

Mewgenics

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Contents

1	Abstract	4
2	Introduction	5
3	Premise	5
3.1	Summary	5
3.2	Explanation	5
3.3	Clarification on move legality pertaining to rule 3	5
3.4	Generations and corresponding games	5
4	Origin of premise	7
5	Analysis of extra moves	8
5.1	List of extra moves as well as their frequency	8
5.2	Summary	8
5.3	Notable Extra moves	8
5.3.1	Recovery	8
5.3.2	Hazards	8
5.3.3	Defog	8
5.3.4	Burn	8
5.3.5	Setup	8
5.3.6	Pivot Moves	8
5.3.7	Coverage	8
6	Metagame Prediction	9
7	Sample sets and generational analysis	9
7.1	Generation I	9
7.2	Generation II	10
7.3	Generation III	10
7.4	Generation IV	11
7.5	Generation V	12
7.6	Generation VI	12
7.7	Generation VII	13
7.8	Generation VIII	13
7.9	Generation IX	14
8	Clauses and Banlist	14
8.1	Clauses	14
8.2	Banlist	14
8.3	Watchlist	15
9	Sample Teams	16
10	Conclusion	16
11	Questions and Answers	17
11.1	Why aren't Slaking and Regigigas banned?	17
11.2	Why are you restricting access to extra moves with respect to rule 3?	17
11.3	If a mon used to have an extra move but no longer does in gen 9, does it still count as an illegal move?	17
11.4	If a move no longer exists in gen 9 but was an extra move in a previous generation, can I use it?	17
	Appendices	17
A	List of extra moves by generation	19
B	List of extra moves by alphabet and frequency	23

C	AI-generated Python code to sort movelists	31
C.1	Removing duplicates and NaN	31
C.2	Writing to Excel	31
C.3	Sort the movelist	31

1 Abstract

Greetings. The purpose of this abstract is to provide a concise summary of the content of this document. It serves as a standalone piece that will give you, my esteemed readers a quick overview of this document without reading the entire document. Although I wish you would read this entire paper for the full comprehensive review of my idea, I do value your time and am also aware of the global crisis that is the declination of attention span. Let us be on our way.

Mewgenics is an OM where mons of a particular generation are able to access all tutorable moves in that generation. This includes TMs, HMs and Tutor moves. Henceforth these are referred to as 'extra moves'. An evolution line which exists in multiple generations such as Kingambit and Gliscor will be able to access extra moves from all of its generations. An extra move which is not naturally in a pokemon's movepool in gen 9 is defined as an 'illegal' move, and each unique extra moves can only be learnt by one mon per team. An in-depth explanation of this is available in section 3.3, but basically if you give Garchomp the illegal move Roost from gen 4 TMs, no other mon on your team may have Roost illegally. This does not mean that mons which naturally has Roost on their moveset such as Corviknight and Skarmory become unable to have it. the extra moves of a particular generation include the new and original game which came out as well as all of its remakes. This means that HGSS is a gen 2 game, and ORAS is a gen 3 game.

The purpose of this OM is to provide all pokemon with a wider movepool. I will admit that it is based on BH but it is different enough to be its own OM. I think that a lot of bad mons are only a couple good moves away from competing with the gen 9 powercreep. My fervent wish for this OM is that the number of viable mons is extremely high. I found that basically every gen 9 mon already have 4 good moves, and that a lot of them even have signature moves. I think that this OM will benefit older mons more due to their weaker overall movepools compared to gen 9 mons which already have an overabundance of strong moves. That will conclude this abstract. If you seek to learn more about this OM idea then venture forth. If not, then I thank you for your time and interest.

2 Introduction

Welcome to the journal publication for my OM idea: Mewgenics. In Mewgenics, we live in an alternate reality where every mon has inherited Mew's genetics and ascended to become the perfect lifeform. Every single pokemon possesses Mew's unique characteristic to learn almost every tutorable move in the game. Mewgenics is an OM where movepools vast, sets are abundant, teambuilding is endless and creativity thrives. Praise be to Mew, for the betterment of pokemon-kind.

3 Premise

3.1 Summary

This OM's premise can be broken down into three simple rules.

1. All mons gain access to all TM, HM and tutor moves from their generation.
2. If a new evolution is introduced in a different generation, the evolution will gain access to all of its pre-evolutions' generations' TM, HM and tutor moves.
3. Any given TM, HM and tutor moves can only be 'utilised' once illegally, regardless of how many generations it is present in.

3.2 Explanation

The premise of this OM is very simple. All mons gain access to every single TM, HM and tutor move of their generation. Henceforth these additional moves will be referred to as 'extra moves'. This applies for every single game of that generation. For example, Charizard which is a gen 1 mon will have access to extra moves from Pokemon Red, Blue, Yellow as well as the gen 1 remakes FireRed and LeafGreen. Meanwhile Landorus-Therian, a gen 5 mon, will have extra moves from BW and sequel BW2. Kingambit is a new evolution of Pawniard and Bisharp from gen 5. This means that Kingambit is able to access moves such as Superpower which was an extra move available in gen 5 but not 9. On the other hand, Bisharp is only able to access extra moves from gen 5.

3.3 Clarification on move legality pertaining to rule 3

Extra moves which are not naturally learnt by a mon are considered 'illegal' moves in gen 9 OU. For example, Roost is an extra move available in gens 2-7. Skarmory has Roost in its natural movepool in gen 9. This means that Skarmory can have Roost without limiting its availability, "legally". Meanwhile, Tyranitar is also a gen 2 mon, albeit does not possess Roost in its natural learnset. Thanks to this OM, it is able to learn Roost 'illegally'. However, this will restrict Roost from being learnt illegally by your other mons. For example, Garchomp is a gen 4 mon which would have access to Roost, but because the Tyranitar has already "used up" the extra move Roost, it is no longer able to use it. Once an extra move has been used illegally, it becomes unavailable to be learnt illegally by a different mon on the team. On the other hand, Salamence which has Roost in its natural learnset can freely have Roost, 'legally'. Finally, when I mentioned 'natural movepool', this ignore the method of obtaining that move. It does not matter if Skarmory does not actually learn Roost naturally but through a TM. If a mon possesses a move legally in gen 9, it is not considered to be an extra move.

The final rule is that each unique extra move from ANY generation can only be taught to a mon once. For example, Toxic is a TM which exists from gens 1-7. If a mon does NOT learn Toxic in gen 9 but is given Toxic, no other mon on the team which does not naturally learn Toxic is allowed to access that TM again. For example, Skarmory in gen 3 can only learn Toxic from the TM. If I give it Toxic, then no other gen 1-7 mon on my team may have Toxic if they do not naturally learn it. Draco Meteor is a tutor move which existed from gen 3 onwards. If I give Draco Meteor to Skarmory which does not naturally learn it, I can no longer give Draco Meteor to any other mon in my team. I think this rule will make teambuilding more interesting as it limits the distribution of the best extra moves to only one mon and encouraging diversity.

3.4 Generations and corresponding games

The full list of core Pokemon series game are listed below. The rule is that the original game as well as all remakes of that gens are considered to be the same. For example, Omega Ruby is a gen 3 remake, therefore all of its extra moves are available to gen 3 and not gen 6. Now it is important to note that some of these games share the exact TMs, for example DPP and HGSS.



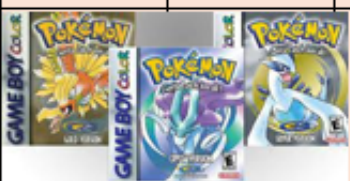












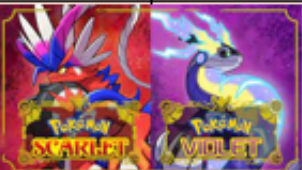
Generation	Titles					
<u>I</u>						
<u>II</u>						
<u>III</u>						
<u>IV</u>						
<u>V</u>						
<u>VI</u>						
<u>VII</u>						
<u>VIII</u>						
<u>IX</u>						

Table 1: Table of mainstream games

4 Origin of premise

I will start off by introducing myself. I am an avid fan of the OM Balanced Hackmons and have played it almost exclusively for a very long time. I first played during ORAS BH back when Megas and Primals were first introduced. What drew me into the BH meta was the endless possibilities. I was discovering new sets and team ideas left and right, and it was a very exciting experience for me. With access to so many different moves, I felt free to build whatever I want, however I want it. After a time however, teambuilding began to narrow, and the options become limited. The list of viable mons began to dwindle as I climbed, because there are only a handful of Pokemon which possesses the stat and typing required to perform in a competitive environment. In hindsight, it should have been obvious from the start that the highest BST mons such as Mega Rayquaza, Primal Groudon and Mega Diancie would dominate the higher echelons of play because ultimately, only stats and typing matter when every mon has access to every move and ability.

So, why have I written such lengths regarding BH, a completely different OM? Well, that's because it is the inspiration for this OM. What I have learnt is that to increase diversity, there must be some sort of restriction. Restriction is the fuel for progress, innovation and development. Why must I run a special attacker other than Protean Mega Mewtwo Y in gen 6 BH? Why should I not include Arceus in gen 9 BH? There is very little reason not to do either. Like BH, mons in Mewgenics (MM) gain access to a very large movepool, but because mons keep their original ability and movepool, I think there will be a more diverse pool of viable mons to choose from.

Let's now talk about the two additional rules other than the primary one. Truth to be told, these rules are unnecessary. So why have I included them? The answer is simple: it is to give players a sense of discovery. I want to give players the feeling of 'oh, Kingambit can't learn Explosion from gen 9, but it can learn it from Bisharp which is in gen 5.' It is similar to how in STABmons, Sylveon was able to learn Normal-type moves due to its pre-evolution Eevee. The last rule which limits move distribution has already been touched upon. This rule is meant to encourage diversity in extra moves and get people to rethink the move choices. For example, they'll look at an amazing move like gen 4 Roost and go 'wow, I can give any gen 4 mon recovery!' but then they are forced to choose one mon and think 'which gen 4 mon on my team would benefit most from it? Should I replace this mon with a mon that naturally learns recovery instead?' That is the choice I want teambuilders to make.

5 Analysis of extra moves

5.1 List of extra moves as well as their frequency

For a full breakdown of the available extra moves by generation, please refer to [A](#). To view the list sorted alphabetically and by frequency, please refer to Appendix [B](#).

5.2 Summary

Let us get one thing out of the way: powercreep is real in pokemon. The later generations have stronger mons with better stat distribution, abilities, movepool as well as signature moves. If you glance above, you should even notice that despite previous generations gaining multiple games' worth of extra moves, gen 9 still possesses the most extra moves, at 230. There seems to be a general increase of move quality from gens 1-2 but it plateaus from gen 3 onwards. Every generation gains coverage, setup and utility moves.

5.3 Notable Extra moves

5.3.1 Recovery

There are three recovery moves; Soft-boiled available for gens 1 and 3, Roost in gens 2-7 and Synthesis in gens 2-5 and 7. This means that every team has access to up to three additional recovery options.

5.3.2 Hazards

Stealth Rock is available in gens 2-5, 7 and 9. Now almost every mon can setup rocks. Of course it doesn't end there. All gen 9 mons also gain access to Spikes and Toxic Spikes.

5.3.3 Defog

Defog is available in gens 4 and 7. I don't play OU much but from what little I gathered, it seems to be dominated by hazard stacking due to the wide availability of Spikes and Stealth Rocks as well as the demonic Gholdengo. The widespread popularity of hazards should make Defog a very popular move, ideally given to mons which can threaten Gholdengo.

5.3.4 Burn

Every mon except those in gen 1 gain access to Will-O-Wisp, while gens 2-7 and 9 gain Scald. Because of this, physical mons may have difficulties sweeping and should be scout first.

5.3.5 Setup

Substitute, Bulk Up, Calm Mind and Swords Dance are available in every gen except for 8, so basically every mon can be a win condition. Nasty Plot is a bit rarer and only available in gens 4 and 9. On the other hand, Iron Defence + Body Press is available for gen 9 mons. Because of the availability of setup moves, some mons might opt for Whirlwind and Roar which are also common. Most Unaware mons now also gain recovery so they are more difficult to remove.

5.3.6 Pivot Moves

I think U-turn, Volt Switch and Teleport will be extremely popular extra moves. These pivot moves are critical in transforming slow and passive mons into effective tools to safely bring in your offensive mons. These moves also pair extremely well with Regenerator, and there are several mons like Amoonguss and Toxapex which now have access to this. Not only are these moves good on defensive mons, they are also great at keeping the pressure up using offensive mons via VoltTurn. This may incentivise players to run ground types and/or rocky helmet.

5.3.7 Coverage

If you've ever played the mainstream games before, you should know that the large majority of extra moves in the game... are damaging moves. Although there are a ton of low power moves, there are also good moves. Basically every offensive mon can pick all the coverage they'll ever need. Imagine if every mon had Dragonite or Salamence's movepool. If you double that, then you'll have a good approximation of the available coverage.

6 Metagame Prediction

I will get this out of the way: I do not know how this om will turn out. There is simply too many new things which become possible that I believe it futile to claim that I can predict what will happen. I can try to predict what will be good based on the current OU metagame because good mons tend to stay good but that is the extent of it. Nevertheless I will share the mons which I believe will be good in this OM below.

7 Sample sets and generational analysis

7.1 Generation I

		
Dragonite @ Heavy-Duty Boots Ability: Multiscale Tera Type: Normal EVs: 252 HP / 252 Atk / 4 SpD Adamant Nature - Swords Dance - Extreme Speed - Earthquake - Roost	Clefable @ Leftovers Ability: Magic Guard Tera Type: Water EVs: 252 HP / 252 Def / 4 SpD Bold Nature IVs: 0 Atk - Moonblast - Moonlight - Defog - Volt Switch	Chansey (F) @ Eviolite Ability: Natural Cure Tera Type: Normal EVs: 248 HP / 252 Def / 8 SpD Bold Nature IVs: 0 Atk - Whirlwind - Teleport - Soft-Boiled - Seismic Toss

Table 2: Sample Generation I Pokemon Sets

There are very few mons worth talking about in gen 1. Dragonite is probably the best one since it has tera normal and espeed. With access to Swords Dance, it can take a page out of god's book and run the classic E-killer set. Clefable is another good mon with fantastic typing and abilities. It can ignore hazards with magic guard and consistently clear with Defog. It naturally has Fire Blast to threaten Gholdengo and can chip and pivot with Volt Switch from Clefairy in BDSP. The last set is Chansey. Now, Blissey does have access to gen 1 and gen 4 extra moves but Chansey can boost its defenses with Eviolite. It gains Roar and U-turn which makes it less passive than usual.

7.2 Generation II

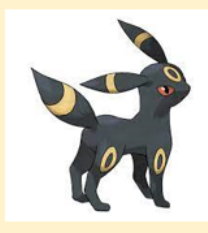

		
Feraligatr @ Life Orb Ability: Sheer Force Tera Type: Water EVs: 252 Atk / 4 SpD / 252 Spe Adamant Nature - Liquidation - Dragon Dance - Thunder Punch - Ice Punch	Umbreon @ Heavy-Duty Boots Ability: Synchronize Tera Type: Dark EVs: 252 HP / 4 Def / 252 SpD Careful Nature - Foul Play - Super Fang - Moonlight - U-turn	Tyranitar @ Black Glasses Ability: Sand Stream Tera Type: Dark EVs: 252 HP / 252 Atk / 4 SpD Adamant Nature - Swords Dance - Sucker Punch - Knock Off - Stone Edge

Table 3: Sample Generation II Pokemon Sets

Gen 2 is mostly trash but I have chosen these three mons anyways. Feraligatr gets a lot of nice moves for the SF + LO combo. Umbreon can now pivot without Baton Pass. From this gen onwards, Wisp becomes available which is great at crippling physical attackers. Super Fang is an interesting move to run because it completely ignores your offensive stat and the opponent's defensive stats. This allows otherwise passive mons to do a sizable chunk to all non-ghost type mons. Finally we have gen 2's most iconic mon, the pseudo-legendary Tyranitar. Ttar has fallen off in recent generations but it in this meta it gains Swords Dance, Bulk Up and Sucker Punch so it can cosplay as Kingambit. Kingambit is one of the best mons in OU so being a worse version of Kingambit isn't a bad thing. It's a lot bulkier because of sand but doesn't have Supreme Overlord to justify your misplays and sacking your mons.

7.3 Generation III




		
Slaking @ Leftovers Ability: Truant Tera Type: Fairy EVs: 252 HP / 4 Def / 252 SpD Careful Nature - Skill Swap - Double-Edge - Bulk Up - Drain Punch	Torkoal @ Heat Rock Ability: Drought Tera Type: Fire EVs: 252 HP / 252 Def / 4 SpD Relaxed Nature IVs: 0 Spe - Rapid Spin - Volt Switch - Synthesis - Lava Plume	Registeel @ Leftovers Ability: Clear Body Tera Type: Steel EVs: 252 HP / 252 Def / 4 SpD Bold Nature - Soft-Boiled - U-turn - Scald - Super Fang

Table 4: Sample Generation III Pokemon Sets

We have finally reached a generation with some fun mons. Unlike the previous gens, Gen 3 had a lot of very cool sub-legendaries/mythicals like the Latis, Jirachi, Deoxys and the Regis. Not only that, it has Big Slaking. WHave you ever wished that Slaking can learn Skill Swap? Well, you don't have to anymore because Slaking does get Skill Swap in this

OM! The next mon is Torkoal. If you have played/watched standard metas in gen 9 I'm sure you know of the power of the Protosynthesis mons. In this OM, Torkoal gain access to amazing recovery in Synthesis which recovers 66% hp in the sun. It also gains Volt Switch to pivot into your favourite Protosynthesis mon safely. After 10000 years, the Regis have access to recovery. Will this be enough to make them good? Maybe not. But what if we give them Scald and Super Fang? Only god knows the answer.

7.4 Generation IV




		
Regigigas @ Leftovers Ability: Slow Start Tera Type: Normal EVs: 252 HP / 252 Atk / 4 SpD Adamant Nature - Skill Swap - Roost - Double-Edge - Earthquake	Magnezone @ Choice Specs Ability: Magnet Pull Tera Type: Flying EVs: 212 HP / 252 SpA / 44 Spe Modest Nature IVs: 0 Atk - Thunderbolt - Ice Beam - Volt Switch - Fire Blast	Weavile @ Heavy-Duty Boots Ability: Pressure Tera Type: Ice EVs: 252 Atk / 4 SpD / 252 Spe Jolly Nature - Knock Off - Triple Axel - Gunk Shot - Thunder Punch

Table 5: Sample Generation IV Pokemon Sets

This generation holds the most nostalgic value for me because it is the one I played the most, even though I have played previous gens. You might have already guessed from the Slaking set in gen 3 but we still have to address Big Slaking's cousin, Regigigas. Just like Slaking, Regigigas can now donate its Slow Start ability to immediately halve the opponent's attack and speed forever (not literally but 5 turns is basically forever). I'm sure your opponent will appreciate this gift. I'm not sure if Regigigas would be better than Slaking. I'm pretty sure they're about the same power level. If one gets banned then the other will definitely go as well. Gen 4 introduced new evolutions to old mons like Magnezone and Weavile which lets them have more options. Magnezone gets the good fire move it needs to kill steel types to replace HP fire, while Weavile gets some more coverage, though it probably will get outshined by Chien-Pao if that doesn't get banned.

7.5 Generation V




		
Serperior @ Leftovers Ability: Contrary Tera Type: Ground EVs: 4 Def / 252 SpA / 252 Spe Timid Nature IVs: 0 Atk - Leaf Storm - Draco Meteor - Tera Blast - Overheat	Amoonguss @ Assault Vest Ability: Regenerator Tera Type: Grass EVs: 248 HP / 8 SpA / 252 SpD Calm Nature IVs: 0 Atk - Volt Switch - Giga Drain - Scald - Sludge Bomb	Volcarona @ Heavy-Duty Boots Ability: Flame Body Tera Type: Ground EVs: 252 SpA / 4 SpD / 252 Spe Timid Nature IVs: 0 Atk - Quiver Dance - Fiery Dance - Earth Power - Giga Drain

Table 6: Sample Generation V Pokemon Sets

Ah, generation 5. The gen everyone clowned on the most but turned out to be one of the peaks of pokemon games. We have to start off with the iconic Serperior. Thanks to the way I rigged the rules, Serperior gains access to not only Overheat but also Draco Meteor. If you've played against Contrary Serperior before then you should know exactly what this does. Serperior is probably one of the strongest stallbreaker in the game. It has taunt, sub and leech seed to completely break fat mons in conjunction with the dreaded Contrary + stat-dropping moves. Next is everyone's favourite shrooms, Amoonguss. I think Sleep moves should be banned but it's alright. This gen introduced one of the most annoying abilities ever in Regenerator, and in this OM a lot of these mons gain a pivot move like Volt Switch. This Amoonguss will let you safely switch into a nuke while spreading poison and burn. Lastly is the iconic Volcarona. This mon went from dying to rocks to a top tier menace thanks to Boots. In this OM it gains Earth Power but that's enough because it already has amazing moves like Quiver Dance and Fiery Dance. It can also run other coverage like Thunderbolt and Ice Beam or opt for Roost.

7.6 Generation VI




		
Greninja @ Choice Specs Ability: Protean Tera Type: Water EVs: 252 SpA / 4 SpD / 252 Spe Timid Nature IVs: 0 Atk - Draco Meteor - Overheat - Ice Beam - Volt Switch	Volcanion @ Choice Specs Ability: Water Absorb Tera Type: Fire EVs: 248 HP / 252 SpA / 8 SpD Modest Nature IVs: 0 Atk - Steam Eruption - Fire Blast - Volt Switch - Ice Beam	Diancie @ Leftovers Ability: Clear Body Tera Type: Rock EVs: 252 HP / 252 Def / 4 SpD Impish Nature - Diamond Storm - Body Press - Roost - Toxic

Table 7: Sample Generation VI Pokemon Sets

Honestly, you have to feel bad for gen 6. It used to be cool with Megas but that got removed. Not only that, Protean, Gale Wings and Aegislash all got nerfed and those three are the only good mons in the entire generation. We have nerfed Greninja

here but hey, now it has a lot more coverage to work with. Volcanion is an alright mon, it's mostly here because I couldn't find another good mon. Same with Diancie. Honestly, this whole gen is trash and is almost as bad as gen 2.

7.7 Generation VII

		
Toxapex @ Black Sludge Ability: Regenerator Tera Type: Poison EVs: 252 HP / 252 Def / 4 SpD Impish Nature - U-turn - Super Fang - Recover - Haze	Kommo-o @ Throat Spray Ability: Bulletproof Tera Type: Dragon EVs: 252 SpA / 4 SpD / 252 Spe Timid Nature IVs: 0 Atk - Clangorous Soul - Clanging Scales - Fire Blast - Sludge Bomb	Decidueye @ Leftovers Ability: Long Reach Tera Type: Fairy EVs: 248 HP / 8 Atk / 252 SpD Careful Nature - Bulk Up - Spirit Shackle - Substitute - Drain Punch

Table 8: Sample Generation VII Pokemon Sets

The gap of the good mons between gen 6 and 7 is astronomical. Gen 7 introduced Magearna, Zeraora, Melmetal, Ultra Beasts and the Tapus, all of which are some of the best mons OU has ever seen. Unfortunately all of them are currently unplayable so I had to sift through the remaining garbage. First up is Big Stall's highest-paid agent: Toxapex. Everyone knows what this piece of trash does. It comes in and sits there menacingly with Haze and Recover while your mon dies to poison. Then, it leaves and recovers 33% of its hp with Regenerator, relishing in your despair. Now it can perform its job even better with the addition of U-turn and Super Fang.

7.8 Generation VIII


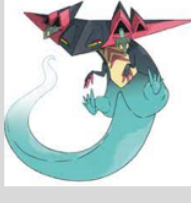

		
Falinks @ Expert Belt Ability: Battle Armor Tera Type: Fighting EVs: 252 Atk / 4 SpD / 252 Spe Jolly Nature - No Retreat - U-turn - Close Combat - Knock Off	Dragapult @ Choice Band Ability: Infiltrator Tera Type: Dragon EVs: 252 Atk / 4 SpD / 252 Spe Jolly Nature - Dragon Darts - Poltergeist - U-turn - Earthquake	Enamorus (F) @ Heavy-Duty Boots Ability: Contrary Tera Type: Fairy EVs: 4 Atk / 252 SpA / 252 Spe Hasty Nature - Superpower - Hurricane - Draco Meteor - Play Rough

Table 9: Sample Generation VIII Pokemon Sets

Gen 8 has some good mons that are available. Firstly is this Falinks set. Have you ever clicked No Retreat and was upset that you... can't retreat anymore? Well, with the addition of U-turn, you can now U-turn out if you're stuck in a bad matchup.

Dragapult finally gets a reliable ghost move in Poltergeist as well as coverage in Earthquake. Enamorus has Contrary, so you should already know what that means, though Overheat is unavailable this gen.

7.9 Generation IX




		
Gholdengo @ Air Balloon Ability: Good as Gold Tera Type: Steel EVs: 252 HP / 252 SpA / 4 SpD Modest Nature IVs: 0 Atk - Recover - Spikes - Shadow Ball - Make It Rain	Dondozo @ Leftovers Ability: Unaware Tera Type: Fighting EVs: 252 HP / 4 Atk / 252 SpD Careful Nature - Roost - Iron Defense - Body Press - Knock Off	Scream Tail @ Heavy-Duty Boots Ability: Protosynthesis Tera Type: Steel EVs: 252 HP / 4 SpD / 252 Spe Jolly Nature - Wish - U-turn - Super Fang - Encore

Table 10: Sample Generation IX Pokemon Sets

Definitely the best generation in terms of mons considering the presence of Quark Drive/Protosynthesis mons and crazy mons like Gholdengo and Kingambit. That begs the questions; how can we improve upon perfection? Maybe. The first set is Spikes Gholdengo. What is the best move to click after you block a Corviknight's Defog? That's right, it's Spikes. I think this mon is going to be even better when it can setup hazards and spinblock at the same time. Next we have the iron press dondozo to setup on physical attackers. Finally is Scream Tail with Super Fang and U-turn to cripple every non-ghost regardless of their bulk.

8 Clauses and Banlist

8.1 Clauses

- Extra Move Clause: each unique extra move may only be illegally taught once per team.
- Sleep Clause: Moves which induce sleep are banned.
- Evasion Clause: Moves, Items and Abilities which raise Evasion are banned.
- OHKO Move Clause: OHKO Moves are banned.
- Endless Battle Clause: trying to force an endless battle is banned.

8.2 Banlist

This OM's Pokemon Banlist will be mostly derived from the SV OU Banlist. Like the SV OU banlist, the large majority of the cover legendaries will be banned due to the combination of higher BST and access to strong abilities and signature moves. However, unlike that banlist, the relatively worse legendaries and some of the OU bans will be unbanned.

Pokemon			Abilities	Items	Moves
<i>Annihilape</i>	<i>Mewtwo</i>	<i>Deoxys</i>	Arena Trap	Bright Powder	Last Respects
<i>Chi-Yu</i>	<i>Ho-oh</i>	<i>Dekxys-Attack</i>	Moody	King's Rock	Baton Pass
<i>Chien-Pao</i>	<i>Lugia</i>	<i>Shaymin-Sky</i>	Sand Veil	Razor Fang	Shed Tail
<i>Espathra</i>	<i>Groudon</i>	<i>Solgaleo</i>	Shadow Tag		
<i>Flutter Mane</i>	<i>Kyogre</i>	<i>Lunaala</i>	Snow Cloak		
<i>Iron Bundle</i>	<i>Rayquaza</i>	<i>Necrozma-Dusk-Mane</i>			
<i>Landorus-Incarnate</i>	<i>Palkia</i>	<i>Necrozma-Dawn-Wings</i>			
<i>Magearna</i>	<i>Dialga</i>	<i>Zamazenta</i>			
<i>Palafin</i>	<i>Giratina</i>	<i>Zamazenta-Crowned</i>			
<i>Regieleki</i>	<i>Arceus</i>	<i>Zacian</i>			
<i>Spectrier</i>	<i>Zekrom</i>	<i>Zacian-Crowned</i>			
<i>Ursaluna-Bloodmoon</i>	<i>Reshiram</i>	<i>Eternatus</i>			
<i>Sneasler</i>	<i>Kyurem-Black</i>	<i>Koraidon</i>			
<i>Baxcalibur</i>	<i>Kyurem-White</i>	<i>Miraidon</i>			
<i>Ogerpon-Hearthflame</i>	<i>Terapagos</i>				

Table 11: Banlist

8.3 Watchlist

Pokemon	Abilities	Items	Moves
<i>Slaking</i>	Simple	None	Spikes
<i>Regigigas</i>			

Table 12: Watchlist

9 Sample Teams

N/A

10 Conclusion

First of all, I would like to thank you if you have made it this far. In recent years, there has been a disheartening trend regarding youths' diminishing attention span due to the astronomical rise of short-form content and media such as YouTube Shorts and TikTok. I am grateful for the time you have set aside in reading this document.

I will conclude with this: What is it that makes an OM fun for you? The answer varies depending on who you ask. For me, it is teambuilding, diversity and a sense of discovery. I relish the feeling of creating new sets and teams. It is this pleasure which I wish to bestow upon others which drove me to submit this OM idea.

11 Questions and Answers

11.1 Why aren't Slaking and Regigigas banned?

I like these mons and having to use Skill Swap is a big enough downside. Not only do you only have 3 moves but you also have to spend your first move clicking Skill Swap which is predictable. If they are too strong then we'll just ban it.

11.2 Why are you restricting access to extra moves with respect to rule 3?

This rule is in place to limit the distribution of moves thus promoting creativity. For example, recovery in Roost and Synthesis or utility moves like U-turn, Knock Off and Spikes are obviously incredible. I would hate for people to just run multiple of these moves without restraint. This increases the value of a mon's innate movepool during teambuilding.

11.3 If a mon used to have an extra move but no longer does in gen 9, does it still count as an illegal move?

Yes, it does. An example of this is Toxapex. In gen 9, Toxapex no longer have access to scald in its natural movepool, but scald is a TM in this gen. If you want your Toxapex to have scald, it will count as the one illegal move allowed and thus no other mon on your team can illegally have scald.

11.4 If a move no longer exists in gen 9 but was an extra move in a previous generation, can I use it?

No, all unavailable moves in gen 9 will remain unavailable.

A List of extra moves by generation

1	IV	V	VI	VII	VIII	IX
2	Aerial Ace	Acrobatics	Acrobatics	Acrobatics	Acrobatics	Acid Spray
3	Air Cutter	Aerial Ace	Aerial Ace	Aerial Ace	Air Slash	Acrobatics
4	Ancient Power	After You	Attract	After You	Assurance	Aerial Ace
5	Aqua Tail	Ally Switch	Blast Burn	Ally Switch	Attract	Agility
6	Attract	Aqua Tail	Blizzard	Aqua Tail	Avalanche	Air Cutter
7	Avalanche	Attract	Brick Break	Attract	Beat Up	Air Slash
8	Blast Burn	Bind	Bulk Up	Aurora Veil	Blast Burn	Alluring Voice
9	Blizzard	Blast Burn	Bulldoze	Bind	Bounce	Amnesia
10	Bounce	Blizzard	Calm Mind	Blast Burn	Breaking Swipe	Aura Sphere
11	Brick Break	Block	Charge Beam	Blizzard	Brick Break	Avalanche
12	Brine	Bounce	Confide	Block	Brine	Baton Pass
13	Bug Buzz	Brick Break	Dark Pulse	Bounce	Brutal Swing	Blast Burn
14	Bulk Up	Bug Bite	Dazzling Gleam	Brick Break	Bulldoze	Blizzard
15	Bulldoze	Bulk Up	Dig	Brutal Swing	Bullet Seed	Body Press
16	Bullet Seed	Bulldoze	Double Team	Bug Bite	Burning Jealousy	Body Slam
17	Calm Mind	Calm Mind	Draco Meteor	Bulk Up	Charm	Brave Bird
18	Captivate	Charge Beam	Dragon Claw	Bulldoze	Coaching	Breaking Swipe
19	Charge Beam	Covet	Dragon Tail	Calm Mind	Corrosive Gas	Brick Break
20	Cut	Dark Pulse	Dream Eater	Charge Beam	Cross Poison	Bug Bite
21	Dark Pulse	Dig	Earthquake	Confide	Dig	Bug Buzz
22	Dazzling Gleam	Double Team	Echoed Voice	Covet	Dive	Bulk Up
23	Defog	Draco Meteor	Embargo	Dark Pulse	Draco Meteor	Bulldoze
24	Dig	Dragon Claw	Energy Ball	Dazzling Gleam	Drain Punch	Bullet Seed
25	Dive	Dragon Pulse	Explosion	Defog	Draining Kiss	Burning Jealousy
26	Double Team	Dragon Tail	Facade	Dig	Dual Wingbeat	Calm Mind
27	Draco Meteor	Drain Punch	False Swipe	Double Team	Eerie Impulse	Charge
28	Dragon Claw	Dream Eater	Fire Blast	Draco Meteor	Electric Terrain	Charge Beam
29	Dragon Pulse	Drill Run	Fire Pledge	Dragon Ascent	Electroweb	Charm
30	Drain Punch	Dual Chop	Flame Charge	Dragon Claw	Expanding Force	Chilling Water
31	Dream Eater	Earth Power	Flamethrower	Dragon Pulse	Facade	Close Combat
32	Earth Power	Earthquake	Flash	Dragon Tail	Fake Tears	Coaching
33	Earthquake	Echoed Voice	Flash Cannon	Drain Punch	False Swipe	Confuse Ray
34	Embargo	Electroweb	Fling	Dream Eater	Fire Fang	Crunch
35	Endeavor	Embargo	Focus Blast	Drill Run	Fire Pledge	Curse
36	Endure	Endeavor	Frenzy Plant	Dual Chop	Fire Punch	Dark Pulse
37	Energy Ball	Energy Ball	Frost Breath	Earth Power	Fire Spin	Dazzling Gleam
38	Explosion	Explosion	Frustration	Earthquake	Fling	Dig
39	Facade	Facade	Giga Impact	Echoed Voice	Flip Turn	Disarming Voice
40	False Swipe	False Swipe	Grass Knot	Electroweb	Fly	Double-Edge
41	Fire Blast	Fire Blast	Grass Pledge	Embargo	Frenzy Plant	Draco Meteor
42	Fire Punch	Fire Pledge	Gyro Ball	Endeavor	Giga Drain	Dragon Cheer
43	Flamethrower	Fire Punch	Hail	Energy Ball	Giga Impact	Dragon Claw
44	Flash	Flame Charge	Hidden Power	Explosion	Grass Pledge	Dragon Dance
45	Flash Cannon	Flamethrower	Hone Claws	Facade	Grassy Glide	Dragon Pulse
46	Fling	Flash	Hydro Cannon	False Swipe	Grassy Terrain	Dragon Tail
47	Fly	Flash Cannon	Hyper Beam	Fire Blast	Guard Swap	Drain Punch
48	Focus Blast	Fling	Ice Beam	Fire Pledge	Hail	Draining Kiss
49	Focus Punch	Focus Blast	Incinerate	Fire Punch	Helping Hand	Drill Run
50	Frenzy Plant	Foul Play	Infestation	Flame Charge	Hex	Dual Wingbeat
51	Frustration	Frenzy Plant	Light Screen	Flamethrower	Hydro Cannon	Earth Power

1	IV	V	VI	VII	VIII	IX
52	Fury Cutter	Frost Breath	Low Sweep	Flash Cannon	Hyper Beam	Earthquake
53	Gastro Acid	Frustration	Nature Power	Fling	Ice Fang	Eerie Impulse
54	Giga Drain	Gastro Acid	Overheat	Fly	Ice Punch	Electric Terrain
55	Giga Impact	Giga Drain	Payback	Focus Blast	Icicle Spear	Electro Ball
56	Grass Knot	Giga Impact	Poison Jab	Focus Punch	Icy Wind	Electroweb
57	Gunk Shot	Grass Knot	Power-Up Punch	Foul Play	Imprison	Encore
58	Gyro Ball	Grass Pledge	Protect	Frenzy Plant	Lash Out	Endeavor
59	Hail	Gravity	Psych Up	Frost Breath	Light Screen	Endure
60	Heat Wave	Gunk Shot	Psychic	Frustration	Low Sweep	Energy Ball
61	Helping Hand	Gyro Ball	Psyshock	Gastro Acid	Magic Room	Expanding Force
62	Hidden Power	Hail	Quash	Giga Drain	Magical Leaf	Facade
63	Hydro Cannon	Heal Bell	Rain Dance	Giga Impact	Mega Kick	Fake Tears
64	Hyper Beam	Heat Wave	Reflect	Grass Knot	Mega Punch	False Swipe
65	Ice Beam	Helping Hand	Relic Song	Grass Pledge	Meteor Beam	Feather Dance
66	Ice Punch	Hidden Power	Rest	Gravity	Misty Explosion	Fire Blast
67	Icy Wind	Hone Claws	Retaliate	Gunk Shot	Misty Terrain	Fire Fang
68	Iron Defense	Hydro Cannon	Return	Gyro Ball	Mud Shot	Fire Pledge
69	Iron Head	Hyper Beam	Roar	Hail	Mystical Fire	Fire Punch
70	Iron Tail	Hyper Voice	Rock Polish	Headbutt	Pay Day	Fire Spin
71	Knock Off	Ice Beam	Rock Slide	Heal Bell	Payback	Flame Charge
72	Last Resort	Ice Punch	Rock Smash	Heat Wave	Phantom Force	Flamethrower
73	Light Screen	Icy Wind	Rock Tomb	Helping Hand	Pin Missile	Flare Blitz
74	Low Sweep	Incinerate	Roost	Hidden Power	Poltergeist	Flash Cannon
75	Magnet Rise	Iron Defense	Round	Hydro Cannon	Power Swap	Fling
76	Mud-Slap	Iron Head	Safeguard	Hyper Beam	Protect	Flip Turn
77	Nasty Plot	Iron Tail	Sandstorm	Hyper Voice	Psychic Terrain	Fly
78	Natural Gift	Knock Off	Scald	Ice Beam	Psycho Cut	Focus Blast
79	Ominous Wind	Last Resort	Secret Sword	Ice Punch	Rain Dance	Focus Punch
80	Outrage	Light Screen	Shadow Ball	Icy Wind	Razor Shell	Foul Play
81	Overheat	Low Kick	Shadow Claw	Infestation	Reflect	Frenzy Plant
82	Payback	Low Sweep	Sky Drop	Iron Defense	Relic Song	Future Sight
83	Pluck	Magic Coat	Sleep Talk	Iron Head	Rest	Giga Drain
84	Poison Jab	Magic Room	Sludge Bomb	Iron Tail	Retaliate	Giga Impact
85	Protect	Magnet Rise	Sludge Wave	Knock Off	Revenge	Grass Knot
86	Psych Up	Outrage	Smack Down	Laser Focus	Rising Voltage	Grass Pledge
87	Psychic	Overheat	Snarl	Last Resort	Rock Blast	Grassy Glide
88	Rain Dance	Pain Split	Solar Beam	Leech Life	Rock Slide	Grassy Terrain
89	Recycle	Payback	Steel Wing	Light Screen	Rock Tomb	Gravity
90	Reflect	Pluck	Stone Edge	Liquidation	Round	Gunk Shot
91	Rest	Poison Jab	Struggle Bug	Low Kick	Safeguard	Gyro Ball
92	Return	Protect	Substitute	Low Sweep	Sand Tomb	Hard Press
93	Roar	Psych Up	Sunny Day	Magic Coat	Sandstorm	Haze
94	Rock Climb	Psychic	Swagger	Magic Room	Scale Shot	Heat Crash
95	Rock Polish	Psyshock	Swords Dance	Magnet Rise	Scary Face	Heat Wave
96	Rock Slide	Quash	Taunt	Mega Drain	Scorching Sands	Heavy Slam
97	Rock Smash	Rain Dance	Thief	Megahorn	Screech	Helping Hand
98	Rock Tomb	Recycle	Thunder	Nature Power	Secret Sword	Hex
99	Rollout	Reflect	Thunder Wave	Outrage	Self-Destruct	High Horsepower
100	Roost	Relic Song	Thunderbolt	Overheat	Shadow Claw	Hurricane
101	Safeguard	Rest	Torment	Pain Split	Skitter Smack	Hydro Cannon

1	IV	V	VI	VII	VIII	IX
102	Sandstorm	Retaliate	Toxic	Pay Day	Smart Strike	Hydro Pump
103	Scald	Return	Trick Room	Payback	Snarl	Hyper Beam
104	Secret Power	Roar	U-turn	Play Rough	Snore	Hyper Voice
105	Seed Bomb	Rock Polish	Venoshock	Poison Jab	Solar Beam	Ice Beam
106	Shadow Ball	Rock Slide	Volt Switch	Protect	Solar Blade	Ice Fang
107	Shadow Claw	Rock Smash	Water Pledge	Psych Up	Speed Swap	Ice Punch
108	Shock Wave	Rock Tomb	Wild Charge	Psychic	Steel Beam	Ice Spinner
109	Signal Beam	Role Play	Will-O-Wisp	Psyshock	Steel Roller	Icicle Spear
110	Silver Wind	Roost	X-Scissor	Quash	Steel Wing	Icy Wind
111	Skill Swap	Round		Rain Dance	Stomping Tantrum	Imprison
112	Sleep Talk	Safeguard		Recycle	Sunny Day	Iron Defense
113	Sludge Bomb	Sandstorm		Reflect	Swift	Iron Head
114	Snarl	Scald		Relic Song	Tail Slap	Knock Off
115	Snatch	Secret Sword		Rest	Terrain Pulse	Lash Out
116	Snore	Seed Bomb		Return	Thief	Leaf Storm
117	Solar Beam	Shadow Ball		Roar	Thunder Fang	Leech Life
118	SolarBeam	Shadow Claw		Rock Polish	Thunder Punch	Light Screen
119	Spite	Signal Beam		Rock Slide	Thunder Wave	Liquidation
120	Stealth Rock	Skill Swap		Rock Tomb	Trick Room	Low Kick
121	Steel Wing	Sky Attack		Role Play	Triple Axel	Low Sweep
122	Stone Edge	Sky Drop		Roost	U-turn	Lunge
123	Strength	Sleep Talk		Round	Venoshock	Magical Leaf
124	Substitute	Sludge Bomb		Safeguard	Volt Switch	Metal Claw
125	Sucker Punch	Sludge Wave		Sandstorm	Water Pledge	Metal Sound
126	Sunny Day	Smack Down		Scald	Weather Ball	Meteor Beam
127	Superpower	Snarl		Secret Sword	Whirlpool	Metronome
128	Surf	Snatch		Seed Bomb	Will-O-Wisp	Misty Explosion
129	Swagger	Snore		Seismic Toss	Wonder Room	Misty Terrain
130	Swift	SolarBeam		Self-Destruct		Mud Shot
131	Swords Dance	Spite		Shadow Ball		Muddy Water
132	Synthesis	Stealth Rock		Shadow Claw		Mud-Slap
133	Taunt	Stone Edge		Shock Wave		Nasty Plot
134	Thief	Struggle Bug		Signal Beam		Night Shade
135	Thunder	Substitute		Skill Swap		Outrage
136	Thunder Punch	Sunny Day		Sky Attack		Overheat
137	Thunder Wave	Super Fang		Sky Drop		Pain Split
138	Thunderbolt	Superpower		Sleep Talk		Petal Blizzard
139	Torment	Swagger		Sludge Bomb		Phantom Force
140	Toxic	Swords Dance		Sludge Wave		Play Rough
141	Trick	Synthesis		Smack Down		Poison Jab
142	Trick Room	Tailwind		Smart Strike		Poison Tail
143	Twister	Taunt		Snarl		Pollen Puff
144	Uproar	Telekinesis		Snatch		Poltergeist
145	U-turn	Thief		Snore		Pounce
146	Vacuum Wave	Thunder		Solar Beam		Power Gem
147	Volt Switch	Thunder Punch		Spite		Protect
148	Water Pulse	Thunder Wave		Stealth Rock		Psybeam
149	Waterfall	Thunderbolt		Steel Wing		Psych Up
150	Will-O-Wisp	Torment		Stomping Tantrum		Psychic
151	Work Up	Toxic		Stone Edge		Psychic Fangs

1	IV	V	VI	VII	VIII	IX	IX-2
152	X-Scissor	Trick		Substitute		Psychic Noise	Sunny Day
153	Zen Headbutt	Trick Room		Sunny Day		Psychic Terrain	Super Fang
154		Uproar		Super Fang		Psyshock	Supercell Slam
155		U-turn		Superpower		Rain Dance	Surf
156		Venoshock		Surf		Reflect	Swift
157		Volt Switch		Swagger		Rest	Swords Dance
158		Water Pledge		Swords Dance		Reversal	Tailwind
159		Wild Charge		Synthesis		Roar	Take Down
160		Will-O-Wisp		Tailwind		Rock Blast	Taunt
161		Wonder Room		Taunt		Rock Slide	Temper Flare
162		Work Up		Telekinesis		Rock Tomb	Tera Blast
163		Worry Seed		Teleport		Sand Tomb	Thief
164		X-Scissor		Thief		Sandstorm	Throat Chop
165		Zen Headbutt		Throat Chop		Scald	Thunder
166				Thunder		Scale Shot	Thunder Fang
167				Thunder Punch		Scary Face	Thunder Punch
168				Thunder Wave		Scorching Sands	Thunder Wave
169				Thunderbolt		Seed Bomb	Thunderbolt
170				Torment		Shadow Ball	Toxic
171				Toxic		Shadow Claw	Toxic Spikes
172				Tri Attack		Skill Swap	Trailblaze
173				Trick		Skitter Smack	Trick
174				Trick Room		Sleep Talk	Trick Room
175				Uproar		Sludge Bomb	Triple Axel
176				U-turn		Sludge Wave	Upper Hand
177				Venoshock		Smack Down	Uproar
178				Volt Switch		Smart Strike	U-turn
179				Volt Tackle		Snarl	Vacuum Wave
180				Water Pledge		Snowscape	Venoshock
181				Water Pulse		Solar Beam	Volt Switch
182				Waterfall		Solar Blade	Water Pledge
183				Wild Charge		Spikes	Water Pulse
184				Will-O-Wisp		Spite	Waterfall
185				Wonder Room		Stealth Rock	Weather Ball
186				Work Up		Steel Beam	Whirlpool
187				Worry Seed		Stomping Tantrum	Wild Charge
188				X-Scissor		Stone Edge	Will-O-Wisp
189				Zen Headbutt		Stored Power	X-Scissor
190						Struggle Bug	Zen Headbutt
191						Substitute	

B List of extra moves by alphabet and frequency

1	Sort: Alphabet	Frequency	Available in generations:			Sort: Frequency	Frequency	Available in generations:
2	Aerial Ace	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Blast Burn	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
3	Attract	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII']			Brick Break	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
4	Bide	1	['I']			Dig	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
5	Blast Burn	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Facade	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
6	Blizzard	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Frenzy Plant	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
7	Body Slam	3	['I', 'III', 'IX']			Hydro Cannon	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
8	Brick Break	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Hyper Beam	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
9	BubbleBeam	1	['I']			Light Screen	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
10	Bulk Up	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Protect	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
11	Bullet Seed	6	['I', 'II', 'III', 'IV', 'VIII', 'IX']			Rain Dance	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
12	Calm Mind	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Reflect	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
13	Counter	2	['I', 'III']			Rest	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
14	Dig	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Rock Slide	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
15	Double Team	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII']			Rock Tomb	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
16	Double-Edge	3	['I', 'III', 'IX']			Sandstorm	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
17	Dragon Claw	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Sunny Day	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
18	Dragon Rage	1	['I']			Thief	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
19	Dream Eater	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII']			Thunder Wave	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
20	Earthquake	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Aerial Ace	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
21	Egg Bomb	1	['I']			Attract	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
22	Explosion	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII']			Blizzard	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']
23	Facade	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Bulk Up	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
24	Fire Blast	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Calm Mind	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
25	Fissure	1	['I']			Dragon Claw	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
26	Flamethrower	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Earthquake	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
27	Focus Punch	6	['I', 'II', 'III', 'IV', 'VIII', 'IX']			Fire Blast	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
28	Frenzy Plant	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Flamethrower	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
29	Frustration	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII']			Giga Drain	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
30	Giga Drain	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Hail	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
31	Hail	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Ice Beam	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
32	Hidden Power	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII']			Overheat	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
33	Horn Drill	1	['I']			Psychic	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
34	Hydro Cannon	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Roar	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
35	Hyper Beam	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Safeguard	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
36	Ice Beam	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Shadow Ball	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
37	Iron Tail	6	['I', 'II', 'III', 'IV', 'V', 'VII']			Sludge Bomb	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
38	Light Screen	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Substitute	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
39	Mega Drain	2	['I', 'VII']			Swords Dance	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
40	Mega Kick	3	['I', 'III', 'VIII']			Taunt	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
41	Mega Punch	3	['I', 'III', 'VIII']			Thunder	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
42	Metronome	3	['I', 'III', 'IX']			Thunderbolt	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
43	Mimic	2	['I', 'III']			Toxic	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
44	Overheat	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			False Swipe	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
45	Pay Day	3	['I', 'VII', 'VIII']			Fling	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']

1	Sort: Alphabet	Frequency	Available in generations:			Sort: Frequency	Frequency	Available in generations:
46	Protect	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Giga Impact	8	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
47	Psychic	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Shadow Claw	8	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
48	Psywave	1	['I']			Trick Room	8	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
49	Rage	1	['I']			U-turn	8	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
50	Rain Dance	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Will-O-Wisp	8	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
51	Razor Wind	1	['I']			Double Team	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII']
52	Reflect	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Dream Eater	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII']
53	Rest	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Explosion	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII']
54	Return	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII']			Frustration	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII']
55	Roar	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Hidden Power	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII']
56	Rock Slide	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Return	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII']
57	Rock Tomb	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Skill Swap	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']
58	Safeguard	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII']			Steel Wing	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII']
59	Sandstorm	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Torment	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII']
60	Secret Power	4	['I', 'II', 'III', 'IV']			Charge Beam	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']
61	Seismic Toss	3	['I', 'III', 'VII']			Dark Pulse	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']
62	Selfdestruct	1	['I']			Drain Punch	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
63	Shadow Ball	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Energy Ball	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']
64	Shock Wave	5	['I', 'II', 'III', 'IV', 'VII']			Fire Punch	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
65	Skill Swap	7	['I', 'II', 'III', 'IV', 'V', 'VII', 'IX']			Flash Cannon	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']
66	Skull Bash	1	['I']			Focus Blast	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']
67	Sky Attack	5	['I', 'II', 'III', 'V', 'VII']			Grass Knot	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']
68	Sludge Bomb	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Gyro Ball	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']
69	Snatch	6	['I', 'II', 'III', 'IV', 'V', 'VII']			Helping Hand	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
70	Softboiled	1	['I']			Ice Punch	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
71	Soft-Boiled	2	['I', 'III']			Icy Wind	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
72	SolarBeam	5	['I', 'II', 'III', 'IV', 'V']			Payback	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
73	Steel Wing	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII']			Poison Jab	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
74	Submission	1	['I']			Psych Up	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
75	Substitute	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Sleep Talk	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
76	Sunny Day	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Stone Edge	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
77	Swift	6	['I', 'II', 'III', 'IV', 'VIII', 'IX']			Thunder Punch	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
78	Swords Dance	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			X-Scissor	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
79	Take Down	2	['I', 'IX']			Bulldoze	7	['III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
80	Taunt	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Draco Meteor	7	['III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
81	Teleport	2	['I', 'VII']			Low Sweep	7	['III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
82	Thief	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Snarl	7	['III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
83	Thunder	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Volt Switch	7	['III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']
84	Thunder Wave	9	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Bullet Seed	6	['I', 'II', 'III', 'IV', 'VIII', 'IX']
85	Thunderbolt	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Focus Punch	6	['I', 'II', 'III', 'IV', 'VII', 'IX']
86	Torment	7	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII']			Iron Tail	6	['I', 'II', 'III', 'IV', 'V', 'VII']
87	Toxic	8	['I', 'II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Snatch	6	['I', 'II', 'III', 'IV', 'V', 'VII']
88	Tri Attack	2	['I', 'VII']			Swift	6	['I', 'II', 'III', 'IV', 'VIII', 'IX']
89	Water Gun	1	['I']			Water Pulse	6	['I', 'II', 'III', 'IV', 'VII', 'IX']

1	Sort: Alphabet	Frequency	Available in generations:			Sort: Frequency	Frequency	Available in generations:
90	Water Pulse	6	['I', 'II', 'III', 'IV', 'V', 'VII', 'IX']			Bounce	6	['II', 'III', 'IV', 'V', 'VII', 'VIII']
91	Whirlwind	1	['I']			Dragon Pulse	6	['II', 'III', 'IV', 'V', 'VII', 'IX']
92	Air Cutter	3	['II', 'IV', 'IX']			Earth Power	6	['II', 'III', 'IV', 'V', 'VII', 'IX']
93	Ancient Power	2	['II', 'IV']			Embargo	6	['II', 'III', 'IV', 'V', 'VI', 'VII']
94	Aqua Tail	5	['II', 'III', 'IV', 'V', 'VII']			Endeavor	6	['II', 'III', 'IV', 'V', 'VII', 'IX']
95	Avalanche	4	['II', 'IV', 'VIII', 'IX']			Gunk Shot	6	['II', 'III', 'IV', 'V', 'VII', 'IX']
96	Block	4	['II', 'III', 'V', 'VII']			Heat Wave	6	['II', 'III', 'IV', 'V', 'VII', 'IX']
97	Bounce	6	['II', 'III', 'IV', 'V', 'VII', 'VIII']			Iron Defense	6	['II', 'III', 'IV', 'V', 'VII', 'IX']
98	Brine	3	['II', 'IV', 'VIII']			Iron Head	6	['II', 'III', 'IV', 'V', 'VII', 'IX']
99	Bug Bite	5	['II', 'III', 'V', 'VII', 'IX']			Knock Off	6	['II', 'III', 'IV', 'V', 'VII', 'IX']
100	Captivate	2	['II', 'IV']			Outrage	6	['II', 'III', 'IV', 'V', 'VII', 'IX']
101	Charge Beam	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Rock Polish	6	['II', 'III', 'IV', 'V', 'VI', 'VII']
102	Curse	2	['II', 'IX']			Roost	6	['II', 'III', 'IV', 'V', 'VI', 'VII']
103	Dark Pulse	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Seed Bomb	6	['II', 'III', 'IV', 'V', 'VII', 'IX']
104	Defense Curl	2	['II', 'III']			Snore	6	['II', 'III', 'IV', 'V', 'VII', 'VIII']
105	Detect	1	['II']			Spite	6	['II', 'III', 'IV', 'V', 'VII', 'IX']
106	Dive	3	['II', 'IV', 'VIII']			Stealth Rock	6	['II', 'III', 'IV', 'V', 'VII', 'IX']
107	Dragon Pulse	6	['II', 'III', 'IV', 'V', 'VII', 'IX']			Swagger	6	['II', 'III', 'IV', 'V', 'VI', 'VII']
108	DragonBreath	1	['II']			Trick	6	['II', 'III', 'IV', 'V', 'VII', 'IX']
109	Drain Punch	7	['II', 'III', 'IV', 'V', 'VII', 'VIII', 'IX']			Uproar	6	['II', 'III', 'IV', 'V', 'VII', 'IX']
110	DynamicPunch	1	['II']			Zen Headbutt	6	['II', 'III', 'IV', 'V', 'VII', 'IX']
111	Earth Power	6	['II', 'III', 'IV', 'V', 'VII', 'IX']			Acrobatics	6	['II', 'III', 'V', 'VI', 'VII', 'VIII', 'IX']
112	Embargo	6	['II', 'III', 'IV', 'V', 'VI', 'VII']			Fire Pledge	6	['III', 'V', 'VI', 'VII', 'VIII', 'IX']
113	Endeavor	6	['II', 'III', 'IV', 'V', 'VII', 'IX']			Grass Pledge	6	['III', 'V', 'VI', 'VII', 'VIII', 'IX']
114	Endure	4	['II', 'III', 'IV', 'IX']			Scald	6	['III', 'IV', 'V', 'VI', 'VII', 'IX']
115	Energy Ball	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Solar Beam	6	['III', 'IV', 'VI', 'VII', 'VIII', 'IX']
116	False Swipe	8	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Venoshock	6	['III', 'V', 'VI', 'VII', 'VIII', 'IX']
117	Fire Punch	7	['II', 'III', 'IV', 'V', 'VII', 'VIII', 'IX']			Water Pledge	6	['III', 'V', 'VI', 'VII', 'VIII', 'IX']
118	Flash	5	['II', 'III', 'IV', 'V', 'VI']			Shock Wave	5	['II', 'III', 'IV', 'VII']
119	Flash Cannon	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Sky Attack	5	['II', 'III', 'VIII', 'IX']
120	Fling	8	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			SolarBeam	5	['II', 'III', 'VIII', 'IX', 'V']
121	Focus Blast	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Aqua Tail	5	['II', 'III', 'IV', 'V', 'VII']
122	Fury Cutter	3	['II', 'III', 'IV']			Bug Bite	5	['II', 'III', 'V', 'VIII', 'IX']
123	Gastro Acid	5	['II', 'III', 'IV', 'V', 'VII']			Flash	5	['II', 'III', 'IV', 'V', 'VI']
124	Giga Impact	8	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Gastro Acid	5	['II', 'III', 'IV', 'V', 'VIII']
125	Grass Knot	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Gravity	5	['II', 'III', 'V', 'VII', 'IX']
126	Gravity	5	['II', 'III', 'V', 'VII', 'IX']			Last Resort	5	['II', 'III', 'IV', 'V', 'VII']
127	Gunk Shot	6	['II', 'III', 'IV', 'V', 'VII', 'IX']			Low Kick	5	['II', 'III', 'V', 'VIII', 'IX']
128	Gyro Ball	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Magnet Rise	5	['II', 'III', 'IV', 'V', 'VII']
129	Headbutt	2	['II', 'VII']			Pain Split	5	['II', 'III', 'V', 'VII', 'IX']
130	Heal Bell	4	['II', 'III', 'V', 'VII']			Recycle	5	['II', 'III', 'IV', 'V', 'VIII']
131	Heat Wave	6	['II', 'III', 'IV', 'V', 'VII', 'IX']			Signal Beam	5	['II', 'III', 'IV', 'V', 'VII']
132	Helping Hand	7	['II', 'III', 'IV', 'V', 'VII', 'VIII', 'IX']			Super Fang	5	['II', 'III', 'V', 'VIII', 'IX']
133	Ice Punch	7	['II', 'III', 'IV', 'V', 'VII', 'VIII', 'IX']			Superpower	5	['II', 'III', 'IV', 'V', 'VIII']
134	Icy Wind	7	['II', 'III', 'IV', 'V', 'VII', 'VIII', 'IX']			Synthesis	5	['II', 'III', 'IV', 'V', 'VII']

1	Sort: Alphabet	Frequency	Available in generations:			Sort: Frequency	Frequency	Available in generations:
135	Iron Defense	6	['II', 'III', 'IV', 'V', 'VII', 'IX']			Tailwind	5	['II', 'III', 'V', 'VII', 'IX']
136	Iron Head	6	['II', 'III', 'IV', 'V', 'VII', 'IX']			Dazzling Gleam	5	['III', 'IV', 'VI', 'VII', 'IX']
137	Knock Off	6	['II', 'III', 'IV', 'V', 'VII', 'IX']			Dragon Tail	5	['III', 'V', 'VI', 'VII', 'IX']
138	Last Resort	5	['II', 'III', 'IV', 'V', 'VII']			Electroweb	5	['III', 'V', 'VII', 'VIII', 'IX']
139	Low Kick	5	['II', 'III', 'V', 'VII', 'IX']			Flame Charge	5	['III', 'V', 'VI', 'VII', 'IX']
140	Magic Coat	4	['II', 'III', 'V', 'VII']			Psyshock	5	['III', 'V', 'VI', 'VII', 'IX']
141	Magnet Rise	5	['II', 'III', 'IV', 'V', 'VII']			Relic Song	5	['III', 'V', 'VI', 'VII', 'VIII']
142	Mud-Slap	4	['II', 'III', 'IV', 'IX']			Round	5	['III', 'V', 'VI', 'VII', 'VIII']
143	Natural Gift	2	['II', 'IV']			Secret Sword	5	['III', 'V', 'VI', 'VII', 'VIII']
144	Nightmare	1	['II']			Sludge Wave	5	['III', 'V', 'VI', 'VII', 'IX']
145	Ominous Wind	2	['II', 'IV']			Smack Down	5	['III', 'V', 'VI', 'VII', 'IX']
146	Outrage	6	['II', 'III', 'IV', 'V', 'VII', 'IX']			Wild Charge	5	['III', 'V', 'VI', 'VII', 'IX']
147	Pain Split	5	['II', 'III', 'V', 'VII', 'IX']			Secret Power	4	['I', 'II', 'III', 'IV']
148	Payback	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII']			Avalanche	4	['II', 'IV', 'VIII', 'IX']
149	Pluck	3	['II', 'IV', 'V']			Block	4	['II', 'III', 'V', 'VII']
150	Poison Jab	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Endure	4	['II', 'III', 'IV', 'IX']
151	Psych Up	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Heal Bell	4	['II', 'III', 'V', 'VII']
152	Recycle	5	['II', 'III', 'IV', 'V', 'VII']			Magic Coat	4	['II', 'III', 'V', 'VII']
153	Rock Polish	6	['II', 'III', 'IV', 'V', 'VI', 'VII']			Mud-Slap	4	['II', 'III', 'IV', 'IX']
154	Rock Smash	4	['II', 'IV', 'V', 'VI']			Rock Smash	4	['II', 'IV', 'V', 'VI']
155	Role Play	4	['II', 'III', 'V', 'VII']			Role Play	4	['II', 'III', 'V', 'VII']
156	Rollout	3	['II', 'III', 'IV']			Worry Seed	4	['II', 'III', 'V', 'VII']
157	Roost	6	['II', 'III', 'IV', 'V', 'VI', 'VII']			Drill Run	4	['III', 'V', 'VII', 'IX']
158	Seed Bomb	6	['II', 'III', 'IV', 'V', 'VII', 'IX']			Echoed Voice	4	['III', 'V', 'VI', 'VII']
159	Shadow Claw	8	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Foul Play	4	['III', 'V', 'VII', 'IX']
160	Signal Beam	5	['II', 'III', 'IV', 'V', 'VII']			Frost Breath	4	['III', 'V', 'VI', 'VII']
161	Silver Wind	2	['II', 'IV']			Hyper Voice	4	['III', 'V', 'VII', 'IX']
162	Sleep Talk	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Magic Room	4	['III', 'V', 'VI', 'VIII']
163	Snore	6	['II', 'III', 'IV', 'V', 'VII', 'VIII']			Quash	4	['III', 'V', 'VI', 'VII']
164	Spite	6	['II', 'III', 'IV', 'V', 'VII', 'IX']			Retaliate	4	['III', 'V', 'VI', 'VIII']
165	Stealth Rock	6	['II', 'III', 'IV', 'V', 'VII', 'IX']			Sky Drop	4	['III', 'V', 'VI', 'VIII']
166	Stone Edge	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Struggle Bug	4	['III', 'V', 'VI', 'IX']
167	String Shot	1	['II']			Wonder Room	4	['III', 'V', 'VI', 'VIII']
168	Sucker Punch	2	['II', 'IV']			Fly	4	['IV', 'VIII', 'VIII', 'IX']
169	Super Fang	5	['II', 'III', 'V', 'VII', 'IX']			Body Slam	3	['I', 'III', 'IX']
170	Superpower	5	['II', 'III', 'IV', 'V', 'VII']			Double-Edge	3	['I', 'III', 'IX']
171	Swagger	6	['II', 'III', 'IV', 'V', 'VI', 'VII']			Mega Kick	3	['I', 'III', 'VIII']
172	Sweet Scent	1	['II']			Mega Punch	3	['I', 'III', 'VIII']
173	Synthesis	5	['II', 'III', 'IV', 'V', 'VII']			Metronome	3	['I', 'III', 'IX']
174	Tailwind	5	['II', 'III', 'V', 'VII', 'IX']			Pay Day	3	['I', 'VII', 'VIII']
175	Thunder Punch	7	['II', 'III', 'IV', 'V', 'VII', 'VIII', 'IX']			Seismic Toss	3	['I', 'III', 'VII']
176	ThunderPunch	1	['II']			Air Cutter	3	['II', 'IV', 'IX']
177	Trick	6	['II', 'III', 'IV', 'V', 'VII', 'IX']			Brine	3	['II', 'IV', 'VIII']
178	Trick Room	8	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Dive	3	['II', 'IV', 'VIII']
179	Twister	2	['II', 'IV']			Fury Cutter	3	['II', 'III', 'IV']

1	Sort: Alphabet	Frequency	Available in generations:			Sort: Frequency	Frequency	Available in generations:
180	Uproar	6	['II', 'III', 'IV', 'V', 'VII', 'IX']			Pluck	3	['II', 'IV', 'V']
181	U-turn	8	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Rollout	3	['II', 'III', 'IV']
182	Vacuum Wave	3	['II', 'IV', 'IX']			Vacuum Wave	3	['II', 'IV', 'IX']
183	Will-O-Wisp	8	['II', 'III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			After You	3	['III', 'V', 'VII']
184	Worry Seed	4	['II', 'III', 'V', 'VII']			Bind	3	['III', 'V', 'VII']
185	X-Scissor	7	['II', 'III', 'IV', 'V', 'VI', 'VII', 'IX']			Confide	3	['III', 'VI', 'VII']
186	Zap Cannon	1	['II']			Covet	3	['III', 'V', 'VII']
187	Zen Headbutt	6	['II', 'III', 'IV', 'V', 'VII', 'IX']			Dual Chop	3	['III', 'V', 'VII']
188	Acrobatics	6	['III', 'V', 'VI', 'VII', 'VIII', 'IX']			Hone Claws	3	['III', 'V', 'VI']
189	After You	3	['III', 'V', 'VII']			Incinerate	3	['III', 'V', 'VI']
190	Bind	3	['III', 'V', 'VII']			Infestation	3	['III', 'VI', 'VII']
191	Bulldoze	7	['III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Nature Power	3	['III', 'VI', 'VII']
192	Confide	3	['III', 'VI', 'VII']			Surf	3	['IV', 'VII', 'IX']
193	Covet	3	['III', 'V', 'VII']			Waterfall	3	['IV', 'VII', 'IX']
194	Dazzling Gleam	5	['III', 'IV', 'VI', 'VII', 'IX']			Work Up	3	['IV', 'V', 'VII']
195	Draco Meteor	7	['III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Smart Strike	3	['VII', 'VIII', 'IX']
196	Dragon Ascent	2	['III', 'VII']			Stomping Tantrum	3	['VII', 'VIII', 'IX']
197	Dragon Tail	5	['III', 'V', 'VI', 'VII', 'IX']			Counter	2	['I', 'III']
198	Drill Run	4	['III', 'V', 'VII', 'IX']			Mega Drain	2	['I', 'VII']
199	Dual Chop	3	['III', 'V', 'VII']			Mimic	2	['I', 'III']
200	Dynamic Punch	1	['III']			Soft-Boiled	2	['I', 'III']
201	Echoed Voice	4	['III', 'V', 'VI', 'VII']			Take Down	2	['I', 'IX']
202	Electroweb	5	['III', 'V', 'VII', 'VIII', 'IX']			Teleport	2	['I', 'VII']
203	Fire Pledge	6	['III', 'V', 'VI', 'VII', 'VIII', 'IX']			Tri Attack	2	['I', 'VII']
204	Flame Charge	5	['III', 'V', 'VI', 'VII', 'IX']			Ancient Power	2	['II', 'IV']
205	Foul Play	4	['III', 'V', 'VII', 'IX']			Captivate	2	['II', 'IV']
206	Frost Breath	4	['III', 'V', 'VI', 'VII']			Curse	2	['II', 'IX']
207	Grass Pledge	6	['III', 'V', 'VI', 'VII', 'VIII', 'IX']			Defense Curl	2	['II', 'III']
208	Hone Claws	3	['III', 'V', 'VI']			Headbutt	2	['II', 'VII']
209	Hyper Voice	4	['III', 'V', 'VII', 'IX']			Natural Gift	2	['II', 'IV']
210	Incinerate	3	['III', 'V', 'VI']			Ominous Wind	2	['II', 'IV']
211	Infestation	3	['III', 'VI', 'VII']			Silver Wind	2	['II', 'IV']
212	Low Sweep	7	['III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Sucker Punch	2	['II', 'IV']
213	Magic Room	4	['III', 'V', 'VII', 'VIII']			Twister	2	['II', 'IV']
214	Nature Power	3	['III', 'VI', 'VII']			Dragon Ascent	2	['III', 'VII']
215	Power-Up Punch	2	['III', 'VI']			Power-Up Punch	2	['III', 'VI']
216	Psyshock	5	['III', 'V', 'VI', 'VII', 'IX']			Bug Buzz	2	['IV', 'IX']
217	Quash	4	['III', 'V', 'VI', 'VII']			Defog	2	['IV', 'VII']
218	Relic Song	5	['III', 'V', 'VI', 'VII', 'VIII']			Nasty Plot	2	['IV', 'IX']
219	Retaliate	4	['III', 'V', 'VI', 'VIII']			Ally Switch	2	['V', 'VII']
220	Round	5	['III', 'V', 'VI', 'VII', 'VIII']			Telekinesis	2	['V', 'VII']
221	Scald	6	['III', 'IV', 'V', 'VI', 'VII', 'IX']			Brutal Swing	2	['VII', 'VIII']
222	Secret Sword	5	['III', 'V', 'VI', 'VII', 'VIII']			Leech Life	2	['VII', 'IX']
223	Sky Drop	4	['III', 'V', 'VI', 'VII']			Liquidation	2	['VII', 'IX']
224	Sludge Wave	5	['III', 'V', 'VI', 'VII', 'IX']			Play Rough	2	['VII', 'IX']

1	Sort: Alphabet	Frequency	Available in generations:			Sort: Frequency	Frequency	Available in generations:
225	Smack Down	5	['III', 'V', 'VI', 'VII', 'IX']			Self-Destruct	2	['VII', 'VIII']
226	Snarl	7	['III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Throat Chop	2	['VIII', 'IX']
227	Solar Beam	6	['III', 'IV', 'VI', 'VII', 'VIII', 'IX']			Air Slash	2	['VIII', 'IX']
228	Struggle Bug	4	['III', 'V', 'VI', 'IX']			Breaking Swipe	2	['VIII', 'IX']
229	Venoshock	6	['III', 'V', 'VI', 'VII', 'VIII', 'IX']			Burning Jealousy	2	['VIII', 'IX']
230	Volt Switch	7	['III', 'IV', 'V', 'VI', 'VII', 'VIII', 'IX']			Charm	2	['VIII', 'IX']
231	Water Pledge	6	['III', 'V', 'VI', 'VII', 'VIII', 'IX']			Coaching	2	['VIII', 'IX']
232	Wild Charge	5	['III', 'V', 'VI', 'VII', 'IX']			Draining Kiss	2	['VIII', 'IX']
233	Wonder Room	4	['III', 'V', 'VII', 'VIII']			Dual Wingbeat	2	['VIII', 'IX']
234	Bug Buzz	2	['IV', 'IX']			Eerie Impulse	2	['VIII', 'IX']
235	Cut	1	['IV']			Electric Terrain	2	['VIII', 'IX']
236	Defog	2	['IV', 'VII']			Expanding Force	2	['VIII', 'IX']
237	Fly	4	['IV', 'VII', 'VIII', 'IX']			Fake Tears	2	['VIII', 'IX']
238	Nasty Plot	2	['IV', 'IX']			Fire Fang	2	['VIII', 'IX']
239	Rock Climb	1	['IV']			Fire Spin	2	['VIII', 'IX']
240	Strength	1	['IV']			Flip Turn	2	['VIII', 'IX']
241	Surf	3	['IV', 'VII', 'IX']			Grassy Glide	2	['VIII', 'IX']
242	Waterfall	3	['IV', 'VII', 'IX']			Grassy Terrain	2	['VIII', 'IX']
243	Work Up	3	['IV', 'V', 'VIII']			Hex	2	['VIII', 'IX']
244	Ally Switch	2	['V', 'VII']			Ice Fang	2	['VIII', 'IX']
245	Telekinesis	2	['V', 'VII']			Icicle Spear	2	['VIII', 'IX']
246	Aurora Veil	1	['VI']			Imprison	2	['VIII', 'IX']
247	Brutal Swing	2	['VII', 'VIII']			Lash Out	2	['VIII', 'IX']
248	Laser Focus	1	['VII']			Magical Leaf	2	['VIII', 'IX']
249	Leech Life	2	['VII', 'IX']			Meteor Beam	2	['VIII', 'IX']
250	Liquidation	2	['VII', 'IX']			Misty Explosion	2	['VIII', 'IX']
251	Megahorn	1	['VII']			Misty Terrain	2	['VIII', 'IX']
252	Play Rough	2	['VII', 'IX']			Mud Shot	2	['VIII', 'IX']
253	Self-Destruct	2	['VII', 'VIII']			Phantom Force	2	['VIII', 'IX']
254	Smart Strike	3	['VII', 'VIII', 'IX']			Poltergeist	2	['VIII', 'IX']
255	Stomping Tantrum	3	['VII', 'VIII', 'IX']			Psychic Terrain	2	['VIII', 'IX']
256	Throat Chop	2	['VII', 'IX']			Rock Blast	2	['VIII', 'IX']
257	Volt Tackle	1	['VII']			Sand Tomb	2	['VIII', 'IX']
258	Air Slash	2	['VIII', 'IX']			Scale Shot	2	['VIII', 'IX']
259	Assurance	1	['VIII']			Scary Face	2	['VIII', 'IX']
260	Beat Up	1	['VIII']			Scorching Sands	2	['VIII', 'IX']
261	Breaking Swipe	2	['VIII', 'IX']			Skitter Smack	2	['VIII', 'IX']
262	Burning Jealousy	2	['VIII', 'IX']			Solar Blade	2	['VIII', 'IX']
263	Charm	2	['VIII', 'IX']			Steel Beam	2	['VIII', 'IX']
264	Coaching	2	['VIII', 'IX']			Thunder Fang	2	['VIII', 'IX']
265	Corrosive Gas	1	['VIII']			Triple Axel	2	['VIII', 'IX']
266	Cross Poison	1	['VIII']			Weather Ball	2	['VIII', 'IX']
267	Draining Kiss	2	['VIII', 'IX']			Whirlpool	2	['VIII', 'IX']
268	Dual Wingbeat	2	['VIII', 'IX']			Bide	1	['I']
269	Eerie Impulse	2	['VIII', 'IX']			BubbleBeam	1	['I']

1	Sort: Alphabet	Frequency	Available in generations:			Sort: Frequency	Frequency	Available in generations:
270	Electric Terrain	2	['VIII', 'IX']			Dragon Rage	1	['I']
271	Expanding Force	2	['VIII', 'IX']			Egg Bomb	1	['I']
272	Fake Tears	2	['VIII', 'IX']			Fissure	1	['I']
273	Fire Fang	2	['VIII', 'IX']			Horn Drill	1	['I']
274	Fire Spin	2	['VIII', 'IX']			Psywave	1	['I']
275	Flip Turn	2	['VIII', 'IX']			Rage	1	['I']
276	Grassy Glide	2	['VIII', 'IX']			Razor Wind	1	['I']
277	Grassy Terrain	2	['VIII', 'IX']			Selfdestruct	1	['I']
278	Guard Swap	1	['VIII']			Skull Bash	1	['I']
279	Hex	2	['VIII', 'IX']			Softboiled	1	['I']
280	Ice Fang	2	['VIII', 'IX']			Submission	1	['I']
281	Icicle Spear	2	['VIII', 'IX']			Water Gun	1	['I']
282	Imprison	2	['VIII', 'IX']			Whirlwind	1	['I']
283	Lash Out	2	['VIII', 'IX']			Detect	1	['II']
284	Magical Leaf	2	['VIII', 'IX']			DragonBreath	1	['II']
285	Meteor Beam	2	['VIII', 'IX']			DynamicPunch	1	['II']
286	Misty Explosion	2	['VIII', 'IX']			Nightmare	1	['II']
287	Misty Terrain	2	['VIII', 'IX']			String Shot	1	['II']
288	Mud Shot	2	['VIII', 'IX']			Sweet Scent	1	['II']
289	Mystical Fire	1	['VIII']			ThunderPunch	1	['II']
290	Phantom Force	2	['VIII', 'IX']			Zap Cannon	1	['II']
291	Pin Missile	1	['VIII']			Dynamic Punch	1	['III']
292	Poltergeist	2	['VIII', 'IX']			Cut	1	['IV']
293	Power Swap	1	['VIII']			Rock Climb	1	['IV']
294	Psychic Terrain	2	['VIII', 'IX']			Strength	1	['IV']
295	Psycho Cut	1	['VIII']			Aurora Veil	1	['VII']
296	Razor Shell	1	['VIII']			Laser Focus	1	['VII']
297	Revenge	1	['VIII']			Megahorn	1	['VII']
298	Rising Voltage	1	['VIII']			Volt Tackle	1	['VII']
299	Rock Blast	2	['VIII', 'IX']			Assurance	1	['VIII']
300	Sand Tomb	2	['VIII', 'IX']			Beat Up	1	['VIII']
301	Scale Shot	2	['VIII', 'IX']			Corrosive Gas	1	['VIII']
302	Scary Face	2	['VIII', 'IX']			Cross Poison	1	['VIII']
303	Scorching Sands	2	['VIII', 'IX']			Guard Swap	1	['VIII']
304	Screech	1	['VIII']			Mystical Fire	1	['VIII']
305	Skitter Smack	2	['VIII', 'IX']			Pin Missile	1	['VIII']
306	Solar Blade	2	['VIII', 'IX']			Power Swap	1	['VIII']
307	Speed Swap	1	['VIII']			Psycho Cut	1	['VIII']
308	Steel Beam	2	['VIII', 'IX']			Razor Shell	1	['VIII']
309	Steel Roller	1	['VIII']			Revenge	1	['VIII']
310	Tail Slap	1	['VIII']			Rising Voltage	1	['VIII']
311	Terrain Pulse	1	['VIII']			Screech	1	['VIII']
312	Thunder Fang	2	['VIII', 'IX']			Speed Swap	1	['VIII']
313	Triple Axel	2	['VIII', 'IX']			Steel Roller	1	['VIII']
314	Weather Ball	2	['VIII', 'IX']			Tail Slap	1	['VIII']

1	Sort: Alphabet	Frequency	Available in generations:			Sort: Frequency	Frequency	Available in generations:
315	Whirlpool	2	['VIII', 'IX']			Terrain Pulse	1	['VIII']
316	Acid Spray	1	['IX']			Acid Spray	1	['IX']
317	Agility	1	['IX']			Agility	1	['IX']
318	Alluring Voice	1	['IX']			Alluring Voice	1	['IX']
319	Amnesia	1	['IX']			Amnesia	1	['IX']
320	Aura Sphere	1	['IX']			Aura Sphere	1	['IX']
321	Baton Pass	1	['IX']			Baton Pass	1	['IX']
322	Body Press	1	['IX']			Body Press	1	['IX']
323	Brave Bird	1	['IX']			Brave Bird	1	['IX']
324	Charge	1	['IX']			Charge	1	['IX']
325	Chilling Water	1	['IX']			Chilling Water	1	['IX']
326	Close Combat	1	['IX']			Close Combat	1	['IX']
327	Confuse Ray	1	['IX']			Confuse Ray	1	['IX']
328	Crunch	1	['IX']			Crunch	1	['IX']
329	Disarming Voice	1	['IX']			Disarming Voice	1	['IX']
330	Dragon Cheer	1	['IX']			Dragon Cheer	1	['IX']
331	Dragon Dance	1	['IX']			Dragon Dance	1	['IX']
332	Electro Ball	1	['IX']			Electro Ball	1	['IX']
333	Encore	1	['IX']			Encore	1	['IX']
334	Feather Dance	1	['IX']			Feather Dance	1	['IX']
335	Flare Blitz	1	['IX']			Flare Blitz	1	['IX']
336	Future Sight	1	['IX']			Future Sight	1	['IX']
337	Hard Press	1	['IX']			Hard Press	1	['IX']
338	Haze	1	['IX']			Haze	1	['IX']
339	Heat Crash	1	['IX']			Heat Crash	1	['IX']
340	Heavy Slam	1	['IX']			Heavy Slam	1	['IX']
341	High Horsepower	1	['IX']			High Horsepower	1	['IX']
342	Hurricane	1	['IX']			Hurricane	1	['IX']
343	Hydro Pump	1	['IX']			Hydro Pump	1	['IX']
344	Ice Spinner	1	['IX']			Ice Spinner	1	['IX']
345	Leaf Storm	1	['IX']			Leaf Storm	1	['IX']
346	Lunge	1	['IX']			Lunge	1	['IX']
347	Metal Claw	1	['IX']			Metal Claw	1	['IX']
348	Metal Sound	1	['IX']			Metal Sound	1	['IX']
349	Muddy Water	1	['IX']			Muddy Water	1	['IX']
350	Night Shade	1	['IX']			Night Shade	1	['IX']
351	Petal Blizzard	1	['IX']			Petal Blizzard	1	['IX']
352	Poison Tail	1	['IX']			Poison Tail	1	['IX']
353	Pollen Puff	1	['IX']			Pollen Puff	1	['IX']
354	Pounce	1	['IX']			Pounce	1	['IX']
355	Power Gem	1	['IX']			Power Gem	1	['IX']
356	Psybeam	1	['IX']			Psybeam	1	['IX']
357	Psychic Fangs	1	['IX']			Psychic Fangs	1	['IX']
358	Psychic Noise	1	['IX']			Psychic Noise	1	['IX']
359	Reversal	1	['IX']			Reversal	1	['IX']

1	Sort: Alphabet	Frequency	Available in generations:			Sort: Frequency	Frequency	Available in generations:
360	Snowscape	1	['IX']			Snowscape	1	['IX']
361	Spikes	1	['IX']			Spikes	1	['IX']
362	Stored Power	1	['IX']			Stored Power	1	['IX']
363	Supercell Slam	1	['IX']			Supercell Slam	1	['IX']
364	Temper Flare	1	['IX']			Temper Flare	1	['IX']
365	Tera Blast	1	['IX']			Tera Blast	1	['IX']
366	Toxic Spikes	1	['IX']			Toxic Spikes	1	['IX']
367	Trailblaze	1	['IX']			Trailblaze	1	['IX']
368	Upper Hand	1	['IX']			Upper Hand	1	['IX']

C AI-generated Python code to sort movelists

C.1 Removing duplicates and NaN

```
1 def drop_duplicates_and_dropna(df):
2     # Create a new DataFrame to store the results
3     new_df = pd.DataFrame(columns = df.columns)
4
5     # Iterate through each column in the input DataFrame
6     for column in df.columns:
7         # Drop duplicates from the current column and append to the new DataFrame
8         new_df[column] = df[column].drop_duplicates()
9
10    # Drop NaN values from the entire DataFrame
11    new_df = new_df.dropna()
12
13    return new_df
```

Listing 1: *drop_duplicates_and_dropna()*

C.2 Writing to Excel

```
1 def write_df_to_excel(df, file_name, sheet_name, index_y_n):
2     try:
3         # Write the DataFrame to an Excel file with the specified sheet name
4         with pd.ExcelWriter(file_name, engine='openpyxl') as writer:
5             df.to_excel(writer, sheet_name=sheet_name, index=index_y_n)
6
7         print(f"DataFrame successfully written to '{file_name}', sheet '{sheet_name}'")
8
9     except Exception as e:
10        print(f"Error writing DataFrame to Excel file: {e}")
```

Listing 2: *write_df_to_excel()*

C.3 Sort the movelist

```
1 def count_moves(df):
2     # Initialize an empty dictionary to store move counts
3     move_counts = {}
4     # Iterate over the columns in the dataframe
5     for col in df.columns:
6         # Iterate over the rows in the column
7         for idx, move in enumerate(df[col]):
8             # If the move is not NaN (not missing)
9             if pd.notnull(move):
10                # Check if the move already exists in move_counts dictionary
11                if move in move_counts:
12                    # Append the current column index to appears_in list
13                    move_counts[move]['appears_in'].append(col)
14                    # Increment occurrence count by 1
15                    move_counts[move]['occurrence'] += 1
16                else:
17                    # Create a new entry for the move in move_counts dictionary
18                    move_counts[move] = {'occurrence': 1, 'appears_in': [col]}
19    # Create a new dataframe from the move_counts dictionary
20    result_df = pd.DataFrame.from_dict(move_counts, orient='index')
21    return result_df.rename(columns={'occurrence': 'occurrence', 'appears_in': 'appears in'})
22
```

Listing 3: *count_moves()*