, ENDURE,  
FRUSTRATION, THUNDER, RETURN, SHADOW BALL, MUD-SLAP, DOUBLE TEAM,  
ICE PUNCH, SWAGGER, SLEEP TALK, SLUDGE BOMB, DEFENSE CURL,  
THUNDERPUNCH, DETECT, REST, ATTRACT, THIEF, FIRE PUNCH, STRENGTH,  
{{THUNDERBOLT}}  
Breed (5,6): HEAL BELL, CRUNCH, FAINT ATTACK, LEER, PRESENT, METRONOME,  
REFLECT, LICK

210 GRANBULL - NORMAL TACKLE 4: TAIL WHIP  
SCARY FACE 8: CHARM  
13: BITE  
19: LICK  
HP:90 At:120 De:75 SpA:60 SpD:60 Spe:45 == 450 28: ROAR  
38: RAGE  
51: TAKE DOWN

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROAR, TOXIC, ZAP CANNON, ROCK SMASH,  
HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT, RAIN DANCE,  
ENDURE, FRUSTRATION, THUNDER, RETURN, SHADOW BALL, MUD-SLAP,  
DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, SLUDGE BOMB,  
DEFENSE CURL, THUNDERPUNCH, DETECT, REST, ATTRACT, THIEF,  
FIRE PUNCH, STRENGTH, {{THUNDERBOLT}}  
Breed (5,6): HEAL BELL, CRUNCH, FAINT ATTACK, LEER, PRESENT, METRONOME,  
REFLECT, LICK

211 QWILFISH - POISON / TACKLE {{SPIKES}} 10: HARDEN  
WATER POISON STING 10: MINIMIZE  
19: WATER GUN

HP:65 At:95 De:75 SpA:55 SpD:55 Spe:85 == 430  
 28: PIN MISSILE  
 37: TAKE DOWN  
 46: HYDRO PUMP  
 TM/HM: HEADBUTT, CURSE, ROLLOUT, TOXIC, HIDDEN POWER, SNORE, BLIZZARD,  
 ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, RETURN,  
 DOUBLE TEAM, SWAGGER, SLEEP TALK, SLUDGE BOMB, SWIFT, DEFENSE CURL,  
 REST, ATTRACT, SURF, WHIRLPOOL, WATERFALL, {{ICE BEAM}}  
 Breed (C,C): HAZE, FLAIL, SUPERSONIC, BUBBLEBEAM

212 SCIZOR - BUG / QUICK ATTACK  
 STEEL LEER  
 6: FOCUS ENERGY  
 12: PURSUIT  
 18: FALSE SWIPE  
 24: AGILITY  
 30: METAL CLAW  
 HP:70 At:130 De:100 SpA:55 SpD:80 Spe:65 == 500  
 36: SLASH  
 42: SWORDS DANCE  
 48: DOUBLE TEAM  
 TM/HM: HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE,  
 HYPER BEAM, PROTECT, ENDURE, FRUSTRATION, RETURN, DOUBLE TEAM,  
 SWAGGER, SLEEP TALK, SANDSTORM, SWIFT, DETECT, REST, ATTRACT, THIEF,  
 STEEL WING, FURY CUTTER, CUT, STRENGTH  
 Breed (3,3): COUNTER, RAZOR WIND, REVERSAL, SAFEGUARD, BATON PASS,  
 LIGHT SCREEN

213 SHUCKLE - BUG / CONSTRICT  
 ROCK WITHDRAW  
 9: WRAP  
 14: ENCORE  
 23: SAFEGUARD  
 28: BIDE  
 HP:20 At:10 De:230 SpA:10 SpD:230 Spe:5 == 505  
 37: REST  
 TM/HM: HEADBUTT, CURSE, ROLLOUT, TOXIC, ROCK SMASH, HIDDEN POWER,  
 SUNNY DAY, SNORE, PROTECT, ENDURE, FRUSTRATION, EARTHQUAKE,  
 RETURN, DIG, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
 SLUDGE BOMB, SANDSTORM, DEFENSE CURL, REST, ATTRACT,  
 STRENGTH, FLASH  
 Breed (3,3): SWEET SCENT

214 HERACROSS - BUG / TACKLE  
 FIGHTING LEER  
 6: HORN ATTACK  
 12: ENDURE  
 19: FURY ATTACK  
 27: COUNTER  
 HP:80 At:125 De:75 SpA:40 SpD:95 Spe:85 == 500  
 35: TAKE DOWN  
 44: REVERSAL  
 54: MEGAHORN  
 TM/HM: HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY,  
 SNORE, PROTECT, ENDURE, FRUSTRATION, EARTHQUAKE, RETURN, DOUBLE TEAM,  
 SWAGGER, SLEEP TALK, DETECT, REST, ATTRACT, THIEF, FURY CUTTER,  
 CUT, STRENGTH  
 Breed (3,3): HARDEN, BIDE, FLAIL

ATTACK  
 215 SNEASEL - ICE / SCRATCH  
 DARK LEER  
 9: QUICK ATTACK 9: QUICK  
 17: SCREECH 17: SCREECH  
 25: FAINT ATTACK 25: FAINT  
 ATTACK  
 33: FURY SWIPES 33: FURY

SWIPES

HP:55 At:95 De:55 SpA:35 SpD:75 Spe:115 == 430 41: AGILITY 41: AGILITY  
 49: SLASH 49: SLASH  
 57: BEAT UP 57: BEAT UP  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ROCK SMASH, PSYCH UP, 65: METAL

CLAW

HIDDEN POWER, SNORE, BLIZZARD, ICY WIND, PROTECT, RAIN DANCE,  
 ENDURE, FRUSTRATION, IRON TAIL, RETURN, DIG, SHADOW BALL, MUD-SLAP,  
 DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, SWIFT, DEFENSE CURL,  
 DREAM EATER, DETECT, REST, ATTRACT, THIEF, FURY CUTTER, NIGHTMARE,  
 CUT, SURF, STRENGTH, {{ICE BEAM}}

Breed (5,5): SPITE, COUNTER, BITE, FORESIGHT, REFLECT

216 TEDDIURSA 30: URSARING NORMAL SCRATCH 8: LICK  
 LEER 15: FURY SWIPES  
 22: FAINT ATTACK  
 29: REST  
 HP:60 At:80 De:50 SpA:50 SpD:50 Spe:40 == 330 36: SLASH  
 43: SNORE  
 50: THRASH

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, ROAR, TOXIC, ZAP CANNON,  
 ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, ENDURE,  
 FRUSTRATION, EARTHQUAKE, RETURN, DIG, MUD-SLAP, DOUBLE TEAM,  
 ICE PUNCH, SWAGGER, SLEEP TALK, SWIFT, DEFENSE CURL, THUNDERPUNCH,  
 REST, ATTRACT, THIEF, FIRE PUNCH, FURY CUTTER, CUT, STRENGTH  
 Breed (5,5): COUNTER, CRUNCH, FOCUS ENERGY, SEISMIC TOSS, TAKE DOWN,  
 {{METAL CLAW}}

217 URSARING - NORMAL SCRATCH 8: LICK  
 LEER 15: FURY SWIPES  
 LICK 22: FAINT ATTACK  
 FURY SWIPES 29: REST  
 39: SLASH  
 49: SNORE  
 HP:90 At:130 De:75 SpA:75 SpD:75 Spe:55 == 500 59: THRASH

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, ROAR, TOXIC, ZAP CANNON,  
 ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT,  
 ENDURE, FRUSTRATION, EARTHQUAKE, RETURN, DIG, MUD-SLAP, DOUBLE TEAM,  
 ICE PUNCH, SWAGGER, SLEEP TALK, SWIFT, DEFENSE CURL, THUNDERPUNCH,  
 REST, ATTRACT, THIEF, FIRE PUNCH, FURY CUTTER, CUT, STRENGTH  
 Breed (5,5): COUNTER, CRUNCH, FOCUS ENERGY, SEISMIC TOSS, TAKE DOWN,  
 {{METAL CLAW}}

218 SLUGMA 38: MAGCARGO FIRE SMOG 8: EMBER  
 15: ROCK THROW  
 22: HARDEN  
 29: AMNESIA  
 HP:40 At:40 De:40 SpA:70 SpD:40 Spe:20 == 250 36: FLAMETHROWER  
 43: ROCK SLIDE  
 50: BODY SLAM

TM/HM: CURSE, ROLLOUT, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE,  
 PROTECT, ENDURE, FRUSTRATION, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER,  
 SLEEP TALK, FIRE BLAST, DEFENSE CURL, REST, ATTRACT, {{FLAMETHROWER}}  
 Breed (B,B): ACID ARMOR

8: EMBER

219 MAGCARGO - FIRE / SMOG 15: ROCK THROW  
ROCK EMBER 22: HARDEN  
ROCK THROW 29: AMNESIA  
36: FLAMETHROWER  
HP:50 At:50 De:120 SpA:80 SpD:80 Spe:30 == 410 48: ROCK SLIDE  
60: BODY SLAM

TM/HM: CURSE, ROLLOUT, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY,  
SNORE, HYPER BEAM, PROTECT, ENDURE, FRUSTRATION, EARTHQUAKE,  
RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, FIRE BLAST,  
DEFENSE CURL, REST, ATTRACT, STRENGTH, {{FLAMETHROWER}}

Breed (B,B): ACID ARMOR

SNOW 10: POWDER SNOW 10: POWDER  
19: ENDURE 19: ENDURE  
220 SWINUB 33: PILOSWINE ICE / TACKLE 28: TAKE DOWN 28: TAKE  
DOWN GROUND 37: MIST 37: MIST  
46: BLIZZARD 46: BLIZZARD  
HP:50 At:50 De:40 SpA:30 SpD:30 Spe:50 == 250 55: AMNESIA

TM/HM: HEADBUTT, CURSE, ROAR, TOXIC, ROCK SMASH, HIDDEN POWER, SNORE,  
BLIZZARD, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION,  
EARTHQUAKE, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
DEFENSE CURL, DETECT, REST, ATTRACT, STRENGTH, {{ICE BEAM}}

Breed (5,5): ROCK SLIDE, BITE, ANCIENTPOWER, BODY SLAM, TAKE DOWN

SNOW 10: POWDER SNOW 10: POWDER  
19: ENDURE 19: ENDURE  
DOWN HORN ATTACK 28: TAKE DOWN 28: TAKE  
221 PILOSWINE - ICE / POWDER SNOW 33: FURY ATTACK 33: FURY  
ATTACK GROUND ENDURE 42: MIST 42: MIST  
56: BLIZZARD 56: BLIZZARD  
HP:100 At:100 De:80 SpA:60 SpD:60 Spe:50 == 450 70: AMNESIA

TM/HM: HEADBUTT, CURSE, ROAR, TOXIC, ROCK SMASH, HIDDEN POWER, SNORE,  
BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE, ENDURE,  
FRUSTRATION, EARTHQUAKE, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER,  
SLEEP TALK, DEFENSE CURL, DETECT, REST, ATTRACT, STRENGTH,  
{{ICE BEAM}}

Breed (5,5): ROCK SLIDE, BITE, ANCIENTPOWER, BODY SLAM, TAKE DOWN

222 CORSOLA - WATER / TACKLE 7: HARDEN  
ROCK 13: BUBBLE  
19: RECOVER  
25: BUBBLEBEAM  
31: SPIKE CANNON  
HP:55 At:55 De:85 SpA:65 SpD:85 Spe:35 == 380 37: MIRROR COAT  
43: ANCIENTPOWER  
TM/HM: HEADBUTT, CURSE, ROLLOUT, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY,  
SNORE, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, EARTHQUAKE, RETURN,  
PSYCHIC, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM,  
DEFENSE CURL, REST, ATTRACT, SURF, STRENGTH, WHIRLPOOL, {{ICE BEAM}}

Breed (2,9): SCREECH, ROCK SLIDE, MIST, SAFEGUARD, AMNESIA

223 REMORAID 25: OCTILLERY WATER WATER GUN  
 HP:35 At:65 De:35 SpA:65 SpD:35 Spe:65 == 300  
 TM/HM: CURSE, TOXIC, HIDDEN POWER, SNORE, HYPER BEAM, PROTECT, RAIN DANCE,  
 ENDURE, FRUSTRATION, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER,  
 SLEEP TALK, SWIFT, DEFENSE CURL, REST, ATTRACT, THIEF, SURF,  
 WHIRLPOOL, {{FLAMETHROWER, ICE BEAM}}  
 Breed (2,C): SCREECH, OCTAZOOKA, HAZE, SUPERSONIC, AURORA BEAM

11: LOCK-ON  
 22: PSYBEAM  
 22: AURORA BEAM  
 22: BUBBLEBEAM  
 33: FOCUS ENERGY  
 44: ICE BEAM  
 55: HYPER BEAM

224 OCTILLERY - WATER WATER GUN  
 HP:75 At:105 De:75 SpA:105 SpD:75 Spe:45 == 480  
 TM/HM: CURSE, TOXIC, HIDDEN POWER, SNORE, HYPER BEAM, PROTECT, RAIN DANCE,  
 ENDURE, FRUSTRATION, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER,  
 SLEEP TALK, SWIFT, DEFENSE CURL, REST, ATTRACT, THIEF, SURF,  
 WHIRLPOOL, {{FLAMETHROWER, ICE BEAM}}  
 Breed (2,C): SCREECH, OCTAZOOKA, HAZE, SUPERSONIC, AURORA BEAM

11: CONSTRICT  
 22: PSYBEAM  
 22: AURORA BEAM  
 22: BUBBLEBEAM  
 25: OCTAZOOKA  
 38: FOCUS ENERGY  
 54: ICE BEAM  
 70: HYPER BEAM

225 DELIBIRD - ICE / PRESENT -  
 FLYING  
 HP:45 At:55 De:45 SpA:65 SpD:45 Spe:75 == 330  
 TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SNORE, BLIZZARD, ICY WIND,  
 PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, RETURN, MUD-SLAP,  
 DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT, DETECT, REST, ATTRACT,  
 THIEF, FLY, {{ICE BEAM}}  
 Breed (2,5): AURORA BEAM, RAPID SPIN, QUICK ATTACK, SPLASH, FUTURE SIGHT

226 MANTINE - WATER / TACKLE  
 FLYING BUBBLE  
 HP:65 At:40 De:70 SpA:80 SpD:140 Spe:70 == 465  
 TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SNORE, BLIZZARD, ICY WIND,  
 PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, RETURN, MUD-SLAP,  
 DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT, REST, ATTRACT, SURF,  
 WHIRLPOOL, WATERFALL, {{ICE BEAM}}  
 Breed (2,2): HAZE, SLAM, TWISTER, HYDRO PUMP

10: SUPERSONIC  
 18: BUBBLEBEAM  
 25: TAKE DOWN  
 32: AGILITY  
 40: WING ATTACK  
 49: CONFUSE RAY

227 SKARMORY - STEEL / LEER  
 FLYING PECK  
 HP:65 At:80 De:140 SpA:40 SpD:70 Spe:70 == 465  
 TM/HM: CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SNORE, PROTECT, ENDURE,

13: SAND ATTACK  
 19: SWIFT  
 25: AGILITY  
 37: FURY ATTACK  
 49: STEEL WING





232 DONPHAN - GROUND HORN ATTACK 17: FLAIL  
 GROWL 25: FURY ATTACK  
 33: ROLLOUT  
 HP:90 At:120 De:120 SpA:60 SpD:60 Spe:50 == 500 41: RAPID SPIN  
 49: EARTHQUAKE  
 TM/HM: HEADBUTT, CURSE, ROLLOUT, ROAR, TOXIC, ROCK SMASH, HIDDEN POWER,  
 SUNNY DAY, SNORE, HYPER BEAM, PROTECT, ENDURE, FRUSTRATION,  
 EARTHQUAKE, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
 SANDSTORM, DEFENSE CURL, REST, ATTRACT, STRENGTH  
 Breed (5,5): FOCUS ENERGY, ANCIENTPOWER, BODY SLAM, {{WATER GUN}}

9: AGILITY  
 CONVERSION2 12: PSYBEAM  
 233 PORYGON2 - NORMAL TACKLE 20: RECOVER  
 CONVERSION 24: DEFENSE CURL  
 32: LOCK-ON  
 HP:85 At:80 De:90 SpA:105 SpD:95 Spe:60 == 515 36: TRI-ATTACK  
 44: ZAP CANNON  
 TM/HM: CURSE, TOXIC, ZAP CANNON, PSYCH UP, HIDDEN POWER, SUNNY DAY,  
 SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE,  
 ENDURE, FRUSTRATION, IRON TAIL, THUNDER, RETURN, PSYCHIC,  
 DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT, DEFENSE CURL,  
 DREAM EATER, REST, THIEF, NIGHTMARE, FLASH,  
 {{THUNDERBOLT, ICE BEAM}}  
 Breed (A,A) (Genderless)

8: LEER  
 234 STANTLER - NORMAL TACKLE 15: HYPNOSIS  
 23: STOMP  
 HP:73 At:95 De:62 SpA:85 SpD:65 Spe:85 == 465 31: SAND ATTACK  
 40: TAKE DOWN  
 49: CONFUSE RAY  
 TM/HM: HEADBUTT, CURSE, ROAR, TOXIC, PSYCH UP, HIDDEN POWER, SUNNY DAY,  
 SNORE, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, EARTHQUAKE, RETURN,  
 PSYCHIC, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, SWIFT,  
 DREAM EATER, DETECT, REST, ATTRACT, THIEF, NIGHTMARE, FLASH  
 Breed (5,5): SPITE, DISABLE, BITE, LIGHT SCREEN, REFLECT

11: SKETCH  
 21: SKETCH  
 31: SKETCH  
 235 SMEARGLE - NORMAL SKETCH 41: SKETCH  
 51: SKETCH  
 HP:55 At:20 De:35 SpA:20 SpD:45 Spe:75 == 250 61: SKETCH  
 71: SKETCH  
 Breed (5,5) 81: SKETCH  
 91: SKETCH

20: HITMONLEE  
 236 TYROGUE 20: HITMONCHAN FIGHTING TACKLE -  
 20: HITMONTOP  
 HP:35 At:35 De:35 SpA:35 SpD:35 Spe:35 == 210  
 TM/HM: HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE,  
 PROTECT, ENDURE, FRUSTRATION, RETURN, MUD-SLAP, DOUBLE TEAM, SWAGGER,  
 SLEEP TALK, SWIFT, DETECT, REST, ATTRACT, THIEF, STRENGTH

Breed (X,X): RAPID SPIN, MIND READER, HI JUMP KICK, MACH PUNCH

237 HITMONTOP - FIGHTING ROLLING KICK 7: FOCUS ENERGY  
13: PURSUIT  
19: QUICK ATTACK  
25: RAPID SPIN  
HP:50 At:95 De:95 SpA:35 SpD:110 Spe:70 == 455 31: COUNTER  
37: AGILITY  
43: DETECT  
49: TRIPLE KICK

TM/HM: HEADBUTT, CURSE, TOXIC, ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE,  
PROTECT, ENDURE, FRUSTRATION, RETURN, DIG, MUD-SLAP, DOUBLE TEAM,  
SWAGGER, SLEEP TALK, SWIFT, DETECT, REST, ATTRACT, THIEF, STRENGTH  
Breed (8,8): RAPID SPIN, MIND READER, HI JUMP KICK, MACH PUNCH

238 SMOOCHUM 30: JYNX PSYCHIC / POUND 9: SWEET KISS  
ICE LICK 13: POWDER SNOW  
21: CONFUSION  
25: SING  
33: MEAN LOOK  
HP:45 At:30 De:15 SpA:85 SpD:65 Spe:65 == 305 37: PSYCHIC  
45: PERISH SONG  
49: BLIZZARD

TM/HM: DYNAMICPUNCH, CURSE, TOXIC, PSYCH UP, HIDDEN POWER, SWEET SCENT,  
SNORE, BLIZZARD, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION,  
RETURN, PSYCHIC, SHADOW BALL, MUD-SLAP, DOUBLE TEAM, ICE PUNCH,  
SWAGGER, SLEEP TALK, DREAM EATER, REST, ATTRACT, THIEF, NIGHTMARE,  
{{ICE BEAM}}

Breed (X,X): MEDITATE, <<LOVELY KISS>>

239 ELEKID 30: ELECTABUZZ ELECTRIC QUICK ATTACK 9: THUNDER PUNCH  
LEER 17: LIGHT SCREEN  
25: SWIFT  
33: SCREECH  
HP:45 At:63 De:37 SpA:65 SpD:55 Spe:95 == 360 41: THUNDERBOLT  
49: THUNDER

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, ZAP CANNON, HIDDEN POWER,  
SNORE, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, THUNDER, RETURN,  
PSYCHIC, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK,  
SWIFT, THUNDERPUNCH, DETECT, REST, ATTRACT, THIEF, FIRE PUNCH,  
FLASH, {{THUNDERBOLT}}

Breed (X,X): KARATE CHOP, BARRIER, ROLLING KICK, MEDITATE, {{CROSS CHOP}}

240 MAGBY 30: MAGMAR FIRE EMBER 7: LEER  
13: SMOG  
19: FIRE PUNCH  
25: SMOKESCREEN  
HP:45 At:75 De:37 SpA:70 SpD:55 Spe:83 == 365 31: SUNNY DAY  
37: FLAMETHROWER  
43: CONFUSE RAY  
49: FIRE BLAST

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SNORE,  
PROTECT, ENDURE, FRUSTRATION, IRON TAIL, RETURN, PSYCHIC, MUD-SLAP,  
DOUBLE TEAM, SWAGGER, SLEEP TALK, FIRE BLAST, THUNDERPUNCH, DETECT,  
REST, ATTRACT, THIEF, FIRE PUNCH, {{FLAMETHROWER}}

Breed (X,X): SCREECH, KARATE CHOP, BARRIER, MEGA PUNCH, {{CROSS CHOP}}

241 MILTANK - NORMAL TACKLE

HP:95 At:80 De:105 SpA:40 SpD:70 Spe:100 == 490

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, ZAP CANNON, ROCK SMASH, PSYCH UP, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, THUNDER, EARTHQUAKE, RETURN, SHADOW BALL, MUD-SLAP, DOUBLE TEAM, ICE PUNCH, SWAGGER, SLEEP TALK, SANDSTORM, DEFENSE CURL, THUNDERPUNCH, REST, ATTRACT, FIRE PUNCH, SURF, STRENGTH, {{THUNDERBOLT, ICE BEAM}}

Breed (5,5): REVERSAL, SEISMIC TOSS, PRESENT

- 4: GROWL
- 8: DEFENSE CURL
- 13: STOMP
- 19: MILK DRINK
- 26: BIDE
- 34: ROLLOUT
- 43: BODY SLAM
- 53: HEAL BELL

242 BLISSEY - NORMAL POUND

HP:255 At:10 De:10 SpA:75 SpD:135 Spe:55 == 540

TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROLLOUT, TOXIC, ZAP CANNON, ROCK SMASH, HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, SOLAR BEAM, THUNDER, RETURN, PSYCHIC, SHADOW BALL, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM, FIRE BLAST, DEFENSE CURL, DREAM EATER, REST, ATTRACT, STRENGTH, FLASH, {{FLAMETHROWER, THUNDERBOLT, ICE BEAM}}

Breed (6,6): HEAL BELL, PRESENT, METRONOME

- 4: GROWL
- 7: TAIL WHIP
- 10: SOFTBOILED
- 13: DOUBLES LAP
- 18: MINIMIZE
- 23: SING
- 28: EGG BOMB
- 33: DEFENSE CURL
- 40: LIGHT SCREEN
- 47: DOUBLE-EDGE

243 RAIKOU - ELECTRIC BITE

HP:90 At:85 De:75 SpA:115 SpD:100 Spe:115 == 580

TM/HM: HEADBUTT, CURSE, ROAR, TOXIC, ZAP CANNON, ROCK SMASH, PSYCH UP, HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, THUNDER, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM, SWIFT, DETECT, REST, CUT, STRENGTH, FLASH, {{THUNDERBOLT}}

Breed (X,X) (Genderless)

- 11: THUNDERSHOCK
- 21: ROAR
- 31: QUICK ATTACK
- 41: SPARK
- 51: REFLECT
- 61: CRUNCH
- 71: THUNDER

244 ENTEI - FIRE BITE

HP:115 At:115 De:85 SpA:90 SpD:75 Spe:100 == 580

TM/HM: HEADBUTT, CURSE, ROAR, TOXIC, ZAP CANNON, ROCK SMASH, PSYCH UP, HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, IRON TAIL, THUNDER, RETURN, DIG, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM, SWIFT, DETECT, REST, CUT, STRENGTH, FLASH, {{THUNDERBOLT}}

Breed (X,X) (Genderless)

- 11: EMBER
- 21: ROAR
- 31: FIRE SPIN
- 41: STOMP
- 51: FLAMETHROWER
- 61: SWAGGER
- 71: FIRE BLAST

TM/HM: HEADBUTT, CURSE, ROAR, TOXIC, ROCK SMASH, PSYCH UP, HIDDEN POWER,  
SUNNY DAY, SNORE, HYPER BEAM, PROTECT, RAIN DANCE, ENDURE,  
FRUSTRATION, SOLAR BEAM, IRON TAIL, RETURN, DIG, MUD-SLAP,  
DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM, FIRE BLAST, SWIFT,  
DETECT, REST, CUT, STRENGTH, FLASH, {{FLAMETHROWER}}

Breed (X,X) (Genderless)

BUBBLEBEAM  
245 SUICUNE - WATER BITE  
DANCE  
LEER  
BEAM  
HP:100 At:75 De:115 SpA:90 SpD:115 Spe:85 == 580  
COAT  
PUMP

11: WATER GUN 11:  
21: ROAR 21: RAIN  
31: GUST 31: GUST  
41: BUBBLEBEAM 41: AURORA  
51: MIST 51: MIST  
61: MIRROR COAT 61: MIRROR  
71: HYDRO PUMP 71: HYDRO

TM/HM: HEADBUTT, CURSE, ROAR, TOXIC, ROCK SMASH, PSYCH UP, HIDDEN POWER,  
SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM, ICY WIND, PROTECT, RAIN DANCE,  
ENDURE, FRUSTRATION, IRON TAIL, RETURN, DIG, MUD-SLAP, DOUBLE TEAM,  
SWAGGER, SLEEP TALK, SANDSTORM, SWIFT, DETECT, REST, CUT, SURF,  
WHIRLPOOL, WATERFALL, {{ICE BEAM}}

Breed (X,X) (Genderless)

246 LARVITAR 30: PUPITAR  
ROCK / BITE  
GROUND LEER  
HP:50 At:64 De:50 SpA:45 SpD:50 Spe:41 == 300  
TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM,  
PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, EARTHQUAKE, RETURN, DIG,  
MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM, DETECT, REST,  
ATTRACT

8: SANDSTORM  
15: SCREECH  
22: ROCK SLIDE  
29: THRASH  
36: SCARY FACE  
43: CRUNCH  
50: EARTHQUAKE  
57: HYPER BEAM

Breed (1,1): PURSUIT, FOCUS ENERGY, OUTRAGE, ANCIENTPOWER, STOMP

247 PUPITAR 55: TYRANITAR  
ROCK / BITE  
GROUND SANDSTORM  
SCREECH  
HP:70 At:84 De:70 SpA:65 SpD:70 Spe:51 == 410  
TM/HM: HEADBUTT, CURSE, TOXIC, HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM,  
PROTECT, RAIN DANCE, ENDURE, FRUSTRATION, EARTHQUAKE, RETURN, DIG,  
MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM, DETECT, REST,  
ATTRACT

8: SANDSTORM  
15: SCREECH  
22: ROCK SLIDE  
29: THRASH  
38: SCARY FACE  
47: CRUNCH  
56: EARTHQUAKE  
65: HYPER BEAM

Breed (1,1): PURSUIT, FOCUS ENERGY, OUTRAGE, ANCIENTPOWER, STOMP

8: SANDSTORM  
BITE 15: SCREECH

248 TYRANITAR - ROCK / LEER 22: ROCK SLIDE  
 DARK SANDSTORM 29: THRASH  
 SCREECH 38: SCARY FACE  
 47: CRUNCH  
 HP:100 At:134 De:110 SpA:95 SpD:100 Spe:61 == 600 61: EARTHQUAKE  
 75: HYPER BEAM  
 TM/HM: DYNAMICPUNCH, HEADBUTT, CURSE, ROAR, TOXIC, ROCK SMASH,  
 HIDDEN POWER, SUNNY DAY, SNORE, HYPER BEAM, PROTECT, RAIN DANCE,  
 ENDURE, FRUSTRATION, IRON TAIL, DRAGONBREATH, EARTHQUAKE, RETURN, DIG,  
 MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM, FIRE BLAST,  
 DETECT, REST, ATTRACT, FIRE PUNCH, FURY CUTTER, NIGHTMARE,  
 CUT, SURF, STRENGTH, {{FLAMETHROWER, THUNDERBOLT, ICE BEAM}}  
 Breed (1,1): PURSUIT, FOCUS ENERGY, OUTRAGE, ANCIENTPOWER, STOMP

11: SAFEGUARD  
 22: GUST  
 249 LUGIA - PSYCHIC / AEROBLAST 33: RECOVER  
 FLYING 44: HYDRO PUMP  
 55: RAIN DANCE  
 HP:106 At:90 De:130 SpA:90 SpD:154 Spe:110 == 680 66: SWIFT  
 77: WHIRLWIND  
 88: ANCIENTPOWER  
 99: FUTURE SIGHT  
 TM/HM: HEADBUTT, CURSE, ROAR, TOXIC, ZAP CANNON, ROCK SMASH, PSYCH UP,  
 HIDDEN POWER, SUNNY DAY, SNORE, BLIZZARD, HYPER BEAM, ICY WIND,  
 PROTECT, RAIN DANCE, GIGA DRAIN, ENDURE, FRUSTRATION, IRON TAIL,  
 DRAGONBREATH, THUNDER, EARTHQUAKE, RETURN, PSYCHIC, SHADOW BALL,  
 MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK, SANDSTORM, SWIFT,  
 DREAM EATER, DETECT, REST, STEEL WING, NIGHTMARE, FLY, SURF,  
 STRENGTH, WHIRLPOOL, WATERFALL, {{THUNDERBOLT, ICE BEAM}}  
 Breed (X,X) (Genderless)

11: SAFEGUARD  
 22: GUST  
 250 HO-OH - FIRE / SACRED FIRE 33: RECOVER  
 FLYING 44: FIRE BLAST  
 55: SUNNY DAY  
 HP:106 At:130 De:90 SpA:110 SpD:154 Spe:90 == 680 66: SWIFT  
 77: WHIRLWIND  
 88: ANCIENTPOWER  
 99: FUTURE SIGHT  
 TM/HM: CURSE, ROAR, TOXIC, ZAP CANNON, ROCK SMASH, PSYCH UP, HIDDEN POWER,  
 SUNNY DAY, SNORE, HYPER BEAM, PROTECT, RAIN DANCE, GIGA DRAIN, ENDURE,  
 FRUSTRATION, SOLAR BEAM, DRAGONBREATH, THUNDER, EARTHQUAKE, RETURN,  
 PSYCHIC, SHADOW BALL, MUD-SLAP, DOUBLE TEAM, SWAGGER, SLEEP TALK,  
 SANDSTORM, FIRE BLAST, SWIFT, DREAM EATER, DETECT, REST, STEEL WING,  
 NIGHTMARE, FLY, STRENGTH, FLASH, {{FLAMETHROWER, THUNDERBOLT}}  
 Breed (X,X) (Genderless)

LEECH SEED 10: SAFEGUARD  
 251 CELEBI - PSYCHIC / CONFUSION 20: ANCIENTPOWER  
 GRASS RECOVER 30: FUTURE SIGHT  
 HEAL BELL 40: BATON PASS  
 HP:100 At:100 De:100 SpA:100 SpD:100 Spe:100 == 600 50: PERISH SONG  
 TM/HM: CURSE, TOXIC, PSYCH UP, HIDDEN POWER, SUNNY DAY, SWEET SCENT, SNORE,  
 HYPER BEAM, PROTECT, RAIN DANCE, GIGA DRAIN, ENDURE, FRUSTRATION,  
 SOLAR BEAM, RETURN, PSYCHIC, SHADOW BALL, MUD-SLAP, DOUBLE TEAM,

SWAGGER, SLEEP TALK, SANDSTORM, SWIFT, DEFENSE CURL, DREAM EATER,  
DETECT, REST, NIGHTMARE, FLASH  
Breed (X,X) (Genderless)

\*\* LEGEND\*\*

HP: Hit Points base stat  
At: Attack base stat  
De: Defense base stat  
SpA: Special Attack base stat  
SpD: Special Defense base stat  
Spe: Speed base stat

R/B/Y: Moves that can only be learned in the Chromatic versions. If there are both leveling and TM moves here, the leveling ones are listed first and seperated from the rest by a pipe character.

TM/HM: Moves that are learned by TM or HM in the Metallic versions.

Breed: Moves that are learned by breeding with a different species.

<<STEEL WING>> This move can only be learned in Gold/Silver  
{ {THUNDERBOLT} } This move can only be learned in Crystal  
[[EARTHQUAKE]] This move can only be learned in Pok<sup>篇</sup>on Stadium 2

\*\* MAX STATS \*\*

To convert the base stats listed in this document to the maximum, use these formulae and round down to the nearest whole number:

Max HP = (Level x (Base + 15 + 31.9 + 50) / 50) + 10  
Others = (Level x (Base + 15 + 31.9) / 50) + 5

At level 100, one base point is equivilant to two max points. HP starts from 203, while the other stats start from 98. This means that a base of 100 will give a maximum of 403 HP (100 x 2 + 203) and 298 Attack/Defense/Speed/Specials (100 x 2 + 98). All of Mew's and Celebi's stats are at this level.

\*\* EVOLUTION NOTICE \*\*

Tyroque evolves at level 20. If his Attack stat is higher than his Defense stat at that point, he will evolve into Hitmonlee. If his Defense is higher, he will evolve into Hitmonchan. If the two stats are the same, he will evolve into Hitmontop.

Some of the evolutions listed as "Trade" require a certain item to be attached when the Pok<sup>篇</sup>on is traded. These evolutions are:

Poliwhirl -> Politoed (King's Rock)  
Slowpoke -> Slowking (King's Rock)  
Onix -> Steelix (Metal Coat)  
Scyther -> Scizor (Metal Coat)  
Seadra -> Kingdra (Dragon Scale)  
Porygon -> Porygon2 (Up-grade)

Several Pok<sup>篇</sup>on evolve when they reach a certain amount of happiness and then gain a level. These Pok<sup>篇</sup>on are Golbat, Chansey, Pichu, Cleffa, Igglybuff, Togepi, and Eevee. In the case of Eevee, it will evolve into Espeon if this occurs during the morning or afternoon, and into Umbreon if it happens at night.

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Credits  
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CJayC: For posting this FAQ

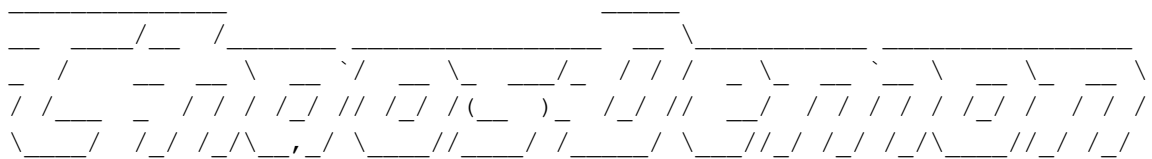
Nintendo Power: Thanks goes out to Nintendo Power for most of the information in this FAQ(Cups, Gym Leader Castle)

Earl's Pokemon Academy: For addition info on Caculation Damage, and other things.

WhiteCat: For the entire PokeDex section; his PokeDex can be located here:  
<http://www.white-cat.com/gsdex.txt>

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Just another FAQ brought to you by...



"In hockey it's not whether you win or lose, it's which team has more goals at the end of the game."

-ChaosDemon, "Professor" Form

Yes, you're done reading this FAQ, well maybe not yet.-

-EOF-