

**Pokemon Stadium Petit Cup:
A Comprehensive Guide to Competitive Battling**

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Introduction

Hello.

I've always been very passionate for anything involving strategy, logic, and math. I've naturally directed this a lot towards gaming and other hobbies, but also many productive outlets as well. It's a fire that's been burning inside for decades and likely will never stop, although certainly has become a lot more well-tempered over the years.

Pokemon is a game that has always been fascinating to explore with how dynamic and customizable gameplay is, mixed with the excitement of high variance and luck. As a young child, I was already spending a lot of free time exploring and thinking about competitive play, even if it was in a very primitive and somewhat naive manner. Later into my teens and young adult years, I learned a lot more about the mathematics and deep mechanics of the game, which also led to me developing some basic skills with Excel, programming, statistics, and other useful studies to assist with developing my research and optimizations, even if still somewhat primitive and not fully fleshed out. I've written many long guides and posts on what I've found, although a lot of them have naturally become outdated and obsolete over time.

While I played Pokemon competitively for many years, as well as a large number of other games in many different competitive manners too, I have always been much more driven by the analysis of games, and occasionally get that itch that needs to be scratched. At this point in time however, I'm a completely washed dinosaur with regards to Pokemon. The level of community knowledge and understanding is far beyond what I had ever expected it to become in my heyday, and all of my past knowledge moreso applies to Netbattle, rather than Pokemon itself, due to a large number of new discoveries over the years that broke and completely changed the metagames.

With this, I thought it would be far more interesting and exciting to explore, analyze, and optimize a side league format of the games and decided on Petit Cup. There are functionally infinite games when considering everything real and hypothetical in the raw definition of what a game is or could be, but generally the arbitrariness of picking a particular one is offset by there being a community collectively interested in the same game. The choice of Petit Cup is a nice balance in that it is something that has been played, possibly by millions of people with the height of popularity of Pokemon when Pokemon Stadium was released, but is arbitrary and unimportant enough that it is functionally uncharted territory even decades later, which allows me to independently research and optimize it. Many players including myself have spent some time in the past putting in a modest amount of time and effort into Petit Cup, but not to a point where there is heavy calculation involved, individual match-ups thoroughly explored, and a metagame more rigidly developed.

Despite making that my goal, Pokemon is so dynamic that more depth into the game can always be explored until you reach a Nash equilibrium involving some sort of incomprehensively massive grid of the number of options. Certainly, a single player cannot turn Petit Cup into a solved game. This guide is simply to push Petit Cup further than it has been before, hopefully by a fairly large step as well, and as a fun project for myself to enjoy. I don't anticipate or even necessarily hope for this guide to create some sort of revitalization of Petit Cup, as it's just a fun, strategic outlet for myself, but it would be wasteful not to share the results. While this guide is extensive, modern tools and resources such as Bulbapedia and Pokemon Showdown's damage calculator significantly speed up the process of analysis compared to methods used in the past eras.

I chose Petit Cup because when playing under Pokemon Stadium mechanics and using the international versions of the game, there is a lot less debate about rules and is easier to standardize. Poke Cup is too similar to OU, Pika Cup has messiness due to some moves and Pokemon exclusive to different regions, and other formats that players have invented like Little Cup aren't something that is natural to playing the games due to heavily relying on Gold/Silver/Crystal, and never having an official format for it. That said, Petit Cup has some arbitrariness to it still which I'll go over in details in the ruleset section, but different opinions on rules don't have as significant of an impact on the metagame as would debates for other formats. In any case, there is a level of arbitrariness to all games, so one just has to decide for themselves where they want to draw the line and this is where I drew mine.

Because almost all the work on this guide will be theory-crafted, it's possible some of the results are not as practical in real play. The level of depth and endless potential counterplay also means that some overlooked niches could be far more competitive than originally believed. A lot of this will be avoided by focusing on objective data and probabilities, but the psychological and human elements are still very important and difficult to capture. It's not feasible to turn Petit Cup into a solved game, barring a completely dominant strategy, but this guide will take many steps on the path towards making it more figured out. This may ultimately give an unsatisfying result as it can still feel very far away from a fully developed metagame, but will still ideally be significantly further than ever before. Most importantly, it's fun.

Suggested Ruleset

The first generation of the Pokemon games have always been a large mess of rules and have many different mediums to play through. Link battles have their own set of mechanics, differing from Pokemon Stadium, differing from Japanese versions, differing from the many online simulators. Pokemon can be played with tradeback moves, Japanese-exclusive moves and Pokemon, widely varying combinations of bans, different solutions to game-breaking mechanics, and countless other issues that bring up debates that have been ongoing since the release of the games a quarter of a century later.

I chose the international version of Pokemon Stadium's Petit Cup because it helps reduce these issues the most and is an official game and format. Despite that, there are still rules to cover and explain my reasoning for. However, even in cases where a player disagrees with what should be allowed, Petit Cup wouldn't dramatically change and this guide can still be useful. The simple overview of my suggested ruleset is that it is based on **playing the international version of Pokemon Stadium and in the point of time of the game's release.**

First are the built-in rules of Petit Cup and what are naturally enforced by Pokemon Stadium.

- 1) Only 45 available Pokemon based on their height and weight. These are the same 45 that have always been allowed and is what Petit Cup is defined as.
- 2) Levels 25-30 only, and the sum of the 3 Pokemon selected cannot exceed 80. This is also what Petit Cup is defined as, although some online formats remove the combined level cap of 80 and allow all L30s.
- 3) Both players bring 6 Pokemon that are visible to the opponent, and then select 3 for battle. This is the battling style of Petit Cup on Pokemon Stadium, although this is different compared to link battles. Being able to see each other's teams and then selecting 3 of 6 Pokemon can have many impacts on team selection, instead of both players blindly discovering what the opponent has, and having up to 6 Pokemon.
- 4) Species clause where all 6 Pokemon must be different. This has always been a rule in almost all competitive formats.
- 5) Freeze clause where only one Pokemon on each team can be Frozen at a time. This has almost always been a rule in all competitive formats, but does differ from link battles of Petit Cup where it is not enforced.
- 6) Sleep clause where a Pokemon cannot be put Asleep by the opponent if they already have a Sleeping Pokemon. This differs from some different formats where a player could endlessly put any number of Pokemon to Sleep, and also differs from whether self-induced Sleep

from Rest counts or not. Pokemon Stadium makes Sleeping moves miss even if the opponent has a Pokemon Asleep due to Rest.

7) Self-KO clause where if you use Selfdestruct or Explosion with your last Pokemon, you always lose. This is to help prevent ties.

8) Visible HP where both players can see the exact HP of both Pokemon. In link battles and some online simulators, the opponent's HP is shown as a percentage or simply as a health bar. This is enforced by Stadium itself, however for formats and mediums where it is not, most Pokemon have low enough HP that the exact HP they have can be distinguished by the percentage or health bar anyway.

9) Cleric rule where all Pokemon must be at full HP, full PP, and with no status conditions. This is to prevent intentionally giving yourself advantages such as for example, having your Pokemon Poisoned in order to be immune to Paralysis and Freeze. Pokemon Stadium naturally enforces this.

Next are rules that are not enforced by Pokemon Stadium itself, but are used to define what's allowed and avoid broken gameplay mechanics. They range from almost universally agreed upon to somewhat arbitrary.

10) Evasion clause where evasion moves (Double Team and Rest) are not allowed on any Pokemon. Evasion moves heavily devolve the game into luck, nullifying most strategies as Pokemon can become very difficult to hit, and can be combined with Rest to also become very difficult to KO. Furthermore, they make Petit Cup slow and boring with degenerate gameplay. In the case one is chosen due to Metronome, it is allowed and does not result in a disqualification.

11) OHKO clause where OHKO moves (Horn Drill, Guillotine, and Fissure) are not allowed on any Pokemon. OHKO moves heavily devolve the game into luck, and nullify a lot of strategy. While players may sometimes find themselves actually decreasing their chances of winning by using them, the high variance of them can result in unearned wins (or at least, less-earned wins given the amount of luck in the game in general). Despite that, I could be open to them being allowed as Petit Cup matches are so fast that they can be akin to going for a desperation Freeze and having few chances to do so. For the scope of this guide, they are not allowed. In the case one is chosen due to Metronome, it is allowed and does not result in a disqualification.

12) Tradeback moves are not allowed. Any moves unavailable from the first generation were not originally a part of Pokemon Stadium itself. Most of these are not game-breaking and could make for a separate and interesting metagame, but I argue that this makes Petit Cup too arbitrary and it is outside the scope of this guide.

13) Japanese exclusive Pokemon and moves are not allowed. The international and Japanese games are not compatible with each other,

so they should be considered separate. Japanese exclusive moves include Pikachu with Fly and Magikarp with Dragon Rage, and Japanese exclusive Pokemon include rental Pokemon that are different than the international rental Pokemon. In particular, the rental L25 Koffing has a different moveset in the Japanese game, and the low-level is not ordinarily obtainable. The Japanese versions of the handheld games also have some different mechanics than the international games, particularly with Blizzard having a 30% chance to Freeze in link battles.

14) Endless battles in all forms are considered to be ties. If a game reaches a state where neither player can KO the opposing team, the game is a tie. An example of this is if each remaining Pokemon on each team is Frozen.

Finally are some rules that are more open-ended, and also some more details on what the scope of this guide is.

15) Wrapping moves (Wrap, Clamp, Bind, Fire Spin) are allowed. For link battles and online formats that simulate link battles, Wrapping moves can be very powerful and sometimes even game-breaking. The common consensus in the current era are that they are allowed, and given that Pokemon Stadium nerfs them by not continuing when a Wrapped Pokemon switches, they are far less game-breaking. Despite that, there are a couple Pokemon that can make use of them still anyway.

16) Rental Pokemon are allowed, although all of them are significantly weaker and with worse movesets that you could be using instead. The only point of interest is access to the L25 Koffing rental, which you cannot normally obtain at that level. However, its stats and moves are poor, and have no meaningful impact on the metagame.

17) Perfect stats and maxed out stat experience are required on all Pokemon. There was a discovery where due to RNG limitations, not all Pokemon could be captured with perfect stats without the usage of glitches to work around it, creating a large mess of different stat sets that Pokemon can have. Stat experience can also be difficult to max out due to the level caps of each Pokemon, but this can be worked around by depositing a Pokemon in the daycare to minimize its experience for its current level, and then repeatedly defeating low level Pokemon until it gets close to leveling up again. Stat experience can also be abused by using Exp All, a team of 6 Pokemon, and defeating L5 Magikarps in order to gain 0 Attack stat experience, while still gaining others. The purpose of this is for Pokemon which don't use physical moves to minimize their Attack stat for less self-confusion damage. Other manipulation tactics include intentionally lowering Defense to take more damage and deal more back with Counter, intentionally lowering Speed to always attack second in a few niche situations where it is beneficial, and intentionally lowering HP to allow for an additional Substitute due to how the HP cost is rounded.

All of these situations create a chaotic mess of possibilities and silly advantages. I would argue that because of how tedious it is to obtain perfect stats and max out stat experience in the first place, most players who are playing with a serious competitive mindset would simply use a Gameshark or simulator to immediately have them, instead of grinding for hundreds of hours to build a team. The focus is on the metagame, not the grind before even getting to play. Therefore, this guide will only consider all Pokemon with all perfect stats and maxed out stat experience. Pokemon with different stats due to either playing the games in a purist manner or with intentionally having lower stats are outside the scope of this guide.

18) Calculations in this guide will use the assumed probabilities. Because there is a limit to the possible RNG values per turn, it is possible that the absolute true probabilities may slightly vary to assumed probabilities. For example, since RNG values tend to be in powers of 2, anything that is a 1 in 10 chance may be truly more or less likely than 1 in 10 to occur. If that's the case, it is extremely negligible anyway.

Another hypothetical due to the limitations of RNG is if there are more possible outcomes than there are possible RNG values. For example, if two Speed-tied, Confused Pokemon both use Metronome, RNG has to be called for the Speed tie check, self-confusion check, move selection via Metronome, accuracy, damage rolls, Critical Hits, and any additional move effects. It is possible that a particular assumed result cannot actually occur due to the limitation of RNG values. This has essentially zero impact for this guide as the RNG possibilities for viable strategies will generally always outweigh the possibilities of each turn, but if it were discovered certain results are not possible, or that probabilities are not properly uniform across all RNG values, some sections and calculations of this guide could be incorrect. This guide assumes this is not the case.

19) Finally, I would suggest sets between players to be best of 5 games where both players are allowed to change their teams after each game. Because of the high variance of the game, as well as how each attempt at predicting your opponent can be the cause of a win or loss, a singular game is not a good representative of which player played best. Having a best of 3, 5, or even higher would generally even this out more. I would also suggest allowing both players to change teams as individual match-ups and prediction in the opponent's team selection can also be very critical to determining who will win a game. In Petit Cup, there are 3 layers of predictions and very large Nash equilibriums being which 6 Pokemon you select for your team, which 3 Pokemon you select for battle, and then which decision you make each turn. This proposed rule for sets allows each of these layers to be developed and not let any particular failing of them immediately decide which player played best.

The Metagame

Analyzing and correctly optimizing the metagame of Petit Cup is challenging with the sheer number of options available. While there are only 45 Pokemon, each of them can have 6 different levels, many different moves, and the composition of your 6 Pokemon and psychology involved with picking 3 means that many situations need to be thoroughly assessed to know what to choose and why. Predicting what an optimized metagame would look like is also challenging. Petit Cup doesn't appear to be that a small handful of Pokemon would completely dominate and reduce the practical options and variety to nearly zero, but it could become a game where each player is functionally making a guess of hundreds of possibilities, each with impactful results and hard counters, devolving Petit Cup into essentially a giant game of options of Rock, Paper, Scissors, as opposed to something more fluid with each decision being important but not completely determining the outcome.

While it's difficult to predict due to the large number of possibilities, I think that it's reasonable to believe an optimized metagame would become a game involving encyclopedic knowledge where every step can be chosen in a meaningful way, and that a stronger player will generally win more frequently. With the first layer of decision-making being how to pick your 6 Pokemon, you have to account for every option the opponent could make, perhaps also allowing for some risky team construction with having a hard counter threaten what you may expect your opponent to bring. From there and selecting your 3 Pokemon, you enter a narrower field of options, but with each option having more importance. Selecting your team based on your opponent's team, and what they may select based on your own team is critical to ensure you give yourself the greatest advantages in battle. Finally, the actual move or switch selection each turn may become much more predictable relatively speaking, but are directly the most impactful decisions as they are for the battles themselves. There is also important play involved with battling while anticipating what your opponent's other Pokemon are, and being cautious in how you may unveil your own and affect your opponent's decisions, and so forth. Essentially, there are 3 layers of Nash equilibriums, where even if you ended up making an incorrect or disadvantageous decision with your team, you can still reverse the situation with successful decision making in the next layer. While you should optimize what 6 Pokemon to bring and what 3 Pokemon to select, the results of the battle is what counts.

This thought process and decision-making requires functionally infinite knowledge of the game, and as previously stated, this guide cannot be pushed with enough depth to force the game into a solved state, barring some sort of game-breaking or absolutely dominant strategies. However, many options can be cleared out by determining

that something else is generally always better, such as a simple example of L30 Caterpie not being viable, or having Whirlwind on Pidgey.

This guide first will cover some general topics to consider, which initially seem impactful to the metagame, but still require thorough analysis later. Following that in the next sections of the guide will be objective, raw data of every Pokemon available. Next will be some initial analysis of each Pokemon to determine which are deemed unviable and can be ignored to avoid irrelevant data and research at a deeper level. From there are individual match-ups with large depth, and then more subjective matters in how to play.

General Concepts

Levels

With level options of 25 to 30 for each Pokemon, with a team maximum of 80, the extra 5 levels spread across the team are a valuable resource. A Pokemon of the same species that is a higher level will always attack first, which is immediately a winning advantage. Furthermore, beyond just the actual stats of a Pokemon being higher with a higher level, the damage formula itself makes calculations using the Pokemon's level for both Critical Hits and regular hits, further increasing the damage. Below is a table showing what the multiplier values are.

Level Multipliers	Non-CH	Critical
L25	12	22
L26	12	22
L27	12	23
L28	13	24
L29	13	25
L30	14	26

These exact numbers don't need to be memorized as they will be incorporated into the damage ranges for each attack, but this table demonstrates the value of higher level Pokemon. In particular for team construction, you can only have one Pokemon with a non-CH multiplier greater than 12 per battle, while both L25s and L26s are the same, showing that 25/25/30 gains the most by this multiplier. It also shows that a Pokemon going from L27 to L28 gains a huge boost in damage, and then again from L29 to L30. When it comes to equal levels of Pokemon attacking each other, the weakest hits are usually between L27s as damage as a percentage generally decreases as Pokemon's levels increase, but the multiplier boosts at L28 and L30 outweighs this.

It's also possible for certain match-ups where a level difference can flip which Pokemon has the advantage over the other, often due to a change in which is faster, but also sometimes by improving damage ranges that can make an inconsistent 2HKO become a guaranteed 2HKO.

There are many combinations of levels possible for a team of 6, and then for selecting the team of 3. Some will be more restrictive with options available, but may offer more options that allow making use of every extra level available. More details for team combinations will be in the Level Combinations section of this guide.

Dragon Rage

With Dragon Rage indiscriminately dealing 40 damage to any Pokemon, sometimes enough to guarantee 2HKOs, it seems to be a very centralizing and powerful move. There are both pros and cons to the

move however. The pros are that it is consistent, meaning you can carefully and more reliably plan out the next turns. It will always do a large amount of damage to any Pokemon and is not affected by type effectiveness, which means that almost no Pokemon can safely switch in. This also gives you control in expecting the opponent to not switch while you can select a different option instead, such as Growlithe using Dig against Gastly, which otherwise may be risky, or alternatively force a switch into your Dragon Rage anyway. Dragon Rage also does 40 damage regardless of level of each Pokemon, meaning you can reap its benefits without needing to have the Pokemon at L30 necessarily, and other Pokemon on your team can benefit from the extra levels instead.

The cons of Dragon Rage is that it cannot land a Critical Hit and has no additional effects. While the damage is nice, it may be better for Charmander to use Fire Blast instead for the chance to get a Critical Hit to do significantly more damage, and also for the possibility of a Burn. Dragon Rage benefits from the lack of variance and suffers from the lack of variance, but if the average expected outcome of other options is worse, Dragon Rage is generally the best choice anyway. Dragon Rage is also only available to 3 Pokemon being Charmander, Growlithe, and Dratini, which together are weak to Water and Ice. Every viable Water Pokemon can have both Surf and Blizzard/Ice Beam, and there are many of them, so it may be fairly unsafe to be using multiple Dragon Rage Pokemon if the opponent has an easy counter to them. How effective Dragon Rage actually is will be determined in the actual match-ups later.

Sleep

In Pokemon Stadium, Sleep was nerfed from 0-6 turns to 0-2 turns of being fast Asleep, making it far less deadly compared to link battles. However, with battles having only 3 Pokemon on each side, a Sleeping Pokemon makes up a larger portion of a team. Since Sleep is powerful, it's important to analyze.

First, there are only 8 Pokemon which learn a Sleep move, 2 of which require a level higher than 25 to have access to. Sleep moves also can miss, or the opponent can immediately wake up and reset the situation. Per usage of a Sleep move, below are the probabilities of length of Sleep when factoring in accuracy of the move used, and how many turns are gained per use on average.

Sleep Move	Miss (-1)	0 Turns	1 Turn	2 Turns	Avg Turns
Spore	0%	33%	33%	33%	1.00
Sleep Powder	25%	25%	25%	25%	0.50
Hypnosis	40%	20%	20%	20%	0.20
Sing	45%	18%	18%	18%	0.10

As Spore never misses, you gain an average of 1 turn per usage, and since there is no chance on missing, there is no risk. However, Substitute blocks Sleep moves and Paras is slow, meaning you have to predict what the opponent will do. In the case the opponent switches to a weak Pokemon to be Sleep bait, you still have the extra turn to attack following Spore, or boost Attack with Swords Dance. The only advantage gained by the opponent is if they used this cycle to switch to a Pokemon to take the hit instead of being put to Sleep, which you could potentially predict as well. All of this aside however, the only Pokemon with Spore is Paras, which is anticipated to be an otherwise unviable Pokemon, and it must be at least L27, which is a fairly expensive cost. Sleep only functions as a KO if the Pokemon can actually be KO'd after going to Sleep, and Paras doesn't have much Speed or power to support doing that. Sacrificing a Pokemon slot for Paras with hopes of pseudo-KOing an opponent generally keeps you in a neutral advantageous state at best.

Sleep Powder loses a fair bit of accuracy compared to Spore, but still has a positive outcome in terms of gained turns per usage, being half a turn on average. The same logic regarding the true effectiveness of Sleep continues to apply, especially as Oddish and Bellsprout are also fairly weak and slow Pokemon. The follow-up prediction of the opponent staying in or switching can be countered by using Swords Dance, Stun Spore, Wrap, or switching out yourself, which likewise will need to be analyzed. However, even with perfect prediction against the opponent, an unfortunate miss or using it against Substitute could cost the entire Pokemon and can lead to costing the entire game.

Hypnosis is available on Poliwhag, Gastly L27 or higher, and Exeggcute, who seemingly are much better Pokemon. Hypnosis however begins to get into going for a desperate shot as the accuracy is pretty bad and the average number of turns gained is only a fifth of a turn. With a 20% chance for an instant wake-up per hit, a 40% chance to miss, and a 40% chance to gain at least one turn, it's mostly a coin flip on who benefits from Hypnosis usage, but the coin flip results can lead to high variance in the match-ups. Gastly also has a wide variety of moves and can function in its role of switching into Explosion and walling out Pokemon with its typing, without the need of extra levels to gain Hypnosis, which could be going towards another Pokemon. Exeggcute is a fair bit more limited with its moveset, so perhaps Hypnosis should always be on there, but used cautiously. For Poliwhag, it can be decent as it's the fastest Pokemon with a Sleep move, so it could be used as a risky option, but Poliwhag may generally fare better with just attacking depending on the match-up.

Sing is available for both Clefairy and Jigglypuff, and the accuracy of it results in poor reliability and barely a positive outcome in average number of turns gained, essentially being a negligible value. In terms of this average, you are almost no better for having used it.

Of course, it can function as a desperation move to reverse what could be a lost game, but simply going for a Critical Hit or even a Freeze may be a better option. Both of them also have a wide movepool and sacrificing a move to fit in Sing may not be worth the trade-off.

Waiting until the opponent only has one Pokemon left before using Sleep can be advantageous as it can't be switched out to bait Sleep with something else. It can also help for a losing match-up at the end of the game where the Pokemon can suddenly win against anything, similar to desperately using OHKO moves. However, the last Pokemon will intentionally need to be not Paralyzed, which is a much more reliable and permanent status condition. With Paralysis, you gain an average of 0.25 turns every single turn, instead of a set value once, of which is actually immediately lower for Hypnosis and Sing. This is also before considering the value of the loss in Speed, and with how quickly Pokemon KO each other, a Speed advantage is very valuable.

Overall, Sleep does not appear to be significantly impactful for Petit Cup due to how quick games can be, Substitute blocking them, Pokemon Stadium's nerfing of Sleep moves, and the quality of the Pokemon who have Sleep moves available. Most of the Sleepers are also very slow, meaning the Sleep moves can't be repeatedly used. Even in the case that the opponent is lasting the full length and you know when to use it again, the opponent may be able to counter this by simply switching, although you could predict this and simply attack instead of attempting to re-apply Sleep. The only particular hard counter with Sleep is that Paras outspeeds Geodude and Jigglypuff if they are L28 or lower, in which case Paras can safely use Spore repeatedly for an easy KO, assuming no switching out. The viability of these Pokemon may not lead to this situation ever realistically occurring however.

Speed and Paralysis

Because of the low levels of Pokemon in Petit Cup, most of them are capable of KOing each other within 2 or 3 turns. There is also very little for recovery or defensive moves. Speed becomes incredibly important as having just 1 extra point in Speed can turn a losing match-up into a winning match-up, especially in the case where both Pokemon KO each other in the same number of turns. Naturally, many of the fastest Pokemon will be good choices, and taking full advantage of different levels where a Pokemon goes from being slower to being faster can flip which Pokemon wins. Slower Pokemon require something to make up for it, such as exceptional power, defensiveness, useful moves, or a useful type.

Paralysis also becomes very useful because of Speed, and in the case of a slower Pokemon Paralyzing a faster Pokemon, they essentially gain a free turn with being able to attack again immediately after. The chance of Full Paralysis and costing the opponent a turn is also valuable because of how much damage is usually dealt every turn. This

in turn can lead to Substitute being a valuable move for faster Pokemon to block many Paralyzing moves such as Thunder Wave. When two Pokemon are Speed tied, it not only becomes a game of Rock, Paper, Scissors with deciding whether to attack, Paralyze, or block with Substitute, but the coin flip of which Pokemon attacks first also affects this dynamic. Body Slam also disrupts this chain with combining damage with Paralysis, at the cost of not being consistent with its Paralysis. With the wide availability of Body Slam and its usefulness, it will appear on many movesets. It's also important to note that there are many cases where two Pokemon of the same species and a different level have equal Speed when Paralyzed. For example, L25 Abra and L26 Abra become Speed tied when both are Paralyzed.

Quick Attack acts as a great finishing move for either Pokemon being at low HP. If Quick Attack can cover for the remaining damage and save a turn, potential damage taken otherwise is greatly reduced. The other niche is that if the opponent is excessively using Wrap such as with Dratini after Agility, Quick Attack allows you to still attack. However, the move is fairly weak and many Pokemon that learn it have other moves that may be much better. The usefulness of Quick Attack entirely depends on damage ranges in match-ups, including following up another Pokemon's match-ups.

Finally, Agility is also helpful with attacking first, but is only learned by Dratini, who also could be using Thunder Wave. If Dratini KOs a faster Pokemon and is also faster than the next one where it otherwise would not have been, Dratini can gain another free turn with Agility compared to Thunder Wave. Dratini also has Wrap, which can be abused to either chip away at HP until the opponent is in range of Dragon Rage KOing, or force a switch that may be unfavorable for the opponent. Continuously Wrapping is also possible, but it needs to hit many times in a row which may be unlikely with 85% accuracy. However, Dratini loses a lot of power once Paralyzed and Agility can't resolve it. Agility is only better when Dratini is attacking multiple Pokemon, or if the opponent is Ground and immune to Thunder Wave, but fitting in both into Dratini's moveset is likely a waste.

Substitute

Substitute is one of the few strong defensive options in Petit Cup, and it's also a universal TM. The HP that Substitute has is low enough where almost all attacks will always break it, but the purpose of it is to block other kinds of moves, such as Thunder Wave and Explosion. Substitute can also be useful if you predict a switch by the opponent and can give yourself protection for one hit, while possibly extending the Pokemon's lifespan for an extra turn. Substitute has to be used a bit cautiously as an opponent attacking and immediately breaking it is just a waste of HP. A lot of high-level counterplay will revolve around Substitute.

For some technical details of how it works, HP draining moves like Mega Drain miss against it, Substitute is immune to all status and stats effects, Counter works against it, Counter can be used by a Pokemon behind a Substitute and will retaliate with full double damage, even if the damage was more than the Substitute's HP, recoil damage by a Substitute user damages the user, recoil damage when breaking a Substitute is zero, and Wrapping moves end after breaking a Substitute.

Explosion

There are 6 Pokemon that learn both Selfdestruct and Explosion. Given the low levels of Pokemon and how fast battles can go, exploding is very powerful and can affect how the rest of the game will play out. If you can plan out how the following turns will go, and occurring in a favorable way, a well-timed Explosion can win you the game, especially if it's from a damaged Pokemon who has already damaged other Pokemon.

Naturally, because of its power, counters to Explosion will be used such as having Rock or Ghost Pokemon. Since they can be any level to switch into Explosion, a L25 Omanyte for example simply existing on a team can deter an opponent from exploding, even without Omanyte actually being selected for the battle. Gastly, Geodude, Koffing, Shellder, and Exeggcute are all good at tanking Explosion, while also being able to use it themselves. Voltorb's trade-off is being the fastest Pokemon and having Thunder Wave, making it much easier to time using Explosion and very effectively damaging multiple Pokemon.

Because of the potential counter war with predicting when to switch into Explosion and the potential power of other strategies, Explosion users will need to be evaluated more among everything else to determine where they stand.

The big drawback with Explosion users is that they must be used as the lead or second Pokemon in battle, which can make them a bit more predictable and worse to use. Many of the Pokemon with Explosion have hard counters and don't work great as leads. They may also not be great at following your lead after, and might not get a chance to explode. The linearity of Explosion could offset its power enough where it's not that amazing to use.

Selfdestruct being weaker and being available for anything that learns Explosion makes it unviable. There is the niche of intentionally damaging but not KOing the opponent, such that you can leave the opponent very weak while you more safely switch in a Pokemon to setup such as Psyduck with Amnesia or Dratini with Agility. It's most likely that the trade-off is not advantageous compared to simply using Explosion, and even if it were, setting up that scenario would be very difficult.

Leads, Follow-Ups, and Teams

Because Petit Cup is quick with only 3 Pokemon per team, correctly selecting your lead Pokemon is crucial to success. This most likely will result in the best lead Pokemon being the ones that have no significant counters, or otherwise creating an important prediction game on what to start with. Knowing specifically what to do in every match-up is important in order to always be selecting the best option, and this guide will thoroughly go through all of the relevant match-ups.

Depending on which Pokemon are used, it's reasonable to assume that once the first Pokemon is KO'd, the surviving Pokemon will not have much HP left and possibly have a status condition such as Paralysis. With this, your choice of what to follow-up with is important in determining both if your Pokemon can finish off the opponent ideally in one turn, and also preparing for your opponent having the advantage of being able to switch into you. You need to consider how your third Pokemon will perform against what's left of the opponent's second Pokemon, and likely all of the opponent's third.

Because battles are fast and damaging, leads will always be fresh, Explosions can wipe out both Pokemon, and follow-ups can often finish off the opponent without taking a hit back, the most common scenario for each match-up will be two fresh Pokemon battling. This helps reduce what otherwise would be a vast number of potential HP values when two Pokemon are battling each other, and this also means you can determine synergy between two Pokemon better. For example, if you lead with Growlithe against Exeggcute and can reasonably expect to KO it with a decent amount of HP left, it would be expected the opponent will follow-up with Water Pokemon for example. Assuming Growlithe has a chance to get Dragon Rage in before being KO'd, your follow-up against them should have the power and Speed to KO what would be remaining of their HP, and so forth. In order to achieve this, you have to plan out the details in advance, and not doing so can cost you the game. If this is how the metagame does indeed play out, Petit Cup can become a game with precisely planned out lines of play, but the high variance would require many different paths for backup plans.

Essentially, you want learn each match-up in as much detail as possible to know how each Pokemon will perform. Then you want to build lines of 3 Pokemon that are effective and advantageous as much as possible, without the issue of a pair of attacks from either the same or different Pokemon leaving an opponent with 1 HP and getting a valuable extra turn against you. From there, you then want to build an entire team of 6 that ideally has other synergies among different combinations that are effective for different scenarios, while also taking note of what the opponent is doing and is also predicting out of you. Petit Cup begins to become a very large tree of a flow chart,

and with the potential depth, there are countless little branches to always be exploring. Compared to standard OU, each Pokemon in Petit Cup is only actually in battle very briefly before being KO'd, and switching around is much harder to do. Every turn has to count for as much as possible.

While this of course also exists for other battle formats, especially standard OU games, the longer duration of those battles, more interactions with each Pokemon against each other, and having entire teams of 6 Pokemon to battle with, standard OU games are somewhat more based on "feel" as the depth is much more "infinite" to calculate everything. Petit Cup is far more simplified, creating a metagame that is based a lot more on immediately used theory instead of general guidelines. The two aspects of both players seeing each other's teams before selection, and battles only involving 3 Pokemon on each side means precise decision-making is more important as each turn carries much more weight.

Level Combinations

The extra 5 levels your team of 3 Pokemon can have are a very valuable resource, so it must also be analyzed and optimized. Fortunately, a majority of this analysis does not immediately require knowing what Pokemon themselves are most viable as a lot of it is simply objective information involving basic combinatorics.

First, each team has 6 Pokemon and each Pokemon has 6 possible levels ranging from 25 to 30. This creates 46,656 team possibilities of level combinations. Of course though, with the maximum sum of levels being 80 for the 3 Pokemon selected for battle, many of these combinations are not allowed, such as having all 6 Pokemon being L29. Many of these combinations are also equivalent, such as 25/25/25/26/26/26 and 25/26/25/26/25/26. While the specific Pokemon having certain levels is important, that is a matter of Pokemon selection and not team level selection.

After clearing out these possibilities, the next step is to clear out combinations that are sub-optimal. For example, a team being 26/26/26/26/26/26 means that your Pokemon are always unnecessarily a lower level, and it would be better to at least increase 2 of them to L27 (barring some niche situations). Another example is 25/25/25/27/27/30, where one of the L27 Pokemon could instead be L28 at no cost of what 3 Pokemon you are able to pick for battle.

After clearing out all sub-optimal possibilities, there are a total of 65 level combinations as is shown below. Alongside these combinations are how many ways you can select 3 Pokemon in order to get certain sums. With choose 6 pick 3, each team has at most 20 ways to select 3 Pokemon. The total column shows how many of the 20 ways to select 3 Pokemon are allowed with keeping the sum 80 or lower.

A	B	C	D	E	F	75	76	77	78	79	80	Tot	25	26	26	26	27	28	0	0	3	4	6	4	17
25	25	25	25	25	30	10	0	0	0	0	10	20	25	26	26	26	28	29	0	0	3	1	3	6	13
25	25	25	25	26	29	4	6	0	0	6	4	20	25	26	26	26	29	29	0	0	3	1	0	6	10
25	25	25	25	27	28	4	0	6	6	0	4	20	25	26	26	27	27	28	0	0	1	4	5	5	15
25	25	25	25	30	30	4	0	0	0	0	12	16	25	26	26	27	27	29	0	0	1	4	3	4	12
25	25	25	26	26	29	1	6	3	0	3	6	19	25	26	26	27	28	28	0	0	1	2	5	4	12
25	25	25	26	29	29	1	3	0	0	6	6	16	25	26	26	27	28	29	0	0	1	2	3	4	10
25	25	25	26	29	30	1	3	0	0	3	6	13	25	26	26	28	28	29	0	0	1	0	4	4	9
25	25	25	27	27	28	1	0	6	3	3	6	19	25	26	26	28	29	29	0	0	1	0	2	5	8
25	25	25	27	28	28	1	0	3	6	0	6	16	25	26	26	29	29	29	0	0	1	0	0	6	7
25	25	25	27	28	30	1	0	3	3	0	6	13	25	26	27	27	27	28	0	0	0	3	4	6	13
25	25	25	30	30	30	1	0	0	0	0	9	10	25	26	27	27	27	29	0	0	0	3	3	4	10
25	25	26	26	26	29	0	3	6	1	1	6	17	25	26	27	27	28	28	0	0	0	2	3	5	10
25	25	26	26	27	28	0	2	3	5	5	3	18	25	26	27	27	28	29	0	0	0	2	2	4	8
25	25	26	26	28	29	0	2	2	1	5	5	15	25	26	27	27	29	29	0	0	0	2	1	3	6
25	25	26	26	28	30	0	2	2	1	4	2	11	25	26	27	28	28	29	0	0	0	1	2	3	6
25	25	26	26	29	29	0	2	2	0	2	8	14	25	26	27	28	29	29	0	0	0	1	1	3	5
25	25	26	26	29	30	0	2	2	0	1	5	10	25	26	29	29	29	29	0	0	0	0	0	4	4
25	25	26	27	27	28	0	1	2	5	4	5	17	25	27	27	27	27	28	0	0	0	0	6	4	10
25	25	26	27	27	29	0	1	2	4	3	3	13	25	27	27	27	28	28	0	0	0	0	3	6	9
25	25	26	27	27	30	0	1	2	4	2	2	11	25	27	27	28	28	28	0	0	0	0	1	6	7
25	25	26	27	28	29	0	1	1	3	3	4	12	25	27	28	28	28	28	0	0	0	0	0	4	4
25	25	26	29	29	29	0	1	0	0	3	6	10	26	26	26	26	26	28	0	0	0	10	0	10	20
25	25	26	29	29	30	0	1	0	0	2	5	8	26	26	26	26	27	27	0	0	0	4	12	4	20
25	25	26	29	30	30	0	1	0	0	1	4	6	26	26	26	26	28	28	0	0	0	4	0	12	16
25	25	27	27	27	28	0	0	3	1	6	6	16	26	26	26	27	27	27	0	0	0	1	9	9	19
25	25	27	27	28	28	0	0	2	2	2	8	14	26	26	26	27	27	28	0	0	0	1	6	6	13
25	25	27	27	28	30	0	0	2	1	2	5	10	26	26	26	28	28	28	0	0	0	1	0	9	10
25	25	27	28	28	28	0	0	1	3	0	6	10	26	26	27	27	27	27	0	0	0	0	4	12	16
25	25	27	28	28	30	0	0	1	2	0	5	8	26	26	27	27	27	28	0	0	0	0	3	7	10
25	25	27	28	30	30	0	0	1	1	0	4	6	26	26	27	27	28	28	0	0	0	0	2	4	6
25	25	30	30	30	30	0	0	0	0	0	4	4	26	26	28	28	28	28	0	0	0	0	0	4	4
25	26	26	26	26	29	0	0	6	4	0	4	14	26	27	27	27	27	27	0	0	0	0	0	10	10

All teams should always use one of these 65 level combinations, but determining which is best or what group of them are best is heavily dependent on the Pokemon match-ups. As a simple example, a team of 30/25/25 against a team of 28/26/26 is not immediately obvious which is best. It would be expected that the L30 would KO the L28, but if the L30 is still damaged enough that one of the L26 Pokemon can finish it off, the remainder of the battles is L26 Pokemon vs L25 Pokemon. The cost however is the L25 Pokemon are able to switch into the first L26, which could be a more important advantage. On the other hand, the L30 also has a greater chance of destroying the L28, especially if it's faster and having the first opportunity to get a Critical Hit or an opponent struck by Full Paralysis. The weighing of which set of advantages is better would need to be calculated for every situation and there is likely not a simple answer.

That aside, some of the 65 possibilities do not seem too appealing anyway. For example, 25/25/25/25/26/29 forces the player to always select their L26 and L29, while having a choice of L25s, or otherwise not benefitting from extra levels. This makes the opponent have a much easier time predicting what the opponent will select and can counter with their Pokemon accordingly. It's not likely that having a wide selection of choices is a strong enough advantage to make up for most of those choices not using the extra levels.

Another example of a level combination that doesn't look viable is 25/25/26/29/30/30, which requires both L25s to be selected whenever one of the L30s is used, and the L26 is either always used with the L29 or both L25s. It's a bit of a messy team, there are very few options to select, and it's easier to predict what will be used.

Now let's look at some better ones. Many of the level combinations have a lot of symmetry, such as 25/25/25/25/30/30, 26/26/26/26/28/28, and 26/26/27/27/27/27. The main idea behind these is that one third of your 3 Pokemon picked will be one level, and two thirds of your 3 Pokemon picked will be another level, with these proportions reflected in the team of 6. These particular 3 level combinations also all tie for most teams of 3 that max out the extra levels, being 12 of 20 possible combinations, and each also having a total of 16 of 20 possible combinations being allowed for battle, with the other 4 of 20 not being allowed, such as selecting both 26/28/28. 26/26/27/27/27/27 with the one third being the lower level of L26 also benefits that in the case you don't max out the extra levels available, you only lose 1 of the 5 when you pick 26/26/27 for battle. The costs are much greater for other level combinations, such as picking 25/25/25 with the 25/25/25/25/30/30 level combination. The trade-off in not having the strongest Pokemon possible with L27s, as you would with L30s, may not necessarily be worth it however. L28 is the first level that gets a boost in the damage multiplier, and it may be more valuable to have a Pokemon be at least that level.

There are more level combinations that may have beneficial trade-offs. 25/25/25/30/30/30 for example makes selection of the L25s more predictable and loses many possible choices for the team of 3, but benefits in having an extra choice of L30s. In the case of 25/25/25/30/30/30 vs 25/25/25/25/30/30, having an extra L30 can make it easier to counter the opponent and take advantage of having the stronger Pokemon destroy more of the opponents in battle. 26/26/26/28/28/28 and 26/26/26/27/27/27 work under similar reasoning but with a different level spread. Once again, which is better will depend on Pokemon match-ups.

A more unique setup is 26/27/27/27/27/27, which plays on the idea that it's better to focus on having 2 decently strong Pokemon, and having a wide range of possibilities among the 5 L27s is far more beneficial,

even though it comes at the cost of always picking the L26, but perhaps some Pokemon are effective enough that knowing they'll be picked is not significantly detrimental. Another unique setup is 26/26/26/26/27/27 where all 20 combinations of 3 Pokemon are allowed, even if some come at the cost of not using all 5 extra levels available. However, 26/26/26/27/27/27 might fare better with one of the Pokemon being a bit stronger at the cost of losing 1 of the 20 combinations, which is the 27/27/27.

25/26/26/27/28/29, 25/26/27/27/28/29 and 25/26/26/27/27/28, are unique in that there are three ways to gain all 5 extra levels. The first combination has 25/26/29, 25/27/28, and 26/26/28 to take full advantage of the extra levels. The second level combination has 25/26/29, 25/27/28, and 26/27/27. The third level combination has 25/27/28, 26/26/28, and 26/27/27.

These can be a bit predictable with the weakest and strongest Pokemon, with a bit more of a mix with the middle leveled Pokemon. The advantage to these level combinations are if match-ups are most advantageous with a spread of levels, instead of something more polarizing with L25s and L30s, these teams would fare better. It's most likely that these level combinations are too strict with which Pokemon have to be paired together and are not as optimal.

L29s as a whole may be less viable than other levels due to their restriction on the rest of the team. For any other level, there exists another level that can be paired up to reach 5 extra levels, but L29 requires both L26 and L25. The 5 ways to reach 5 extra levels are 25/25/30, 26/26/28, 26/27/27, 25/27/28, and 25/26/29. The latter two combinations result in your team having at least 3 different levels of Pokemon, which either makes your team more predictable in selection, having less combinations to pick from, or your team selection won't use all the extra levels. L27 and L28 are a part of the first 3 combinations where that isn't an issue, but L29 has no other choice. This isn't absolute, but is some evidence that it may be less viable, and so level combinations involving L29s may be worse than others.

The rest of the 65 possibilities are either slight variants of level combinations described above, or are messy setups that are either too restrictive on what Pokemon can be selected or have too many teams of 3 where the extra levels are wasted. Teams that either favor having the most of the 20 combinations possible or have the most trios to gain all 5 extra levels possible are likely the best.

Type Chart

Petit Cup only has 45 Pokemon, many of which have the same typings, and also some types not existing at all such as Ice. With this in mind, below is a full type chart that includes all dual type combinations available. There are only 19 unique type combinations, many of which are also of singular, unviable Pokemon such as Weedle being the only Bug/Poison.

Blue is 4x, green is 2x, white is 1x, yellow is 0.5x, orange is 0.25x, and red is 0x.

Type Chart	Normal	Normal/Flying	Fire	Water	Water/Rock	Electric	Grass/Poison	Grass/Psychic	Grass/Bug	Fighting	Poison	Poison/Flying	Ground	Psychic	Bug	Bug/Poison	Rock/Ground	Ghost/Poison	Dragon
Normal					Yellow													Red	
Fire			Yellow	Yellow	Orange		Green	Green	Blue						Green	Green	Yellow		Yellow
Water			Green	Yellow			Yellow	Yellow	Yellow				Green					Blue	
Electric		Green		Green		Yellow			Yellow			Green	Red					Red	Yellow
Grass		Yellow	Yellow	Green	Blue		Orange		Orange		Yellow	Orange	Green		Yellow	Orange	Blue	Yellow	Yellow
Ice		Green		Yellow			Green	Green					Green				Green		Green
Fighting	Green						Yellow		Yellow		Yellow	Orange		Yellow	Yellow	Orange	Green	Red	
Poison					Yellow			Green	Blue		Yellow	Yellow	Yellow		Green		Orange	Orange	
Ground		Red	Green			Green		Yellow	Orange		Green	Red			Yellow		Green	Green	
Flying					Yellow	Yellow	Green	Green	Blue	Green						Green	Yellow		
Psychic								Yellow		Green	Green	Green		Yellow		Green			Green
Bug		Yellow	Yellow				Blue	Blue	Green	Yellow	Green			Green		Green			
Rock		Green	Green						Green	Yellow		Green	Yellow		Green	Green	Yellow		
Ghost	Red	Red						Red						Red					Green

Pokemon Data

Next are several appendices for all of the stats of every Pokemon at each level from L25 to L30, as these are fundamental to all of the important calculations and strategies involved. First is simply all the Pokemon in Pokedex order with their stats and Critical Hit chances. Critical Hit chances are also available for when using Focus Energy or a move that has a high chance of a Critical Hit. While very few Pokemon can learn these moves, the data is provided for the sake of completeness, and perhaps if a Pokemon is using Mimic, Metronome, or Mirror Move.

#	Name	Lv	HP	Atk	Def	Spd	Spe	Tot	Crit	CritFE	CritHigh
1	Bulbasaur	25	80	52	52	50	60	294	11.82%	54.88%	94.53%
1	Bulbasaur	26	83	54	54	52	62	305	11.82%	54.88%	94.53%
1	Bulbasaur	27	86	56	56	54	65	317	11.82%	54.88%	94.53%
1	Bulbasaur	28	89	58	58	56	67	328	11.82%	54.88%	94.53%
1	Bulbasaur	29	92	60	60	58	69	339	11.82%	54.88%	94.53%
1	Bulbasaur	30	94	62	62	59	71	348	11.82%	54.88%	94.53%
4	Charmander	25	77	54	49	60	53	293	13.77%	58.79%	99.61%
4	Charmander	26	80	56	51	62	55	304	13.77%	58.79%	99.61%
4	Charmander	27	83	58	53	65	57	316	13.77%	58.79%	99.61%
4	Charmander	28	85	60	55	67	59	326	13.77%	58.79%	99.61%
4	Charmander	29	88	62	56	69	60	335	13.77%	58.79%	99.61%
4	Charmander	30	91	64	58	71	62	346	13.77%	58.79%	99.61%
7	Squirtle	25	80	52	60	49	53	294	11.62%	54.49%	92.97%
7	Squirtle	26	83	54	62	51	55	305	11.62%	54.49%	92.97%
7	Squirtle	27	85	56	65	53	57	316	11.62%	54.49%	92.97%
7	Squirtle	28	88	57	67	55	59	326	11.62%	54.49%	92.97%
7	Squirtle	29	91	59	69	56	60	335	11.62%	54.49%	92.97%
7	Squirtle	30	94	61	71	58	62	346	11.62%	54.49%	92.97%
10	Caterpie	25	80	43	45	50	38	256	11.82%	54.88%	94.53%
10	Caterpie	26	83	44	47	52	39	265	11.82%	54.88%	94.53%
10	Caterpie	27	86	46	49	54	40	275	11.82%	54.88%	94.53%
10	Caterpie	28	89	47	50	56	42	284	11.82%	54.88%	94.53%
10	Caterpie	29	92	49	52	58	43	294	11.82%	54.88%	94.53%
10	Caterpie	30	94	50	53	59	44	300	11.82%	54.88%	94.53%
13	Weedle	25	78	45	43	53	38	257	12.30%	55.86%	98.44%
13	Weedle	26	80	47	44	55	39	265	12.30%	55.86%	98.44%
13	Weedle	27	83	49	46	57	40	275	12.30%	55.86%	98.44%
13	Weedle	28	86	50	47	59	42	284	12.30%	55.86%	98.44%
13	Weedle	29	89	52	49	60	43	293	12.30%	55.86%	98.44%
13	Weedle	30	91	53	50	62	44	300	12.30%	55.86%	98.44%

16	Pidgey	25	78	50	48	56	45	277	12.89%	57.03%	99.61%
16	Pidgey	26	80	52	49	58	47	286	12.89%	57.03%	99.61%
16	Pidgey	27	83	54	51	60	49	297	12.89%	57.03%	99.61%
16	Pidgey	28	86	56	53	62	50	307	12.89%	57.03%	99.61%
16	Pidgey	29	89	58	55	64	52	318	12.89%	57.03%	99.61%
16	Pidgey	30	91	59	56	66	53	325	12.89%	57.03%	99.61%
19	Rattata	25	73	56	45	64	40	278	14.45%	60.16%	99.61%
19	Rattata	26	75	58	47	66	42	288	14.45%	60.16%	99.61%
19	Rattata	27	78	60	49	68	43	298	14.45%	60.16%	99.61%
19	Rattata	28	80	62	50	71	45	308	14.45%	60.16%	99.61%
19	Rattata	29	83	64	52	73	46	318	14.45%	60.16%	99.61%
19	Rattata	30	85	66	53	76	47	327	14.45%	60.16%	99.61%
21	Spearow	25	78	58	43	63	43	285	14.26%	59.77%	99.61%
21	Spearow	26	80	60	44	65	45	294	14.26%	59.77%	99.61%
21	Spearow	27	83	62	46	67	46	304	14.26%	59.77%	99.61%
21	Spearow	28	86	64	47	70	48	315	14.26%	59.77%	99.61%
21	Spearow	29	89	66	49	72	49	325	14.26%	59.77%	99.61%
21	Spearow	30	91	68	50	74	51	334	14.26%	59.77%	99.61%
23	Ekans	25	75	58	50	55	48	286	12.79%	56.84%	99.61%
23	Ekans	26	78	60	52	57	49	296	12.79%	56.84%	99.61%
23	Ekans	27	81	62	53	59	51	306	12.79%	56.84%	99.61%
23	Ekans	28	83	64	55	61	53	316	12.79%	56.84%	99.61%
23	Ekans	29	86	66	57	63	55	327	12.79%	56.84%	99.61%
23	Ekans	30	88	68	59	65	56	336	12.79%	56.84%	99.61%
25	Pikachu	25	75	55	43	73	53	299	16.21%	63.67%	99.61%
25	Pikachu	26	78	57	44	75	55	309	16.21%	63.67%	99.61%
25	Pikachu	27	81	59	46	78	57	321	16.21%	63.67%	99.61%
25	Pikachu	28	83	61	47	81	59	331	16.21%	63.67%	99.61%
25	Pikachu	29	86	63	49	84	60	342	16.21%	63.67%	99.61%
25	Pikachu	30	88	65	50	86	62	351	16.21%	63.67%	99.61%
27	Sandshrew	25	83	65	70	48	43	309	11.33%	53.91%	90.63%
27	Sandshrew	26	86	68	73	49	44	320	11.33%	53.91%	90.63%
27	Sandshrew	27	89	70	76	51	46	332	11.33%	53.91%	90.63%
27	Sandshrew	28	92	73	78	53	47	343	11.33%	53.91%	90.63%
27	Sandshrew	29	94	75	81	55	49	354	11.33%	53.91%	90.63%
27	Sandshrew	30	97	77	83	56	50	363	11.33%	53.91%	90.63%
29	NidoranF	25	85	51	54	48	48	286	11.43%	54.10%	91.41%
29	NidoranF	26	88	53	56	50	49	296	11.43%	54.10%	91.41%
29	NidoranF	27	91	55	58	52	51	307	11.43%	54.10%	91.41%
29	NidoranF	28	94	57	60	54	53	318	11.43%	54.10%	91.41%
29	NidoranF	29	97	59	62	55	55	328	11.43%	54.10%	91.41%
29	NidoranF	30	100	61	64	57	56	338	11.43%	54.10%	91.41%

32	NidoranM	25	81	56	48	53	48	286	12.30%	55.86%	98.44%
32	NidoranM	26	84	58	49	55	49	295	12.30%	55.86%	98.44%
32	NidoranM	27	86	60	51	57	51	305	12.30%	55.86%	98.44%
32	NidoranM	28	89	62	53	59	53	316	12.30%	55.86%	98.44%
32	NidoranM	29	92	65	55	60	55	327	12.30%	55.86%	98.44%
32	NidoranM	30	95	67	56	62	56	336	12.30%	55.86%	98.44%
35	Clefairy	25	93	50	52	45	58	298	10.84%	52.93%	86.72%
35	Clefairy	26	96	52	54	47	60	309	10.84%	52.93%	86.72%
35	Clefairy	27	99	54	56	49	62	320	10.84%	52.93%	86.72%
35	Clefairy	28	103	56	57	50	64	330	10.84%	52.93%	86.72%
35	Clefairy	29	106	58	59	52	66	341	10.84%	52.93%	86.72%
35	Clefairy	30	109	59	61	53	68	350	10.84%	52.93%	86.72%
37	Vulpix	25	77	48	48	60	60	293	13.77%	58.79%	99.61%
37	Vulpix	26	79	50	49	62	62	302	13.77%	58.79%	99.61%
37	Vulpix	27	82	52	51	65	65	315	13.77%	58.79%	99.61%
37	Vulpix	28	85	54	53	67	67	326	13.77%	58.79%	99.61%
37	Vulpix	29	88	55	55	69	69	336	13.77%	58.79%	99.61%
37	Vulpix	30	90	57	56	71	71	345	13.77%	58.79%	99.61%
39	Jigglypuff	25	115	50	38	38	40	281	9.38%	50.00%	75.00%
39	Jigglypuff	26	119	52	39	39	42	291	9.38%	50.00%	75.00%
39	Jigglypuff	27	124	54	40	40	43	301	9.38%	50.00%	75.00%
39	Jigglypuff	28	128	56	42	42	45	313	9.38%	50.00%	75.00%
39	Jigglypuff	29	132	58	43	43	46	322	9.38%	50.00%	75.00%
39	Jigglypuff	30	136	59	44	44	47	330	9.38%	50.00%	75.00%
41	Zubat	25	78	50	45	55	48	276	12.79%	56.84%	99.61%
41	Zubat	26	80	52	47	57	49	285	12.79%	56.84%	99.61%
41	Zubat	27	83	54	49	59	51	296	12.79%	56.84%	99.61%
41	Zubat	28	86	56	50	61	53	306	12.79%	56.84%	99.61%
41	Zubat	29	89	58	52	63	55	317	12.79%	56.84%	99.61%
41	Zubat	30	91	59	53	65	56	324	12.79%	56.84%	99.61%
43	Oddish	25	80	53	55	43	65	296	10.35%	51.95%	82.81%
43	Oddish	26	83	55	57	44	68	307	10.35%	51.95%	82.81%
43	Oddish	27	86	57	59	46	70	318	10.35%	51.95%	82.81%
43	Oddish	28	89	59	61	47	73	329	10.35%	51.95%	82.81%
43	Oddish	29	92	60	63	49	75	339	10.35%	51.95%	82.81%
43	Oddish	30	94	62	65	50	77	348	10.35%	51.95%	82.81%
46	Paras	25	75	63	55	40	55	288	9.86%	50.98%	78.91%
46	Paras	26	78	65	57	42	57	299	9.86%	50.98%	78.91%
46	Paras	27	81	67	59	43	59	309	9.86%	50.98%	78.91%
46	Paras	28	83	70	61	45	61	320	9.86%	50.98%	78.91%
46	Paras	29	86	72	63	46	63	330	9.86%	50.98%	78.91%
46	Paras	30	88	74	65	47	65	339	9.86%	50.98%	78.91%

50	Diglett	25	63	55	40	75	50	283	16.70%	64.65%	99.61%
50	Diglett	26	65	57	42	78	52	294	16.70%	64.65%	99.61%
50	Diglett	27	67	59	43	81	54	304	16.70%	64.65%	99.61%
50	Diglett	28	69	61	45	84	56	315	16.70%	64.65%	99.61%
50	Diglett	29	71	63	46	87	58	325	16.70%	64.65%	99.61%
50	Diglett	30	73	65	47	89	59	333	16.70%	64.65%	99.61%
52	Meowth	25	78	50	45	73	48	294	16.21%	63.67%	99.61%
52	Meowth	26	80	52	47	75	49	303	16.21%	63.67%	99.61%
52	Meowth	27	83	54	49	78	51	315	16.21%	63.67%	99.61%
52	Meowth	28	86	56	50	81	53	326	16.21%	63.67%	99.61%
52	Meowth	29	89	58	52	84	55	338	16.21%	63.67%	99.61%
52	Meowth	30	91	59	53	86	56	345	16.21%	63.67%	99.61%
54	Psyduck	25	83	54	52	55	53	297	12.79%	56.84%	99.61%
54	Psyduck	26	86	56	54	57	55	308	12.79%	56.84%	99.61%
54	Psyduck	27	89	58	56	59	57	319	12.79%	56.84%	99.61%
54	Psyduck	28	92	60	57	61	59	329	12.79%	56.84%	99.61%
54	Psyduck	29	94	62	59	63	60	338	12.79%	56.84%	99.61%
54	Psyduck	30	97	64	61	65	62	349	12.79%	56.84%	99.61%
58	Growlithe	25	85	63	50	58	53	309	13.28%	57.81%	99.61%
58	Growlithe	26	88	65	52	60	55	320	13.28%	57.81%	99.61%
58	Growlithe	27	91	67	54	62	57	331	13.28%	57.81%	99.61%
58	Growlithe	28	94	70	56	64	59	343	13.28%	57.81%	99.61%
58	Growlithe	29	97	72	58	66	60	353	13.28%	57.81%	99.61%
58	Growlithe	30	100	74	59	68	62	363	13.28%	57.81%	99.61%
60	Poliwag	25	78	53	48	73	48	300	16.21%	63.67%	99.61%
60	Poliwag	26	80	55	49	75	49	308	16.21%	63.67%	99.61%
60	Poliwag	27	83	57	51	78	51	320	16.21%	63.67%	99.61%
60	Poliwag	28	86	59	53	81	53	332	16.21%	63.67%	99.61%
60	Poliwag	29	89	60	55	84	55	343	16.21%	63.67%	99.61%
60	Poliwag	30	91	62	56	86	56	351	16.21%	63.67%	99.61%
63	Abra	25	70	38	35	73	80	296	16.21%	63.67%	99.61%
63	Abra	26	73	39	36	75	83	306	16.21%	63.67%	99.61%
63	Abra	27	75	40	38	78	86	317	16.21%	63.67%	99.61%
63	Abra	28	78	42	39	81	89	329	16.21%	63.67%	99.61%
63	Abra	29	80	43	40	84	92	339	16.21%	63.67%	99.61%
63	Abra	30	82	44	41	86	95	348	16.21%	63.67%	99.61%
66	Machop	25	93	68	53	45	45	304	10.84%	52.93%	86.72%
66	Machop	26	96	70	55	47	47	315	10.84%	52.93%	86.72%
66	Machop	27	99	73	57	49	49	327	10.84%	52.93%	86.72%
66	Machop	28	103	75	59	50	50	337	10.84%	52.93%	86.72%
66	Machop	29	106	78	60	52	52	348	10.84%	52.93%	86.72%
66	Machop	30	109	80	62	53	53	357	10.84%	52.93%	86.72%

69	Bellsprout	25	83	65	45	48	63	304	11.33%	53.91%	90.63%
69	Bellsprout	26	86	68	47	49	65	315	11.33%	53.91%	90.63%
69	Bellsprout	27	89	70	49	51	67	326	11.33%	53.91%	90.63%
69	Bellsprout	28	92	73	50	53	70	338	11.33%	53.91%	90.63%
69	Bellsprout	29	94	75	52	55	72	348	11.33%	53.91%	90.63%
69	Bellsprout	30	97	77	53	56	74	357	11.33%	53.91%	90.63%
74	Geodude	25	78	68	78	38	43	305	9.38%	50.00%	75.00%
74	Geodude	26	80	70	81	39	44	314	9.38%	50.00%	75.00%
74	Geodude	27	83	73	84	40	46	326	9.38%	50.00%	75.00%
74	Geodude	28	86	75	87	42	47	337	9.38%	50.00%	75.00%
74	Geodude	29	89	78	89	43	49	348	9.38%	50.00%	75.00%
74	Geodude	30	91	80	92	44	50	357	9.38%	50.00%	75.00%
81	Magnemite	25	70	45	63	50	75	303	11.82%	54.88%	94.53%
81	Magnemite	26	73	47	65	52	78	315	11.82%	54.88%	94.53%
81	Magnemite	27	75	49	67	54	81	326	11.82%	54.88%	94.53%
81	Magnemite	28	78	50	70	56	84	338	11.82%	54.88%	94.53%
81	Magnemite	29	80	52	72	58	87	349	11.82%	54.88%	94.53%
81	Magnemite	30	82	53	74	59	89	357	11.82%	54.88%	94.53%
83	Farfetch'd	25	84	60	55	58	57	314	13.28%	57.81%	99.61%
83	Farfetch'd	26	87	62	57	60	59	325	13.28%	57.81%	99.61%
83	Farfetch'd	27	90	65	59	62	61	337	13.28%	57.81%	99.61%
83	Farfetch'd	28	93	67	61	64	63	348	13.28%	57.81%	99.61%
83	Farfetch'd	29	96	69	63	66	65	359	13.28%	57.81%	99.61%
83	Farfetch'd	30	99	71	65	68	67	370	13.28%	57.81%	99.61%
90	Shellder	25	73	60	78	48	50	309	11.33%	53.91%	90.63%
90	Shellder	26	75	62	81	49	52	319	11.33%	53.91%	90.63%
90	Shellder	27	78	65	84	51	54	332	11.33%	53.91%	90.63%
90	Shellder	28	80	67	87	53	56	343	11.33%	53.91%	90.63%
90	Shellder	29	83	69	89	55	58	354	11.33%	53.91%	90.63%
90	Shellder	30	85	71	92	56	59	363	11.33%	53.91%	90.63%
92	Gastly	25	73	45	43	68	78	307	15.23%	61.72%	99.61%
92	Gastly	26	75	47	44	70	81	317	15.23%	61.72%	99.61%
92	Gastly	27	78	49	46	73	84	330	15.23%	61.72%	99.61%
92	Gastly	28	80	50	47	75	87	339	15.23%	61.72%	99.61%
92	Gastly	29	83	52	49	78	89	351	15.23%	61.72%	99.61%
92	Gastly	30	85	53	50	80	92	360	15.23%	61.72%	99.61%
98	Krabby	25	73	80	73	53	40	319	12.30%	55.86%	98.44%
98	Krabby	26	75	83	75	55	42	330	12.30%	55.86%	98.44%
98	Krabby	27	78	86	78	57	43	342	12.30%	55.86%	98.44%
98	Krabby	28	80	89	81	59	45	354	12.30%	55.86%	98.44%
98	Krabby	29	83	92	84	60	46	365	12.30%	55.86%	98.44%
98	Krabby	30	85	95	86	62	47	375	12.30%	55.86%	98.44%

100	Voltorb	25	78	43	53	78	55	307	17.19%	65.63%	99.61%
100	Voltorb	26	80	44	55	81	57	317	17.19%	65.63%	99.61%
100	Voltorb	27	83	46	57	84	59	329	17.19%	65.63%	99.61%
100	Voltorb	28	86	47	59	87	61	340	17.19%	65.63%	99.61%
100	Voltorb	29	89	49	60	89	63	350	17.19%	65.63%	99.61%
100	Voltorb	30	91	50	62	92	65	360	17.19%	65.63%	99.61%
102	Exeggcute	25	88	48	68	48	58	310	11.33%	53.91%	90.63%
102	Exeggcute	26	91	49	70	49	60	319	11.33%	53.91%	90.63%
102	Exeggcute	27	94	51	73	51	62	331	11.33%	53.91%	90.63%
102	Exeggcute	28	97	53	75	53	64	342	11.33%	53.91%	90.63%
102	Exeggcute	29	100	55	78	55	66	354	11.33%	53.91%	90.63%
102	Exeggcute	30	103	56	80	56	68	363	11.33%	53.91%	90.63%
104	Cubone	25	83	53	75	45	48	304	10.84%	52.93%	86.72%
104	Cubone	26	86	55	78	47	49	315	10.84%	52.93%	86.72%
104	Cubone	27	89	57	81	49	51	327	10.84%	52.93%	86.72%
104	Cubone	28	92	59	84	50	53	338	10.84%	52.93%	86.72%
104	Cubone	29	94	60	87	52	55	348	10.84%	52.93%	86.72%
104	Cubone	30	97	62	89	53	56	357	10.84%	52.93%	86.72%
109	Koffing	30	91	71	89	53	68	372	10.84%	52.93%	86.72%
116	Horsea	25	73	48	63	58	63	305	13.28%	57.81%	99.61%
116	Horsea	26	75	49	65	60	65	314	13.28%	57.81%	99.61%
116	Horsea	27	78	51	67	62	67	325	13.28%	57.81%	99.61%
116	Horsea	28	80	53	70	64	70	337	13.28%	57.81%	99.61%
116	Horsea	29	83	55	72	66	72	348	13.28%	57.81%	99.61%
116	Horsea	30	85	56	74	68	74	357	13.28%	57.81%	99.61%
118	Goldeen	25	80	61	58	59	53	311	13.57%	58.40%	99.61%
118	Goldeen	26	83	64	60	61	55	323	13.57%	58.40%	99.61%
118	Goldeen	27	86	66	62	64	57	335	13.57%	58.40%	99.61%
118	Goldeen	28	89	68	64	66	59	346	13.57%	58.40%	99.61%
118	Goldeen	29	92	70	66	68	60	356	13.57%	58.40%	99.61%
118	Goldeen	30	94	73	68	70	62	367	13.57%	58.40%	99.61%
129	Magikarp	25	68	33	55	68	38	262	15.23%	61.72%	99.61%
129	Magikarp	26	70	34	57	70	39	270	15.23%	61.72%	99.61%
129	Magikarp	27	72	35	59	73	40	279	15.23%	61.72%	99.61%
129	Magikarp	28	75	36	61	75	42	289	15.23%	61.72%	99.61%
129	Magikarp	29	77	37	63	78	43	298	15.23%	61.72%	99.61%
129	Magikarp	30	79	38	65	80	44	306	15.23%	61.72%	99.61%
132	Ditto	25	82	52	52	52	52	290	12.11%	55.47%	96.88%
132	Ditto	26	85	54	54	54	54	301	12.11%	55.47%	96.88%
132	Ditto	27	88	56	56	56	56	312	12.11%	55.47%	96.88%
132	Ditto	28	90	57	57	57	57	318	12.11%	55.47%	96.88%
132	Ditto	29	93	59	59	59	59	329	12.11%	55.47%	96.88%
132	Ditto	30	96	61	61	61	61	340	12.11%	55.47%	96.88%

133	Eevee	25	85	55	53	55	60	308	12.79%	56.84%	99.61%
133	Eevee	26	88	57	55	57	62	319	12.79%	56.84%	99.61%
133	Eevee	27	91	59	57	59	65	331	12.79%	56.84%	99.61%
133	Eevee	28	94	61	59	61	67	342	12.79%	56.84%	99.61%
133	Eevee	29	97	63	60	63	69	352	12.79%	56.84%	99.61%
133	Eevee	30	100	65	62	65	71	363	12.79%	56.84%	99.61%
138	Omanyte	25	75	48	78	45	73	319	10.84%	52.93%	86.72%
138	Omanyte	26	78	49	81	47	75	330	10.84%	52.93%	86.72%
138	Omanyte	27	81	51	84	49	78	343	10.84%	52.93%	86.72%
138	Omanyte	28	83	53	87	50	81	354	10.84%	52.93%	86.72%
138	Omanyte	29	86	55	89	52	84	366	10.84%	52.93%	86.72%
138	Omanyte	30	88	56	92	53	86	375	10.84%	52.93%	86.72%
140	Kabuto	25	73	68	73	55	50	319	12.79%	56.84%	99.61%
140	Kabuto	26	75	70	75	57	52	329	12.79%	56.84%	99.61%
140	Kabuto	27	78	73	78	59	54	342	12.79%	56.84%	99.61%
140	Kabuto	28	80	75	81	61	56	353	12.79%	56.84%	99.61%
140	Kabuto	29	83	78	84	63	58	366	12.79%	56.84%	99.61%
140	Kabuto	30	85	80	86	65	59	375	12.79%	56.84%	99.61%
147	Dratini	25	78	60	50	53	53	294	12.30%	55.86%	98.44%
147	Dratini	26	81	62	52	55	55	305	12.30%	55.86%	98.44%
147	Dratini	27	84	64	54	57	57	316	12.30%	55.86%	98.44%
147	Dratini	28	87	66	56	59	59	327	12.30%	55.86%	98.44%
147	Dratini	29	89	69	58	60	60	336	12.30%	55.86%	98.44%
147	Dratini	30	92	71	59	62	62	346	12.30%	55.86%	98.44%

Pokemon Data: HP

The next tables show all Pokemon of all levels in order of most HP, and also includes how much HP a Substitute would have.

Name	Lv	HP	Sub	Psyduck	29	94	23	Vulpix	30	90	22
Jigglypuff	30	136	34	Bellsprout	29	94	23	Sandshrew	27	89	22
Jigglypuff	29	132	33	Cubone	29	94	23	Psyduck	27	89	22
Jigglypuff	28	128	32	Bulbasaur	30	94	23	Bellsprout	27	89	22
Jigglypuff	27	124	31	Squirtle	30	94	23	Cubone	27	89	22
Jigglypuff	26	119	29	Caterpie	30	94	23	Bulbasaur	28	89	22
Jigglypuff	25	115	28	Oddish	30	94	23	Caterpie	28	89	22
Clefairy	30	109	27	Goldeen	30	94	23	NidoranM	28	89	22
Machop	30	109	27	Clefairy	25	93	23	Oddish	28	89	22
Clefairy	29	106	26	Machop	25	93	23	Goldeen	28	89	22
Machop	29	106	26	Farfetch'd	28	93	23	Weedle	29	89	22
Clefairy	28	103	25	Ditto	29	93	23	Pidgey	29	89	22
Machop	28	103	25	Sandshrew	28	92	23	Spearow	29	89	22
Exeggcute	30	103	25	Psyduck	28	92	23	Zubat	29	89	22
Exeggcute	29	100	25	Bellsprout	28	92	23	Meowth	29	89	22
NidoranF	30	100	25	Cubone	28	92	23	Poliwag	29	89	22
Growlithe	30	100	25	Bulbasaur	29	92	23	Geodude	29	89	22
Eevee	30	100	25	Caterpie	29	92	23	Voltorb	29	89	22
Clefairy	27	99	24	NidoranM	29	92	23	Dratini	29	89	22
Machop	27	99	24	Oddish	29	92	23	Exeggcute	25	88	22
Farfetch'd	30	99	24	Goldeen	29	92	23	NidoranF	26	88	22
Exeggcute	28	97	24	Dratini	30	92	23	Growlithe	26	88	22
NidoranF	29	97	24	Exeggcute	26	91	22	Eevee	26	88	22
Growlithe	29	97	24	NidoranF	27	91	22	Ditto	27	88	22
Eevee	29	97	24	Growlithe	27	91	22	Squirtle	28	88	22
Sandshrew	30	97	24	Eevee	27	91	22	Charmander	29	88	22
Psyduck	30	97	24	Squirtle	29	91	22	Vulpix	29	88	22
Bellsprout	30	97	24	Charmander	30	91	22	Ekans	30	88	22
Cubone	30	97	24	Weedle	30	91	22	Pikachu	30	88	22
Clefairy	26	96	24	Pidgey	30	91	22	Paras	30	88	22
Machop	26	96	24	Spearow	30	91	22	Omanyte	30	88	22
Farfetch'd	29	96	24	Zubat	30	91	22	Farfetch'd	26	87	21
Ditto	30	96	24	Meowth	30	91	22	Dratini	28	87	21
NidoranM	30	95	23	Poliwag	30	91	22	Sandshrew	26	86	21
Exeggcute	27	94	23	Geodude	30	91	22	Psyduck	26	86	21
NidoranF	28	94	23	Voltorb	30	91	22	Bellsprout	26	86	21
Growlithe	28	94	23	Koffing	30	91	22	Cubone	26	86	21
Eevee	28	94	23	Farfetch'd	27	90	22	Bulbasaur	27	86	21
Sandshrew	29	94	23	Ditto	28	90	22	Caterpie	27	86	21

NidoranM	27	86	21	Goldeen	26	83	20	Zubat	26	80	20
Oddish	27	86	21	Charmander	27	83	20	Meowth	26	80	20
Goldeen	27	86	21	Weedle	27	83	20	Poliwag	26	80	20
Weedle	28	86	21	Pidgey	27	83	20	Geodude	26	80	20
Pidgey	28	86	21	Spearow	27	83	20	Voltorb	26	80	20
Spearow	28	86	21	Zubat	27	83	20	Rattata	28	80	20
Zubat	28	86	21	Meowth	27	83	20	Shellder	28	80	20
Meowth	28	86	21	Poliwag	27	83	20	Gastly	28	80	20
Poliwag	28	86	21	Geodude	27	83	20	Krabby	28	80	20
Geodude	28	86	21	Voltorb	27	83	20	Horsea	28	80	20
Voltorb	28	86	21	Ekans	28	83	20	Kabuto	28	80	20
Ekans	29	86	21	Pikachu	28	83	20	Abra	29	80	20
Pikachu	29	86	21	Paras	28	83	20	Magnemite	29	80	20
Paras	29	86	21	Omanyte	28	83	20	Vulpix	26	79	19
Omanyte	29	86	21	Rattata	29	83	20	Magikarp	30	79	19
NidoranF	25	85	21	Shellder	29	83	20	Weedle	25	78	19
Growlithe	25	85	21	Gastly	29	83	20	Pidgey	25	78	19
Eevee	25	85	21	Krabby	29	83	20	Spearow	25	78	19
Ditto	26	85	21	Horsea	29	83	20	Zubat	25	78	19
Squirtle	27	85	21	Kabuto	29	83	20	Meowth	25	78	19
Charmander	28	85	21	Ditto	25	82	20	Poliwag	25	78	19
Vulpix	28	85	21	Vulpix	27	82	20	Geodude	25	78	19
Rattata	30	85	21	Abra	30	82	20	Voltorb	25	78	19
Shellder	30	85	21	Magnemite	30	82	20	Dratini	25	78	19
Gastly	30	85	21	NidoranM	25	81	20	Ekans	26	78	19
Krabby	30	85	21	Dratini	26	81	20	Pikachu	26	78	19
Horsea	30	85	21	Ekans	27	81	20	Paras	26	78	19
Kabuto	30	85	21	Pikachu	27	81	20	Omanyte	26	78	19
Farfetch'd	25	84	21	Paras	27	81	20	Rattata	27	78	19
NidoranM	26	84	21	Omanyte	27	81	20	Shellder	27	78	19
Dratini	27	84	21	Bulbasaur	25	80	20	Gastly	27	78	19
Sandshrew	25	83	20	Squirtle	25	80	20	Krabby	27	78	19
Psyduck	25	83	20	Caterpie	25	80	20	Horsea	27	78	19
Bellsprout	25	83	20	Oddish	25	80	20	Kabuto	27	78	19
Cubone	25	83	20	Goldeen	25	80	20	Abra	28	78	19
Bulbasaur	26	83	20	Charmander	26	80	20	Magnemite	28	78	19
Squirtle	26	83	20	Weedle	26	80	20	Charmander	25	77	19
Caterpie	26	83	20	Pidgey	26	80	20	Vulpix	25	77	19
Oddish	26	83	20	Spearow	26	80	20	Magikarp	29	77	19

Ekans	25	75	18
Pikachu	25	75	18
Paras	25	75	18
Omanyte	25	75	18
Rattata	26	75	18
Shellder	26	75	18
Gastly	26	75	18
Krabby	26	75	18
Horsea	26	75	18
Kabuto	26	75	18
Abra	27	75	18
Magnemite	27	75	18
Magikarp	28	75	18
Rattata	25	73	18
Shellder	25	73	18
Gastly	25	73	18
Krabby	25	73	18
Horsea	25	73	18
Kabuto	25	73	18
Abra	26	73	18
Magnemite	26	73	18
Diglett	30	73	18
Magikarp	27	72	18
Diglett	29	71	17
Abra	25	70	17
Magnemite	25	70	17
Magikarp	26	70	17
Diglett	28	69	17
Magikarp	25	68	17
Diglett	27	67	16
Diglett	26	65	16
Diglett	25	63	15

Pokemon Data: Attack

The next tables show all Pokemon of all levels in order of most Attack, and also includes some values for modifiers and Burns.

Name	Lv	Atk	+6	+4	+2	+1	-1	BRN +2	BRN +1	BRN	BRN -1
Krabby	30	95	380	285	190	142	62	95	71	47	31
Krabby	29	92	368	276	184	138	60	92	69	46	30
Krabby	28	89	356	267	178	133	58	89	66	44	29
Krabby	27	86	344	258	172	129	56	86	64	43	28
Krabby	26	83	332	249	166	124	54	83	62	41	27
Krabby	25	80	320	240	160	120	52	80	60	40	26
Machop	30	80	320	240	160	120	52	80	60	40	26
Geodude	30	80	320	240	160	120	52	80	60	40	26
Kabuto	30	80	320	240	160	120	52	80	60	40	26
Machop	29	78	312	234	156	117	51	78	58	39	25
Geodude	29	78	312	234	156	117	51	78	58	39	25
Kabuto	29	78	312	234	156	117	51	78	58	39	25
Sandshrew	30	77	308	231	154	115	50	77	57	38	25
Bellsprout	30	77	308	231	154	115	50	77	57	38	25
Machop	28	75	300	225	150	112	49	75	56	37	24
Geodude	28	75	300	225	150	112	49	75	56	37	24
Kabuto	28	75	300	225	150	112	49	75	56	37	24
Sandshrew	29	75	300	225	150	112	49	75	56	37	24
Bellsprout	29	75	300	225	150	112	49	75	56	37	24
Paras	30	74	296	222	148	111	48	74	55	37	24
Growlithe	30	74	296	222	148	111	48	74	55	37	24
Machop	27	73	292	219	146	109	48	73	54	36	24
Geodude	27	73	292	219	146	109	48	73	54	36	24
Kabuto	27	73	292	219	146	109	48	73	54	36	24
Sandshrew	28	73	292	219	146	109	48	73	54	36	24
Bellsprout	28	73	292	219	146	109	48	73	54	36	24
Goldeen	30	73	292	219	146	109	48	73	54	36	24
Paras	29	72	288	216	144	108	47	72	54	36	23
Growlithe	29	72	288	216	144	108	47	72	54	36	23
Farfetch'd	30	71	284	213	142	106	46	71	53	35	23
Shellder	30	71	284	213	142	106	46	71	53	35	23
Koffing	30	71	284	213	142	106	46	71	53	35	23
Dratini	30	71	284	213	142	106	46	71	53	35	23
Machop	26	70	280	210	140	105	46	70	52	35	23
Geodude	26	70	280	210	140	105	46	70	52	35	23
Kabuto	26	70	280	210	140	105	46	70	52	35	23
Sandshrew	27	70	280	210	140	105	46	70	52	35	23
Bellsprout	27	70	280	210	140	105	46	70	52	35	23

Paras	28	70	280	210	140	105	46	70	52	35	23
Growlithe	28	70	280	210	140	105	46	70	52	35	23
Goldeen	29	70	280	210	140	105	46	70	52	35	23
Farfetch'd	29	69	276	207	138	103	45	69	51	34	22
Shellder	29	69	276	207	138	103	45	69	51	34	22
Dratini	29	69	276	207	138	103	45	69	51	34	22
Machop	25	68	272	204	136	102	44	68	51	34	22
Geodude	25	68	272	204	136	102	44	68	51	34	22
Kabuto	25	68	272	204	136	102	44	68	51	34	22
Sandshrew	26	68	272	204	136	102	44	68	51	34	22
Bellsprout	26	68	272	204	136	102	44	68	51	34	22
Goldeen	28	68	272	204	136	102	44	68	51	34	22
Spearow	30	68	272	204	136	102	44	68	51	34	22
Ekans	30	68	272	204	136	102	44	68	51	34	22
Paras	27	67	268	201	134	100	44	67	50	33	22
Growlithe	27	67	268	201	134	100	44	67	50	33	22
Farfetch'd	28	67	268	201	134	100	44	67	50	33	22
Shellder	28	67	268	201	134	100	44	67	50	33	22
NidoranM	30	67	268	201	134	100	44	67	50	33	22
Goldeen	27	66	264	198	132	99	43	66	49	33	21
Dratini	28	66	264	198	132	99	43	66	49	33	21
Spearow	29	66	264	198	132	99	43	66	49	33	21
Ekans	29	66	264	198	132	99	43	66	49	33	21
Rattata	30	66	264	198	132	99	43	66	49	33	21
Sandshrew	25	65	260	195	130	97	42	65	48	32	21
Bellsprout	25	65	260	195	130	97	42	65	48	32	21
Paras	26	65	260	195	130	97	42	65	48	32	21
Growlithe	26	65	260	195	130	97	42	65	48	32	21
Farfetch'd	27	65	260	195	130	97	42	65	48	32	21
Shellder	27	65	260	195	130	97	42	65	48	32	21
NidoranM	29	65	260	195	130	97	42	65	48	32	21
Pikachu	30	65	260	195	130	97	42	65	48	32	21
Diglett	30	65	260	195	130	97	42	65	48	32	21
Eevee	30	65	260	195	130	97	42	65	48	32	21
Goldeen	26	64	256	192	128	96	42	64	48	32	21
Dratini	27	64	256	192	128	96	42	64	48	32	21
Spearow	28	64	256	192	128	96	42	64	48	32	21
Ekans	28	64	256	192	128	96	42	64	48	32	21
Rattata	29	64	256	192	128	96	42	64	48	32	21

Charmander	30	64	256	192	128	96	42	64	48	32	21
Psyduck	30	64	256	192	128	96	42	64	48	32	21
Paras	25	63	252	189	126	94	41	63	47	31	20
Growlithe	25	63	252	189	126	94	41	63	47	31	20
Pikachu	29	63	252	189	126	94	41	63	47	31	20
Diglett	29	63	252	189	126	94	41	63	47	31	20
Eevee	29	63	252	189	126	94	41	63	47	31	20
Farfetch'd	26	62	248	186	124	93	40	62	46	31	20
Shellder	26	62	248	186	124	93	40	62	46	31	20
Dratini	26	62	248	186	124	93	40	62	46	31	20
Spearow	27	62	248	186	124	93	40	62	46	31	20
Ekans	27	62	248	186	124	93	40	62	46	31	20
Rattata	28	62	248	186	124	93	40	62	46	31	20
NidoranM	28	62	248	186	124	93	40	62	46	31	20
Charmander	29	62	248	186	124	93	40	62	46	31	20
Psyduck	29	62	248	186	124	93	40	62	46	31	20
Bulbasaur	30	62	248	186	124	93	40	62	46	31	20
Oddish	30	62	248	186	124	93	40	62	46	31	20
Poliwag	30	62	248	186	124	93	40	62	46	31	20
Cubone	30	62	248	186	124	93	40	62	46	31	20
Goldeen	25	61	244	183	122	91	40	61	45	30	20
Pikachu	28	61	244	183	122	91	40	61	45	30	20
Diglett	28	61	244	183	122	91	40	61	45	30	20
Eevee	28	61	244	183	122	91	40	61	45	30	20
Squirtle	30	61	244	183	122	91	40	61	45	30	20
NidoranF	30	61	244	183	122	91	40	61	45	30	20
Ditto	30	61	244	183	122	91	40	61	45	30	20
Farfetch'd	25	60	240	180	120	90	39	60	45	30	19
Shellder	25	60	240	180	120	90	39	60	45	30	19
Dratini	25	60	240	180	120	90	39	60	45	30	19
Spearow	26	60	240	180	120	90	39	60	45	30	19
Ekans	26	60	240	180	120	90	39	60	45	30	19
Rattata	27	60	240	180	120	90	39	60	45	30	19
NidoranM	27	60	240	180	120	90	39	60	45	30	19
Charmander	28	60	240	180	120	90	39	60	45	30	19
Psyduck	28	60	240	180	120	90	39	60	45	30	19
Bulbasaur	29	60	240	180	120	90	39	60	45	30	19
Oddish	29	60	240	180	120	90	39	60	45	30	19
Poliwag	29	60	240	180	120	90	39	60	45	30	19

Cubone	29	60	240	180	120	90	39	60	45	30	19
Pikachu	27	59	236	177	118	88	38	59	44	29	19
Diglett	27	59	236	177	118	88	38	59	44	29	19
Eevee	27	59	236	177	118	88	38	59	44	29	19
Oddish	28	59	236	177	118	88	38	59	44	29	19
Poliwag	28	59	236	177	118	88	38	59	44	29	19
Cubone	28	59	236	177	118	88	38	59	44	29	19
Squirtle	29	59	236	177	118	88	38	59	44	29	19
NidoranF	29	59	236	177	118	88	38	59	44	29	19
Ditto	29	59	236	177	118	88	38	59	44	29	19
Pidgey	30	59	236	177	118	88	38	59	44	29	19
Clefairy	30	59	236	177	118	88	38	59	44	29	19
Jigglypuff	30	59	236	177	118	88	38	59	44	29	19
Zubat	30	59	236	177	118	88	38	59	44	29	19
Meowth	30	59	236	177	118	88	38	59	44	29	19
Spearow	25	58	232	174	116	87	38	58	43	29	19
Ekans	25	58	232	174	116	87	38	58	43	29	19
Rattata	26	58	232	174	116	87	38	58	43	29	19
NidoranM	26	58	232	174	116	87	38	58	43	29	19
Charmander	27	58	232	174	116	87	38	58	43	29	19
Psyduck	27	58	232	174	116	87	38	58	43	29	19
Bulbasaur	28	58	232	174	116	87	38	58	43	29	19
Pidgey	29	58	232	174	116	87	38	58	43	29	19
Clefairy	29	58	232	174	116	87	38	58	43	29	19
Jigglypuff	29	58	232	174	116	87	38	58	43	29	19
Zubat	29	58	232	174	116	87	38	58	43	29	19
Meowth	29	58	232	174	116	87	38	58	43	29	19
Pikachu	26	57	228	171	114	85	37	57	42	28	18
Diglett	26	57	228	171	114	85	37	57	42	28	18
Eevee	26	57	228	171	114	85	37	57	42	28	18
Oddish	27	57	228	171	114	85	37	57	42	28	18
Poliwag	27	57	228	171	114	85	37	57	42	28	18
Cubone	27	57	228	171	114	85	37	57	42	28	18
Squirtle	28	57	228	171	114	85	37	57	42	28	18
NidoranF	28	57	228	171	114	85	37	57	42	28	18
Ditto	28	57	228	171	114	85	37	57	42	28	18
Vulpix	30	57	228	171	114	85	37	57	42	28	18
Rattata	25	56	224	168	112	84	36	56	42	28	18
NidoranM	25	56	224	168	112	84	36	56	42	28	18

Charmander	26	56	224	168	112	84	36	56	42	28	18
Psyduck	26	56	224	168	112	84	36	56	42	28	18
Bulbasaur	27	56	224	168	112	84	36	56	42	28	18
Squirtle	27	56	224	168	112	84	36	56	42	28	18
Ditto	27	56	224	168	112	84	36	56	42	28	18
Pidgey	28	56	224	168	112	84	36	56	42	28	18
Clefairy	28	56	224	168	112	84	36	56	42	28	18
Jigglypuff	28	56	224	168	112	84	36	56	42	28	18
Zubat	28	56	224	168	112	84	36	56	42	28	18
Meowth	28	56	224	168	112	84	36	56	42	28	18
Exeggcute	30	56	224	168	112	84	36	56	42	28	18
Horsea	30	56	224	168	112	84	36	56	42	28	18
Omanyte	30	56	224	168	112	84	36	56	42	28	18
Pikachu	25	55	220	165	110	82	36	55	41	27	18
Diglett	25	55	220	165	110	82	36	55	41	27	18
Eevee	25	55	220	165	110	82	36	55	41	27	18
Oddish	26	55	220	165	110	82	36	55	41	27	18
Poliwag	26	55	220	165	110	82	36	55	41	27	18
Cubone	26	55	220	165	110	82	36	55	41	27	18
NidoranF	27	55	220	165	110	82	36	55	41	27	18
Vulpix	29	55	220	165	110	82	36	55	41	27	18
Exeggcute	29	55	220	165	110	82	36	55	41	27	18
Horsea	29	55	220	165	110	82	36	55	41	27	18
Omanyte	29	55	220	165	110	82	36	55	41	27	18
Charmander	25	54	216	162	108	81	35	54	40	27	17
Psyduck	25	54	216	162	108	81	35	54	40	27	17
Bulbasaur	26	54	216	162	108	81	35	54	40	27	17
Squirtle	26	54	216	162	108	81	35	54	40	27	17
Ditto	26	54	216	162	108	81	35	54	40	27	17
Pidgey	27	54	216	162	108	81	35	54	40	27	17
Clefairy	27	54	216	162	108	81	35	54	40	27	17
Jigglypuff	27	54	216	162	108	81	35	54	40	27	17
Zubat	27	54	216	162	108	81	35	54	40	27	17
Meowth	27	54	216	162	108	81	35	54	40	27	17
Vulpix	28	54	216	162	108	81	35	54	40	27	17
Oddish	25	53	212	159	106	79	34	53	39	26	17
Poliwag	25	53	212	159	106	79	34	53	39	26	17
Cubone	25	53	212	159	106	79	34	53	39	26	17
NidoranF	26	53	212	159	106	79	34	53	39	26	17

Exeggcute	28	53	212	159	106	79	34	53	39	26	17
Horsea	28	53	212	159	106	79	34	53	39	26	17
Omanyte	28	53	212	159	106	79	34	53	39	26	17
Weedle	30	53	212	159	106	79	34	53	39	26	17
Magnemite	30	53	212	159	106	79	34	53	39	26	17
Gastly	30	53	212	159	106	79	34	53	39	26	17
Bulbasaur	25	52	208	156	104	78	34	52	39	26	17
Squirtle	25	52	208	156	104	78	34	52	39	26	17
Ditto	25	52	208	156	104	78	34	52	39	26	17
Pidgey	26	52	208	156	104	78	34	52	39	26	17
Clefairy	26	52	208	156	104	78	34	52	39	26	17
Jigglypuff	26	52	208	156	104	78	34	52	39	26	17
Zubat	26	52	208	156	104	78	34	52	39	26	17
Meowth	26	52	208	156	104	78	34	52	39	26	17
Vulpix	27	52	208	156	104	78	34	52	39	26	17
Weedle	29	52	208	156	104	78	34	52	39	26	17
Magnemite	29	52	208	156	104	78	34	52	39	26	17
Gastly	29	52	208	156	104	78	34	52	39	26	17
NidoranF	25	51	204	153	102	76	33	51	38	25	16
Exeggcute	27	51	204	153	102	76	33	51	38	25	16
Horsea	27	51	204	153	102	76	33	51	38	25	16
Omanyte	27	51	204	153	102	76	33	51	38	25	16
Pidgey	25	50	200	150	100	75	33	50	37	25	16
Clefairy	25	50	200	150	100	75	33	50	37	25	16
Jigglypuff	25	50	200	150	100	75	33	50	37	25	16
Zubat	25	50	200	150	100	75	33	50	37	25	16
Meowth	25	50	200	150	100	75	33	50	37	25	16
Vulpix	26	50	200	150	100	75	33	50	37	25	16
Weedle	28	50	200	150	100	75	33	50	37	25	16
Magnemite	28	50	200	150	100	75	33	50	37	25	16
Gastly	28	50	200	150	100	75	33	50	37	25	16
Caterpie	30	50	200	150	100	75	33	50	37	25	16
Voltorb	30	50	200	150	100	75	33	50	37	25	16
Exeggcute	26	49	196	147	98	73	32	49	36	24	16
Horsea	26	49	196	147	98	73	32	49	36	24	16
Omanyte	26	49	196	147	98	73	32	49	36	24	16
Weedle	27	49	196	147	98	73	32	49	36	24	16
Magnemite	27	49	196	147	98	73	32	49	36	24	16
Gastly	27	49	196	147	98	73	32	49	36	24	16

Caterpie	29	49	196	147	98	73	32	49	36	24	16
Voltorb	29	49	196	147	98	73	32	49	36	24	16
Vulpix	25	48	192	144	96	72	31	48	36	24	15
Exeggcute	25	48	192	144	96	72	31	48	36	24	15
Horsea	25	48	192	144	96	72	31	48	36	24	15
Omanyte	25	48	192	144	96	72	31	48	36	24	15
Weedle	26	47	188	141	94	70	31	47	35	23	15
Magnemite	26	47	188	141	94	70	31	47	35	23	15
Gastly	26	47	188	141	94	70	31	47	35	23	15
Caterpie	28	47	188	141	94	70	31	47	35	23	15
Voltorb	28	47	188	141	94	70	31	47	35	23	15
Caterpie	27	46	184	138	92	69	30	46	34	23	15
Voltorb	27	46	184	138	92	69	30	46	34	23	15
Weedle	25	45	180	135	90	67	29	45	33	22	14
Magnemite	25	45	180	135	90	67	29	45	33	22	14
Gastly	25	45	180	135	90	67	29	45	33	22	14
Caterpie	26	44	176	132	88	66	29	44	33	22	14
Voltorb	26	44	176	132	88	66	29	44	33	22	14
Abra	30	44	176	132	88	66	29	44	33	22	14
Caterpie	25	43	172	129	86	64	28	43	32	21	14
Voltorb	25	43	172	129	86	64	28	43	32	21	14
Abra	29	43	172	129	86	64	28	43	32	21	14
Abra	28	42	168	126	84	63	27	42	31	21	13
Abra	27	40	160	120	80	60	26	40	30	20	13
Abra	26	39	156	117	78	58	25	39	29	19	12
Abra	25	38	152	114	76	57	25	38	28	19	12
Magikarp	30	38	152	114	76	57	25	38	28	19	12
Magikarp	29	37	148	111	74	55	24	37	27	18	12
Magikarp	28	36	144	108	72	54	23	36	27	18	11
Magikarp	27	35	140	105	70	52	23	35	26	17	11
Magikarp	26	34	136	102	68	51	22	34	25	17	11
Magikarp	25	33	132	99	66	49	21	33	24	16	10

Pokemon Data: Defense

The next tables show all Pokemon of all levels in order of most Defense, and also includes some values for modifiers.

Name	Lv	Def	+2	+1	-1	-2							
							Cubone	25	75	150	112	49	37
Geodude	30	92	184	138	60	46	Krabby	26	75	150	112	49	37
Shellder	30	92	184	138	60	46	Kabuto	26	75	150	112	49	37
Omanyte	30	92	184	138	60	46	Exeggcute	28	75	150	112	49	37
Geodude	29	89	178	133	58	44	Magnemite	30	74	148	111	48	37
Shellder	29	89	178	133	58	44	Horsea	30	74	148	111	48	37
Omanyte	29	89	178	133	58	44	Krabby	25	73	146	109	48	36
Cubone	30	89	178	133	58	44	Kabuto	25	73	146	109	48	36
Koffing	30	89	178	133	58	44	Sandshrew	26	73	146	109	48	36
Geodude	28	87	174	130	57	43	Exeggcute	27	73	146	109	48	36
Shellder	28	87	174	130	57	43	Magnemite	29	72	144	108	47	36
Omanyte	28	87	174	130	57	43	Horsea	29	72	144	108	47	36
Cubone	29	87	174	130	57	43	Squirtle	30	71	142	106	46	35
Krabby	30	86	172	129	56	43	Sandshrew	25	70	140	105	46	35
Kabuto	30	86	172	129	56	43	Exeggcute	26	70	140	105	46	35
Geodude	27	84	168	126	55	42	Magnemite	28	70	140	105	46	35
Shellder	27	84	168	126	55	42	Horsea	28	70	140	105	46	35
Omanyte	27	84	168	126	55	42	Squirtle	29	69	138	103	45	34
Cubone	28	84	168	126	55	42	Exeggcute	25	68	136	102	44	34
Krabby	29	84	168	126	55	42	Goldeen	30	68	136	102	44	34
Kabuto	29	84	168	126	55	42	Magnemite	27	67	134	100	44	33
Sandshrew	30	83	166	124	54	41	Horsea	27	67	134	100	44	33
Geodude	26	81	162	121	53	40	Squirtle	28	67	134	100	44	33
Shellder	26	81	162	121	53	40	Goldeen	29	66	132	99	43	33
Omanyte	26	81	162	121	53	40	Magnemite	26	65	130	97	42	32
Cubone	27	81	162	121	53	40	Horsea	26	65	130	97	42	32
Krabby	28	81	162	121	53	40	Squirtle	27	65	130	97	42	32
Kabuto	28	81	162	121	53	40	Oddish	30	65	130	97	42	32
Sandshrew	29	81	162	121	53	40	Paras	30	65	130	97	42	32
Exeggcute	30	80	160	120	52	40	Farfetch'd	30	65	130	97	42	32
Geodude	25	78	156	117	51	39	Magikarp	30	65	130	97	42	32
Shellder	25	78	156	117	51	39	Goldeen	28	64	128	96	42	32
Omanyte	25	78	156	117	51	39	NidoranF	30	64	128	96	42	32
Cubone	26	78	156	117	51	39	Magnemite	25	63	126	94	41	31
Krabby	27	78	156	117	51	39	Horsea	25	63	126	94	41	31
Kabuto	27	78	156	117	51	39	Oddish	29	63	126	94	41	31
Sandshrew	28	78	156	117	51	39	Paras	29	63	126	94	41	31
Exeggcute	29	78	156	117	51	39	Farfetch'd	29	63	126	94	41	31
Sandshrew	27	76	152	114	50	38	Magikarp	29	63	126	94	41	31

Squirtle	26	62	124	93	40	31	Charmander	30	58	116	87	38	29
Goldeen	27	62	124	93	40	31	Oddish	26	57	114	85	37	28
NidoranF	29	62	124	93	40	31	Paras	26	57	114	85	37	28
Bulbasaur	30	62	124	93	40	31	Farfetch'd	26	57	114	85	37	28
Machop	30	62	124	93	40	31	Magikarp	26	57	114	85	37	28
Voltorb	30	62	124	93	40	31	Machop	27	57	114	85	37	28
Eevee	30	62	124	93	40	31	Voltorb	27	57	114	85	37	28
Oddish	28	61	122	91	40	30	Eevee	27	57	114	85	37	28
Paras	28	61	122	91	40	30	Clefairy	28	57	114	85	37	28
Farfetch'd	28	61	122	91	40	30	Psyduck	28	57	114	85	37	28
Magikarp	28	61	122	91	40	30	Ditto	28	57	114	85	37	28
Clefairy	30	61	122	91	40	30	Ekans	29	57	114	85	37	28
Psyduck	30	61	122	91	40	30	NidoranF	26	56	112	84	36	28
Ditto	30	61	122	91	40	30	Bulbasaur	27	56	112	84	36	28
Squirtle	25	60	120	90	39	30	Clefairy	27	56	112	84	36	28
Goldeen	26	60	120	90	39	30	Psyduck	27	56	112	84	36	28
NidoranF	28	60	120	90	39	30	Ditto	27	56	112	84	36	28
Bulbasaur	29	60	120	90	39	30	Growlithe	28	56	112	84	36	28
Machop	29	60	120	90	39	30	Dratini	28	56	112	84	36	28
Voltorb	29	60	120	90	39	30	Charmander	29	56	112	84	36	28
Eevee	29	60	120	90	39	30	Pidgey	30	56	112	84	36	28
Oddish	27	59	118	88	38	29	NidoranM	30	56	112	84	36	28
Paras	27	59	118	88	38	29	Vulpix	30	56	112	84	36	28
Farfetch'd	27	59	118	88	38	29	Poliwag	30	56	112	84	36	28
Magikarp	27	59	118	88	38	29	Oddish	25	55	110	82	36	27
Machop	28	59	118	88	38	29	Paras	25	55	110	82	36	27
Voltorb	28	59	118	88	38	29	Farfetch'd	25	55	110	82	36	27
Eevee	28	59	118	88	38	29	Magikarp	25	55	110	82	36	27
Clefairy	29	59	118	88	38	29	Machop	26	55	110	82	36	27
Psyduck	29	59	118	88	38	29	Voltorb	26	55	110	82	36	27
Ditto	29	59	118	88	38	29	Eevee	26	55	110	82	36	27
Ekans	30	59	118	88	38	29	Charmander	28	55	110	82	36	27
Growlithe	30	59	118	88	38	29	Ekans	28	55	110	82	36	27
Dratini	30	59	118	88	38	29	Pidgey	29	55	110	82	36	27
Goldeen	25	58	116	87	38	29	NidoranM	29	55	110	82	36	27
NidoranF	27	58	116	87	38	29	Vulpix	29	55	110	82	36	27
Bulbasaur	28	58	116	87	38	29	Poliwag	29	55	110	82	36	27
Growlithe	29	58	116	87	38	29	NidoranF	25	54	108	81	35	27
Dratini	29	58	116	87	38	29	Bulbasaur	26	54	108	81	35	27

Clefairy	26	54	108	81	35	27	Caterpie	28	50	100	75	33	25
Psyduck	26	54	108	81	35	27	Rattata	28	50	100	75	33	25
Ditto	26	54	108	81	35	27	Zubat	28	50	100	75	33	25
Growlithe	27	54	108	81	35	27	Meowth	28	50	100	75	33	25
Dratini	27	54	108	81	35	27	Bellsprout	28	50	100	75	33	25
Machop	25	53	106	79	34	26	Weedle	30	50	100	75	33	25
Voltorb	25	53	106	79	34	26	Spearow	30	50	100	75	33	25
Eevee	25	53	106	79	34	26	Pikachu	30	50	100	75	33	25
Charmander	27	53	106	79	34	26	Gastly	30	50	100	75	33	25
Ekans	27	53	106	79	34	26	Charmander	25	49	98	73	32	24
Pidgey	28	53	106	79	34	26	Pidgey	26	49	98	73	32	24
NidoranM	28	53	106	79	34	26	NidoranM	26	49	98	73	32	24
Vulpix	28	53	106	79	34	26	Vulpix	26	49	98	73	32	24
Poliwag	28	53	106	79	34	26	Poliwag	26	49	98	73	32	24
Caterpie	30	53	106	79	34	26	Caterpie	27	49	98	73	32	24
Rattata	30	53	106	79	34	26	Rattata	27	49	98	73	32	24
Zubat	30	53	106	79	34	26	Zubat	27	49	98	73	32	24
Meowth	30	53	106	79	34	26	Meowth	27	49	98	73	32	24
Bellsprout	30	53	106	79	34	26	Bellsprout	27	49	98	73	32	24
Bulbasaur	25	52	104	78	34	26	Weedle	29	49	98	73	32	24
Clefairy	25	52	104	78	34	26	Spearow	29	49	98	73	32	24
Psyduck	25	52	104	78	34	26	Pikachu	29	49	98	73	32	24
Ditto	25	52	104	78	34	26	Gastly	29	49	98	73	32	24
Ekans	26	52	104	78	34	26	Pidgey	25	48	96	72	31	24
Growlithe	26	52	104	78	34	26	NidoranM	25	48	96	72	31	24
Dratini	26	52	104	78	34	26	Vulpix	25	48	96	72	31	24
Caterpie	29	52	104	78	34	26	Poliwag	25	48	96	72	31	24
Rattata	29	52	104	78	34	26	Caterpie	26	47	94	70	31	23
Zubat	29	52	104	78	34	26	Rattata	26	47	94	70	31	23
Meowth	29	52	104	78	34	26	Zubat	26	47	94	70	31	23
Bellsprout	29	52	104	78	34	26	Meowth	26	47	94	70	31	23
Charmander	26	51	102	76	33	25	Bellsprout	26	47	94	70	31	23
Pidgey	27	51	102	76	33	25	Weedle	28	47	94	70	31	23
NidoranM	27	51	102	76	33	25	Spearow	28	47	94	70	31	23
Vulpix	27	51	102	76	33	25	Pikachu	28	47	94	70	31	23
Poliwag	27	51	102	76	33	25	Gastly	28	47	94	70	31	23
Ekans	25	50	100	75	33	25	Diglett	30	47	94	70	31	23
Growlithe	25	50	100	75	33	25	Weedle	27	46	92	69	30	23
Dratini	25	50	100	75	33	25	Spearow	27	46	92	69	30	23

Pikachu	27	46	92	69	30	23
Gastly	27	46	92	69	30	23
Diglett	29	46	92	69	30	23
Caterpie	25	45	90	67	29	22
Rattata	25	45	90	67	29	22
Zubat	25	45	90	67	29	22
Meowth	25	45	90	67	29	22
Bellsprout	25	45	90	67	29	22
Diglett	28	45	90	67	29	22
Weedle	26	44	88	66	29	22
Spearow	26	44	88	66	29	22
Pikachu	26	44	88	66	29	22
Gastly	26	44	88	66	29	22
Jigglypuff	30	44	88	66	29	22
Weedle	25	43	86	64	28	21
Spearow	25	43	86	64	28	21
Pikachu	25	43	86	64	28	21
Gastly	25	43	86	64	28	21
Diglett	27	43	86	64	28	21
Jigglypuff	29	43	86	64	28	21
Diglett	26	42	84	63	27	21
Jigglypuff	28	42	84	63	27	21
Abra	30	41	82	61	27	20
Diglett	25	40	80	60	26	20
Jigglypuff	27	40	80	60	26	20
Abra	29	40	80	60	26	20
Jigglypuff	26	39	78	58	25	19
Abra	28	39	78	58	25	19
Jigglypuff	25	38	76	57	25	19
Abra	27	38	76	57	25	19
Abra	26	36	72	54	23	18
Abra	25	35	70	52	23	17

Pokemon Data: Speed

The next tables show all Pokemon of all levels in order of most Speed, and also includes some values for modifiers and Paralysis. Different Speeds are also split as specific values are important when considering which Pokemon is faster in battle.

Name	Lv	Spd	+2	+1	-1	-2	PRZ +2	PRZ +1	PRZ	PRZ -1	PRZ -2
Voltorb	30	92	184	138	60	46	46	34	23	15	11
Voltorb	29	89	178	133	58	44	44	33	22	14	11
Diglett	30	89	178	133	58	44	44	33	22	14	11
Voltorb	28	87	174	130	57	43	43	32	21	14	10
Diglett	29	87	174	130	57	43	43	32	21	14	10
Pikachu	30	86	172	129	56	43	43	32	21	14	10
Meowth	30	86	172	129	56	43	43	32	21	14	10
Poliwag	30	86	172	129	56	43	43	32	21	14	10
Abra	30	86	172	129	56	43	43	32	21	14	10
Voltorb	27	84	168	126	55	42	42	31	21	13	10
Diglett	28	84	168	126	55	42	42	31	21	13	10
Pikachu	29	84	168	126	55	42	42	31	21	13	10
Meowth	29	84	168	126	55	42	42	31	21	13	10
Poliwag	29	84	168	126	55	42	42	31	21	13	10
Abra	29	84	168	126	55	42	42	31	21	13	10
Voltorb	26	81	162	121	53	40	40	30	20	13	10
Diglett	27	81	162	121	53	40	40	30	20	13	10
Pikachu	28	81	162	121	53	40	40	30	20	13	10
Meowth	28	81	162	121	53	40	40	30	20	13	10
Poliwag	28	81	162	121	53	40	40	30	20	13	10
Abra	28	81	162	121	53	40	40	30	20	13	10
Gastly	30	80	160	120	52	40	40	30	20	13	10
Magikarp	30	80	160	120	52	40	40	30	20	13	10
Voltorb	25	78	156	117	51	39	39	29	19	12	9
Diglett	26	78	156	117	51	39	39	29	19	12	9
Pikachu	27	78	156	117	51	39	39	29	19	12	9
Meowth	27	78	156	117	51	39	39	29	19	12	9
Poliwag	27	78	156	117	51	39	39	29	19	12	9
Abra	27	78	156	117	51	39	39	29	19	12	9
Gastly	29	78	156	117	51	39	39	29	19	12	9
Magikarp	29	78	156	117	51	39	39	29	19	12	9
Rattata	30	76	152	114	50	38	38	28	19	12	9

Diglett	25	75	150	112	49	37	37	28	18	12	9
Pikachu	26	75	150	112	49	37	37	28	18	12	9
Meowth	26	75	150	112	49	37	37	28	18	12	9
Poliwag	26	75	150	112	49	37	37	28	18	12	9
Abra	26	75	150	112	49	37	37	28	18	12	9
Gastly	28	75	150	112	49	37	37	28	18	12	9
Magikarp	28	75	150	112	49	37	37	28	18	12	9
Spearow	30	74	148	111	48	37	37	27	18	12	9
Pikachu	25	73	146	109	48	36	36	27	18	12	9
Meowth	25	73	146	109	48	36	36	27	18	12	9
Poliwag	25	73	146	109	48	36	36	27	18	12	9
Abra	25	73	146	109	48	36	36	27	18	12	9
Gastly	27	73	146	109	48	36	36	27	18	12	9
Magikarp	27	73	146	109	48	36	36	27	18	12	9
Rattata	29	73	146	109	48	36	36	27	18	12	9
Spearow	29	72	144	108	47	36	36	27	18	11	9
Rattata	28	71	142	106	46	35	35	26	17	11	8
Charmander	30	71	142	106	46	35	35	26	17	11	8
Vulpix	30	71	142	106	46	35	35	26	17	11	8
Gastly	26	70	140	105	46	35	35	26	17	11	8
Magikarp	26	70	140	105	46	35	35	26	17	11	8
Spearow	28	70	140	105	46	35	35	26	17	11	8
Goldeen	30	70	140	105	46	35	35	26	17	11	8
Charmander	29	69	138	103	45	34	34	25	17	11	8
Vulpix	29	69	138	103	45	34	34	25	17	11	8
Gastly	25	68	136	102	44	34	34	25	17	11	8
Magikarp	25	68	136	102	44	34	34	25	17	11	8
Rattata	27	68	136	102	44	34	34	25	17	11	8
Goldeen	29	68	136	102	44	34	34	25	17	11	8
Growlithe	30	68	136	102	44	34	34	25	17	11	8
Farfetch'd	30	68	136	102	44	34	34	25	17	11	8
Horsea	30	68	136	102	44	34	34	25	17	11	8
Spearow	27	67	134	100	44	33	33	25	16	11	8
Charmander	28	67	134	100	44	33	33	25	16	11	8
Vulpix	28	67	134	100	44	33	33	25	16	11	8
Rattata	26	66	132	99	43	33	33	24	16	10	8
Goldeen	28	66	132	99	43	33	33	24	16	10	8
Growlithe	29	66	132	99	43	33	33	24	16	10	8
Farfetch'd	29	66	132	99	43	33	33	24	16	10	8
Horsea	29	66	132	99	43	33	33	24	16	10	8
Pidgey	30	66	132	99	43	33	33	24	16	10	8

Spearow	26	65	130	97	42	32	32	24	16	10	8
Charmander	27	65	130	97	42	32	32	24	16	10	8
Vulpix	27	65	130	97	42	32	32	24	16	10	8
Ekans	30	65	130	97	42	32	32	24	16	10	8
Zubat	30	65	130	97	42	32	32	24	16	10	8
Psyduck	30	65	130	97	42	32	32	24	16	10	8
Eevee	30	65	130	97	42	32	32	24	16	10	8
Kabuto	30	65	130	97	42	32	32	24	16	10	8
Rattata	25	64	128	96	42	32	32	24	16	10	8
Goldeen	27	64	128	96	42	32	32	24	16	10	8
Growlithe	28	64	128	96	42	32	32	24	16	10	8
Farfetch'd	28	64	128	96	42	32	32	24	16	10	8
Horsea	28	64	128	96	42	32	32	24	16	10	8
Pidgey	29	64	128	96	42	32	32	24	16	10	8
Spearow	25	63	126	94	41	31	31	23	15	10	7
Ekans	29	63	126	94	41	31	31	23	15	10	7
Zubat	29	63	126	94	41	31	31	23	15	10	7
Psyduck	29	63	126	94	41	31	31	23	15	10	7
Eevee	29	63	126	94	41	31	31	23	15	10	7
Kabuto	29	63	126	94	41	31	31	23	15	10	7
Charmander	26	62	124	93	40	31	31	23	15	10	7
Vulpix	26	62	124	93	40	31	31	23	15	10	7
Growlithe	27	62	124	93	40	31	31	23	15	10	7
Farfetch'd	27	62	124	93	40	31	31	23	15	10	7
Horsea	27	62	124	93	40	31	31	23	15	10	7
Pidgey	28	62	124	93	40	31	31	23	15	10	7
Weedle	30	62	124	93	40	31	31	23	15	10	7
NidoranM	30	62	124	93	40	31	31	23	15	10	7
Krabby	30	62	124	93	40	31	31	23	15	10	7
Dratini	30	62	124	93	40	31	31	23	15	10	7
Goldeen	26	61	122	91	40	30	30	22	15	10	7
Ekans	28	61	122	91	40	30	30	22	15	10	7
Zubat	28	61	122	91	40	30	30	22	15	10	7
Psyduck	28	61	122	91	40	30	30	22	15	10	7
Eevee	28	61	122	91	40	30	30	22	15	10	7
Kabuto	28	61	122	91	40	30	30	22	15	10	7
Ditto	30	61	122	91	40	30	30	22	15	10	7

Charmander	25	60	120	90	39	30	30	22	15	9	7
Vulpix	25	60	120	90	39	30	30	22	15	9	7
Growlithe	26	60	120	90	39	30	30	22	15	9	7
Farfetch'd	26	60	120	90	39	30	30	22	15	9	7
Horsea	26	60	120	90	39	30	30	22	15	9	7
Pidgey	27	60	120	90	39	30	30	22	15	9	7
Weedle	29	60	120	90	39	30	30	22	15	9	7
NidoranM	29	60	120	90	39	30	30	22	15	9	7
Krabby	29	60	120	90	39	30	30	22	15	9	7
Dratini	29	60	120	90	39	30	30	22	15	9	7
Goldeen	25	59	118	88	38	29	29	22	14	9	7
Ekans	27	59	118	88	38	29	29	22	14	9	7
Zubat	27	59	118	88	38	29	29	22	14	9	7
Psyduck	27	59	118	88	38	29	29	22	14	9	7
Eevee	27	59	118	88	38	29	29	22	14	9	7
Kabuto	27	59	118	88	38	29	29	22	14	9	7
Weedle	28	59	118	88	38	29	29	22	14	9	7
NidoranM	28	59	118	88	38	29	29	22	14	9	7
Krabby	28	59	118	88	38	29	29	22	14	9	7
Dratini	28	59	118	88	38	29	29	22	14	9	7
Ditto	29	59	118	88	38	29	29	22	14	9	7
Bulbasaur	30	59	118	88	38	29	29	22	14	9	7
Caterpie	30	59	118	88	38	29	29	22	14	9	7
Magnemite	30	59	118	88	38	29	29	22	14	9	7
Growlithe	25	58	116	87	38	29	29	21	14	9	7
Farfetch'd	25	58	116	87	38	29	29	21	14	9	7
Horsea	25	58	116	87	38	29	29	21	14	9	7
Pidgey	26	58	116	87	38	29	29	21	14	9	7
Bulbasaur	29	58	116	87	38	29	29	21	14	9	7
Caterpie	29	58	116	87	38	29	29	21	14	9	7
Magnemite	29	58	116	87	38	29	29	21	14	9	7
Squirtle	30	58	116	87	38	29	29	21	14	9	7
Ekans	26	57	114	85	37	28	28	21	14	9	7
Zubat	26	57	114	85	37	28	28	21	14	9	7
Psyduck	26	57	114	85	37	28	28	21	14	9	7
Eevee	26	57	114	85	37	28	28	21	14	9	7
Kabuto	26	57	114	85	37	28	28	21	14	9	7
Weedle	27	57	114	85	37	28	28	21	14	9	7
NidoranM	27	57	114	85	37	28	28	21	14	9	7
Krabby	27	57	114	85	37	28	28	21	14	9	7
Dratini	27	57	114	85	37	28	28	21	14	9	7
Ditto	28	57	114	85	37	28	28	21	14	9	7
NidoranF	30	57	114	85	37	28	28	21	14	9	7

Pidgey	25	56	112	84	36	28	28	21	14	9	7
Ditto	27	56	112	84	36	28	28	21	14	9	7
Bulbasaur	28	56	112	84	36	28	28	21	14	9	7
Caterpie	28	56	112	84	36	28	28	21	14	9	7
Magnemite	28	56	112	84	36	28	28	21	14	9	7
Squirtle	29	56	112	84	36	28	28	21	14	9	7
Sandshrew	30	56	112	84	36	28	28	21	14	9	7
Bellsprout	30	56	112	84	36	28	28	21	14	9	7
Shellder	30	56	112	84	36	28	28	21	14	9	7
Exeggcute	30	56	112	84	36	28	28	21	14	9	7
Ekans	25	55	110	82	36	27	27	20	13	9	6
Zubat	25	55	110	82	36	27	27	20	13	9	6
Psyduck	25	55	110	82	36	27	27	20	13	9	6
Eevee	25	55	110	82	36	27	27	20	13	9	6
Kabuto	25	55	110	82	36	27	27	20	13	9	6
Weedle	26	55	110	82	36	27	27	20	13	9	6
NidoranM	26	55	110	82	36	27	27	20	13	9	6
Krabby	26	55	110	82	36	27	27	20	13	9	6
Dratini	26	55	110	82	36	27	27	20	13	9	6
Squirtle	28	55	110	82	36	27	27	20	13	9	6
NidoranF	29	55	110	82	36	27	27	20	13	9	6
Sandshrew	29	55	110	82	36	27	27	20	13	9	6
Bellsprout	29	55	110	82	36	27	27	20	13	9	6
Shellder	29	55	110	82	36	27	27	20	13	9	6
Exeggcute	29	55	110	82	36	27	27	20	13	9	6
Ditto	26	54	108	81	35	27	27	20	13	8	6
Bulbasaur	27	54	108	81	35	27	27	20	13	8	6
Caterpie	27	54	108	81	35	27	27	20	13	8	6
Magnemite	27	54	108	81	35	27	27	20	13	8	6
NidoranF	28	54	108	81	35	27	27	20	13	8	6

Weedle	25	53	106	79	34	26	26	19	13	8	6
NidoranM	25	53	106	79	34	26	26	19	13	8	6
Krabby	25	53	106	79	34	26	26	19	13	8	6
Dratini	25	53	106	79	34	26	26	19	13	8	6
Squirtle	27	53	106	79	34	26	26	19	13	8	6
Sandshrew	28	53	106	79	34	26	26	19	13	8	6
Bellsprout	28	53	106	79	34	26	26	19	13	8	6
Shellder	28	53	106	79	34	26	26	19	13	8	6
Exeggcute	28	53	106	79	34	26	26	19	13	8	6
Clefairy	30	53	106	79	34	26	26	19	13	8	6
Machop	30	53	106	79	34	26	26	19	13	8	6
Cubone	30	53	106	79	34	26	26	19	13	8	6
Koffing	30	53	106	79	34	26	26	19	13	8	6
Omanyte	30	53	106	79	34	26	26	19	13	8	6
Ditto	25	52	104	78	34	26	26	19	13	8	6
Bulbasaur	26	52	104	78	34	26	26	19	13	8	6
Caterpie	26	52	104	78	34	26	26	19	13	8	6
Magnemite	26	52	104	78	34	26	26	19	13	8	6
NidoranF	27	52	104	78	34	26	26	19	13	8	6
Clefairy	29	52	104	78	34	26	26	19	13	8	6
Machop	29	52	104	78	34	26	26	19	13	8	6
Cubone	29	52	104	78	34	26	26	19	13	8	6
Omanyte	29	52	104	78	34	26	26	19	13	8	6
Squirtle	26	51	102	76	33	25	25	19	12	8	6
Sandshrew	27	51	102	76	33	25	25	19	12	8	6
Bellsprout	27	51	102	76	33	25	25	19	12	8	6
Shellder	27	51	102	76	33	25	25	19	12	8	6
Exeggcute	27	51	102	76	33	25	25	19	12	8	6
Bulbasaur	25	50	100	75	33	25	25	18	12	8	6
Caterpie	25	50	100	75	33	25	25	18	12	8	6
Magnemite	25	50	100	75	33	25	25	18	12	8	6
NidoranF	26	50	100	75	33	25	25	18	12	8	6
Clefairy	28	50	100	75	33	25	25	18	12	8	6
Machop	28	50	100	75	33	25	25	18	12	8	6
Cubone	28	50	100	75	33	25	25	18	12	8	6
Omanyte	28	50	100	75	33	25	25	18	12	8	6
Oddish	30	50	100	75	33	25	25	18	12	8	6

Squirtle	25	49	98	73	32	24	24	18	12	8	6
Sandshrew	26	49	98	73	32	24	24	18	12	8	6
Bellsprout	26	49	98	73	32	24	24	18	12	8	6
Shellder	26	49	98	73	32	24	24	18	12	8	6
Exeggcute	26	49	98	73	32	24	24	18	12	8	6
Clefairy	27	49	98	73	32	24	24	18	12	8	6
Machop	27	49	98	73	32	24	24	18	12	8	6
Cubone	27	49	98	73	32	24	24	18	12	8	6
Omanyte	27	49	98	73	32	24	24	18	12	8	6
Oddish	29	49	98	73	32	24	24	18	12	8	6
NidoranF	25	48	96	72	31	24	24	18	12	7	6
Sandshrew	25	48	96	72	31	24	24	18	12	7	6
Bellsprout	25	48	96	72	31	24	24	18	12	7	6
Shellder	25	48	96	72	31	24	24	18	12	7	6
Exeggcute	25	48	96	72	31	24	24	18	12	7	6
Clefairy	26	47	94	70	31	23	23	17	11	7	5
Machop	26	47	94	70	31	23	23	17	11	7	5
Cubone	26	47	94	70	31	23	23	17	11	7	5
Omanyte	26	47	94	70	31	23	23	17	11	7	5
Oddish	28	47	94	70	31	23	23	17	11	7	5
Paras	30	47	94	70	31	23	23	17	11	7	5
Oddish	27	46	92	69	30	23	23	17	11	7	5
Paras	29	46	92	69	30	23	23	17	11	7	5
Clefairy	25	45	90	67	29	22	22	16	11	7	5
Machop	25	45	90	67	29	22	22	16	11	7	5
Cubone	25	45	90	67	29	22	22	16	11	7	5
Omanyte	25	45	90	67	29	22	22	16	11	7	5
Paras	28	45	90	67	29	22	22	16	11	7	5
Oddish	26	44	88	66	29	22	22	16	11	7	5
Jigglypuff	30	44	88	66	29	22	22	16	11	7	5
Geodude	30	44	88	66	29	22	22	16	11	7	5
Oddish	25	43	86	64	28	21	21	16	10	7	5
Paras	27	43	86	64	28	21	21	16	10	7	5
Jigglypuff	29	43	86	64	28	21	21	16	10	7	5
Geodude	29	43	86	64	28	21	21	16	10	7	5
Paras	26	42	84	63	27	21	21	15	10	6	5
Jigglypuff	28	42	84	63	27	21	21	15	10	6	5
Geodude	28	42	84	63	27	21	21	15	10	6	5
Paras	25	40	80	60	26	20	20	15	10	6	5
Jigglypuff	27	40	80	60	26	20	20	15	10	6	5
Geodude	27	40	80	60	26	20	20	15	10	6	5

Jigglypuff	26	39	78	58	25	19	19	14	9	6	4
Geodude	26	39	78	58	25	19	19	14	9	6	4
Jigglypuff	25	38	76	57	25	19	19	14	9	6	4
Geodude	25	38	76	57	25	19	19	14	9	6	4

Pokemon Data: Special

The next tables show all Pokemon of all levels in order of most Special, and also includes some values for modifiers.

Name	Lv	Spe	+2	+1	-1	-2	Vulpix	29	69	138	103	45	34
Abra	30	95	190	142	62	47	Eevee	29	69	138	103	45	34
Abra	29	92	184	138	60	46	Oddish	26	68	136	102	44	34
Gastly	30	92	184	138	60	46	Clefairy	30	68	136	102	44	34
Abra	28	89	178	133	58	44	Exeggcute	30	68	136	102	44	34
Gastly	29	89	178	133	58	44	Koffing	30	68	136	102	44	34
Magnemite	30	89	178	133	58	44	Bellsprout	27	67	134	100	44	33
Gastly	28	87	174	130	57	43	Horsea	27	67	134	100	44	33
Magnemite	29	87	174	130	57	43	Bulbasaur	28	67	134	100	44	33
Abra	27	86	172	129	56	43	Vulpix	28	67	134	100	44	33
Omanyte	30	86	172	129	56	43	Eevee	28	67	134	100	44	33
Gastly	27	84	168	126	55	42	Farfetch'd	30	67	134	100	44	33
Magnemite	28	84	168	126	55	42	Clefairy	29	66	132	99	43	33
Omanyte	29	84	168	126	55	42	Exeggcute	29	66	132	99	43	33
Abra	26	83	166	124	54	41	Oddish	25	65	130	97	42	32
Gastly	26	81	162	121	53	40	Bellsprout	26	65	130	97	42	32
Magnemite	27	81	162	121	53	40	Horsea	26	65	130	97	42	32
Omanyte	28	81	162	121	53	40	Bulbasaur	27	65	130	97	42	32
Abra	25	80	160	120	52	40	Vulpix	27	65	130	97	42	32
Gastly	25	78	156	117	51	39	Eevee	27	65	130	97	42	32
Magnemite	26	78	156	117	51	39	Farfetch'd	29	65	130	97	42	32
Omanyte	27	78	156	117	51	39	Paras	30	65	130	97	42	32
Oddish	30	77	154	115	50	38	Voltorb	30	65	130	97	42	32
Magnemite	25	75	150	112	49	37	Clefairy	28	64	128	96	42	32
Omanyte	26	75	150	112	49	37	Exeggcute	28	64	128	96	42	32
Oddish	29	75	150	112	49	37	Bellsprout	25	63	126	94	41	31
Bellsprout	30	74	148	111	48	37	Horsea	25	63	126	94	41	31
Horsea	30	74	148	111	48	37	Farfetch'd	28	63	126	94	41	31
Omanyte	25	73	146	109	48	36	Paras	29	63	126	94	41	31
Oddish	28	73	146	109	48	36	Voltorb	29	63	126	94	41	31
Bellsprout	29	72	144	108	47	36	Bulbasaur	26	62	124	93	40	31
Horsea	29	72	144	108	47	36	Vulpix	26	62	124	93	40	31
Bulbasaur	30	71	142	106	46	35	Eevee	26	62	124	93	40	31
Vulpix	30	71	142	106	46	35	Clefairy	27	62	124	93	40	31
Eevee	30	71	142	106	46	35	Exeggcute	27	62	124	93	40	31
Oddish	27	70	140	105	46	35	Charmander	30	62	124	93	40	31
Bellsprout	28	70	140	105	46	35	Squirtle	30	62	124	93	40	31
Horsea	28	70	140	105	46	35	Pikachu	30	62	124	93	40	31
Bulbasaur	29	69	138	103	45	34	Psyduck	30	62	124	93	40	31

Growlithe	30	62	124	93	40	31	Paras	26	57	114	85	37	28
Goldeen	30	62	124	93	40	31	Voltorb	26	57	114	85	37	28
Dratini	30	62	124	93	40	31	Charmander	27	57	114	85	37	28
Farfetch'd	27	61	122	91	40	30	Squirtle	27	57	114	85	37	28
Paras	28	61	122	91	40	30	Pikachu	27	57	114	85	37	28
Voltorb	28	61	122	91	40	30	Psyduck	27	57	114	85	37	28
Ditto	30	61	122	91	40	30	Growlithe	27	57	114	85	37	28
Bulbasaur	25	60	120	90	39	30	Goldeen	27	57	114	85	37	28
Vulpix	25	60	120	90	39	30	Dratini	27	57	114	85	37	28
Eevee	25	60	120	90	39	30	Ditto	28	57	114	85	37	28
Clefairy	26	60	120	90	39	30	Ditto	27	56	112	84	36	28
Exeggcute	26	60	120	90	39	30	Diglett	28	56	112	84	36	28
Charmander	29	60	120	90	39	30	Shellder	28	56	112	84	36	28
Squirtle	29	60	120	90	39	30	Kabuto	28	56	112	84	36	28
Pikachu	29	60	120	90	39	30	Ekans	30	56	112	84	36	28
Psyduck	29	60	120	90	39	30	NidoranF	30	56	112	84	36	28
Growlithe	29	60	120	90	39	30	NidoranM	30	56	112	84	36	28
Goldeen	29	60	120	90	39	30	Zubat	30	56	112	84	36	28
Dratini	29	60	120	90	39	30	Meowth	30	56	112	84	36	28
Farfetch'd	26	59	118	88	38	29	Poliwag	30	56	112	84	36	28
Paras	27	59	118	88	38	29	Cubone	30	56	112	84	36	28
Voltorb	27	59	118	88	38	29	Paras	25	55	110	82	36	27
Charmander	28	59	118	88	38	29	Voltorb	25	55	110	82	36	27
Squirtle	28	59	118	88	38	29	Charmander	26	55	110	82	36	27
Pikachu	28	59	118	88	38	29	Squirtle	26	55	110	82	36	27
Psyduck	28	59	118	88	38	29	Pikachu	26	55	110	82	36	27
Growlithe	28	59	118	88	38	29	Psyduck	26	55	110	82	36	27
Goldeen	28	59	118	88	38	29	Growlithe	26	55	110	82	36	27
Dratini	28	59	118	88	38	29	Goldeen	26	55	110	82	36	27
Ditto	29	59	118	88	38	29	Dratini	26	55	110	82	36	27
Diglett	30	59	118	88	38	29	Ekans	29	55	110	82	36	27
Shellder	30	59	118	88	38	29	NidoranF	29	55	110	82	36	27
Kabuto	30	59	118	88	38	29	NidoranM	29	55	110	82	36	27
Clefairy	25	58	116	87	38	29	Zubat	29	55	110	82	36	27
Exeggcute	25	58	116	87	38	29	Meowth	29	55	110	82	36	27
Diglett	29	58	116	87	38	29	Poliwag	29	55	110	82	36	27
Shellder	29	58	116	87	38	29	Cubone	29	55	110	82	36	27
Kabuto	29	58	116	87	38	29	Ditto	26	54	108	81	35	27
Farfetch'd	25	57	114	85	37	28	Diglett	27	54	108	81	35	27

Shellder	27	54	108	81	35	27	Ekans	26	49	98	73	32	24
Kabuto	27	54	108	81	35	27	NidoranF	26	49	98	73	32	24
Charmander	25	53	106	79	34	26	NidoranM	26	49	98	73	32	24
Squirtle	25	53	106	79	34	26	Zubat	26	49	98	73	32	24
Pikachu	25	53	106	79	34	26	Meowth	26	49	98	73	32	24
Psyduck	25	53	106	79	34	26	Poliwag	26	49	98	73	32	24
Growlithe	25	53	106	79	34	26	Cubone	26	49	98	73	32	24
Goldeen	25	53	106	79	34	26	Pidgey	27	49	98	73	32	24
Dratini	25	53	106	79	34	26	Machop	27	49	98	73	32	24
Ekans	28	53	106	79	34	26	Spearow	29	49	98	73	32	24
NidoranF	28	53	106	79	34	26	Sandshrew	29	49	98	73	32	24
NidoranM	28	53	106	79	34	26	Geodude	29	49	98	73	32	24
Zubat	28	53	106	79	34	26	Ekans	25	48	96	72	31	24
Meowth	28	53	106	79	34	26	NidoranF	25	48	96	72	31	24
Poliwag	28	53	106	79	34	26	NidoranM	25	48	96	72	31	24
Cubone	28	53	106	79	34	26	Zubat	25	48	96	72	31	24
Pidgey	30	53	106	79	34	26	Meowth	25	48	96	72	31	24
Machop	30	53	106	79	34	26	Poliwag	25	48	96	72	31	24
Ditto	25	52	104	78	34	26	Cubone	25	48	96	72	31	24
Diglett	26	52	104	78	34	26	Spearow	28	48	96	72	31	24
Shellder	26	52	104	78	34	26	Pidgey	26	47	94	70	31	23
Kabuto	26	52	104	78	34	26	Machop	26	47	94	70	31	23
Pidgey	29	52	104	78	34	26	Sandshrew	28	47	94	70	31	23
Machop	29	52	104	78	34	26	Geodude	28	47	94	70	31	23
Ekans	27	51	102	76	33	25	Rattata	30	47	94	70	31	23
NidoranF	27	51	102	76	33	25	Jigglypuff	30	47	94	70	31	23
NidoranM	27	51	102	76	33	25	Krabby	30	47	94	70	31	23
Zubat	27	51	102	76	33	25	Spearow	27	46	92	69	30	23
Meowth	27	51	102	76	33	25	Sandshrew	27	46	92	69	30	23
Poliwag	27	51	102	76	33	25	Geodude	27	46	92	69	30	23
Cubone	27	51	102	76	33	25	Rattata	29	46	92	69	30	23
Spearow	30	51	102	76	33	25	Jigglypuff	29	46	92	69	30	23
Diglett	25	50	100	75	33	25	Krabby	29	46	92	69	30	23
Shellder	25	50	100	75	33	25	Pidgey	25	45	90	67	29	22
Kabuto	25	50	100	75	33	25	Machop	25	45	90	67	29	22
Pidgey	28	50	100	75	33	25	Spearow	26	45	90	67	29	22
Machop	28	50	100	75	33	25	Rattata	28	45	90	67	29	22
Sandshrew	30	50	100	75	33	25	Jigglypuff	28	45	90	67	29	22
Geodude	30	50	100	75	33	25	Krabby	28	45	90	67	29	22

Sandshrew	26	44	88	66	29	22
Geodude	26	44	88	66	29	22
Caterpie	30	44	88	66	29	22
Weedle	30	44	88	66	29	22
Magikarp	30	44	88	66	29	22
Spearow	25	43	86	64	28	21
Sandshrew	25	43	86	64	28	21
Geodude	25	43	86	64	28	21
Rattata	27	43	86	64	28	21
Jigglypuff	27	43	86	64	28	21
Krabby	27	43	86	64	28	21
Caterpie	29	43	86	64	28	21
Weedle	29	43	86	64	28	21
Magikarp	29	43	86	64	28	21
Rattata	26	42	84	63	27	21
Jigglypuff	26	42	84	63	27	21
Krabby	26	42	84	63	27	21
Caterpie	28	42	84	63	27	21
Weedle	28	42	84	63	27	21
Magikarp	28	42	84	63	27	21
Rattata	25	40	80	60	26	20
Jigglypuff	25	40	80	60	26	20
Krabby	25	40	80	60	26	20
Caterpie	27	40	80	60	26	20
Weedle	27	40	80	60	26	20
Magikarp	27	40	80	60	26	20
Caterpie	26	39	78	58	25	19
Weedle	26	39	78	58	25	19
Magikarp	26	39	78	58	25	19
Caterpie	25	38	76	57	25	19
Weedle	25	38	76	57	25	19
Magikarp	25	38	76	57	25	19

Pokemon Data: Movepools

Below is a listing of every Pokemon's movepool, followed by which Pokemon can learn a few useful or unique moves as a quick reference. Numbers in parenthesis are required levels that are higher than L25.

Bulbasaur - Bide, Body Slam, Cut, Double Team, Double-Edge, Growl, Leech Seed, Mega Drain, Mimic, Poisonpowder, Rage, Razor Leaf (27), Reflect, Rest, Solarbeam, Substitute, Swords Dance, Tackle, Take Down, Toxic, Vine Whip

Charmander - Bide, Body Slam, Counter, Cut, Dig, Double Team, Double-Edge, Dragon Rage, Ember, Fire Blast, Growl, Leer, Mega Kick, Mega Punch, Mimic, Rage, Reflect, Rest, Scratch, Seismic Toss, Skull Bash, Slash (30), Strength, Submission, Substitute, Swift, Swords Dance, Take Down, Toxic

Squirtle - Bide, Bite, Blizzard, Body Slam, Bubble, Bubblebeam, Counter, Dig, Double Team, Double-Edge, Ice Beam, Mega Kick, Mega Punch, Mimic, Rage, Reflect, Rest, Seismic Toss, Skull Bash, Strength, Submission, Substitute, Surf, Tackle, Tail Whip, Take Down, Toxic, Water Gun, Withdraw (28)

Caterpie - String Shot, Tackle

Weedle - Poison Sting, String Shot

Pidgey - Bide, Double Team, Double-Edge, Fly, Gust, Mimic, Quick Attack, Rage, Razor Wind, Reflect, Rest, Sand-Attack, Sky Attack, Substitute, Swift, Take Down, Toxic, Whirlwind, Wing Attack (28)

Rattata - Bide, Blizzard, Body Slam, Bubblebeam, Dig, Double Team, Double-Edge, Focus Energy, Hyper Fang, Mimic, Quick Attack, Rage, Rest, Skull Bash, Substitute, Swift, Tackle, Tail Whip, Take Down, Thunder, Thunderbolt, Toxic, Water Gun

Spearow - Bide, Double Team, Double-Edge, Drill Peck (29), Fly, Fury Attack, Growl, Leer, Mimic, Mirror Move, Peck, Rage, Razor Wind, Rest, Sky Attack, Substitute, Swift, Take Down, Toxic, Whirlwind

Ekans - Bide, Bite, Body Slam, Dig, Double Team, Double-Edge, Earthquake, Fissure, Glare, Leer, Mega Drain, Mimic, Poison Sting, Rage, Rest, Rock Slide, Skull Bash, Strength, Substitute, Take Down, Toxic, Wrap

Pikachu - Bide, Body Slam, Double Team, Double-Edge, Flash, Growl, Mega Kick, Mega Punch, Mimic, Pay Day, Quick Attack, Rage, Reflect, Rest, Seismic Toss, Skull Bash, Slam, Submission, Substitute, Surf, Swift, Tail Whip, Take Down, Thunder, Thunder Wave, Thunderbolt, Thundershock, Toxic

Sandshrew - Bide, Body Slam, Cut, Dig, Double Team, Double-Edge, Earthquake, Fissure, Mimic, Poison Sting, Rage, Rest, Rock Slide, Sand-Attack, Scratch, Seismic Toss, Skull Bash, Slash, Strength, Submission, Substitute, Swift, Swords Dance, Take Down, Toxic

NidoranF - Bide, Bite (29), Blizzard, Body Slam, Double Kick, Double Team, Double-Edge, Growl, Mimic, Poison Sting, Rage, Reflect, Rest, Scratch, Skull Bash, Substitute, Tackle, Tail Whip, Take Down, Thunder, Thunderbolt, Toxic

NidoranM - Bide, Blizzard, Body Slam, Double Kick, Double Team, Double-Edge, Focus Energy, Fury Attack (29), Horn Attack, Horn Drill, Leer, Mimic, Poison Sting, Rage, Reflect, Rest, Skull Bash, Substitute, Tackle, Take Down, Thunder, Thunderbolt, Toxic

Clefairy - Bide, Blizzard, Body Slam, Bubblebeam, Counter, Double Team, Double-Edge, Doubleslap, Fire Blast, Flash, Growl, Ice Beam, Mega Kick, Mega Punch, Metronome, Mimic, Minimize, Pound, Psychic, Psywave, Rage, Reflect, Rest, Seismic Toss, Sing, Skull Bash, Solarbeam, Strength, Submission, Substitute, Take Down, Teleport, Thunder, Thunder Wave, Thunderbolt, Toxic, Tri Attack, Water Gun

Vulpix - Bide, Body Slam, Confuse Ray (28), Dig, Double Team, Double-Edge, Ember, Fire Blast, Mimic, Quick Attack, Rage, Reflect, Rest, Roar, Skull Bash, Substitute, Swift, Tail Whip, Take Down, Toxic

Jigglypuff - Bide, Blizzard, Body Slam, Bubblebeam, Counter, Defense Curl, Disable, Double Team, Double-Edge, Doubleslap, Fire Blast, Flash, Ice Beam, Mega Kick, Mega Punch, Mimic, Pound, Psychic, Psywave, Rage, Reflect, Rest, Seismic Toss, Sing, Skull Bash, Solarbeam, Strength, Submission, Substitute, Take Down, Teleport, Thunder, Thunder Wave, Thunderbolt, Toxic, Tri Attack, Water Gun

Zubat - Bide, Bite, Confuse Ray, Double Team, Double-Edge, Leech Life, Mega Drain, Mimic, Rage, Razor Wind, Rest, Substitute, Supersonic, Swift, Take Down, Toxic, Whirlwind, Wing Attack (28)

Oddish - Absorb, Acid, Bide, Cut, Double Team, Double-Edge, Mega Drain, Mimic, Poisonpowder, Rage, Reflect, Rest, Sleep Powder, Solarbeam, Stun Spore, Substitute, Swords Dance, Take Down, Toxic

Paras - Bide, Body Slam, Cut, Dig, Double Team, Double-Edge, Leech Life, Mega Drain, Mimic, Rage, Reflect, Rest, Scratch, Skull Bash, Solarbeam, Spore (27), Stun Spore, Substitute, Swords Dance, Take Down, Toxic

Diglett - Bide, Body Slam, Cut, Dig, Double Team, Double-Edge, Earthquake, Fissure, Growl, Mimic, Rage, Rest, Rock Slide, Sand-Attack, Scratch, Substitute, Take Down, Toxic

Meowth - Bide, Bite, Body Slam, Bubblebeam, Double Team, Double-Edge, Growl, Mimic, Pay Day, Rage, Rest, Scratch, Screech, Skull Bash, Substitute, Swift, Take Down, Thunder, Thunderbolt, Toxic, Water Gun

Psyduck - Amnesia, Bide, Blizzard, Body Slam, Bubblebeam, Counter, Dig, Double Team, Double-Edge, Ice Beam, Mega Kick, Mega Punch, Mimic, Pay Day, Rage, Rest, Scratch, Seismic Toss, Skull Bash, Strength, Submission, Substitute, Surf, Swift, Tail Whip, Take Down, Toxic, Water Gun

Growlithe - Bide, Bite, Body Slam, Dig, Double Team, Double-Edge, Dragon Rage, Ember, Fire Blast, Leer, Mimic, Rage, Reflect, Rest, Roar, Skull Bash, Substitute, Swift, Take Down, Toxic

Poliwag - Bide, Blizzard, Body Slam, Bubble, Bubblebeam, Double Team, Double-Edge, Doubleslap, Hypnosis, Ice Beam, Mimic, Psychic, Psywave, Rage, Rest, Skull Bash, Substitute, Surf, Take Down, Toxic, Water Gun

Abra - Bide, Body Slam, Counter, Double Team, Double-Edge, Flash, Mega Kick, Mega Punch, Metronome, Mimic, Psychic, Psywave, Rage, Reflect, Rest, Seismic Toss, Skull Bash, Submission, Substitute, Take Down, Teleport, Thunder Wave, Toxic, Tri Attack

Machop - Bide, Body Slam, Counter, Dig, Double Team, Double-Edge, Earthquake, Fire Blast, Fissure, Karate Chop, Leer, Low Kick, Mega Kick, Mega Punch, Metronome, Mimic, Rage, Rest, Rock Slide, Seismic Toss, Skull Bash, Strength, Submission, Substitute, Take Down, Toxic

Bellsprout - Acid (26), Bide, Cut, Double Team, Double-Edge, Growth, Mega Drain, Mimic, Poisonpowder, Rage, Reflect, Rest, Sleep Powder, Solarbeam, Stun Spore, Substitute, Swords Dance, Take Down, Toxic, Vine Whip, Wrap

Geodude - Bide, Body Slam, Counter, Defense Curl, Dig, Double Team, Double-Edge, Earthquake, Explosion, Fire Blast, Fissure, Harden (26), Mega Punch, Metronome, Mimic, Rage, Rest, Rock Slide, Rock Throw, Seismic Toss, Selfdestruct, Strength, Submission, Substitute, Tackle, Take Down, Toxic

Magnemite - Bide, Double Team, Double-Edge, Flash, Mimic, Rage, Reflect, Rest, Sonicboom, Substitute, Supersonic (29), Swift, Tackle, Take Down, Teleport, Thunder, Thunder Wave, Thunderbolt, Thundershock, Toxic

Farfetch'd - Bide, Body Slam, Cut, Double Team, Double-Edge, Fly, Fury Attack, Leer, Mimic, Peck, Rage, Razor Wind, Reflect, Rest, Sand-Attack, Skull Bash, Substitute, Swift, Swords Dance, Take Down, Toxic, Whirlwind

Shellder - Aurora Beam (30), Bide, Blizzard, Bubblebeam, Clamp, Double Team, Double-Edge, Explosion, Ice Beam, Mimic, Rage, Reflect, Rest, Selfdestruct, Substitute, Supersonic, Surf, Swift, Tackle, Take Down, Teleport, Toxic, Tri Attack, Water Gun, Withdraw

Gastly - Bide, Confuse Ray, Double Team, Dream Eater, Explosion, Hypnosis (27), Lick, Mega Drain, Mimic, Night Shade, Psychic, Psywave, Rage, Rest, Selfdestruct, Substitute, Thunder, Thunderbolt, Toxic

Krabby - Bide, Blizzard, Body Slam, Bubble, Bubblebeam, Cut, Double Team, Double-Edge, Guillotine, Ice Beam, Leer, Mimic, Rage, Rest, Stomp (30), Strength, Substitute, Surf, Swords Dance, Take Down, Toxic, ViceGrip, Water Gun

Voltorb - Bide, Double Team, Explosion, Flash, Light Screen (29), Mimic, Rage, Reflect, Rest, Screech, Selfdestruct, Sonicboom, Substitute, Swift, Tackle, Take Down, Teleport, Thunder, Thunder Wave, Thunderbolt, Toxic

Exeggcute - Barrage, Bide, Double Team, Double-Edge, Egg Bomb, Explosion, Hypnosis, Leech Seed (28), Mimic, Psychic, Psywave, Rage, Reflect, Rest, Selfdestruct, Substitute, Take Down, Teleport, Toxic

Cubone - Bide, Blizzard, Body Slam, Bone Club, Bubblebeam, Counter, Dig, Double Team, Double-Edge, Earthquake, Fire Blast, Fissure, Growl, Headbutt, Ice Beam, Leer, Mega Kick, Mega Punch, Mimic, Rage, Rest, Seismic Toss, Skull Bash, Strength, Submission, Substitute, Tail Whip, Take Down, Toxic, Water Gun

Koffing - Bide, Double Team, Explosion, Fire Blast, Mimic, Rage, Rest, Selfdestruct, Smog, Substitute, Tackle, Thunder, Thunderbolt, Toxic

Horsea - Bide, Blizzard, Bubble, Bubblebeam, Double Team, Double-Edge, Ice Beam, Leer, Mimic, Rage, Rest, Skull Bash, Smokescreen, Substitute, Surf, Swift, Take Down, Toxic, Water Gun

Goldeen - Bide, Blizzard, Bubblebeam, Double Team, Double-Edge, Fury Attack (30), Horn Attack, Horn Drill, Ice Beam, Mimic, Peck, Rage, Rest, Skull Bash, Substitute, Supersonic, Surf, Swift, Tail Whip, Take Down, Toxic, Water Gun

Magikarp - Splash, Tackle

Ditto - Transform

Eevee - Bide, Bite (30), Body Slam, Double Team, Double-Edge, Growl, Mimic, Quick Attack, Rage, Reflect, Rest, Sand-Attack, Skull Bash, Substitute, Swift, Tackle, Tail Whip, Take Down, Toxic

Omanyte - Bide, Blizzard, Body Slam, Bubblebeam, Double Team, Double-Edge, Ice Beam, Mimic, Rage, Reflect, Rest, Substitute, Surf, Take Down, Toxic, Water Gun, Withdraw

Kabuto - Bide, Blizzard, Body Slam, Bubblebeam, Double Team, Double-Edge, Harden, Ice Beam, Mimic, Rage, Reflect, Rest, Scratch, Substitute, Surf, Take Down, Toxic, Water Gun

Dratini - Agility, Bide, Blizzard, Body Slam, Bubblebeam, Double Team, Double-Edge, Dragon Rage, Fire Blast, Ice Beam, Leer, Mimic, Rage, Reflect, Rest, Skull Bash, Slam (30), Substitute, Surf, Swift, Take Down, Thunder, Thunder Wave, Thunderbolt, Toxic, Water Gun, Wrap

Pokemon Data: Reference Moves

Sleep

Spore - Paras (27)

Sleep Powder - Oddish, Bellsprout

Hypnosis - Poliwag, Gastly (27), Exeggcute

Sing - Clefairy, Jigglypuff

Paralysis

Thunder Wave - Pikachu, Clefairy, Jigglypuff, Abra, Magnemite, Voltorb, Dratini

Stun Spore - Oddish, Paras, Bellsprout,

Glare - Ekans

Confusion

Confuse Ray - Vulpix (28), Zubat, Gastly

Supersonic - Zubat, Magnemite (29), Shellder, Goldeen

Set Damage

Dragon Rage - Charmander, Growlithe, Dratini

Seismic Toss - Charmander, Squirtle, Pikachu, Sandshrew, Clefairy, Jigglypuff, Psyduck, Abra, Machop, Geodude, Cubone

Night Shade - Gastly

Sonicboom - Magnemite, Voltorb

Self-KO

Explosion - Geodude, Shellder, Gastly, Voltorb, Exeggcute, Koffing

Selfdestruct - Geodude, Shellder, Gastly, Voltorb, Exeggcute, Koffing

Wrapping

Wrap - Ekans, Bellsprout, Dratini

Clamp - Shellder

High CH

Razor Leaf - Bulbasaur (27)

Slash - Charmander (30), Sandshrew

Karate Chop - Machop

Lower Accuracy

Sand-Attack - Pidgey, Sandshrew, Diglett, Farfetch'd, Eevee

Smokescreen - Horsea

Flash - Pikachu, Clefairy, Jigglypuff, Abra, Magnemite, Voltorb

Other

Reflect - Bulbasaur, Charmander, Squirtle, Pidgey, Pikachu, NidoranF, NidoranM, Clefairy, Vulpix, Jigglypuff, Oddish, Paras, Growlithe, Abra, Bellsprout, Magnemite, Farfetch'd, Shellder, Voltorb, Exeggcute, Eevee, Omanyte, Kabuto, Dratini

Light Screen - Voltorb (29)

Focus Energy - Rattata, NidoranM

Counter - Charmander, Squirtle, Clefairy, Jigglypuff, Psyduck, Abra, Machop, Geodude, Cubone

Mirror Move - Spearow

Quick Attack - Pidgey, Rattata, Pikachu, Vulpix, Eevee

Agility - Dratini

Growth - Bellsprout

Amnesia - Psyduck

Swords Dance - Bulbasaur, Charmander, Sandshrew, Oddish, Paras, Bellsprout, Farfetch'd, Krabby

Pokemon Analysis

This section of the guide analyzes all 45 Pokemon in Petit Cup to determine which ones are viable and which ones can be ignored for deeper analysis and match-ups later. Initially, it's reasonable to assume that fast and powerful Pokemon will be great choices such as Abra, Clefairy, Diglett, Growlithe, Poliwag, Dratini, and others. For a different Pokemon to be considered beneficial, it must have relatively good match-ups against many of these or otherwise it would lose frequently.

Analysis will cover some of the good moves in the Pokemon's movepool, some damage ranges for both attacking and defending, and other general information and strategy that is important. Damage ranges are not necessarily common situations or common Pokemon, but are used to present a baseline with how strong and tough a Pokemon is.

The purpose of this analysis is determining what Pokemon are the most viable. Pokemon that are terrible, outclassed, or merely decent won't be explored further if they have no meaningfulness to the metagame. The purpose is not to optimize every individual Pokemon.

As a metagame is developed however, it's possible that through the chains of Pokemon countering each other that a generally deemed unviable Pokemon could fill an important niche, and could in turn become viable at a deep enough level. This is most likely not the case as being generally effective is more valuable, but it's impossible to truly and objectively answer.

Bulbasaur

Bulbasaur is notably the only Pokemon with Razor Leaf, giving it close to a 95% chance to get a Critical Hit, and with accuracy factored in, just slightly under a 90% chance to be a Critical Hit per use. If Bulbasaur is L25 or L26, Mega Drain is the next best option for Grass moves, but is a massive difference in power and is blocked by Substitute, making it not worth using.

At L27, Bulbasaur's Razor Leaf is capable of OHKOing many Pokemon weak to it including L30 Diglett, L30 Geodude, L30 Omanyte, a 97.4% chance vs L28 Sandshrew, L27 Poliwag, L27 Shellder, L25 Squirtle, and L25 Psyduck. For Pokemon neutral to it, Razor Leaf can 2HKO L27 Meowth, L26 Pikachu, L25 Machop, and L25 Voltorb.

Bulbasaur can also attack somewhat decently on the physical side for Pokemon that have high Special or are resistant to Razor Leaf, such as Abra. At L27, Bulbasaur's Body Slam x2 and then Double-Edge has about an 81.1% chance to 3HKO L30 Abra. In many cases however, Razor Leaf still outpowers Body Slam. Swords Dance can help boost the power, but because Bulbasaur has bad defensive typing, there aren't many opportunities to use it unless you anticipate a Pokemon switching out.

Body Slam can benefit with Paralyzing opponents and it could be a Critical Hit anyway, so it is generally better to just attack.

Defensively, Bulbasaur is weak to all of Psychic, Fire, and Ice, while not having great resistances either except for Electric and Water. L27 Bulbasaur is OHKO'd by L28 Abra's Psychic, and L30 Growlithe's Fire Blast. L27 Bulbasaur is also 2HKO'd by L25 Farfetch'd's Fly, L25 Exeggcute's Psychic, L25 Omanyte's Blizzard, L28 Poliwhag's Blizzard, L25 Clefairy's Blizzard, a 97.4% chance vs L30 Diglett's Earthquake, and 97.4% chance vs L25 Dratini's Blizzard.

Bulbasaur is mostly dependent on using Razor Leaf, and it works very well against anything weak to it, but Bulbasaur struggles against anything else, especially Gastly who is immune to the other attacks. It's also a slow Pokemon, so it will usually be taking hits first. L27 being a requirement is a bit costly as it means your team can't have a L30 unless you want it to be Bulbasaur. Bulbasaur attempting to be a counter Pokemon doesn't work amazingly well since Water Pokemon have Ice attacks, Ground Pokemon do neutral damage, and many are faster than Bulbasaur.

Overall, Bulbasaur seems to be a good Pokemon as a counter to many others, but otherwise pretty bad. However, being the best at countering them may be important, so Bulbasaur will be analyzed further in the match-ups section.

Charmander

Charmander is one of the three Dragon Rage Pokemon and also gets many other offensive moves such as Fire Blast, Body Slam, Dig, and Swords Dance. It can also use Counter and Reflect for counterplay against some Pokemon. Slash is also available, but requires Charmander to be L30, which may be difficult to justify. Slash is powerful with its consistency and can hit most Pokemon well, but even though it's stronger, that's essentially the role of Dragon Rage anyway and is an expensive way to use the 5 extra levels. When using Dragon Rage, Charmander's level is irrelevant and works the same at L25. Generally speaking, Dragon Rage does the most damage when against higher level opponents, and the other moves are for specific situations or covering remainder HP.

At L25, Charmander's Fire Blast can 2HKO L30 Exeggcute, and a 98.9% chance vs L27 Sandshrew, but because of its inaccuracy and Fire being a poor offensive type in Petit Cup, it's only needed to get the opponent down to 40 HP or below. Fire Blast is mostly for Exeggcute and high HP Pokemon. Body Slam works fine as a first turn move for a chance of Paralysis or a Critical Hit while covering the filler damage if a Pokemon barely survives Dragon Rage x2. Submission is somewhat inaccurate and causes recoil damage, while also generally doing less

damage than Dragon Rage. L25 Clefairy for example is hit for 35-42 damage.

Against higher level Pokemon, Dragon Rage tends to be the best choice as the other moves get progressively weaker per opponent's level. Offensively, Charmander is very linear, but the primary option is powerful. Swords Dance is available, but Charmander doesn't have great defensive stats or defensive typing, so it doesn't work well, especially when you can just use that turn for an additional Dragon Rage.

Defensively, L25 Charmander is OHKO'd by L25 Omanyte's Surf, L30 Machop's Earthquake, and a 94.9% chance vs L27 Diglett's Earthquake. It is also 2HKO'd by L25 Pikachu's Surf, L25 Poliwhg's Surf, L25 Abra's Psychic, and a 98.9% chance L30 Clefairy's Body Slam. Charmander requires L27 to be above 80 HP to avoid 2HKOs from other Dragon Rages, and despite being the fastest user of the move, L25 Growlithe and L26 Dratini both win in Dragon Rage trades due to their higher HP.

Overall, Charmander is essentially a worse Growlithe, except it has a little extra Speed that doesn't put it above many useful match-ups at L25. While a player could simply use both, it's fairly redundant and creates a huge weakness in your team by having two of the same type. For doubling up with Dragon Rage, Growlithe can pair with Dratini instead. Charmander itself is not bad, but it is outclassed and doesn't need to be used. However, there is a small possible caveat where at L27 and having over 80 HP, Charmander does beat even L30 Growlithe, so if it can fulfill the role of a Fire-type Dragon Rage Pokemon equally as effective as Growlithe, then Charmander would also gain the advantage of winning the match-up. At L28 in particular, Body Slam and Dragon Rage x2 is a guaranteed 3HKO. However, the cost of the levels for a Dragon Rage user may be wasted. This will need to be kept in mind in the case that Growlithe would be given extra levels and could instead be Charmander, but it's most likely that Charmander is simply unviable.

Squirtle

Squirtle has a handful of good moves including Surf, Blizzard, Ice Beam, Body Slam, Dig, Seismic Toss, and Reflect. Among the many other Water Pokemon, Squirtle has decent defensive stats but is fairly slow.

Compared to Poliwhg, Squirtle has slightly higher defensive stats, including a bit higher Special. Compared to Psyduck, it is mostly outclassed. Compared to Shellder, Squirtle only has lower Attack and Defense, but the high Defense is what makes the role of being a defensive Water. Generally speaking, Squirtle is outclassed by the many other Water Pokemon.

The higher HP helps slightly when taking Thunderbolt as at L25, it can't be OHKO'd by L25 Voltorb while L25 Shellder and L25 Poliwhg may, but Horsea's higher Special results it in taking less damage within the 2HKO range, as well as any other Special attack in general. Squirtle's lower Special also means it deals less damage, and the lower Speed means less Critical Hits and always attacks second against L25 Growlithe, L25 Farfetch'd, L25 Psyduck, and many others as compared to L25 Horsea. Psyduck also has higher stats in everything and learns many of the same moves, only having less Defense than Squirtle.

The one niche of being an in-between Water Pokemon regarding Speed and defensiveness is that it is better in the role of battling both exploders and Dragon Ragers. At L26, Squirtle has over 80 HP and L27 is Speed tied with L25 Dratini. At L27, it can 2HKO both L30 Growlithe and 99.4% of the time vs L30 Dratini with Surf and Blizzard respectively, and of course lower levels too. L26 Squirtle is guaranteed to survive L25 Shellder's Explosion, which most other Water Pokemon, including Psyduck, cannot as a metric of Squirtle's physical survivability.

L30 Diglett's Earthquake is a 71.2% chance to 2HKO L26 Squirtle, while Surf cannot OHKO. L28 Squirtle's Surf becomes possible to OHKO L30 Diglett, while Earthquake becomes impossible to 2HKO however.

The other unique quality of Squirtle is having moves that aren't available to most Water Pokemon, including Body Slam, Dig, and Seismic Toss. Seismic Toss is very helpful against other Water Pokemon, and at L26 is a 3HKO against L27 Shellder, L27 Horsea, L27 Krabby, L25 Poliwhg, and L25 Omanyte, while none of them can do anything meaningful back. Even L27 Shellder's Explosion has only a 30.8% chance of OHKO.

Dig is a decent option when down to the last Pokemon on each side, or if the opponent doesn't have something better to switch to. L26 Squirtle's Dig can 2HKO L30 Gastly, L30 Pikachu, and a 96.1% chance vs L27 Voltorb. It likely won't win match-ups without a Critical Hit, but is a lot more damage than other Water Pokemon can deal.

Ultimately, Squirtle feels as if it needs to weave through specific circumstances to be considered the better option as a Water Pokemon compared to others. However, depending on the flow of real battles, these small niches may be very important. Despite being able to handle all of Dragon Ragers, Explosion, Waters, and Grounds, Squirtle likely cannot perform all of those roles in a single battle, and chip damage from other Pokemon may nullify this advantage. Regardless, L25 Squirtle is likely not viable, but L26 and higher will depend on match-ups and will be explored further.

Caterpie

As is expected, Caterpie offers nothing meaningful. There is no need to explore the mathematics and match-ups for it.

Weedle

Like Caterpie, Weedle has nothing to offer.

Pidgey

Pidgey has a handful of okay moves, including Quick Attack, Double-Edge, Fly, Sky Attack, Sand-Attack, and Reflect. It doesn't have anything particularly amazing, and its stats are also fairly below average.

The best Pidgey can offer is a heavy Double-Edge, followed by Quick Attack, allowing it to get extra damage before being KO'd. However, Pidgey lacks a lot of Attack to use this strategy effectively. Even at L30, Double-Edge and then Quick Attack cannot 2HKO L25 Voltorb, while also taking recoil damage and being 2HKO'd by Thunderbolt. While a Critical Hit would OHKO, relying on that to win a common match-up while 5 levels higher is not viable. The extra damage gained from Quick Attack is mostly irrelevant when a stronger user of Double-Edge could simply be used instead, of which Spearow and Farfetch'd both are. Farfetch'd also has higher stats in everything, so there are likely even very few niches where Pidgey would perform better.

Simply put, Pidgey is both outclassed by other Pokemon, and is not great in its supposed role as a Normal and Flying attack user anyway.

Rattata

Rattata has a good mix of moves, including Body Slam, Double-Edge, Quick Attack, Blizzard, Bubblebeam, Dig, and Thunderbolt. Rattata's stats are fairly average and has very low Special, but it does have good Speed and decent Attack.

Focus Energy raises its Critical Hit chance to 60.16%, which is pretty good but is not perfectly consistent and may not be worth the turn. Focus Energy could be a decent counter to Psyduck using Amnesia however. Rattata doesn't have great defensive stats and is 2HKO'd by many Pokemon. Ideally, it would be used as a follow-up to a weak opponent which is also Paralyzed. However, focusing on Quick Attack as a follow-up may be much better as Rattata is the strongest user of the move and can finish off many Pokemon, which also doesn't require Paralysis. That in itself can give another Pokemon an additional attacking turn to let Rattata follow-up with after.

At L25 against L25 Abra, Psychic cannot OHKO, while Body Slam followed by Quick Attack has a 49.2% chance to 2HKO, and Body Slam can 2HKO if the first one Paralyzes. Alternatively, Double-Edge followed by Quick

Attack is a 2HKO, but the recoil damage following Psychic can actually self-KO Rattata. However, Abra's Counter is an issue, and L30 Abra's Psychic is a guaranteed OHKO.

To analyze L25 Rattata's other moves, Blizzard 3HKOs L28 Exeggcute, 2HKOs L25 Dratini, and 3HKOs L26 Farfetch'd. It's slightly stronger against Diglett, but Body Slam is likely the better choice. For Thunderbolt, L25 Rattata has a 40.3% chance to 2HKO L25 Poliwag, a 58.8% chance to 2HKO L25 Shellder, which aren't great, but is still Rattata's best option. For Dig, L25 Rattata 2HKOs L30 Gastly, L30 Pikachu, and L26 Growlithe, but because of taking two turns, Body Slam is likely better except for Gastly. Finally, Bubblebeam on L25 Rattata 2HKOs L30 Geodude, but so does Blizzard 62.9% of the time.

Defensively, Rattata is 2HKO'd by Dragon Rage at L28 and below, L25 Rattata is 2HKO'd by L25 Diglett's Earthquake, L25 Voltorb's Thunderbolt, L25 Gastly's Thunderbolt, L29 Clefairy's Body Slam, and is OHKO'd by L30 Omanyte's Surf. This shows that Rattata is quite frail and functions more as a glass cannon.

Rattata's able to get decent damage in on most Pokemon, and Quick Attack has a lot of useful utility when Petit Cup is fast and aggressive. It likely has great synergy with many Pokemon, in particular, allowing you to lead a lower level Pokemon that is anticipated to lose to a higher level Pokemon, with Rattata finishing off the opponent after. There are some difficult match-ups however, so how well it can navigate around them will determine its viability on a team.

Spearow

Like Pidgey, Spearow is mostly outclassed by Farfetch'd. It does have slightly higher Speed, and at L30 it outspeeds some Pokemon which Farfetch'd doesn't, including L25 Pikachu, L25 Meowth, L25 Poliwag, L25 Abra, L25 Gastly, and others. The other notable difference is L29 Spearow has access to Drill Peck, which is the best Flying move. Functionally, this only helps against Bulbasaur, Exeggcute, and Gastly, and is weaker than Body Slam, but is also not affected by Counter. The cost of extra levels going solely for Drill Peck access is expensive, and likely not worth it.

L30 Spearow's Drill Peck 2HKOs L30 Abra, L30 Exeggcute, L30 Machop, has a 2.6% chance to OHKO vs L27 Bulbasaur, has a 99.7% chance to 2HKO L29 Gastly, and has an 85.1% chance to 2HKO L25 Growlithe. Double-Edge can also act as a nice finisher to avoid recoil damage, with Drill Peck x2 and Double-Edge 3HKOing L30 Farfetch'd. Double-Edge can also OHKO some Pokemon, such as an 89.7% chance vs L25 Diglett.

Despite this power, Spearow is slower than many Pokemon and its low defensive stats means it also gets KO'd quite quickly. L30 Spearow is 2HKO'd by L25 Voltorb's Thunderbolt, L30 Abra's Psychic, L30 Diglett's

Rock Slide, and has a 48.7% chance to be OHKO'd by L30 Gastly's Thunderbolt, all of which are faster too. Spearow is also walled out by any Rock Pokemon, and at L30 is still KO'd a turn faster by slower defensive Pokemon such as L25 Shellder, L25 Squirtle, and L25 Clefairy.

While Spearow can do some damage against many Pokemon, it has many losing match-ups and is outpowered. The necessity of L29 or L30 for Drill Peck is too costly for a Pokemon that still struggles against many L25s. A lower level Spearow without Drill Peck is also essentially a worse Farfetch'd. Spearow is unviable.

Ekans

Ekans has a nice collection of physical moves and some support moves including Earthquake, Rock Slide, Body Slam, Glare, and Wrap. Other than that, it has very average stats and bad typing, only resisting a few irrelevant types, while taking at least neutral damage to most attacking types.

Ekans can somewhat be compared to Dratini with the ability to both Paralyze and use Wrap. Glare misses 25% of the time, but is able to Paralyze Grounds. This advantage is not particularly useful however since Diglett has a good chance to OHKO except where Ekans is a much higher level, and the other Grounds are all slower already unless they are many levels higher than Ekans, in which case they can OHKO with Earthquake. Substitute also blocks Glare, which is easy to see coming.

As Ekans is slower than many Pokemon, attempting to follow up Glare with Wrap will generally lead to the opponent switching to a faster Pokemon, and with Ekans having below average defensive stats, many attacks will 2HKO or 3HKO Ekans. L25 Ekans is 2HKO'd by Dragon Rage, L25 Horsea's Surf, has a 79.2% chance vs L25 Voltorb's Thunderbolt, and OHKO'd by L25 Abra's Psychic for some examples. Even if Ekans survives and is fortunate to have hit both Glare and Wrap, the following move is more of them with their inaccuracy, or below average physical attacks. Ekans essentially doesn't accomplish much and is unreliable in doing so.

For some desperation with L30 Ekans using Wrap, it does outspeed many L25s, Earthquake OHKOs L26 Gastly, and Mega Drain 2HKOs L30 Geodude. Ekans would most likely need to be saved until the end of the battle, and being L30, your first two Pokemon would be L25s. The opponent seeing your team of 6 with L30 Ekans on it would also give away your strategy and they can simply save some faster Pokemon for near the end of the battle. Per hit, Wrap lasts an average of 3 turns without switching, and even L25 Abra would need to be hit 8-9 times by L30 Ekans using it. Wrap hitting 3 times in a row with its 85% accuracy is about a 61% chance to succeed. While more thorough calculations are possible to give more precise values and details to strategies, this

quick and simple demonstration shows than Ekans is not viable, and further exploration is unnecessary.

Pikachu

Pikachu has an excellent movepool, including Thunderbolt, Surf, Thunder Wave, Body Slam, and Seismic Toss. As well, it has some other niche moves including Quick Attack, Substitute, and Reflect. Pikachu also has above average stats, including one of the highest Speeds in Petit Cup, only slower than Voltorb and Diglett, while tied with Meowth, Poliwhag, and Abra.

With both Thunderbolt and Surf, Pikachu can fulfill the role of attacking Waters, while also attacking back against Grounds. L26 Pikachu will still be OHKO'd by any STAB Earthquake, but can at least hit back for good damage. L25 Pikachu's Surf 2HKOs L30 Diglett, L27 Sandshrew, and has an 82.1% chance to OHKO L30 Geodude. L25 Pikachu's Thunderbolt 2HKOs L30 Horsea, L30 Farfetch'd, L30 Poliwhag, and a 54.4% chance vs L30 Omanyte.

Pikachu is a bit frail, but being able to attack first generally nullifies that. For some defensive calculations, L25 Pikachu is 2HKO'd by L25 Abra's Psychic, L25 Farfetch'd Body Slam, and a 92.3% chance vs L25 Horsea's Surf. It does survive two hits from L25 Exeggcute's Psychic, L27 Gastly's Psychic, and L25 Clefairy's Body Slam however.

Essentially, Pikachu will KO and be KO'd quickly, but can generally take out an opponent first with its Speed, making it a good Pokemon. There are some fairly good counters however, such as Diglett, Exeggcute, Gastly, and Dragon Rage users, but Pikachu at least has Thunder Wave and Seismic Toss to help. Pikachu requires L27 before having over 80 HP, and depending on how the rest of the team is constructed and how those extra levels benefit in certain match-ups, it could be worthwhile.

Sandshrew

Compared to Diglett, Sandshrew is stronger, bulkier, and has better moves as well. The one thing lacking is Speed, and that alone can lead to Diglett being a better option since while it may not hit as hard, it will generally get more hits. That said, Sandshrew's extra power is worth exploring.

Sandshrew has many great physical moves including Earthquake, Rock Slide, Body Slam, Slash, Swords Dance, and Seismic Toss. Slash has about a 91% chance to be a Critical Hit, which is slightly risky to use, and is weaker than Earthquake, so it's mostly for Exeggcute, although you may want to use Body Slam or Seismic Toss anyway. Swords Dance makes Sandshrew very powerful, but it can be difficult to find times to safely use it as most Pokemon can hit Sandshrew for at least decent damage and generally are faster.

L25 Sandshrew's Earthquake OHKOs L28 Pikachu, L25 Voltorb, has an 87.2% chance vs L30 Gastly, and has an 87.2% chance vs L25 Growlithe. It 2HKOs L25 Dratini, L30 Abra, L30 Omanyte, and L30 Diglett. All of these are more favorable than Diglett, but because Sandshrew is attacking second, the opponent is still getting in the same number of hits against you, while having the chance for a Critical Hit before you get a chance for a Critical Hit.

When defending, L25 Sandshrew is OHKO'd by L25 Horsea's Surf, L30 Clefairy's Blizzard, and has a 17.9% chance vs L30 Abra's Psychic. It is also 2HKO'd by L25 Pikachu's Surf, L25 Growlithe's Fire Blast, L25 Clefairy's Ice Beam, L25 Dratini's Surf, and L29 Gastly's Psychic.

Overall, Sandshrew's viability will be dependent on match-ups, but its advantages over Diglett don't appear to make up for the huge difference in Speed.

NidoranF

NidoranF has very average stats, poor typing, and is not particularly fast. It comes with a great movepool, including Body Slam, Blizzard, Thunderbolt, and Double Kick, but there's not much power behind the moves.

L25 NidoranF is OHKO'd by L25 Abra's Psychic and L30 Diglett's Earthquake. Most of everything else gets close 2HKOs or 3HKOs, while also generally attacking first. Attacking back, L25 NidoranF's Blizzard 2HKOs L25 Farfetch'd, Thunderbolt with a 10.6% chance to 2HKO L25 Horsea, Body Slam 3HKOing L25 Abra, and Double Kick having a 91.2% chance to 3HKO L25 Clefairy, none of which are terribly impressive.

NidoranF doesn't have too many glaring issues, it's just subpar and doesn't excel in anything. It's not worth considering for a team.

NidoranM

Compared to NidoranF, NidoranM is a bit faster and has higher Attack, but otherwise has lower stats. The extra Speed lets L25 NidoranM tie L25 Dratini, L30 Clefairy, and L30 Omanyte, while outspeeding L26 Squirtle. While it helps, they are mostly match-ups NidoranM is still struggling with anyway. The strongest moves are also still Thunderbolt and Blizzard, while having the same Special as NidoranF, but takes hits harder and opens up more 2HKO potential the opponent can have. It may be a slight upgrade compared to NidoranF, but it's not significantly different and still quite bad.

Clefairy

Clefairy has a lot of going for it with good defensive stats, good typing, and a very wide mix of attacks. Some of its moves include Body Slam, Thunderbolt, Blizzard, Psychic, Double-Edge, Seismic Toss, Thunder Wave, Counter, Reflect, and Sing. The only major downside is

it's fairly slow, but Thunder Wave can help make up for that, although you need to be slightly cautious of Substitute.

At L25, Clefairy's Body Slam 2HKOs L26 Abra, L26 Diglett, and has a 99.1% chance at 3HKOing L25 Growlithe. Thunderbolt 2HKOs L25 Horsea, L25 Farfetch'd, and a 29.4% chance vs L25 Omanyte. Blizzard 2HKOs L25 Exeggcute, L30 Dratini, and a 66.7% chance to OHKO L25 Diglett. Psychic 3HKOs L28 Gastly. For the most part, nothing can safely fight Clefairy as everything is at risk of good damage and being Paralyzed. With the looming threat of Thunder Wave, if you predict your opponent and attack a Substitute, it can further open up KO possibilities, which in turn can give you more opportunity to use Thunder Wave as counterplay.

For defending at L25, L25 Abra's Psychic can't 2HKO, L25 Omanyte's Surf can't 2HKO, L27 Diglett's Earthquake can't 2HKO, and L27 Growlithe's Fire Blast can't 2HKO. Even L30 Gastly's Explosion has only a 41% chance to OHKO, and L30 Machop's Submission has a 92.3% chance to OHKO. Only the most powerful attacks can quickly take down Clefairy. Clefairy also is immune to Body Slam Paralyzing, and could use Counter against some of the strong Normal attacks Pokemon can use.

At L30, Clefairy's power and defensiveness only further increase, making it a great choice at either level extreme. The extra Speed compared to L25 lets it tie L25 Dratini, and L30 Omanyte, while outspeeding L25 Sandshrew, L25 Shellder, L25 Exeggcute, and others.

Clefairy is not capable of sweeping entire teams, but can consistently succeed against almost any individual Pokemon, while also filling in various roles to fit whatever you need. It's one of the best Pokemon in Petit Cup, worth considering for being L30, and knowing its matchups will be important to optimize.

Vulpix

Compared to Growlithe, Vulpix has higher Speed and Special, but lower in the other stats. While it does have Quick Attack and also Confuse Ray at L28, it lacks Dragon Rage in comparison, and the role of being a Fire type is not great as it's only super effective against Exeggcute and Bulbasaur for the most part.

With Fire Blast, Vulpix can somewhat function as a generic Special attacker. If Vulpix is a bit of a higher level than Exeggcute, it can get guaranteed OHKOs, or still have a chance to. It can hit other Pokemon if they have low Special, but at L28, Fire Blast can't even 2HKO L30 Farfetch'd. The other issue is that Vulpix is very linear and doesn't have much power to use other moves besides Fire Blast, which also has a bit of a chance to miss.

The other issue is that many Pokemon can be fairly safe switching into Vulpix using Fire Blast, including Waters, Abra, Gastly, Dratini, and Growlithe.

Confuse Ray is gimmicky and not consistent. It can be dealt with by the opponent simply switching, or even using Substitute if they are faster. The cost of at least 3 extra levels is also better used for something that enhances damage instead of relying on luck. At L28, L30 Abra's Psychic 2HKOs and L30 Diglett's Earthquake OHKOs, so it doesn't help against fast Pokemon that hit it hard.

Vulpix isn't terrible, but it's outclassed by Growlithe and doesn't have an effective role against other Pokemon, losing most match-ups.

Jigglypuff

Compared to Clefairy, Jigglypuff has the same Attack, a fair bit higher HP, lower other stats, and mostly the same moves. The HP makes Jigglypuff better against Dragon Rage Pokemon and can also hit back harder with Counter. However, the large decrease in Special makes its main moves much weaker, and ends up taking hits harder as a percentage, despite the HP.

While Jigglypuff is fairly outclassed, it could be the case that the role Clefairy fills is significant enough that having another similar Pokemon can be beneficial, especially with the wide range of moves to select.

This ends up not being the case though as Clefairy can win many match-ups, while Jigglypuff is losing many of them, while also having less Speed to help with a lucky Critical Hit. At L25, Thunderbolt is a 4HKO against L27 Omanyte, while its Surf is a 2HKO. At L25, Blizzard 3HKOs L25 Exeggcute, while its Psychic also 3HKOs. L25 Abra's Psychic has a 98.9% chance to 2HKO L25 Jigglypuff, whereas against L25 Clefairy, it has no chance to. In some match-ups where both Pokemon take the same number of turns to KO, Jigglypuff can reverse this with Thunder Wave at least, but being so slow, anything can block it with Substitute.

Clefairy is excellent because it can take on just about anything, and while Jigglypuff functions similarly, it loses all of that role and struggles against the good Pokemon that Clefairy does not. Having two of the same role could be fine, but Jigglypuff cannot perform in that role, and is most likely not needed to be used.

Zubat

Zubat has awful typing, not much for moves at all, and below average stats at best. It's a fair bit fast and can use Confuse Ray, but even in the turns the opponent is hitting itself, Zubat isn't following up with much damage. Having weaknesses to all of Psychic, Electric, Ice,

and Rock gives it losing match-ups against most Pokemon. Zubat is terrible.

Oddish

Oddish is one of the few Pokemon with a decent Sleep move, but otherwise doesn't have much going for it. Compared to Bulbasaur, Oddish has a bit higher Special and Defense, but is a lot slower and doesn't have Razor Leaf. In general, Oddish has a lot of losing match-ups with all of its weaknesses and lack of ability to do much damage back.

L25 Oddish's Mega Drain 2HKOs L26 Diglett, L30 Omanyte, has a 96.1% chance vs L25 Sandshrew, and has an 83.7% chance vs L25 Poliwag, so it can still at least hit Pokemon weak to Grass. However, Substitute blocks Mega Drain and Oddish has no other good attacking moves.

Defensively, Dragon Rage 2HKOs L25 Oddish, L28 Abra's Psychic OHKOs, L25 Dratini's Blizzard 2HKOs, and L25 Poliwag's Blizzard has a 94.4% chance to 2HKO. When Mega Drain isn't super effective, Oddish does very little damage, with usually 7HKOing L25 Abra, and Double-Edge having a 47.1% chance to 2HKO. Double-Edge can at least be used to break Substitutes on some Pokemon, but ones that aren't frail can actually take the hit such as L28 Farfetch'd, L28 Clefairy, and any Rock or Gastly.

Oddish will almost always be struck first, or even blocked by a Substitute, before being able to use Sleep Powder or Stun Spore. Sleep Powder has a 25% chance to do nothing, a 25% chance to break even in terms of turns, and then a 50% chance to actually provide an advantage. When the opponent is Sleeping, Oddish generally can't do much damage, so it doesn't end up acting like a KO. In the case you switch out, you'll ideally need the opponent to not also switch and to continue Sleeping, which in that case is advantageous. However, even if the best case, Oddish is at best supporting KOing a Pokemon, at the cost of itself being one Pokemon, trading with the opponent. If you're fortunate, you could get multiple opponents put to Sleep by KOing them, but that will involve lots of luck with Sleep and lots of switching on your side. This is also all assuming Sleep Powder is even hitting and your team is setup to capitalize. The one incentive of the opponent not switching is avoiding the threat of Stun Spore, but that too must also be hitting.

Overall, Oddish requires lots of luck to be successful, and while there is potential to take down many Pokemon with some support, it's quite rare and involves the opponent predicting you incorrectly. Oddish as a lead is difficult because of the low Speed and bad typing, but using it later may result in putting a weak Pokemon to Sleep, or failing by using Sleep Powder on something already Paralyzed. Saving

Oddish for the end of a battle also doesn't quite work since it struggles with KOing most Pokemon. Oddish is bad.

Paras

Like Oddish, Paras doesn't have much going for it besides Sleep, but at least it can use Spore, although it's at the cost of 2 extra levels. Paras has bad typing, worse defensive stats than Oddish, and is one of the slowest Pokemon. Similarly, Substitute stops a lot of what Paras can do, although at least with higher Attack and Body Slam, Paras can break most Substitutes.

For defending at L27, L25 Poliwhag's Blizzard 2HKOs, L25 Clefairy's Blizzard 2HKOs, L30 Diglett's Rock Slide 2HKOs, and L25 Abra's Psychic has an 88.8% chance to 2HKO. Mega Drain and even Leech Life can help somewhat with surviving, but the damage is fairly low. L27 Paras' Leech Life 3HKOs L25 Exeggcute, and Mega Drain 3HKOs L25 Poliwhag.

However, if the opponent does not create a Substitute fearing Body Slam, Spore at worst gives neither an advantage nor a disadvantage, and has a good chance on gaining at least one turn. Paras can follow this up with getting a decent hit in, or using Stun Spore on a potential switch. Like Oddish though, Paras doesn't function well as a lead due to having lots of bad match-ups, and being used later can be harder to use Spore correctly. Paras could potentially follow-up a Pokemon using Explosion, but the issue is that Gastly is safe from both. When selecting a team of 3, the opponent will also be aware of the potential threat of Paras and should be able to select their Pokemon accordingly to avoid any traps. If Paras correctly Body Slams every Substitute and Spores anything else, it can see a lot of success, but the gain from this high risk is occasionally zero turns, and the cost of making a mistake is Paras getting KO'd.

Paras seems like it could be excellent against more novice players who get chump-checked by a setup with Spore, but because most Pokemon having winning match-ups, a good player should be able to avoid them with the help of knowing when they want to switch in Paras, through the use of Substitute, and having the requirement of L27 possibly give away which team of 3 were selected for battle. Paras can't be completely written off as there could be difficult setups to counter, but it's likely that a player who has enough depth to recognize them, if they exist, could likely use different setups involving other Pokemon to a better advantage. Paras is seemingly unviable.

Diglett

Diglett is the second fastest Pokemon, only slower than Voltorb, which it heavily damages with Earthquake, and depending on the levels, could OHKO. Earthquake is generally the best physical move in Petit Cup that doesn't come with damaging yourself, and only does poorly against Farfetch'd and Exeggcute in terms of good Pokemon. Diglett is very

frail though and also gets hit hard back. In match-ups where Diglett KOs in the same number of terms however, the Speed and higher Critical Hit chance gives it a large advantage, and immunity to Thunder Wave can let it get another attack in against the follow-up by the opponent. It can be a good incentive with having Diglett be L30 to maximize the damage and outspeeding everything except L30 Voltorb.

At L30, Diglett's Earthquake OHKOs L30 Gastly, L27 Voltorb, L26 Growlithe, has an 89.7% chance vs L25 Abra, and also 2HKOs L30 Omanyte, has a 99.9% chance vs L25 Clefairy, has a 99.9% chance vs L30 Meowth, and has an 81.7% chance vs L30 Poliwhg. Rock Slide also 2HKOs L25 Farfetch'd. Diglett can't KO everything and does struggle with defensive Waters and Exeggcute, so leading with it is slightly risky.

However, L30 Diglett defending is OHKO'd by L27 Bulbasaur's Razor Leaf, L28 Voltorb's Explosion, has a 59% chance vs L30 Clefairy's Blizzard, has a 43.6% chance vs L25 Horsea's Surf, and is 2HKO'd by Dragon Rage, L25 Abra's Psychic, and L25 Pikachu's Surf. L25 Rattata's Quick Attack also does 16-19 damage, which could chip out what's left of Diglett after KOing something.

Essentially, Diglett KOs quickly and is KO'd quickly, but it gets to go first and has one of the only good physical moves with Earthquake, making it an excellent Pokemon, and possibly a good choice to use extra levels on.

Meowth

As another Normal type, Meowth is less bulky than Clefairy and not as powerful as Rattata, but is one of the fastest Pokemon and hits most Pokemon hard with Body Slam. Meowth also has Bubblebeam and Thunderbolt to cover a few Pokemon, and Double-Edge as a finisher. Substitute can also work for many situations since Meowth is fast.

At L25, Meowth's Body Slam 2HKOs L26 Abra and L26 Diglett, Thunderbolt has a 10.6% chance to 2HKO L25 Horsea, and 2HKOs L26 Shellder, but will almost always 3HKO L25 Farfetch'd. Bubblebeam also is a bit shy of OHKOing L25 Geodude, and 3HKOs L25 Sandshrew.

When defending, L25 Meowth is 2HKO'd by L25 Abra's Psychic, L25 Diglett's Earthquake, and has a 40.3% chance vs L25 Voltorb's Thunderbolt.

Similar to other fast Pokemon, Meowth is quick to KO and be KO'd, but does win some useful match-ups and can occasionally get lucky with Body Slam Paralyzing. Comparing Meowth to Clefairy, the main setbacks are the lack of Thunder Wave, Blizzard, and to a lesser extent, Psychic. While Clefairy is slower, it can make up for it with Thunder Wave, and otherwise can take hits better and deals them better too. Detailed match-ups have to be analyzed to determine how good Meowth is, but it may be outclassed. However, it could be possible to viably

use Clefairy and Meowth simultaneously, or perhaps Meowth's particular match-ups it wins are more important.

Psyduck

Psyduck is unique with having Amnesia, and effectively being the only Pokemon that can both bulk up and power up in one turn. It has above average stats in everything and offers something different among Water Pokemon. It's not the fastest though, so it can be difficult to get Amnesia working effectively with both setting up and then actually using it. As a Water Pokemon, its role is generally to counter Growlithe, Diglett, Dratini, and others, but is not great at doing so while trying to also use Amnesia. You may need a second Water Pokemon alongside Psyduck to do the countering and treat Psyduck as having a separate role, but it does open up the possibility of Bulbasaur or an Electric sweeping your team. Alternatively, Psyduck can be played like normal and simply have the threat of Amnesia force the opponent to play in a certain way, perhaps even not having Amnesia at all.

Without Amnesia, L25 Psyduck's Surf OHKOs L25 Diglett and 2HKOs L30 Growlithe, while 3HKOing most other Pokemon. With Amnesia used, Blizzard can OHKO L28 Dratini, L26 Farfetch'd, and L25 Exeggcute. Surf can also then 3HKO L25 Horsea, has a 97.4% chance vs L29 Shellder, and has 44.7% vs L30 Poliwhg despite the resistance. L30 Psyduck's Dig OHKOs L25 Gastly.

When defending without Amnesia, L25 Psyduck is 2HKO'd by L25 Abra's Psychic, L25 Pikachu's Thunderbolt, L25 Clefairy's Thunderbolt, and L30 Diglett's Earthquake. L27 Bulbasaur's Razor Leaf also OHKOs. Once Amnesia is used, L25 Abra's Psychic 4HKOs, L25 Pikachu's Thunderbolt 3HKOs, and L25 Clefairy's Thunderbolt has a 0.1% chance to 3HKO. With a good setup and safe match-up, Psyduck could also make Rest work, especially at the end of a battle where the opponent has fewer options left.

Because of Psyduck's only average Speed, it can find it difficult to use Amnesia, and it generally still can't sweep out teams as it can't OHKO most Pokemon. Amnesia can somewhat function as just using Surf or Blizzard previously, except without a chance for Critical Hits, but the defensive boost is also helpful. Most Pokemon will be able to KO it before Psyduck begins getting dangerous and bulky, so Psyduck works best as a follow-up, and possibly the last Pokemon when the opponent has less options to counter Amnesia. It's also important to note that Psyduck getting Critical Hits after Amnesia are weaker than regular hits.

Psyduck's best opportunity to use Amnesia is to follow-up against a weak and ideally slow Pokemon that can't retaliate too hard or Paralyze it. Psyduck is also decent at setting up against other Water Pokemon and generally wins those match-ups. It could also be much

deadlier at L30 with having more Speed to setup and attack with, as well as more bulk, and even a bit of extra power with Seismic Toss.

Psyduck may not seem to be amazing, but it can be difficult for the opponent to prevent all possible opportunities for setting up, so Psyduck will have to be explored further in the match-ups section of this guide. Perhaps Amnesia doesn't get used often at all, but is merely a threat to prevent certain options by the opponent.

Growlithe

Growlithe has good stats in everything, including decent Speed, and is one of the few Pokemon that learns Dragon Rage. While Growlithe has some counters, especially Water Pokemon, Dragon Rage makes it dangerous to switch in. Growlithe can work well as both a lead and a follow-up as it forces the opponent to not switch without taking a risk. Growlithe also has other good moves for remainder damage and support including Body Slam, Fire Blast, Reflect, and Dig. Growlithe also works great as a L25 with maintaining its power and the extra levels going towards something else too.

At L25, Body Slam does 28-33 damage to L30 Abra which has over 80 HP, while being 2HKO'd by Psychic. Body Slam does 28-34 to L25 Diglett, while being outside of OHKO range to Earthquake, and Paralysis can be followed up with Dragon Rage for a 2HKO. Fire Blast does not OHKO L25 Exeggcute, and Body Slam may actually be better to use before Dragon Rage, while Exeggcute's Psychic is a 3HKO. L25 Poliwhag 2HKOs with Surf and is 2HKO'd by Dragon Rage.

The Pokemon that generally beat Growlithe are those that are faster and have a super effective move, but otherwise Growlithe tends to win most match-ups. While it won't sweep teams, it does good damage against the opponent's team without using any extra levels. Dragon Rage's effectiveness being based on opponent's HP instead of typing creates a second dimension in which a Pokemon can be viable. Some caution is needed to avoid the bad match-ups, but it's otherwise a good Pokemon.

Poliwhag

Poliwhag is one of the fastest Pokemon in Petit Cup, the fastest Sleeper, and is above average in power and defensiveness. It also has a good mix of moves including Surf, Blizzard, Body Slam, Psychic, and Hypnosis. Its Special is lower than many Water Pokemon, which can affect how well it does in certain match-ups in comparison.

At L25, Poliwhag's Surf has a 48.7% chance to OHKO L25 Diglett, 2HKOs L30 Sandshrew, L29 Growlithe, 3HKOs L25 Pikachu, and 4HKOs L25 Omanyte and L25 Clefairy. Blizzard 2HKOs L25 Farfetch'd, L27 Dratini, has an 88.6% chance vs L25 Exeggcute, and has a 33.2% chance to 2HKO L27

Bulbasaur. Psychic 3HKOs L25 Gastly, and has a 99.9% chance to 4HKO L25 Shellder. Body Slam 3HKOs L25 Abra.

For defending, L25 Poliwag is OHKO'd by L28 Voltorb's Thunderbolt, L27 Bulbasaur's Razor Leaf, 2.6% chance by L25 Gastly's Thunderbolt, 2HKO'd by L25 Clefairy's Thunderbolt, L25 Abra's Psychic, L25 Meowth's Thunderbolt, and a 63.9% chance vs L25 Diglett's Earthquake.

Overall, Poliwag is a glass cannon and tends to trade heavy damage with most match-ups, but does so through the form of Speed instead of power. It has quite a few match-ups where it takes an extra turn to get the KO. Poliwag also needs to be at least L27 to have over 80 HP, which makes it somewhat struggle in the Water role of KOing Growlithe and Dratini. The big wildcard is Hypnosis, where 40% of the time it gains at least one extra turn, and unlike other Sleepers, only a few Pokemon can block Poliwag with Substitute. Poliwag also has Speed to put the opponent back to Sleep, and has moves to cover any Pokemon that switches in. If Hypnosis misses however, Poliwag becomes a waste. Analyzing its match-ups and comparing to other Water options is important.

Abra

Abra is one of the fastest Pokemon, has the highest Special, and Psychic is only resisted by Exeggcute and another Abra. Abra also has various support moves including Thunder Wave, Seismic Toss, Counter, Reflect, and Substitute. This makes Abra very deadly and almost any Pokemon will be taking heavy damage. However, Abra also has the lowest Defense and nearly the lowest HP, making it very susceptible to physical moves. Dragon Rage also 2HKOs unless Abra is L30. Abra makes a good candidate for being L30 and heavily hitting the opponents, but could also be decent at L25 with some support moves.

At L30, Abra's Psychic OHKOs L26 Gastly, L28 Bulbasaur, L30 Machop, 2HKOs L30 Diglett, L30 Voltorb, L30 Poliwag, L30 Growlithe, L30 Dratini, L29 Farfetch'd, and L27 Clefairy. With a Special fall, it also 2HKOs L30 Clefairy. Seismic Toss can 3HKO L25 Exeggcute.

For defending, L30 Abra is OHKO'd by L25 Exeggcute's Explosion, 2HKO'd by L25 Diglett's Earthquake, has a 99.1% chance vs L28 Clefairy's Body Slam, has an 80.9% chance vs L25 Farfetch'd's Body Slam, and 3HKO'd by L30 Omanyte's Surf and has a 55.7% chance vs L30 Voltorb's Thunderbolt.

While Abra does have some harder match-ups, it is overall very dominant, especially at L30, making it an excellent Pokemon. Only a few Pokemon can effectively win against it.

Machop

Machop has very high Attack and many great physical moves to support it. It also has good defensive stats and is the only Fighting Pokemon in Petit Cup. However, it's one of the slowest Pokemon, not fantastic at taking Special attacks, and Submission is not a great move with its 80% accuracy and recoil damage.

At L25, Submission OHKO's L25 Rattata, 2HKOs L30 Clefairy, Earthquake has a 43.6% chance to OHKO L25 Gastly, has a 25.6% chance to OHKO L25 Pikachu, 2HKOs L26 Abra, has a 98.9% chance to 2HKO L25 Omanyte, and has a 97.4% chance to 2HKO L30 Growlithe. Rock Slide has a 91.5% chance to 2HKO L25 Farfetch'd. Body Slam has a 0.1% chance to 4HKO L25 Exeggcute.

For defending, L25 Machop is OHKO'd by L25 Abra's Psychic, 2HKO'd by L25 Omanyte's Surf, L27 Bulbasaur's Razor Leaf, L25 Gastly's Psychic, has a 97.7% chance vs L30 Diglett's Earthquake, and 3HKO'd by L25 Pikachu's Thunderbolt, and L25 Clefairy's Blizzard.

Machop overall can do decent damage and take decent hits, but the lack of resistance and Speed gives it mostly losing match-ups. Fighting is super effective against Normal, but that mostly just works against Clefairy and only if Submission is hitting. There are better counters for the Pokemon that Machop can beat and it is not a viable Pokemon.

Bellsprout

Compared to Oddish, Bellsprout is a bit faster, has higher Attack, and learns Wrap. While Bellsprout could use Sleep Powder, like the other Grass Pokemon, it doesn't fare well with the low Speed and having bad typing. It could instead use Stun Spore and follow with Wrap however, but like Ekans, there are many counters to it such as Substitute, switching to and from a Paralyzed Pokemon for incoming Stun Spore, high Defense Pokemon, and Gastly. Bellsprout is like a hybrid between Oddish and Ekans, but both of them are not good Pokemon, and the niche role doesn't change Bellsprout from being a bad Pokemon as well.

At L25, Bellsprout is OHKO'd by L28 Abra's Psychic, and 2HKO'd by L25 Growlithe's Fire Blast, L25 Gastly's Psychic, has a 71.2% chance vs L25 Poliwhag's Blizzard, L28 Farfetch'd's Body Slam, and L28 Diglett's Earthquake.

While Bellsprout is somewhat difficult to KO quickly, Substitute blocks a lot of what it can do, and random misses from Sleep Powder or Stun Spore immediately wastes the Pokemon. Bellsprout is bad.

Geodude

Geodude has very high physical stats, good HP, but very low Special and the worst Speed. Being a Rock type, it helps wall out more Pokemon than pure Grounds can such as Farfetch'd and Voltorb, and can switch

into Explosion. Geodude itself can also explode and its Explosion is the most powerful move in Petit Cup. The downside though is Geodude is easily KO'd by many Special attacks and has many Pokemon that completely counter it.

L25 Geodude's Explosion OHKOs L25 Farfetch'd, L30 Abra, has a 97.4% chance vs L25 Squirtle, has a 92.3% chance vs L25 Clefairy, and anything more frail. Earthquake OHKOs L30 Gastly, L25 Voltorb, L25 Growlithe, has a 20.5% chance vs L25 Abra, has a 2.6% chance vs L25 Diglett, 2HKOs L30 Omanyte, L26 Dratini, L27 Poliwag, and has a 19.9% chance vs L25 Clefairy. Rock Slide 2HKOs L30 Farfetch'd.

L25 Geodude is OHKO'd by L25 Dratini's Surf, L28 Clefairy's Blizzard, L28 Gastly's Mega Drain, has a 56.4% chance vs L30 Abra's Psychic, 2HKO'd by Dragon Rage, L25 Exeggcute's Psychic, and L25 Diglett's Earthquake.

For Geodude to succeed, it can be used to counter a few Pokemon, but otherwise needs the opponent to be Paralyzed in order to safely explode and avoid hitting a Substitute. Geodude is also somewhat predictable in when it's used in battle as Explosion can't be used if it's the last Pokemon which would waste its power, but Geodude is not a great lead. Explosion can be rewarding, but the challenge of navigating to use it is likely not as viable as simply using a better Pokemon. Still, the ability to take out almost anything even at L25 is powerful, and Geodude will need to be analyzed further.

Magnemite

Magnemite has one of the highest Specials, and also great Defense, but compared to other Electrics it's very slow and has pretty low HP. While Voltorb has Explosion and Pikachu has Surf and more, Magnemite doesn't have much outside of Thunderbolt. Voltorb and Pikachu are countered by Grounds, they can still attack back, which isn't the case for Magnemite. It also can't handle Dragon Rage well. However, Magnemite is stronger for other match-ups, but the other Electrics simply attacking first still results in the opponent often attacking the same number of turns, having a higher chance for Critical Hits, and being first to possibly get them. Speed is very important and Magnemite doesn't really make up for the lack of it.

At L25, Magnemite's Thunderbolt OHKOs L28 Poliwag, L28 Shellder, L25 Horsea, has an 82.1% chance vs L25 Farfetch'd, 2HKOs L25 Growlithe, and 3HKOs L28 Clefairy, and L27 Abra.

For defending, L25 Magnemite is OHKO'd by L29 Diglett's Earthquake, 2HKO'd by L28 Abra's Psychic, has a 5.1% chance vs L25 Omanyte's Surf, and 3HKO'd by L27 Bulbasaur's Razor Leaf, L25 Farfetch'd Body Slam, L28 Clefairy's Body Slam, and L28 Gastly's Psychic.

Thunder Wave helps a lot with making up for the low Speed, and the heavy Thunderbolts are good against most Pokemon, with the difference saving a turn compared to Pikachu and Voltorb. Thunder may also be a good choice for certain damage ranges, but relies on luck. Ultimately, Magnemite still needs to avoid Grounds, but also Grasses and Dratini, and is at least unique enough to be considered looking into more.

Farfetch'd

Farfetch'd has very good stats in everything and has STAB Body Slam and Double-Edge for heavy damage against most Pokemon. Swords Dance is a possibility in certain situations, but may be difficult to use since Farfetch'd gets hit hard by almost everything. Fly is a pretty bad Flying move, but it's helpful for Bulbasaur, Exeggcute, Gastly, and predicting Counter. Peck is weaker than Body Slam even against Pokemon weak to Flying, except for Paras. Farfetch'd is one of the few strong physical Pokemon, making it a good Pokemon against many Special Pokemon, while also being able to survive.

Against L30 Abra, L25 Farfetch'd is 2HKO'd by Psychic, and 2HKOs with Body Slam and Double-Edge. L25 Pikachu 2HKOs with Thunderbolt, and is 2HKO'd with Body Slam. L25 Poliwhg 2HKOs with Blizzard, and is 2HKO'd by Double-Edge without self-KOing. L30 Diglett 2HKOs with Rock Slide, and is 2HKO'd by Body Slam and Double-Edge. While all of these are generally losing match-ups due to Speed, Paralysis turns them into Farfetch'd's favor, and it's pretty good results for level differences and type disadvantages.

At L25, Fly 2HKOs L28 Bulbasaur, has a 54.4% chance vs L25 Exeggcute, and has 0.9% chance vs L25 Gastly. Fly is not great, but Peck is weak and should only be used if you're concerned of Counter, switches, or possibly avoiding Full Paralysis.

The weaknesses to Electric, Ice, and Rock at the trade-off for immunity to Ground is bad, and compared to Clefairy, Farfetch'd is similar in damaging most Pokemon while also being damaged by most back, but Farfetch'd is taking hits much harder. Farfetch'd is more physical in that aspect while Clefairy is more mixed, so determining if Farfetch'd is overall worthwhile will depend on analyzing match-ups and if it can find a good role.

Shellder

Compared to other Water Pokemon, Shellder has low Special and is very slow, but is tied for having the highest Defense, and also has Explosion. This makes it a lot easier to actually switch into Grounds, and also threaten anything by exploding. Shellder can also be a follow-up against a Paralyzed Pokemon and use Clamp to force a switch, although it's fairly inaccurate. However, Waters are generally helpful with KOing the Dragon Rage users, and Shellder's low Speed and low HP

doesn't let it really do that. It ends up having a more unique role, and it's initially uncertain if it's valuable.

At L25, Surf 2HKOs L30 Diglett, L30 Growlithe, and 5HKOs L30 Clefairy. Blizzard 2HKOs L28 Dratini, L26 Farfetch'd, and L25 Exeggcute. Double-Edge 2HKOs L25 Abra. Explosion OHKOs L30 Abra, L25 Voltorb, and has a 20.5% chance vs L25 Clefairy.

For defending at L25, Shellder is OHKO'd by L28 Voltorb's Thunderbolt, L27 Bulbasaur's Razor Leaf, has a 28.2% chance vs L30 Clefairy's Thunderbolt, has a 10.3% chance vs L25 Gastly's Thunderbolt, has a 2.6% chance vs L30 Abra's Psychic, 2HKO'd by Dragon Rage, has a 58.8% chance vs L25 Exeggcute Psychic, has a 0.9% chance vs L30 Diglett's Earthquake, and 3HKO'd by L28 Farfetch'd Body Slam.

Shellder doesn't seem to have great match-ups overall mostly due to its Speed, but may be effective as an Explosion user. Shellder's match-ups will be analyzed in more detail later.

Gastly

Gastly has one of the highest Specials and very high Speed, but most importantly is the Ghost typing. As Petit Cup is mostly filled with Special users and Normal moves, Gastly walls out many Pokemon and wins many match-ups. It is bad against Abra, Exeggcute, Clefairy, and Diglett, but also has Explosion and Night Shade to help. Being able to switch into Explosions fine and at L25 also makes it valuable in that it can function without needing extra levels. However, it may be better to simply be using Substitute instead of switching to Gastly. Gastly could also use Confuse Ray for losing match-ups, and Hypnosis is available at L27.

At L25 for attacking, Gastly's Thunderbolt 2HKOs L30 Poliwhg, L29 Farfetch'd, and has a 99.9% chance vs L27 Omanyte. Psychic 2HKOs L27 Bulbasaur and 3HKOs L30 Diglett, L26 Dratini, and L25 Sandshrew. Explosion has a 79.5% chance to OHKO L30 Abra, has 66.7% chance vs L30 Diglett, and does up to 57.7% vs L30 Clefairy.

For defending at L25, Gastly is OHKO'd by L29 Abra's Psychic, L25 Diglett's Earthquake, 2HKO'd by Dragon Rage, L25 Exeggcute's Psychic, L30 Clefairy's Psychic, L30 Omanyte's Surf, and 3HKO'd by L30 Voltorb's Thunderbolt and L25 Poliwhg's Psychic.

Gastly does need to be used a little cautiously due to bad match-ups against some good Pokemon, but does well against most of everything else. Explosion can threaten some of the counters if they're Paralyzed or not able to KO Gastly in one hit, and Night Shade can always be used against a predicted Substitute. The other use with Gastly is that it simply appearing on the team of 6 and not selected for battle can still make the opponent weary of using Explosion. Gastly seems to be a very good Pokemon.

Krabby

Krabby has low Special and below average Speed, but has very high Defense and the highest Attack in the game. At L25, Krabby's Attack is tied for first against everything else at L30 even. Krabby does also have Swords Dance, but may not have the lasting power to use it well. Like many other Pokemon, it can hit hard and takes hard hits, but its low Speed generally leads to losing many match-ups. The lack of STAB on the Normal moves means that they're only marginally stronger than Clefairy and does less than Farfetch'd, with the unique Water typing for the role not offering many benefits. Krabby ends up being outclassed and poorly doing two different roles instead of being good in at least one.

At L25, Krabby's Double-Edge has a 99.1% chance to 2HKO vs L30 Abra, but its Psychic OHKOs. Surf 2HKOs L30 Diglett, although its Earthquake has a 31.2% chance to 2HKO. L25 Krabby is OHKO'd by L30 Clefairy's Thunderbolt, L25 Voltorb's Thunderbolt, L25 Gastly's Thunderbolt, and is 2HKO'd by L30 Omanyte's Surf despite the type disadvantage.

Krabby doesn't really benefit from having huge Attack, and the low HP makes it very easy to KO by a variety of Pokemon. Even if Krabby finds a way to use Swords Dance, it still can't OHKO too many Pokemon and doesn't have the Speed to support it. It could work on a novice opponent, but otherwise Krabby is unviable.

Voltorb

Voltorb is the single fastest Pokemon, and has decent other stats too. With being the fastest, it can threaten with Thunder Wave, Explosion, and also block any effects with Substitute before the opponent has a chance to do anything, including blocking with a Substitute of their own. Voltorb still struggles against Grasses and Grounds, and effectively predicting your opponent is important to get the most out of it. It may be difficult to determine what level Voltorb should be if it's used.

At L25, Voltorb's Thunderbolt has a 48.7% chance to OHKO L25 Poliwag, and 2HKOs L30 Farfetch'd, has a 66.9% chance to 3HKO L25 Gastly, and has a 57.2% chance to 3HKO L25 Clefairy. Explosion has a 53.8% chance to OHKO L30 Abra, and a 43.6% chance to OHKO L30 Diglett.

When defending at L25, Voltorb is OHKO'd by L28 Diglett's Earthquake, L25 Sandshrew's Earthquake, 2HKO'd by L30 Abra's Psychic, and 3HKO'd by L25 Exeggcute's Psychic and L25 Poliwag's Surf.

L25 Voltorb is still very fast, but can be slower than higher level Pokemon, which effectively nullifies Thunder Wave and Explosion by the opposing Substitute, instead of Voltorb being the one doing it. L30 Voltorb has much better damage ranges and has the support move advantage, but it may be hard to justify the extra levels going

towards it instead of something else, especially since one of its main draws is Explosion. Detailed match-up analysis is necessary, but it could be the case that Voltorb doesn't work out as well as it initially appears to due to less offensive power compared to Abra and Diglett.

Exeggcute

Exeggcute has nice bulky stats, great typing, Hypnosis, Explosion, and STAB Psychics. It does have a couple of weaknesses and is fairly slow, but it's a very good Pokemon and wins some important match-ups such as Abra and Diglett.

At L25, Exeggcute's Psychic 2HKOs L25 Gastly, and 3HKOs L30 Diglett, L25 Farfetch'd, L27 Pikachu, and 57.2% chance vs L25 Clefairy. Explosion OHKOs L30 Abra, L30 Diglett, has a 17.9% chance vs L25 Dratini, and does up to 82.7% vs L25 Clefairy.

For defending at L25, Exeggcute has a 92.3% chance to be OHKO'd by L30 Omanyte's Blizzard, and is 2HKO'd by L25 Growlithe's Fire Blast, L25 Clefairy's Blizzard, and has a 54.4% chance vs L25 Farfetch'd's Fly. L30 Diglett's Body Slam has a 37.6% chance to 4HKO.

Exeggcute is tough for Abra, Diglett, Gastly, and Electrics, but the low Speed generally means it'll be taking hits and can't sweep out teams. Hypnosis is a gamble, but can be good as a lead if you predict around Substitutes, or at times when you're desperate for a reversal. Psychic against Rocks and Gastly makes it difficult for the opponent to stop Explosion. Exeggcute can also make use of Reflect for a few match-ups, or Double-Edge as a way to break Substitutes. Overall, Exeggcute is very good.

Cubone

Cubone has good defensive stats and can take most hits, but still can't really handle Water, Ice, or most other Special attacks. Its Speed is very low and its Attack is lower than Diglett, which at least has Speed. The one niche Cubone has is a variety of Special moves including Blizzard, Ice Beam, Bubblebeam, and Fire Blast, which are actually decent for use and covers some match-ups that Diglett and Sandshrew struggle with such as Exeggcute, and wins against the other Grounds. Cubone is also better than the other two at taking Special attacks.

At L25, Cubone's Earthquake OHKOs L25 Pikachu, L25 Gastly, 2HKOs L30 Growlithe, L30 Abra, has a 99.4% chance vs L30 Diglett, and 3HKOs L25 Clefairy. Ice Beam and then Blizzard 2HKOs L30 Diglett, so they can be used instead of Earthquake if desired, 2HKOs L25 Dratini, and Blizzard has an 88.6% chance to 2HKO L25 Exeggcute. Bubblebeam doesn't OHKO L25 Geodude, but it can be used for some match-ups at an attempt to get a Speed fall where Body Slam doesn't setup for 2HKOs.

For defending at L25, Cubone is OHKO'd by L30 Clefairy's Blizzard, L27 Bulbasaur's Razor Leaf, has a 64.1% chance vs L25 Horsea's Surf, 2HKO'd by L25 Abra's Psychic and L25 Pikachu's Surf, and 3HKO'd by L30 Diglett's Earthquake and L25 Meowth's Bubblebeam.

What makes Cubone surprisingly good is how well Ground and Ice attacks pair together, being super effective against all of Ground, Flying, Grass, Dragon, Electric, Fire, Poison, and Rock, while also being a mix of physical and Special. Cubone doesn't have the greatest offensive stats, but the multipliers help a lot with damage. Cubone still has bad match-ups with most Water Pokemon and the low Speed is an issue, but it's decent overall and its match-ups will need to be looked into.

Koffing

Koffing is unique in that it's forced to be L30, but it doesn't have a lot going for it to justify giving it the extra levels. While its Explosion is powerful, the best case is trading with another L30, which is not a particularly high advantage. Koffing does have fairly high defensive stats and can take some hits, but it's slow and has very few moves it can use.

L30 Koffing's Fire Blast 2HKOs L25 Exeggcute, has a 58.8% chance to 2HKO L30 Diglett, 3HKOs L25 Gastly, 4HKOs L30 Abra, and has an 81.8% chance to 4HKO L25 Dratini. Thunderbolt has a 2.6% chance to OHKO L25 Poliwhg, and 2HKOs L30 Psyduck. Explosion OHKOs L30 Abra, L28 Clefairy, and has an 84.6% chance vs L25 Exeggcute.

For defending, L30 Koffing is OHKO'd by L30 Abra's Psychic, 2HKO'd by L28 Diglett's Earthquake, L25 Exeggcute's Psychic, and 3HKO'd by L25 Omanyte's Surf.

While Koffing is not terrible in certain match-ups, its main power is Explosion and using it on a L30 Pokemon is usually overkill and wasteful of the extra levels. Too many Pokemon can wall it out, Fire Blast is not amazing with its typing and accuracy, and Koffing is slow. It's not very good.

Horsea

Horsea has the highest Special among pure Waters, has decent Defense for the physical Pokemon, and is fairly fast as well. Horsea's movepool is small though and is mostly just uses Surf and Blizzard. It's also 2HKO'd by Dragon Rage until it's L29, and is equally as fast as Growlithe at equal levels, making it not a great counter. Bubblebeam 2HKOs though, so Horsea could go for a Speed fall, and still OHKOs if it's a Critical Hit. Horsea is decent against most other Pokemon.

At L25, Surf OHKO L26 Sandshrew, has 43.6% chance to OHKO L30 Diglett, has a 7.7% chance to OHKO L25 Growlithe, has a 92.3% chance to 2HKO L25 Pikachu, 3HKOs L25 Omanyte, L25 Clefairy, L25 Gastly, and 4HKOs L30 Abra. Blizzard 2HKOs L29 Farfetch'd, and Ice Beam 2HKOs L28 Dratini and L25 Exeggcute.

For defending, L25 Horsea has an 87.2% chance to be OHKO'd by L27 Bulbasaur's Razor Leaf, 2HKO'd by Dragon Rage, L30 Abra's Psychic, L30 Diglett's Earthquake, L25 Clefairy's Thunderbolt, and 3HKO'd by L25 Farfetch'd's Body Slam.

While Horsea is a pretty good Pokemon, it has some difficulty with its limited moves available, particularly against other Water Pokemon. Its power helps make Bubblebeam followed by Surf get 2HKOs that many other Water Pokemon can't, which could make some match-ups much better. Overall, Horsea seems decent, but exploring its match-ups may leave it unviable after.

Goldeen

Goldeen is yet another pure Water, but has its stats in Attack and HP, which is not great for a Water Pokemon. It also doesn't have any unique moves or other traits, so while it may be an okay Pokemon, it's immediately outclassed by Poliwhg, Horsea, Psyduck, and others.

Magikarp

Magikarp is obviously bad and doesn't need to be analyzed.

Ditto

Ditto is gimmicky, extremely predictable, and easy to counter. The best hope would be to be L25 and gain the stats of a high level Pokemon that can't immediately hit Ditto hard. However, if Ditto is slower, it's getting a big hit from most Pokemon, while if it's faster, the opponent can use a move that's super effective against itself or otherwise switch anyway. Once transformed, Ditto is still Speed tied and may take another hit before getting to attack once. Any potential setups would be extremely niche and likely not worth the effort for gaining a tiny advantage. Ditto appearing in your team of 6 also gives the opponent a chance to plan out how they will go about handling Ditto beforehand. Ditto is unviable.

Eevee

Compared to Rattata, Eevee has lower Speed and a tiny bit lower Attack, but is much bulkier with higher defensive stats. The main drawback to Eevee though is it has a very linear movepool of only Normal moves, making it easy to counter with Rocks, Gastly, and high Defense Pokemon. However, even at L25, its Normal moves hit quite hard and is not quickly KO'd. Eevee also has Quick Attack to help

significantly with anything missing damage ranges. Counter is also an issue, but using Sand-Attack is a decent move around it.

At L25, Eevee's Double-Edge 2HKOs L30 Abra, L30 Diglett, L25 Pikachu, has a 63.9% chance vs L25 Poliwhg, has a 40.3% chance vs L25 Dratini, 3HKOs L25 Clefairy, and has a 12.1% chance to 3HKO L25 Exeggcute.

When defending, L25 Eevee is 2HKO'd by L28 Abra's Psychic, L30 Diglett's Earthquake, L28 Omanyte's Surf, and 3HKO'd by L25 Horsea's Surf, has a 99.1% chance vs L25 Exeggcute's Psychic, has 99.1% chance vs L25 Voltorb's Thunderbolt, and has a 50.6% chance vs L25 Gastly's Thunderbolt.

Rattata is less bulky and it does allow Eevee to not be KO'd by a few attacks, but it's too easy to wall off, while Rattata can defend against most Pokemon better. Eevee also loses a lot of power with Body Slam unable to Paralyze Clefairy and Farfetch'd. There are possible situations where Eevee can get good damage in and finish off with Quick Attack, followed by another Quick Attack before being KO'd, but getting into those situations and avoiding all of the counters is likely not worth the advantage possible. Eevee might be good against novices not ready for it, but is unviable against prepared and knowledgeable players.

Omanyte

Omanyte has the best Defense, one of the highest Specials, and pretty good HP too, making it very durable to most attacks. It also has the strongest Water and Ice attacks in Petit Cup. However, its Rock typing makes it much weaker to many attacks and Omanyte is very slow. The bulk tends to get offset by more super effective attacks and doesn't make up for it with extra power. Pure Water Pokemon seem more effective.

At L25, Surf OHKOs L30 Diglett, has an 87.2% chance vs L25 Growlithe, 2HKOs L25 Voltorb, and 3HKOs L27 Gastly. Blizzard has a 33.3% chance to OHKO L25 Dratini, and 2HKOs L25 Farfetch'd and L25 Exeggcute.

When defending at L25, L27 Bulbasaur's Razor Leaf OHKOs, and is 2HKO'd by L25 Diglett's Earthquake, L25 Pikachu's Thunderbolt, L25 Gastly's Thunderbolt, L28 Abra's Psychic, L28 Clefairy's Thunderbolt, and 3HKO'd by L25 Horsea's Surf.

Overall, Omanyte is a bit of a glass cannon despite the high defensive stats, but it's too slow to take advantage of its power. Having less than 80 HP until L27 and being slower than Dragon Ragers also defeats much of the purpose in trying to counter them. Lack of support moves also makes it easy to counter, giving it mostly bad match-ups and making it unviable.

Kabuto

Kabuto is similar to Omanyte, but has higher Attack and Speed, and lower Special, making it similar to Krabby. However, the extra Speed doesn't make it faster than many Pokemon anyway, and having even worse protection and power immediately makes it clear that it's unviable if Omanyte is deemed to be bad as well.

Dratini

Dratini is a fairly unique Pokemon and in positive ways. Being pure Dragon, it resists many Special attacks, and is only weak to Ice which no Pokemon has STAB attacks of. Dratini also has Thunder Wave, Agility, Dragon Rage, Wrap, Blizzard, Surf, Thunderbolt, Body Slam, and Reflect to cover for a large number of situations. Dratini is a little bit slow and mostly just has above average stats, but is otherwise great.

For the most part, Dratini is using Dragon Rage, and with that, extra levels are only helpful for surviving a few damage ranges, being faster, and extra HP. L26 puts it outside of being 2HKO'd by Dragon Rage itself, but this is mostly only relevant against Growlithe, as an opposing Dratini can use Ice Beam or Blizzard, so L25 is fine. The ideal setup for Dratini is to follow-up into a Paralyzed Pokemon that can't Paralyze Dratini back, giving a safe way to use Agility and then able to outspeed everything. However, Thunder Wave has excellent utility and doubling up Agility with it is likely wasteful. Wrap becomes very powerful in forcing switches, although it is risky to spam it due to its somewhat bad accuracy of 85%. It's better to force out what Pokemon you want and then attacking with Dragon Rage, Thunder Wave, or another move. If you are desperate though, Dratini can reverse games with enough luck when spamming Wrap, especially when the opponent has no other Pokemon to switch to, and every opponent has to stay above 40 HP to avoid Dragon Rage.

At L25, Blizzard and then Dragon Rage has a 94.9% chance to 2HKO L25 Exeggcute, Surf OHKOs L28 Geodude, Surf and Dragon Rage has a 41% chance to 2HKO L25 Growlithe, and 2HKO's L25 Sandshrew. For the most part, Dragon Rage is what's used and super effective attacks only help against Pokemon that are already damaged.

When defending at L25, Dratini has a 89.7% chance to be OHKO'd by L30 Clefairy's Blizzard, 2HKO'd by Dragon Rage, L25 Poliwhg's Blizzard, L25 Abra's Psychic, L28 Diglett's Earthquake, and is 3HKO'd by L25 Exeggcute's Psychic.

Dratini has the highest potential in Petit Cup when it's not Paralyzed and has Agility used, but is still pretty good when Paralyzed and using Dragon Rage. Given that it can do this while at L25, it can easily fit into any team and have the extra levels go towards anything else. Dratini is a great Pokemon.

Match-Up Analysis

After looking into every Pokemon, many of them can be ignored for deeper analysis into the metagame, and the better ones can be more focused on. Moving forward are more details for every possible match-up for every Pokemon showing the highest potential of viability. With 22 Pokemon considered, there are a total of 253 match-ups to explore. Some of these are straight-forward enough where one Pokemon completely dominates, while others will depend on the levels and different options each Pokemon can use. Once all of these are covered, the Pokemon that appear to be dominating the most, and the Pokemon that can provide counters to them will likely be the best Pokemon in Petit Cup, and optimal teams can start being constructed or at least theorized.

Because of the excessive depth and many match-ups that will later be determined irrelevant, match-up charts are available in the following section to summarize the information.

Bulbasaur vs Bulbasaur

Bulbasaur is good at resisting its own Razor Leaf and its best move against itself is generally Body Slam. For L27 vs L27, Body Slam has a 0.1% chance to 4HKO, while Double-Edge is a 4HKO. With Swords Dance, Double-Edge has a 97.4% chance to 2HKO, and the small chance it wouldn't can be offset by the opposing Bulbasaur also using Double-Edge and taking recoil damage. Using Swords Dance also gives you some power for anything that comes after, but given that Bulbasaur is slow and likely will be heavily damaged and possibly Paralyzed, it likely won't get to. While it is slower in turn count, going for Body Slam x3 and then Double-Edge gives more chances for Paralysis instead of going for Swords Dance, and the opposing Bulbasaur being Paralyzed can be more beneficial if you lose the match-up. An extra chance for a Critical Hit instead of using Swords Dance also helps.

The turns to KO don't change much in L27 vs higher levels, but the higher level Bulbasaur can reach guarantees to 4HKO with Body Slam, while the lower level Bulbasaur gains more from the Paralysis from Body Slam. That said, Bulbasaur is primarily used for Razor Leaf and likely will always be L27. Generally speaking, simply using Body Slam until Double-Edge can KO is the best option.

Overall, Bulbasaur vs Bulbasaur is still fairly even with different levels, and a lower level one can sometimes KO a higher level one. Bulbasaur is fairly safe with switching into another Bulbasaur since it usually uses Razor Leaf, which does very low damage.

Bulbasaur vs Squirtle

For L27 Bulbasaur, Razor Leaf OHKOs L25 Squirtle and gradually loses the chance to until L28 Squirtle who always survives one. L28 Squirtle

is 2HKO'd by Body Slam and then Razor Leaf, which is also the level it becomes faster than L27 Bulbasaur. For L29 and L30, Body Slam followed by Razor Leaf isn't guaranteed for a 2HKO, so depending on HP, it may be better to use Razor Leaf first despite the chance for Paralysis. If Bulbasaur is your last Pokemon, Body Slam first is better, and a Critical Hit with it guarantees Razor Leaf 2HKOs. Using Razor Leaf first and assessing the damage could also mean finishing with Double-Edge instead. In all cases where Bulbasaur is 2 levels higher than Squirtle, Razor Leaf is a guaranteed OHKO. Bulbasaur can also switch into Surf only at the cost of making Blizzard a guaranteed 2HKO in most cases.

For L27 Bulbasaur vs L25 Squirtle, the best option for Squirtle is generally using Blizzard for maximum damage, which has a 97.4% chance to 2HKO, and a 30.8% chance to OHKO with a Critical Hit. At L26, Blizzard is a guaranteed 2HKO, and depending on the damage roll, Ice Beam could be used as a finisher if Squirtle has both. When Squirtle is at least one level higher, it can be faster or Speed tied, giving it a chance to win the match-up as Blizzard continues to 2HKO. Body Slam's damage is too low to be generally considered.

Overall, Bulbasaur easily wins unless Squirtle is a higher level, which is likely not the case as Bulbasaur is at least L27 to get Razor Leaf. Squirtle can win with some luck however, but it's uncommon to happen. Bulbasaur could switch into Squirtle's Surf, but it may make the match-up harder with being in a damage range for Blizzard, while Squirtle can't really switch into Bulbasaur.

Bulbasaur vs Rattata

Since Bulbasaur's Body Slam can't Paralyze Rattata, its use is mainly for the extra accuracy compared to Razor Leaf, so simply using Razor Leaf first is generally the best choice for Bulbasaur. For all level combinations, Razor Leaf is a guaranteed 2HKO, and has a 43.6% chance to OHKO for L30 Bulbasaur vs L25 Rattata.

For L27 Bulbasaur vs L25 Rattata, Rattata's Body Slam and Blizzard both 3HKO, so Body Slam is the better choice. Double-Edge generally does just slightly more damage than Blizzard, but not enough to save a turn. If Rattata is a higher level, Double-Edge can be used for a 2HKO, and in some cases Body Slam and then Double-Edge for a 2HKO. Assuming Bulbasaur is L27, Rattata will generally lose until L29 where Blizzard has a 76.5% chance to 2HKO. Lower level Rattatas can occasionally win with a Critical Hit or Paralysis.

Overall, Bulbasaur easily wins as it 2HKOs Rattata, while Rattata needs high damage rolls and generally a higher level to 2HKO. Lucky Critical Hits or a Razor Leaf miss can have Rattata win. Generally speaking, neither Pokemon can safely switch into each other.

Bulbasaur vs Pikachu

Pikachu is bad against Bulbasaur with Grass resisting its best attacks. Bulbasaur is generally using Razor Leaf, while Pikachu is generally using Body Slam or Seismic Toss. For L27 Bulbasaur vs L27 Pikachu, Razor Leaf has a 73.4% chance to 2HKO, but vs L28 Pikachu, this drops to 7.9% and Body Slam should be used first. Pikachu may also want to consider using Thunder Wave in this case, but perhaps when it's a lower level as well if relying on Body Slam for Paralysis is too risky for the follow-up to Bulbasaur. For L27 Bulbasaur vs L29 Pikachu, Seismic Toss becomes a 3HKO and can be the best option.

Overall, Bulbasaur easily wins unless Pikachu is a very high level. Bulbasaur can switch into Pikachu but may not win the match-up, while Pikachu can't really switch into Bulbasaur at all.

Bulbasaur vs Sandshrew

For L27 Bulbasaur, it outspeeds L27 Sandshrew and Razor Leaf OHKOs. At L29, Sandshrew is faster and Earthquake is a guaranteed 2HKO, while Razor Leaf has a 64.1% chance to OHKO. L25 Sandshrew's Earthquake 3HKOs and can't do much against Bulbasaur, so in the case that Razor Leaf misses, Body Slam may be a better option for Paralysis and an extra attack after. For L29 Bulbasaur, Razor Leaf OHKOs L30 Sandshrew.

Overall, Bulbasaur destroys Sandshrew and is a great match-up for it. Bulbasaur could switch in, but does still take some heavy damage from Earthquake.

Bulbasaur vs Clefairy

While L27 Bulbasaur outspeeds even L30 Clefairy, Razor Leaf is only ever a 3HKO at best, and the chance drops to a 30% chance vs L30 Clefairy. Clefairy's Blizzard at any level against L27 Bulbasaur is a 2HKO, and can also use Thunder Wave to handle the Speed difference. L26 Clefairy's Blizzard and then Ice Beam is also a 2HKO against L27 Bulbasaur, and L28 Clefairy's Ice Beam itself is a 2HKO. At L29, Body Slam and then Blizzard is a 2HKO for a chance to skip using Thunder Wave. The match-up can favor Bulbasaur when it's L30 and a much higher level, but that's likely a waste of the extra levels.

Overall, Clefairy easily wins, and switching into Bulbasaur is okay at the cost of being in different ranges. Bulbasaur can't really switch into any of Clefairy's moves except Thunderbolt.

Bulbasaur vs Diglett

At L27, Bulbasaur's Razor Leaf OHKOs L30 Diglett. Diglett's Earthquake 3HKOs at L27, has a 3.2% chance to 2HKO at L28, a 33.2% chance at L29, and a 97.4% chance at L30. A Critical Hit Earthquake at L30 has a 43.6% chance to OHKO. Neither Pokemon really have better moves to use, and even Body Slam is worse than just dealing damage.

Overall, Bulbasaur destroys Diglett, and can switch into any attack other than Earthquake, while Diglett shouldn't really switch into anything.

Bulbasaur vs Meowth

At L27, Bulbasaur's Razor Leaf 2HKOs until Meowth is L28 where it isn't guaranteed, and dropping to a 0.7% chance to 2HKO vs L30 Meowth. Meowth's Body Slam begins at a 6.1% to 3HKO at L25, and becomes guaranteed at L28, while Double-Edge has a 33.2% chance to 2HKO at L30. However, the recoil damage can put Meowth in range of Razor Leaf 2HKOing, or at least being more likely to depending on the damage and levels. Generally speaking, Meowth should be using Body Slam and then Double-Edge as a finisher depending on the range, while Bulbasaur should be using Razor Leaf.

Overall, L27 Bulbasaur easily wins against L25 to L27 Meowth, L28 Meowth gains an okay chance to win but still usually losing the match-up, and then it becomes favored for Meowth at L29 and L30 as Razor Leaf begins to 2HKO less and Meowth gets a guaranteed 3HKO without needing Double-Edge either. A lower level Meowth could win if it gets Full Paralysis with Body Slam, a Critical Hit, or Razor Leaf misses, but those are all not common. Regardless of who wins, the opposing Pokemon will be damaged. Both can switch into the opposing Pokemon's non-main moves and still mostly maintain their general advantage, but otherwise can't really switch into each other.

Bulbasaur vs Psyduck

L27 Bulbasaur is always slower than Psyduck, L25 Psyduck has a 97.4% chance to 2HKO with Blizzard, and a 69.2% chance to OHKO after Amnesia. Blizzard is a guaranteed OHKO for L27 Psyduck after Amnesia. For L27 Bulbasaur, Razor Leaf is a guaranteed OHKO vs L25 Psyduck, and a 7.7% chance vs L27 Psyduck. Bulbasaur could use Body Slam for the chance of Paralysis, but if it doesn't, the difference in damage is massive.

Bulbasaur's Razor Leaf does pierce Amnesia, but still is at risk of at least heavy damage from Blizzard and is slower, making it not the greatest counter unless Psyduck is already Paralyzed. Switching into Surf is also dangerous, despite the type disadvantage, as it adds to the chance that Blizzard KOs after. Depending on the development of the metagame, in the case that Psyduck were to be dominant, it could justify Bulbasaur being a higher level than L27, but is still often slower and in range of being OHKO'd anyway.

Overall, when both Pokemon are the same level, Psyduck is heavily favored to win, but will be taking huge damage and level differences swing the match-up hard. Bulbasaur is great if Psyduck hasn't used Amnesia or Psyduck is a low level, but gets KO'd first due to being slower. Neither Pokemon are great at switching into each other either.

Bulbasaur vs Growlithe

While L27 Bulbasaur is outside of being 2HKO'd by Dragon Rage, Fire Blast and then Dragon Rage 2HKOs, and Growlithe is only slower when it's L25 vs L30 Bulbasaur. Fire Blast is also a guaranteed OHKO when it's a Critical Hit from L25 Growlithe, but it can miss and Bulbasaur can get some hits in. Bulbasaur's best option is Body Slam, which at L27 against L25 Growlithe has an 84.2% chance to 4HKO. A Burn renders Bulbasaur mostly useless against Growlithe, and Razor Leaf becomes the most damaging option. Depending on the levels, Growlithe could also use Body Slam first and then Fire Blast to 2HKO if Paralysis would be more useful than Burn in the particular situation.

Overall, Growlithe destroys Bulbasaur, but may want to be cautious of switching into Body Slam to avoid Paralysis.

Bulbasaur vs Poliwag

At L27, Bulbasaur's Razor Leaf OHKOs L27 Poliwag, and decreases to a 7.7% chance to OHKO L30 Poliwag. Body Slam and then Razor Leaf is a guaranteed 2HKO, which can be a better option to get the win, but if Bulbasaur loses, Poliwag will have significantly more HP. At L25, Poliwag's Blizzard has a 33.2% chance to 2HKO L27 Bulbasaur, and becomes guaranteed at L28. At L30, Poliwag's Psychic and then Blizzard becomes a 2HKO if desired, and on a high damage roll, a second Psychic could be used, although there is never a guaranteed 2HKO with it.

Poliwag can also go for Hypnosis if the risk to win or maintain HP is worth it. With Hypnosis, there is a 40% chance that Poliwag gains a turn, and then has a chance to 2HKO without getting hit back. A miss wastes Poliwag almost entirely however.

Overall, L27 Bulbasaur easily wins against L25 to L27 Poliwag, L28 Poliwag gains an okay chance to win, and then becomes favored at L29 and L30. Poliwag can use Hypnosis, but has highly varying results from Poliwag winning without taking a hit to Bulbasaur winning without taking a hit. Poliwag can't really switch into Bulbasaur, but Bulbasaur is okay with being hit by Surf at the cost of Blizzard becoming a guaranteed 2HKO.

Bulbasaur vs Abra

At L27, both of Bulbasaur's Razor Leaf and Body Slam cannot 2HKO L25 Abra, while L26 Abra's Psychic gains a chance to OHKO at 2.6%. L28 Abra is guaranteed to OHKO with Psychic and is significantly faster. At L29, Abra with a Speed fall is even faster than L27 Bulbasaur. Bulbasaur can't really do much.

Overall, Abra destroys Bulbasaur and is a great counter. Abra can take some damage if it switches in, and could risk Paralysis from Body Slam, but can still often win even in that case.

Bulbasaur vs Geodude

L25 Bulbasaur outspeeds and OHKOs L30 Geodude, making the match-up an easy win. Even Mega Drain could be used for HP recovery, and L27 Bulbasaur has a guaranteed OHKO against L26 Geodude with it. The only concern is the case that Razor Leaf misses, where L25 Geodude's Explosion has a 97.4% chance to OHKO L27 Bulbasaur.

Overall, Bulbasaur destroys Geodude. It can't exactly switch in though because all of Geodude's moves are still very damaging, with L25 Geodude's Earthquake doing up to 53.4% damage against L27 Bulbasaur.

Bulbasaur vs Magnemite

L27 Bulbasaur can't 2HKO L25 Magnemite, so using Body Slam and then Razor Leaf x2 is generally the best choice. Magnemite can Paralyze with Thunder Wave, but Thunderbolt can't 4HKO. Sonicboom can do a few extra points of damage compared to Thunderbolt, but it could miss and can't be a Critical Hit, so Thunderbolt is usually better. Magnemite being L30 increases Thunderbolt damage to become a 4HKO, and can actually win since it's faster and L27 Bulbasaur's Razor Leaf has a 55.7% chance to 3HKO, but it seems like it would be a waste of the extra levels.

Overall, Bulbasaur is heavily favored by walling out Magnemite, but will be Paralyzed after. If this isn't an issue, Bulbasaur can also switch in. Magnemite can switch into Bulbasaur and still get Thunder Wave and a bit of damage in, but it will rarely win.

Bulbasaur vs Farfetch'd

L27 Bulbasaur can't Paralyze with Body Slam or do much damage with Razor Leaf, making Farfetch'd a losing match-up. Both actually do the same amount of damage, but Body Slam doesn't miss and can still Critical Hit, so it's the best option. For L25 Farfetch'd, Body Slam has a 99.9% chance to 3HKO and does more damage than Peck. Fly is its strongest attack and 2HKOs, but it opens up Bulbasaur switching out, or perhaps using Reflect. At L30, Farfetch'd's Body Slam has a 76.5% chance to 2HKO, and in the case of a low damage roll, Double-Edge after is a guaranteed 2HKO. Fly does at most 90.6% damage. Swords Dance could also be used by either Pokemon, but it doesn't save any turns for most level pairings, and it's better to attack for an extra chance of a Critical Hit. However, Farfetch'd will win, so Swords Dance can be helpful for the follow-up after.

Overall, Farfetch'd destroys Bulbasaur and is a good and safe counter. It can switch in pretty safely, while Bulbasaur cannot.

Bulbasaur vs Shellder

At L27, Bulbasaur's Razor Leaf OHKOs L27 Shellder, and the chance gradually drops to 7.7% against L30 Shellder. L25 Shellder's Blizzard

has a 76.5% chance to 2HKO, while Explosion has a 23.1% chance to OHKO. At L28, both of these become guaranteed, but L27 Bulbasaur's Razor Leaf still has an 87.2% chance to OHKO and attacks first. L29 Shellder outspeeds L27 Bulbasaur and has a decent chance to win, but this is likely a big waste of extra levels.

Overall, Bulbasaur destroys Shellder, but can't really safely switch in, and can take massive damage or even be KO'd if Razor Leaf misses.

Bulbasaur vs Gastly

At L27, Bulbasaur's Razor Leaf will usually 5HKO L25 Gastly, and that's about all it can do. L25 Gastly's Psychic 2HKOs and has an 82.1% chance to OHKO when it's a Critical Hit. The match-up doesn't really change at different levels.

Overall, Gastly destroys Bulbasaur and completely counters it. Gastly can safely switch in as well.

Bulbasaur vs Voltorb

At L27, Bulbasaur's Razor Leaf 2HKOs L25 Voltorb, and 3HKOs L30 Voltorb. For levels in-between, Body Slam first for a chance of Paralysis may be worthwhile. For Voltorb, it can't do a whole lot of damage with Thunderbolt or Sonicboom, always 5HKOing even at L30. L30 Voltorb could use Explosion, but only has a 7.7% chance to OHKO, and is a pretty big waste of extra levels. At L25, Thunder Wave, Sonicboom, and then Explosion is generally the best it can do.

Overall, Bulbasaur easily wins, but will almost certainly be Paralyzed and damaged after. Bulbasaur could switch in for an extra cost of these, while Voltorb can also switch into Bulbasaur if it skips straight to Explosion to at least get some good damage in.

Bulbasaur vs Exeggcute

At L27, Bulbasaur's Razor Leaf has a 0.1% chance to 4HKO L25 Exeggcute, while Body Slam will almost always be a 6HKO, leaving it with not much to do besides going for Paralysis. L25 Exeggcute's Psychic is a 2HKO, but never reaches a chance to OHKO at L30. Exeggcute can actually use Substitute to block a hit without it breaking to reduce the chance of being Paralyzed by Body Slam, but this will cost extra HP. Reflect is another choice, but Exeggcute can mostly just be using Psychic. If needed, L25 Exeggcute can also use Explosion to deal very heavy damage, and L30 Exeggcute's Explosion has a 74.4% chance to OHKO.

Overall, Exeggcute destroys Bulbasaur and can fairly safely switch in too. Exeggcute will still take some damage and possibly be Paralyzed, but it can't really lose.

Bulbasaur vs Cubone

At L27, Bulbasaur's Razor Leaf OHKOs L26 Cubone, and 2HKOs L29 Cubone. L30 Cubone is still slower, so Bulbasaur's Body Slam is generally unnecessary. For L25 Cubone, Blizzard has a 33.2% chance to 2HKO, and becomes guaranteed at L28. At L30, Blizzard and then Earthquake is a guaranteed 2HKO as well. Body Slam could Paralyze Bulbasaur, but it's weak in comparison, making it not really worth it.

Overall, Bulbasaur destroys Cubone, but can take some heavy damage and shouldn't be switched in.

Bulbasaur vs Horsea

At L27, Bulbasaur's Razor Leaf has an 87.2% chance to OHKO L25 Horsea, and this drops to 2.6% vs L27 Horsea. Horsea at all levels 2HKOs L27 Bulbasaur with Ice Beam and then Blizzard, and at L25 has a 76.5% chance to 2HKO with Ice Beam if accuracy is desired. However, L25 Horsea's Blizzard OHKOs with a Critical Hit while Ice Beam doesn't.

Overall, both Pokemon take heavy damage, but Horsea goes first and Bulbasaur KOs a turn earlier. If both Pokemon are even levels, Horsea easily wins the match-up, while Bulbasaur wins if it has a level advantage. Neither Pokemon can really switch into each other, but Bulbasaur getting hit by Surf still keeps it outside of being KO'd the following turn most of the time, unless Horsea is L30.

Bulbasaur vs Dratini

L27 Bulbasaur's Body Slam does the same amount of damage as Razor Leaf, so it should be used for the chance of Paralysis or a Critical Hit. Against L25 Dratini, L27 Bulbasaur's Body Slam 4HKOs. L25 Dratini's Dragon Rage and then Blizzard has a 53.8% chance to 2HKO, and Blizzard x2 has a 97.4% chance to 2HKO. Since Bulbasaur is not very threatening against Dratini, Dratini can use Agility or Thunder Wave, and then spam Wrap which almost always does 4 damage per hit. The required hits with Wrap is risky due to accuracy and Blizzard is generally better, but could be used to take less damage. Against L27 Bulbasaur, L25 Dratini is slower, but L26 Dratini is faster.

Overall, Dratini easily wins, but there's a pretty good chance it will be Paralyzed and have some damage before KOing Bulbasaur. Neither Pokemon are great at switching into each other, but Dratini is mostly fine with getting hit by Razor Leaf.

Squirtle vs Squirtle

Squirtle resists its own best moves, so it's mostly stuck with using Body Slam and Seismic Toss. Technically, Counter will hit back hard, but it might not fit well on most movesets.

For L25 vs L25, Squirtle can use Body Slam x2 and Seismic Toss x2 for a 4HKO, while having some chances at Critical Hits and Paralysis. If you are in a desperate situation, going for a lucky Freeze is also possible. If you are using a lower level Squirtle than the opponent, it's necessary to go for some form of luck to win. Depending on the levels, Seismic Toss can also 3HKO with a large level advantage, and Body Slam drops to a 6HKO or 7HKO with a large level disadvantage.

Overall, a higher level Squirtle has a significantly better chance at winning than a lower level Squirtle due to heavy reliance on Seismic Toss. Squirtle can also switch into an opposing Squirtle fairly safely and then get in some heavy damage, but likely will cost it winning the match-up.

Squirtle vs Rattata

For all levels where both Squirtle and Rattata are equal, Squirtle's Surf 2HKOs while Rattata's Thunderbolt 3HKOs, which gives Squirtle the advantage to the match-up. For L25 Squirtle vs L27 Rattata and similar level pairings, Rattata's Thunderbolt begins to have a chance at 2HKOing, while Squirtle's Surf begins to lose some probability at 2HKOing. For the most extreme case with L25 Squirtle vs L30 Rattata, Surf 3HKOs while Thunderbolt 2HKOs. Going towards the other extreme, Squirtle doesn't really gain anything with higher levels as it's still always slower, Surf always 2HKOs, but Thunderbolt begins to fall towards 4HKOing with smaller chances of 3HKOing. One small niche is depending on the levels, Bubblebeam and then Surf can 2HKO with large level differences favoring Squirtle.

Overall, Squirtle is heavily favored to win, but if Rattata has a few levels higher, it wins. Because Rattata attacks first and is faster, it can still sometimes win disadvantaged match-ups with Critical Hits. The match-up as a whole is favored for Squirtle. Rattata's Body Slam and other moves are still damaging, so switching in isn't usually a good idea.

Squirtle vs Pikachu

Squirtle's strongest move is Dig, but because it allows the opponent to switch and it might not be used in general by Squirtle. Squirtle's next best move for damage is Surf, or Body Slam for Paralysis.

At L25, Squirtle's Surf 3HKOs L25 Pikachu, so using Body Slam first for Paralysis is helpful. However, Pikachu's Thunderbolt 2HKOs and can still win when Paralyzed, especially if it uses Quick Attack as a desperation reversal once Paralyzed and about to be KO'd. Body Slam and then Dig is almost a guaranteed 2HKO, so Squirtle can actually win with that setup and luck with Paralysis. These trends tend to continue for different but still evenly leveled match-ups.

For L30 Squirtle vs L25 Pikachu, Squirtle still only 2HKOs, but Dig has a 56.4% chance to OHKO. L28 Pikachu gains a chance to OHKO L25 Squirtle at 46.2%, and it becomes guaranteed at L30. For various level pairings, Pikachu could also use Thunder and save a turn, but it has bad accuracy and would be hard to fit into Pikachu's moveset.

Overall, Pikachu easily wins, and can switch into many moves and still win the match-up. The only concern is some bad luck and Dig. Squirtle can sometimes switch into Surf without Thunderbolt OHKOing after, but it doesn't have much to gain while doing so.

Squirtle vs Sandshrew

At L25, Squirtle's Surf has a 51.3% chance to OHKO L25 Sandshrew, and 2HKOs L27 Sandshrew and higher. L25 Sandshrew's Earthquake has a 17.4% chance to 2HKO L25 Squirtle and becomes guaranteed for L28 Sandshrew. What's interesting is that in all cases where Sandshrew is one level higher, both Pokemon have the same Speed. This creates a slight chance for higher level Sandshrews to win, as both attacks are 2HKOing, but because Sandshrew's are usually not guaranteed, while Squirtle always OHKOs with a Critical hit, it's still very much favored for Squirtle.

Overall, Squirtle destroys Sandshrew. While Sandshrew can occasionally win with a higher level, it will still be taking heavy damage. Squirtle can generally also switch into Sandshrew and still win the match-up, so long as it's at least an equal level.

Squirtle vs Clefairy

Surf is always Squirtle's best move, while Clefairy's best move is generally Thunderbolt, except for cases where its level is a few higher than Squirtles and Body Slam and then Thunderbolt can 2HKO. However, these level differences are where Clefairy becomes faster anyway, so it may be best to just use Thunderbolt if faster and start with Thunder Wave if slower.

At L25, Squirtle's Surf has an 18.4% chance to 3HKO L25 Clefairy, while L25 Clefairy's Thunderbolt 2HKOs L25 Squirtle. As Clefairy becomes a higher level, Surf drops towards 5HKO depending on the level difference, but Clefairy can't OHKO with Thunderbolt. For L30 Squirtle vs L25 Clefairy, both attacks are 3HKOs and Squirtle attacks first.

Overall, because Clefairy can win in any level situation, Squirtle can always be Paralyzed and Clefairy never can be, Clefairy easily wins the match-up and can switch in and still often win, depending on what attack was used and the levels. Squirtle's best choice when desperate is to go for a Freeze.

Squirtle vs Diglett

For most evenly leveled match-ups, Squirtle OHKOs with Surf, usually guaranteed, while Diglett 3HKOs with Earthquake. Diglett can win if

it's L30 against a L26 Squirtle with a 71.2% chance to 2HKO, while Squirtle can't OHKO, but it will be taking heavy damage. In the cases where Surf can't or doesn't have a great chance to OHKO, using Body Slam first for Paralysis can be better.

Overall, Squirtle destroys Diglett, but can still take good damage due to Diglett's Speed. If Squirtle is at least the same level and is willing to trade most of its HP and the risk of Diglett getting a Critical Hit, Squirtle can also switch into Diglett and win. What's interesting is that based on the initial analysis in the previous section, L26 Squirtle and L30 Diglett appear to be good level suggestions for both of them, but Diglett can actually often win in that case. The cost of most of its HP while being a much higher level is a lot, but at least it's not a losing match-up.

Squirtle vs Meowth

For evenly leveled match-ups, both of Squirtle's Surf and Meowth's Thunderbolt spread around the 45%-55% range, allowing for each the chance to 2HKO each other, but not guaranteed. Towards L30 Squirtle vs L30 Meowth, this thins out more to where Surf has a 0.7% chance to 2HKO, while Thunderbolt has a 69.4% chance to 2HKO, and with Meowth being faster, it will almost always win. Depending on the damage rolls, Meowth can lose anywhere to under half its HP to almost all of it after winning, so while winning is fairly consistent, the damage taken has high variance.

In match-ups where the levels are uneven, the attacks of one Pokemon approaches guaranteed 2HKOs, while the attacks of the other falls to only 3HKOs.

Overall, both Pokemon are generally only using one move and Meowth's are stronger and it's faster, giving it a heavily favored match-up against Squirtle. With lucky rolls or a higher level, Squirtle can sometimes win. Neither Pokemon are great at switching into each other, but can still usually attack once at least.

Squirtle vs Psyduck

Squirtle is pretty good at walling Psyduck as its typing resists Psyduck's powered up Surf and Blizzard, while having its good Defense and HP handle Body Slam and Seismic Toss. L25 Psyduck's Surf after Amnesia vs L25 Squirtle only 3HKOs, and at L30 vs L25 Squirtle, it becomes only a 2HKO. Squirtle can't do great damage back, but Body Slam for Paralysis and Seismic Toss for more damage are both great for cutting through Amnesia without getting KO'd, which most Pokemon cannot do both. If Psyduck isn't already setup, Squirtle can 4HKO with Body Slam x2 and then Seismic Toss x2, giving some chances to Paralyze or get a Critical Hit, in which case it will win against Psyduck.

For even levels, Psyduck may be inclined to use Amnesia twice as Surf becomes a 2HKO, so it still overall KOs Squirtle in the same number of turns, but has more power and bulk for the following Pokemon. The risk is that if Squirtle gets lucky, Psyduck will be KO'd and having done less damage.

If Squirtle is a higher level, Seismic Toss can become a 3HKO, but Body Slam and then Seismic Toss x2 also can, depending on the specific match-up. Psyduck's Surf after Amnesia may take another turn to KO, and in the case of L30 Squirtle vs L25 Psyduck, Squirtle is both faster and KOs two turns earlier when counting Amnesia as a turn. For L30 Psyduck vs L25 Squirtle, Psyduck 2HKOs with Surf after Amnesia and Squirtle's Seismic Toss 4HKOs.

Specifically against Squirtle, Psyduck should instead skip using Amnesia and use the same strategy of Body Slam and then Seismic Toss, which KOs in the same number of turns, but Psyduck is faster. In this case, Squirtle should continue using Body Slam until it Paralyzes, and then after Psyduck should use Body Slam until it Paralyzes back. This holds true for all level match-ups because even if Psyduck were to win with Amnesia used, being Paralyzed after likely won't let it attack again after KOing Squirtle. The issue though is Psyduck likely can't fit those moves into its moveset with everything else it needs.

Overall, Psyduck is slightly favored simply due to Speed, but a lot of it comes down to the luck of Body Slam Paralyzing for both sides. Both Pokemon can switch into each other as well, since they are both generally using Water or Ice attacks.

Squirtle vs Growlithe

At L25, Squirtle is 2HKO'd by Dragon Rage and Growlithe is always faster, making the match-up in Growlithe's favor despite Surf doing very heavy damage. Body Slam could be used for Paralysis, but the risk of it not Paralyzing means Squirtle will end up doing very little damage to Growlithe before being KO'd.

At L26 however, Squirtle can suddenly win against even L30 Growlithe as it has over 80HP and Surf 2HKOs. Growlithe could attempt to Paralyze with Body Slam if it is the last Pokemon, but otherwise should just use Dragon Rage to leave Squirtle nearly KO'd for the follow-up. Higher levels for Squirtle don't really impact the match-up, except Surf begins to get a chance to OHKO, peaking at an 87.2% chance for L30 Squirtle vs L25 Growlithe.

Overall, if Squirtle is L25 it usually loses, but if it's L26 or higher, it wins easily. To average this out, I'll consider the match-up heavily favored for Squirtle. Neither Pokemon should be switching into each other for the most part.

Squirtle vs Poliwhg

At L25, Squirtle 4HKOs L25 Poliwhg with Body Slam and Seismic Toss, while Poliwhg generally will 5HKO with Body Slam or Psychic. If Poliwhg's Psychic gets a Special fall, it becomes a 4HKO, and with two it becomes a 3HKO. However, since Squirtle will likely be using Body Slam to Paralyze since it's slower, Poliwhg may also want to. For purely winning the match-up, Psychic is generally better to use. This trend tends to continue at different but even levels.

When Squirtle is a higher level, Squirtle's Body Slam and then Seismic Toss x2 can become a 3HKO, while Poliwhg's Body Slam and Psychic begin to drop to a 6HKO, in which case Poliwhg should use Body Slam instead to at least gain Paralysis, or using Hypnosis out of desperation. When Poliwhg is a higher level, Psychic is still 3HKOing, while Squirtle's Seismic Toss is still 4HKOing and loses the ability to be 4HKOing while using Body Slam, making it Poliwhg favored by a lot.

Overall, Poliwhg tends to be slightly favored due to being faster and sometimes KOing a turn earlier, but extra levels tend to be more beneficial for Squirtle. The match-up has many luck factors and options on both ends that each specific level pairing would have to be individually analyzed to know which moves are optimal. Both Pokemon can also switch into each other to get in heavy damage, but they will almost always lose the match-up when they do.

Squirtle vs Abra

For even levels, Abra 2HKOs with Psychic while Squirtle will 3HKO with Seismic Toss and its most damaging move tends to be Body Slam. Squirtle can hope for Body Slam Paralyzing, but otherwise loses. If Squirtle is a few levels higher, Body Slam can 2HKO and it becomes guaranteed for L30 Squirtle vs L25 Abra, while Abra's Psychic 3HKOs. Psychic can't OHKO even with L30 Abra vs L25 Squirtle, but it always will do large damage and Abra has a decent chance for Critical Hits at 16.21%. A Special fall is also beneficial for a follow-up in the case that Squirtle gets lucky and KOs Abra.

Overall, Abra easily wins, but does risk Paralysis and some decent damage. Both Pokemon can be damaging and switching in is risky, but Abra doesn't take too much if it switches into Surf.

Squirtle vs Geodude

Unsurprisingly, Squirtle's Surf OHKOs in all cases and is always faster. Squirtle can take some heavy damage from Earthquake when switching in, and risks being OHKO'd from Explosion, but is still generally fine too if it's really needed. L25 Geodude's Explosion vs L25 Squirtle has a 97.4% chance to OHKO, and is always survivable for L28 Squirtle and higher. If Geodude is L28 or higher, there is always

a chance to OHKO Squirtle, ranging from very slight to guaranteed depending on Squirtle's level.

Overall, Squirtle destroys Geodude and can switch into Earthquake, but needs to be cautious of Explosion.

Squirtle vs Magnemite

L25 Magnemite's Thunderbolt OHKOs L26 Squirtle, has a 15.4% chance vs L28 Squirtle, and becomes a 2HKO if Squirtle is L29 or L30. Even for L30 Squirtle vs L25 Magnemite, Squirtle can only 3HKO with Surf being the most damaging, Seismic Toss being the most consistent, and Body Slam having a chance to Paralyze. In the case Squirtle has Dig, it will always 2HKO L25 Magnemite, but can fall to a 3HKO if Magnemite is a few levels higher than Squirtle.

Magnemite is also faster than Squirtle if the levels are even or if Magnemite's level is higher. For L26 Squirtle vs L25 Magnemite, Squirtle is 1 point faster, but Magnemite can generally use Thunder Wave when it's slower and Thunderbolt doesn't OHKO, unless Squirtle may have Dig. Magnemite can also consider Thunder in cases where it saves a turn over Thunderbolt, but it has the risk of missing. L25 Magnemite's Thunder is a guaranteed OHKO vs L29 Squirtle.

Overall, Magnemite destroys Squirtle, but Squirtle might get a hit and possibly Paralysis in if it has a higher level to outspeed Magnemite.

Squirtle vs Farfetch'd

For even levels, or if Farfetch'd has one extra level, Squirtle 2HKOs with Blizzard, while Farfetch'd 3HKOs with Body Slam. Farfetch'd can mix in Double-Edge for extra damage, but it's not enough to 2HKO. Farfetch'd is faster and can get lucky with Body Slam Paralysis or a Blizzard miss, but Squirtle wins most of the time. For L25 Squirtle vs L30 Farfetch'd, Blizzard falls outside of 2HKOing, while Farfetch'd's Body Slam and then Double-Edge 2HKOs. For the other extreme with L30 Squirtle vs L25 Farfetch'd, Blizzard still only 2HKOs, but Surf can be used to after to avoid the chance to miss, while Farfetch'd 4HKOs.

Overall, Squirtle is heavily favored with its Defense and super effective Blizzards, but it is possible for Farfetch'd to win with luck. Neither Pokemon are good at switching into the other, and doing so generally leads to a losing match-up.

Squirtle vs Shellder

Squirtle is very good at walling out Shellder and all it can essentially do is use Explosion. For even levels, Squirtle can 3HKO with Seismic Toss, or for when Shellder is a higher level, it may become a 4HKO and Body Slam can be used first to cover the remainder damage. Squirtle is also faster, but if Shellder is a higher level, it

can be faster. Shellder's best move is Surf, but it's usually a 6HKO for even levels.

Even for L30 Shellder vs L25 Squirtle, Surf becomes a 95.8% chance to only 4HKO, and if Body Slam from Squirtle Paralyzes, it can still win with Seismic Toss after. Shellder's only option is Explosion, which can OHKO depending on the levels and damage roll, but only if Shellder is a much higher level is it guaranteed. Shellder can chip away at Squirtle to put it into Explosion's damage range however. If you're feeling bold, Squirtle could use Dig to attempt to dodge Explosion, but if you predict it incorrectly and are faster, Shellder has a safe Explosion on the second turn of Dig. Squirtle could also use Reflect instead, or Substitute, but Shellder's Double-Edge always breaks Substitute for even levels.

Overall, Squirtle easily wins, but Shellder can even it out with Explosion. It may not be an ideal KO for Shellder, but at least it can do something to Squirtle. Since Squirtle doesn't KO too quickly either, both Pokemon can switch into each other.

Squirtle vs Gastly

At even levels, Gastly can 2HKO Squirtle with Thunderbolt, which does even more damage than its Explosion, and Squirtle 3HKOs with Seismic Toss, and almost always 4HKOs with Surf. L30 Gastly OHKOs L25 Squirtle with Thunderbolt, and has a chance to with smaller level gaps. Thunderbolt also still 2HKOs with L25 Gastly vs L30 Squirtle, while Surf and Seismic Toss are still 3HKOs.

Squirtle could use Dig against Gastly, which is a 2HKO, but Gastly still wins, has the opportunity to switch out, and could even use Confuse Ray to make it unlikely for Squirtle to connect with Dig. L30 Squirtle has a 71.8% chance to OHKO L25 Gastly, so it is a decent option, but Squirtle may lose other match-ups when trying to fit Dig into its moveset. For L25 Squirtle vs L30 Gastly, Dig has a 64.1% chance to OHKO with a Critical Hit.

Overall, Gastly destroys Squirtle and can switch in and still win, but Squirtle with Dig can be a slight concern.

Squirtle vs Voltorb

Voltorb is faster, does heavy damage with Thunderbolt, and can Paralyze Squirtle, giving it an easy win. Squirtle's Surf 3HKOs, and is only a guaranteed 2HKO for L30 Squirtle vs L25 Voltorb, while Voltorb's Thunderbolt still 2HKOs. Dig always 2HKOs with a high chance to OHKO with a Critical Hit if Voltorb is close to Squirtle's level, but Voltorb can block the damage with Substitute or switch. Body Slam Paralyzing followed by Dig can be a way for Squirtle to win, and makes it riskier for Voltorb to use Substitute when slower.

If Voltorb has a few levels higher than Squirtle, Thunderbolt can OHKO. Against L26 Squirtle, L28 Voltorb's Thunderbolt has a 23.1% chance to OHKO, and L30 Voltorb's Thunderbolt is guaranteed.

Overall, Voltorb destroys Squirtle, but needs a way to deal with Dig or it can actually lose if it's a Critical Hit. This caveat makes it so Voltorb doesn't automatically win in every scenario. Neither Pokemon are great at switching into each other.

Squirtle vs Exeggcute

For even levels, Squirtle's Blizzard always 2HKOs Exeggcute, while Exeggcute's Psychic always 3HKOs. Depending on the damage rolls and ranges, a Special fall from Psychic flips the turns and Exeggcute then 2HKOs and Squirtle often 3HKOs, but Blizzard can still 2HKO sometimes. Exeggcute can also use Explosion, but it can't OHKO unless it has a few levels higher than Squirtle. For L30 Squirtle vs L25 Exeggcute, Blizzard still 2HKOs, but is guaranteed even with a Special fall, and Psychic has a 9.9% chance to 3HKO and can't 2HKO even with a Special fall.

Squirtle is usually faster, but if Exeggcute is a higher level, it can Speed tie or be faster instead. If Exeggcute is desperate, it can also use Hypnosis and get lucky with Sleep and win the match-up.

Overall, Squirtle has a slight advantage and usually wins, but Exeggcute has many ways to reverse the match-up. Neither Pokemon are great at switching in as it heavily impacts their chances of winning. Even Exeggcute switching into Surf means a Special fall won't keep Blizzard from 2HKOing.

Squirtle vs Cubone

Squirtle's Surf is outside of OHKOing Cubone unless it has a couple extra levels, while Cubone's Earthquake is a 3HKO at even levels, has an 82.9% chance to 2HKO for L30 Cubone vs L25 Squirtle, and drops to 4HKO in the other extreme. Both Pokemon have similar Speeds, so Cubone can be faster if it has a few levels higher, but still can't win. L30 Cubone vs L25 Squirtle does give Cubone a very good chance at 2HKOing before Squirtle can 2HKO, but even with the extreme level advantage, Cubone will take heavy damage while winning.

Overall, Squirtle destroys Cubone and can also switch in and win at the cost of most of its HP.

Squirtle vs Horsea

While Horsea has much higher Speed and Special, it has the worst movepool of the good Water Pokemon and gets pretty walled by Squirtle. Surf is Horsea's strongest move, which usually 5HKOs at even levels. Squirtle can 3HKO with Seismic Toss, but if Horsea has a higher level and it becomes a 4HKO, Squirtle can use Body Slam first and then with

Paralysis win with taking the same number of hits like normal. Extra levels for Squirtle still keeps it at 3HKOing Horsea, but can use an extra Body Slam for another chance of Paralysis or a Critical Hit. For L30 Horsea vs L25 Squirtle, Surf has a 41.6% chance to 3HKO. Horsea's best options for desperate wins are either hoping for a Freeze or relying on Smokescreen.

Overall, Squirtle easily wins, but Horsea can get some damage in while both Pokemon chip away at each other. Squirtle could switch-in, but if it wins after, it won't have much HP left.

Squirtle vs Dratini

At even levels, Squirtle's Blizzard will 2HKO, and at L26 or higher, Dratini's Dragon Rage can't 2HKO. If Dratini has Thunderbolt, it can 2HKO if its level is around Squirtle's, and possibly finish off with Dragon Rage to avoid damage rolls. Dratini is usually faster unless Squirtle has a few extra levels, so it can also consider using Wrap, but it will need to avoid missing a few times to get Squirtle down to 40 HP. If Dratini is slower, Thunder Wave can help a lot with Wrap, but Agility can also be used if Dratini needs to KO the following Pokemon too and is going for lucky Wrap spam.

If Dratini is a much higher level, Squirtle's Blizzard will usually still be a 2HKO, but Dratini's Thunderbolt being a guaranteed 2HKO and being faster makes the match-up favored for Dratini.

Overall, L25 Squirtle loses, L26 Squirtle and higher usually wins if Dratini doesn't have Thunderbolt, Squirtle wins if it's a few higher levels and faster, and Squirtle loses if it's slower and Dratini does have Thunderbolt. This generally makes Dratini have a slight advantage, but it has to fit Thunderbolt into its moveset, or otherwise get lucky with Wrap. Dratini could switch into Surf, but depending on the level pairings, it can give Squirtle better damage ranges and chances with Blizzard.

Rattata vs Rattata

Despite being a fairly fast mirror match-up, Rattata vs Rattata has a few interesting ways it plays out. For even levels, Double-Edge 2HKOs, but the recoil damage can put yourself in damage range where Body Slam and then Double-Edge is a 2HKO, so the opposing Rattata doesn't need to take recoil damage. However, if Body Slam is a Critical Hit, then Quick Attack 2HKOs. If both Rattatas use Double-Edge first, then the Speed tie Body Slam determines the winner. If both Rattatas use Body Slam first, then the Speed tie Double-Edge determines the winner, and will have more HP than if they both use Double-Edge. If one uses Body Slam and the other uses Double-Edge, they'll both want to use Body Slam after. Essentially, use Double-Edge if you are willing to trade away more HP if you win for more damage if you lose. If you want to be

extra safe, use Quick Attack in the second turn to get more guaranteed damage, but at the cost of winning the match-up.

If the Rattatas are at different levels, the higher level almost always wins due to attacking first and having more leeway with using Body Slam, but still only 2HKOing, and possibly reducing the opponent's damage to 3HKOing. However, if only the lower level Rattata has Quick Attack and uses it before being KO'd, it can get an extra hit.

Overall, Rattata vs Rattata has high variance and will lead to high damage on both ends unless Double-Edge is a Critical Hit. A level difference reduces the variance, but the damage on both sides is still high. Rattata also can't switch into another Rattata without taking a heavy hit.

Rattata vs Pikachu

At even levels, Rattata 2HKOs with Double-Edge while Pikachu 2HKOs with Thunderbolt, but as Pikachu is faster, it will generally win. Rattata can also instead use Body Slam and then Double-Edge for a 2HKO in hopes of Paralyzing and then winning, but the damage dealt when losing will be a fair bit lower, and a Critical Hit Double-Edge has a very high chance of OHKOing. Pikachu can also counter Rattata's Quick Attack with its own Quick Attack if it has it.

Another option for Rattata is Dig and then Quick Attack, which almost always 2HKOs at even levels, but is probably bad to have both in Rattata's moveset, and Pikachu can be switched out.

L30 Rattata vs L25 Pikachu is the only level pairing where Rattata is faster, and then easily wins as it 2HKOs with Body Slam while Pikachu's Thunderbolt 3HKOs, but Rattata risks Paralysis from Thunder Wave. For L30 Pikachu, it still only 2HKOs even L25 Rattata, but takes less damage in return.

Overall, Pikachu is heavily favored to win due to its Speed, but Paralysis from Body Slam can have Rattata winning, or it can make use of Dig. Neither Pokemon can really switch into each other.

Rattata vs Sandshrew

Rattata and Sandshrew both 2HKO each other with Blizzard and Earthquake respectively, but simply because Rattata is faster, it will almost always win. At L25, Rattata can 2HKO L27 Sandshrew, and the chance begins to drop towards a 7% chance vs L30 Sandshrew. L25 Sandshrew 2HKOs L28 Rattata, and it drops to a 45.7% chance against L30 Rattata. Sandshrew could also use Submission to almost always 2HKO regardless of level, and has a chance to OHKO when it has a much higher level, but Submission can miss and the recoil damage can be a

lot if it doesn't OHKO. Rattata can also benefit from Ice Beam instead of Blizzard when both KO in the same number of turns.

Overall, Rattata easily wins due to Speed, but Sandshrew will do heavy damage with Earthquake. If Sandshrew is setup beforehand with Swords Dance, Earthquake will often OHKO, and even can with L25 Sandshrew vs L30 Rattata with a 38.5% chance. Neither Pokemon can safely switch in due to the heavy damage from both sides.

Rattata vs Clefairy

While Clefairy is always slower, it can always begin with Thunder Wave. At even levels, Clefairy's Blizzard will almost always 2HKO, but it could also use Psychic where a Special fall and then Blizzard will 2HKO with less risk of missing an attack. Rattata's Double-Edge 3HKOs, but recoil damage is higher, while Body Slam and then Double-Edge x2 also 3HKOs, but does less damage and Rattata almost always loses.

Even when Rattata is a much higher level, Double-Edge is basically required to get 2HKOs, but the recoil damage, Thunder Wave Paralysis, and then a heavy hit from Clefairy will leave it being mostly useless for anything after, but it can at least win vs L25 Clefairy. If Clefairy is a much higher level, the match-up plays the same, except it will take less damage after winning.

Overall, Clefairy easily wins and in the cases that it doesn't, Rattata will generally have low HP left and be Paralyzed. However, Clefairy isn't safe with switching in unless it's a much higher level, while Rattata can't at all without taking high damage.

Rattata vs Diglett

At even levels, both Pokemon 2HKO with very heavy hits, and while Diglett is faster, Rattata using Double-Edge and then Quick Attack can 2HKO, or otherwise leave Diglett with very little HP. A riskier option is to use Body Slam first for Paralysis, and then use Double-Edge to 2HKO. If Body Slam doesn't Paralyze, Rattata can still use Quick Attack, but it's uncommon to 2HKO.

Diglett having extra levels still can't OHKO, and even though Rattata's attacks do less damage, Rattata still does a lot for a huge level difference where it can be worth the trade. L30 Rattata vs L25 Diglett is the only case where Rattata is faster, and it can also OHKO with Double-Edge with an 82.1% chance.

Overall, the match-up is functionally even as both Pokemon do massive damage to each other and the one who wins likely won't have much HP left. Rattata generally needs Quick Attack however. Extra levels are far more beneficial to Rattata though, or rather, it benefits more from the lack of them due to Diglett not really gaining anything. Neither Pokemon should be switching into each other.

Rattata vs Meowth

Both Pokemon hit each other hard, can't Paralyze with Body Slam, and Double-Edge is a 2HKO at even levels, but the recoil damage allows for the other Pokemon's Double-Edge and then Body Slam to 2HKO. Meowth is faster, but Rattata can get a bit of extra damage with Quick Attack, so Meowth wins but loses most of its HP. When one Pokemon has a higher level, Body Slam can become a 2HKO to avoid recoil damage. When Rattata is L30 and Meowth is L25 or L26, Rattata is faster and then wins.

Overall, Meowth easily wins due to being faster, but both Pokemon take heavy damage whenever they win. Like many other match-ups, Rattata can't switch into an opponent or be switched into by the opponent.

Rattata vs Psyduck

While Rattata is faster at even levels, Double-Edge only 3HKOs while Psyduck's Surf is a 2HKO without Amnesia, and OHKOs with it. For Rattata, Double-Edge is its strongest move, Thunderbolt is the next strongest for moves that are generally used by Rattata, and Body Slam is a bit weaker but has the chance to Paralyze. Psyduck's best move is always Surf, regardless if Amnesia has been used prior or not.

When Rattata has a higher level, Double-Edge can become a 2HKO, while Psyduck's Surf can become a 3HKO, but the recoil damage can make Surf 2HKO, or OHKO with Amnesia. Rattata may be better off using Body Slam and then Double-Edge, but it depends on the specific levels and damage ranges. For L30 Rattata vs L25 Psyduck, Thunderbolt 2HKOs and is the best move in general. For L30 Psyduck vs L25 Rattata, Psyduck outspeeds Rattata by 1 point, but Surf still only 2HKOs.

Overall, Psyduck is heavily favored as it KOs a turn faster than Rattata in most cases, but both do high damage and can't switch into each other.

Rattata vs Growlithe

Growlithe's Dragon Rage 2HKOs Rattata unless it's L29 or L30, and Rattata can't 2HKO Growlithe unless it's a much higher level. However, at even levels if Rattata has Dig, it can 2HKO Growlithe, but this can be hard to fit into Rattata's moveset and has many counters such as switching due to it taking two turns. Growlithe can also use Fire Blast before Dragon Rage for a chance to Burn and get a Critical Hit.

Growlithe being a higher level doesn't gain much unless it has enough levels to outspeed Rattata, but this can be countered by Rattata getting Paralysis with Body Slam. For L30 Growlithe vs L25 Rattata, Fire Blast has a 66.7% chance to OHKO, but is a bit of a risky option with the chance to miss.

Overall, Growlithe is heavily favored, but neither Pokemon can switch into each other due to both dealing high damage.

Rattata vs Poliwag

For even levels, Poliwag's Surf will range from almost guaranteed 2HKOs to still more likely to 2HKO than not, depending on the specific levels. Rattata's Body Slam is outside of 2HKOing, Double-Edge has a very high chance to 2HKO, and Thunderbolt has a less chance to 2HKO but doesn't deal recoil damage. Body Slam followed by Double-Edge or Thunderbolt usually won't 2HKO however, so for Rattata to win, it has to get both Paralysis with Body Slam and then also either a Critical Hit, Full Paralysis, or very high damage rolls. Double-Edge and then Quick Attack gives the highest consistent damage if Rattata is willing to just go for that and accepting it will be KO'd, although it can 2HKO with a Critical Hit Double-Edge.

If Rattata is a much higher level, it can outspeed Poliwag, have guaranteed 2HKOs with Body Slam, and Poliwag's Surf becomes a 3HKO, giving Rattata an easy win. If Poliwag is a much higher level, it still 2HKOs with Surf, but takes less damage from Rattata. If Poliwag is faster, it can also use Hypnosis reasonably well, but it's likely better off just attacking.

Overall, Poliwag easily wins, but Rattata can KO Poliwag if it get some very good luck. Neither Pokemon can switch in due to high damage from both sides. Poliwag can also play risky with Hypnosis for a chance of taking no damage, but could end up losing the match-up.

Rattata vs Abra

At even levels, both Abra and Rattata do massive damage just outside of OHKO range. Rattata may actually end up KOing itself with Double-Edge, but if it doesn't, it can win with Quick Attack after. Body Slam and then Quick Attack will generally 2HKO more often than not, depending on the levels, and Paralysis can be followed up with another Body Slam instead.

However, if Abra were to use Counter against Body Slam, it will always OHKO Rattata. Reflect is also an option, but a Critical Hit will result in Abra not getting any damage in. Either of these moves may be difficult to fit into Abra's moveset, but do work well against Rattata.

For L30 Abra vs L25 Rattata, Psychic OHKOs, and often can for less extreme level advantages as well. For L30 Rattata vs L25 Abra, Double-Edge has an 89.7% chance to OHKO, and Rattata is faster.

Overall, the match-up is more or less even if Rattata has Quick Attack, and both Pokemon take massive damage from each other and can't be switching in.

Rattata vs Geodude

Geodude's Earthquake will almost always be a 2HKO, even having an 85.1% chance for L25 Geodude vs L30 Rattata. Explosion also always OHKOs in all cases. Rattata's Blizzard generally 2HKOs, with L25 Rattata's Blizzard vs L30 Geodude having a 62.9% chance, but it can never OHKO. Bubblebeam does more damage but will only OHKO if Rattata is a much higher level and then it's still more likely not to, so Blizzard is fine.

One other option is that if Rattata is anticipating Explosion, it could use Dig or Substitute to avoid getting hit. Since Rattata is faster and 2HKOs, it's reasonable to assume Geodude will go for it, but if you Dig against any other move, Geodude has a safe Explosion and Dig won't be able to KO Geodude unless used after Blizzard.

Overall, Rattata easily wins, but is at risk of being KO'd by Explosion. Neither Pokemon can really switch into each other.

Rattata vs Magnemite

For even levels, Body Slam and then Double-Edge and Quick Attack can 3HKO, and it nullifies the Speed loss from Paralysis as Thunderbolt 2HKOs and Thunder Wave alongside it still takes 3 turns. Assuming the opponent realizes this and immediately uses Thunderbolt with Magnemite instead, it's better to use Double-Edge twice to get maximum damage, although the recoil damage will sometimes KO Rattata. Starting with Body Slam can still work if it Paralyzes Magnemite, especially if it uses Thunder Wave and it's nullified again, but Body Slam Paralyzing is not guaranteed. This essentially results in Magnemite using Thunderbolt to be optimal. If Magnemite has Thunder, it can possibly OHKO at even levels, such as for L25 Magnemite vs L25 Rattata where it has an 87.2% chance.

Another interesting situation is that Rattata can 2HKO with Dig, but if the opponent is prepared and predicts it, Swift and then Thunderbolt is a 2HKO most of the time. This situation only comes up if both Pokemon have and use unexpected moves, but it's an interesting counterplay. Dig in general is helpful for the match-up, but the opponent can have a few different ways to counter it such as switching, Reflect, Substitute, and Paralysis from Thunder Wave. Dig and then Double-Edge 2HKOs most of the time for even levels however.

For level differences, a higher level Rattata 2HKOs with Double-Edge, while Magnemite's Thunderbolt still 2HKOs, so in this case, Thunder Wave first is optimal, but Rattata will usually win. For a higher level Magnemite, Thunderbolt can become a guaranteed OHKO, or at least a possibility, while Rattata's Double-Edge becomes a chance to 3HKO and the recoil damage makes Thunderbolt a guaranteed OHKO.

Overall, the match-up is heavily favored for Magnemite, but level differences and movesets can create interesting situations where the match-up can swing either way, particularly Dig. Neither Pokemon can really switch into each other.

Rattata vs Farfetch'd

For even levels, Rattata's Blizzard has a small chance to 2HKO, but it's fairly rare, while Farfetch'd will almost always 2HKO with Body Slam, and is guaranteed with Double-Edge even in some cases where Rattata has a slightly higher level. Rattata is faster though, so there is a risk in attempting to use Swords Dance and then Double-Edge, but it does avoid the recoil damage that would make Blizzard 2HKO. Body Slam and then Double-Edge is a safer 2HKO, but Farfetch'd won't be setup for the follow-up. It likely won't have much HP left, but at least it wouldn't be Paralyzed, so it may outspeed the Pokemon following Rattata. If the follow-up is expected to be faster, Body Slam and then Double-Edge is generally the best option for Farfetch'd.

If Rattata is a higher level, Blizzard and then Thunderbolt 2HKOs, while Farfetch'd's Double-Edge becomes almost a guaranteed 3HKO. If Farfetch'd is a higher level, Body Slam 2HKOs, Rattata's Blizzard becomes a 3HKO, and Farfetch'd can be faster.

Overall, Farfetch'd has a slight advantage, but level differences can have a big impact on the probabilities. At even levels, Rattata can win with a few luck-based possibilities with a Critical Hit, high damage rolls, or even a Freeze, but loses if none occur. Neither Pokemon are great at switching into each other.

Rattata vs Shellder

Shellder's Explosion will almost always OHKO, with a 76.9% chance to for L25 Shellder vs L30 Rattata. Most of Rattata's moves are quite weak, and even Double-Edge may not 3HKO, while Shellder's Surf 2HKOs at even levels, and can become guaranteed even if Rattata has a couple extra levels and takes recoil damage. Rattata essentially needs to have Thunderbolt. For even levels, it tends to have about a half chance to 2HKO, but for certain levels such as L27 Rattata vs L27 Shellder, it drops to a 4% chance to 2HKO, while Surf is close to guaranteed to 2HKO.

Overall, Rattata needs Thunderbolt, needs to get a bit lucky with damage rolls, and needs Shellder to not use Explosion to win without being KO'd. Rattata always attacks first though and has some chance for a Critical Hit. Shellder has a slight advantage for the match-up overall, but there are certain level pairings where Rattata can win a bit more often than not depending on the damage ranges of Thunderbolt at each specific level. Neither Pokemon can really switch into each other.

Rattata vs Gastly

For even levels, Gastly outspeeds Rattata, 2HKOs with Psychic, can explode for almost guaranteed OHKOs, and isn't threatened by Paralysis. Even if Rattata has Dig, it only 2HKOs, so Gastly can still win even if it doesn't switch out against Dig. Psychic getting a Special fall will also further reduce the damage of Thunderbolt or Blizzard, which do very little damage. L30 Rattata with Dig is faster and OHKOs L25 Gastly, but that's a large reach in order to win, and the opponent has to choose not to switch. L25 Gastly's Special attacks still 3HKO, while L30 Rattata at best 4HKOs with Blizzard. If Gastly is a few levels higher, it still only 2HKOs, but takes a bit less damage from Rattata.

Overall, Gastly destroys Rattata, can switch into its attacks, and can still explode if it gets struck by exceptionally bad luck. Rattata can't really switch into anything and can only realistically win with Dig.

Rattata vs Voltorb

For even levels, Voltorb's Thunderbolt 2HKOs, Explosion is more likely to OHKO than not, and Rattata's attacks 3HKO for the most part. If Rattata has Dig, it can 2HKO, but Dig not a great move and Rattata might not have it. Voltorb still wins most of the time anyway.

Even for L30 Rattata, it's still slower than L25 Voltorb, but Body Slam 2HKOs while Voltorb's Thunderbolt can't. However, Thunderbolt and then Explosion 2HKOs, or Voltorb can immediately use Explosion to avoid the risk of Paralysis from Body Slam and not getting to. L30 Voltorb's Thunderbolt doesn't OHKO L25 Rattata, but Rattata's Double-Edge drops to an 82.3% chance to 3HKO, and Dig has a 0.7% chance to 2HKO. Voltorb's Thunderbolt and then Swift for Dig is also a 2HKO. Thunder could also be an option for certain level pairings, but it would be hard to fit into Voltorb's moveset.

Overall, Voltorb easily wins by outspeeding and KOing faster, but if Rattata Paralyzes with Body Slam and gets some more luck, it can rarely win. Voltorb could switch into Rattata at the cost of HP and the risk of Paralysis and still win, or it could also explode.

Rattata vs Exeggcute

For even levels, Rattata's Blizzard 3HKOs, while Exeggcute's Psychic 2HKOs and can get Special falls, making the match-up in Exeggcute's favor. Exeggcute can also use Explosion to OHKO, or Hypnosis to get lucky, but just using Psychic is generally best. For L30 Rattata vs L25 Exeggcute, Blizzard 2HKOs and Psychic 3HKOs, but if Psychic gets a Special fall, Psychic 2HKOs and Blizzard might 3HKO, still making it overall in Rattata's favor, but giving Exeggcute a chance to win. If Exeggcute is a higher level, Blizzard can drop to 4HKOing with a very

low chance to 3HKO, while Exeggcute's Psychic still 2HKOs and is still slower.

Overall, Exeggcute easily wins, and could switch into Rattata, but may lose the match-up if doing so without Explosion. Rattata can't switch into much of Exeggcute's moves.

Rattata vs Cubone

For even levels, Rattata's Blizzard and Cubone's Earthquake both 2HKO, and also tend to roughly share the same chance to 2HKO for level pairings when it's not guaranteed. Rattata is faster, but Blizzard could miss, making it an easy win for Rattata, but a possible win for Cubone. For L30 Rattata vs L25 Cubone, Body Slam and then Blizzard 2HKOs, while Cubone's Earthquake 3HKOs. For L30 Cubone vs L25 Rattata, Earthquake still 2HKOs and is slower, while Rattata's Blizzard becomes a 3HKO, giving far less for Cubone to gain with having a higher level.

Overall, Rattata easily wins. Both Pokemon could switch into moves that aren't what they use for the match-up and still have the same chances of winning, but Rattata switching into Earthquake or Cubone switching into Blizzard is a huge loss of HP.

Rattata vs Horsea

For even levels, Rattata's attacks all 3HKO, while Horsea's Surf 2HKOs, giving Horsea the advantage. Rattata should generally use Body Slam for the chance of Paralysis to help, or at least leave Horsea easy to KO for the follow-up. For higher levels, Rattata's Double-Edge can become a 2HKO while Horsea's Surf is still usually a 2HKO, but drops a bit to 85.1% chance for L30 Rattata vs L25 Horsea. However, Double-Edge's recoil damage makes it a 2HKO, so Rattata should use Body Slam and then Double-Edge, which has a small chance of only 3HKOing. Optimal move selection will depend on the specific levels.

If Horsea has 4 or 5 levels higher, it can outspeed Rattata, and Rattata's attacks generally become 4HKOs. For L30 Horsea vs L25 Rattata, Surf even gains a 28.2% chance to OHKO.

Overall, Horsea is heavily favored for even levels, but it's not completely guaranteed and can't really switch into Rattata unless it's a much higher level. Rattata requires some good luck to win.

Rattata vs Dratini

Rattata is 2HKO'd by Dragon Rage until it reaches L29, but L25 Rattata is faster than even L30 Dratini. Against L25 Dratini, Blizzard always 2HKOs, and depending on the level pairing, can become a 3HKO if Dratini is a much higher level. Dratini could use Thunder Wave and then Dragon Rage for a chance of Full Paralysis and winning the match-up, or if it can survive 2 turns, use Agility and be faster for the follow-up after KOing Rattata. It could also use Wrap, which doesn't

need to hit too many times to get Rattata into KO range of Dragon Rage.

For L30 Dratini vs L25 Rattata, Rattata's Body Slam and then Blizzard x2 is a guaranteed 3HKO, and it could use Body Slam at lower levels for the chance of Paralysis to waste Dratini's turn with setting up. For even levels, Body Slam and then Blizzard and Quick Attack 3HKOs if Dratini is using Agility or Thunder Wave.

Overall, the match-up is slightly favored for Rattata because of its Speed, but Dratini has many ways it can win. Neither Pokemon are great at switching into each other.

Pikachu vs Pikachu

Pikachu against another Pikachu can be an interesting match-up. For even levels, Seismic Toss is always just barely a 3HKO, and it makes using Thunder Wave first slightly suboptimal because to win, you require the opposing Pikachu to be Fully Paralyzed at least once. However, the match-up is otherwise purely a coin flip and the winner will have about one third of its HP left. Depending on the follow-up, it can be better to have the opposing Pikachu at least down to that HP and also Paralyzed, but the trade-off is losing your own Pikachu most of the time.

Body Slam isn't always on every Pikachu moveset, but has a 78.8% chance to 3HKO for L25 vs L25, and similar for other matching levels, generally making it a better option than Seismic Toss for the chance of Paralysis with damage, and also Critical Hits.

When one Pikachu is a higher level than the other, it gains never losing the Speed tie, more consistency if it uses Body Slam, and the lower level Pikachu's Seismic Toss can't 3HKO. Since a lower level Pikachu will be using Thunder Wave, it's a good idea for the higher level Pikachu to do it first and maintain its advantage.

Overall, Pikachu vs Pikachu is a complete coin flip and fairly low variance due to Seismic Toss being consistent, but if either Pikachu uses Thunder Wave, Full Paralysis can be impactful. Pikachu is okay at switching into another Pikachu's Thunderbolt but most other moves should be avoided.

Pikachu vs Sandshrew

Sandshrew's Earthquake almost always OHKOs against Pikachu, with L25 Sandshrew's Earthquake against L30 Pikachu having a 69.2% chance to OHKO. On the other end, Pikachu's Surf never OHKOs, but always attacks first. The match-up is very simple and Pikachu must hit a Critical Hit with Surf to win.

Overall, Sandshrew destroys Pikachu, but will be taking a heavy hit to do so. It can safely switch into most moves, and can even win often after switching into Seismic Toss depending on the level pairing.

Pikachu vs Clefairy

For even levels, Clefairy's Body Slam is almost always a 3HKO, while Pikachu's Thunderbolt is often a 4HKO, but can have a chance to 3HKO depending on the specific levels. While it costs a turn, it's generally a good idea for Pikachu to use Thunder Wave since Body Slam can Paralyze, or Clefairy can immediately use Thunder Wave. Clefairy may benefit more with just using Body Slam and going for damage, but depending on the potential follow-up, Paralyzing Pikachu can be very beneficial. If Clefairy has Double-Edge, it has a 92.3% chance to 2HKO for L25 vs L25, but it should use Thunder Wave first in that case.

For L30 Pikachu vs L25 Clefairy, Thunderbolt is still a 3HKO and Seismic Toss is a 4HKO, while Clefairy's Body Slam has an 84.6% chance to 3HKO. Clefairy usually wins if Body Slam Paralyzes, but Pikachu using Thunder Wave can be a waste of a turn it could be damaging Clefairy instead. Pikachu usually wins, but it's pretty close to even given the extreme level difference.

For L30 Clefairy vs L25 Pikachu, Clefairy's Body Slam 2HKOs while Pikachu's Thunderbolt has a 0.2% chance to 4HKO, giving an easy win to Clefairy.

Overall, Clefairy is heavily favored with its bulk, Paralysis, and power, but Pikachu attacks first and is more likely to get Critical Hits. Neither Pokemon are good at switching into each other however.

Pikachu vs Diglett

Diglett is one of the few Pokemon faster than Pikachu, and has a guaranteed OHKO at even levels. Pikachu's Surf can only OHKO if it's L30 vs L25 Diglett, and is still only a 48.7% chance. However, if Pikachu has a few levels higher than Diglett, Earthquake loses some probability of OHKOing, and Pikachu can be faster. Pikachu generally needs at least 3 levels higher to be more likely to win the match-up.

Overall, Diglett destroys Pikachu, but can lose if Pikachu has a much higher level. If Diglett is L30, there is nothing Pikachu can do besides Quick Attack. Diglett can switch into Pikachu, even into Surf, but can depend on the levels.

Pikachu vs Meowth

Pikachu vs Meowth is a very even match-up as they both rarely can 2HKO each other and they have the same Speed. Meowth can 2HKO with Double-Edge with a 92.3% chance when both are L25, but the recoil damage usually allows Thunderbolt to then 2HKO, so it is risky to do as the cost of winning with more HP is Pikachu will have more HP if it wins.

Body Slam Paralyzing is more beneficial, and can force Pikachu to consider Thunder Wave, which costs a turn to attack. In terms of Speed, Thunder Wave can be unnecessary as Pikachu could simply win the Speed tie instead. For L25 Meowth vs L25 Pikachu, Body Slam and then Double-Edge has a 28.5% chance to 2HKO.

If either Pokemon is even one level higher, the Speed tie is broken and one Pokemon becomes more favored to win, which can force more consideration into Paralysis. For a much higher level Meowth, Body Slam 2HKOs, while Pikachu's Thunderbolt usually 3HKOs, and the opposite is also true for when Pikachu is a much higher level.

Overall, the match-up is about even, but a level advantage swings the match-up a lot. Neither Pokemon can really switch into each other.

Pikachu vs Psyduck

Pikachu is always faster for all levels and Thunderbolt always 2HKOs without Psyduck using Amnesia at even levels. After Amnesia, Thunderbolt always at least 4HKOs for large level differences favoring Psyduck, and 3HKOs for even levels. L30 Pikachu's Thunderbolt OHKOs L25 Psyduck before Amnesia and 2HKOs after. Psyduck's Surf 3HKOs at even levels before Amnesia, can reach guaranteed 2HKOs when it's a higher level, and falls towards usually 4HKOing when Pikachu is a higher level.

Psyduck's Dig however does heavy damage and can OHKO if it has a few levels higher, while 2HKOing otherwise, even for L30 Pikachu vs L25 Psyduck. Dig may not fit well into Psyduck's moveset, and Pikachu could just be switched out, but a Critical Hit with it often OHKOs, even with for L30 Pikachu vs L25 Psyduck with a 69.2% chance.

Pikachu wins unless Psyduck has extra levels to survive Thunderbolt before Amnesia and then survive Thunderbolt after, while its Surf may have a chance to OHKO depending on how big of a level difference it is. Pikachu may be best to use Thunder Wave if any following Pokemon is slower than Psyduck so there's no risk of Amnesia-boosted damage after. Otherwise, Pikachu can just use Thunderbolt.

Overall, Pikachu destroys Psyduck, except for when Psyduck has Dig, or there's a large level gap favoring Psyduck, and even that is not guaranteed. It may not be a good idea for Pikachu to switch in though as it gives Psyduck a free turn to use Amnesia, even if it's somewhat safe.

Pikachu vs Growlithe

Pikachu is 2HKO'd by Dragon Rage at levels L25 and L26, but if Growlithe uses Dig, Pikachu will always be below 40 HP after. Pikachu's Surf can 2HKO, but it often requires good damage rolls

unless it has a few levels higher than Growlithe. For L30 Growlithe vs L25 Pikachu, Body Slam and then Dragon Rage 2HKOs, and Dig OHKOs.

For L25 vs L25, Pikachu's Surf has an 85.1% chance to 2HKO, and even if it doesn't, Growlithe will have almost no HP left. Thunder Wave isn't a great choice since it requires a Full Paralysis to just break even with its usage, unless you're preparing for Pikachu being KO'd. However, if Growlithe is being forced to use Dig, it can be helpful as there is a decent chance it will be Fully Paralyzed when using it.

Overall, Pikachu easily wins, and at L27 or higher, it almost always wins unless Growlithe is using Dig, in which case Growlithe usually wins. Dig can put Growlithe in a counterable position, and Pikachu could also use Thunder Wave to make it harder to use Dig, so there is some important counterplay depending on the levels, and the match-up can swing more in either direction. Neither Pokemon are great at switching into each other.

Pikachu vs Poliwag

Pikachu and Poliwag have equal Speed, and for even levels, Pikachu has a small chance of OHKOing for most level pairings, while Poliwag's Surf 3HKOs. For L30 Poliwag vs L25 Pikachu, Poliwag's Surf 2HKOs and is faster, while Pikachu's Thunderbolt 2HKOs, but can use Thunder Wave. If Poliwag is a couple levels higher making it faster, but doesn't 2HKO often with Surf, it could also use Hypnosis. For when Pikachu is a few levels higher, Thunderbolt can more commonly OHKO and become guaranteed.

Overall, Pikachu destroys Poliwag, but Poliwag can win if it has a much higher level or gets lucky. Neither Pokemon can really switch into each other.

Pikachu vs Abra

For even levels, Abra's Psychic 2HKOs, and Pikachu's Body Slam and Seismic Toss both 3HKO. Since both Pokemon are Speed tied, Abra always wins unless it gets unlucky with Paralysis. If Pikachu is a higher level, Body Slam can become a 2HKO while Abra's Psychic can sometimes 3HKO, but Psychic still 2HKOs with a Special fall. If Abra is a higher level, Psychic is still a 2HKO, but Body Slam falls to a 3HKO and can sometimes 4HKO.

Both Pokemon can also use Thunder Wave to Paralyze, but Pikachu doesn't benefit as much since Body Slam can Paralyze sometimes anyway. If Pikachu has to use Thunderbolt, Abra always wins and can also reduce its damage with a Special fall. If Pikachu is a higher level and Abra's Psychic doesn't 2HKO by damage rolls or a Special fall, it can win with Seismic Toss.

Overall, Abra easily wins and forces Pikachu to have Body Slam to even have a realistic chance. Abra could switch into Thunderbolt or Surf, but could lose the match-up depending on the damage ranges.

Pikachu vs Geodude

Even for L30 Pikachu vs L25 Geodude, Earthquake has a 92.3% chance to OHKO, and even for L30 Geodude vs L25 Pikachu, Surf has an 82.1% chance to OHKO. Pikachu goes first though, so it wins.

Overall, Pikachu destroys Geodude, but it can't switch into it. While Geodude loses in the match-up, Geodude is an excellent follow-up to a Paralyzed Pikachu, and can also threaten with Explosion if Pikachu were to switch out.

Pikachu vs Magnemite

Neither Pokemon is really good at damaging each other with Magnemite's Thunderbolt 4HKOing at even levels, and Pikachu's Body Slam having a 24.7% chance to 4HKO. However, L25 Pikachu's Seismic Toss 3HKOs Magnemite when it's L25 to L27, and 4HKOs if it's higher, which makes the match-up in Pikachu's favor. Magnemite can get Critical Hits with Thunderbolt though, while Seismic Toss can't.

Both Pokemon will generally get Paralyzed from trading with Thunder Wave. While Pikachu is faster, Thunder Wave is helpful due to the number of attacking turns both Pokemon take and because Magnemite will be using it often.

For L30 Magnemite vs L27 Pikachu or lower, Magnemite's Thunderbolt always 3HKOs, while Pikachu's Seismic Toss always 4HKOs. Magnemite also benefits from Thunderbolt possibly being a Critical Hit. Sonicboom is only better to use when Pikachu has a much higher level.

Overall, Pikachu is heavily favored to win as long as it has Seismic Toss, otherwise Magnemite almost always wins. Luck from Paralysis does create high variance though. Both Pokemon are fine to switch into each other, but they likely won't win the match-up when doing so.

Pikachu vs Farfetch'd

Pikachu's Thunderbolt 2HKOs, and Farfetch'd's Body Slam almost always 2HKOs when levels are even. Pikachu wins simply by being faster, but if Body Slam Paralyzes, Farfetch'd wins and can cover a damage range with Double-Edge after if needed. The trend continues for L25 Pikachu vs L30 Farfetch'd, except Pikachu takes more damage when winning, and Farfetch'd takes less damage when winning. If Pikachu is a much higher level, Thunderbolt can have a chance to OHKO, reaching 46.2% for L30 Pikachu vs L25 Farfetch'd, while Farfetch'd's Body Slam 3HKOs.

Overall, Pikachu easily wins but does lose if Body Slam Paralyzes. Pikachu is also safe to switch into Peck or Fly and still surviving Double-Edge after.

Pikachu vs Shellder

For even levels, Pikachu's Thunderbolt has a decent chance to OHKO Shellder, while Shellder's Surf 3HKOs. However, L25 Shellder's Explosion OHKOs L30 Pikachu with a 43.6% chance, and the chance becomes much higher with a smaller level gap. If Pikachu has a few levels higher, Thunderbolt can become a guaranteed OHKO.

Overall, Pikachu easily wins, but is at risk of Shellder's Explosion. Substitute could be used to block it, but it's not usually a great move for Pikachu to have. Neither Pokemon can really switch into each other.

Pikachu vs Gastly

For even levels, Pikachu's Thunderbolt almost always 4HKOs, but it can use Seismic Toss for 3HKOs instead. Gastly's Psychic 3HKOs, but has a chance to 2HKO with a Special fall, and Explosion will almost always OHKO. This gives Gastly an edge in the match-up as it can win with Psychic Special falls, and tie if it doesn't, but this does lead to potential counterplay with Pikachu being switched out.

For L30 Pikachu vs L25 Gastly, Thunderbolt and Seismic Toss still 3HKO, but Gastly's Psychic can only 3HKO and Explosion can't OHKO. It still can use Psychic and then Explosion to tie though. For L30 Gastly vs L25 Pikachu, Gastly is faster, Psychic 2HKOs, Explosion OHKOs, and Pikachu can only 4HKO with Seismic Toss, giving lots of advantages to Gastly. Pikachu can use Thunder Wave for Paralysis and make Gastly weak for the follow-up however.

Overall, Gastly has a slight advantage, but may require using Explosion if it doesn't get good luck when using Psychic. If Pikachu doesn't have Seismic Toss, it almost always loses. Both Pokemon could switch into each other to get some damage in, but they likely won't win.

Pikachu vs Voltorb

Neither Pokemon can do much damage to each other, and can generally switch into any moves. Both will also usually be Paralyzed by Thunder Wave. Pikachu's Seismic Toss 4HKOs, or it can 3HKO if it has a higher level, while Voltorb's Explosion often OHKOs at even levels. Voltorb's Thunderbolt tends to be a 5HKO, but can save or lose a turn depending on the levels of both Pokemon. If Pikachu is a few levels higher and becomes faster, such as L28 vs L25, its Substitute can block all of Voltorb's Thunder Wave, Explosion, Thunderbolt, and Sonicboom. Voltorb

can likewise do the same with Substitute when it's a few levels higher, except for Pikachu's Seismic Toss.

Overall, Pikachu is slightly favored to win, but at the cost of a lot of HP and being Paralyzed. Voltorb is able to explode however and can usually earn a tie, but it needs to be done carefully with predicting the opponent. With the number of attacks by both Pokemon and Paralysis, there is also a lot of variance in the match-up, especially with different levels. Both Pokemon can generally switch into each other, but are more likely to lose when doing so.

Pikachu vs Exeggcute

Exeggcute can wall basically all of Pikachu's moves and even Seismic Toss is only a 4HKO at best in almost all cases. Exeggcute does risk Paralysis from Thunder Wave, and can get a lot of its HP chipped away since Psychic only 3HKOs at even levels, but it usually wins. A Psychic Special fall makes it a 2HKO, and Explosion can also be used, which OHKOs at even levels. L30 Pikachu vs L25 Exeggcute is the only case where Seismic Toss 3HKOs, and while Exeggcute's Psychic 3HKOs and rarely 4HKOs, Psychic and then Explosion still 2HKOs, which can be a worthwhile trade to take out a L30 Pokemon at L25. If Exeggcute is a higher level, Pikachu simply gets walled harder, and Psychic is a guaranteed 2HKO.

Overall, Exeggcute destroys Pikachu and is safe to switch in. It may end up losing a lot of HP and being Paralyzed though, or forced to explode, but Pikachu pretty much can't KO Exeggcute without exceptionally good luck.

Pikachu vs Cubone

For even levels, Cubone's Earthquake almost always OHKOs while Pikachu's Surf 2HKOs, making it an easy win for Cubone. If Cubone is a higher level, Surf can become a 3HKO, and if Pikachu is a higher level, Earthquake can become a 2HKO, so there are some level pairings where Pikachu wins. Cubone could still go for a risky Body Slam in these cases and 2HKO after with Earthquake.

Overall, Cubone destroys Pikachu unless Pikachu is a higher level, or it gets lucky with a Critical Hit Surf. Cubone will also always take a heavy hit from Surf. Cubone could switch into an Electric move with a good prediction, but getting hit by Surf is devastating.

Pikachu vs Horsea

While Horsea has high enough Special such that Pikachu's Thunderbolt is usually a 2HKO and Horsea's Surf is also usually a 2HKO, Pikachu is faster and wins. L30 Pikachu's Thunderbolt against L25 Horsea has an 87.2% chance to OHKO, so Horsea can survive sometimes. However, even L25 Pikachu's Thunderbolt against L30 Horsea is a 2HKO and is still

faster. If Pikachu is a higher level than Horsea, Surf can't 2HKO but is still at least a guaranteed 3HKO. L30 Horsea still loses vs L25 Pikachu since both attacks are still 2HKOs, and Horsea is still slower.

Overall, Pikachu destroys Horsea, but does take some heavy damage from Surf, making switching in fairly unsafe.

Pikachu vs Dratini

Dratini walls off Pikachu's best moves, and Seismic Toss may only 4HKO depending on the levels. Dratini's Dragon Rage 2HKOs L25 and L26 Pikachu, but it could use Wrap after Agility or Thunder Wave. However, since Pikachu can't do much damage and Dratini can become dangerous after setting up, Pikachu should use Thunder Wave to at least Paralyze Dratini, making Agility mostly useless and Thunder Wave breaking even. If Pikachu is L25 or L26 with this in mind, Dratini may be best to just use Dragon Rage and skip other moves. If Pikachu is a few levels higher, especially if Seismic Toss is a 3HKO, Dratini should use Thunder Wave.

Overall, Dratini easily wins unless Pikachu is a high enough level to 3HKO with Seismic Toss and has over 80 HP. Dratini won't have much left after KOing Pikachu though. Dratini could switch into Pikachu's attacks, but it may lead to losing the match-up if it puts Seismic Toss into a damage range where it KOs in the same number of turns as Dragon Rage.

Sandshrew vs Sandshrew

Sandshrew against another Sandshrew at even levels 3HKOs with Earthquake, and Body Slam adds an extra turn to KO, so it's not worth using. However, if the opposing Sandshrew is a higher level and faster, Body Slam may be worth using to go for Paralysis, at the risk of not Paralyzing and doing a lot less damage. Otherwise, the match-up is just using Earthquake and hoping you win any Speed ties. For L30 Sandshrew vs L25 Sandshrew, Earthquake has a 96.1% chance to 2HKO.

Overall, Sandshrew vs Sandshrew is a complete coin flip, but a higher level Sandshrew is almost guaranteed to win. Sandshrew is also not terrible to switch into another, especially if it isn't into Earthquake, but it may cost winning the match-up.

Sandshrew vs Clefairy

At even levels, Sandshrew's Earthquake has a small chance to 2HKO, while Clefairy can 2HKO with even Ice Beam, but it's slower than Sandshrew. L25 Sandshrew's Earthquake has a 7% chance to 2HKO L25 Clefairy, so Clefairy will usually win. If Clefairy is a few levels higher, Blizzard can OHKO, even becoming a guarantee when 4 levels higher, and it becomes faster too, making it a very easy win. L30

Sandshrew's Earthquake 2HKOs L27 Clefairy and is faster, while Blizzard is still a 2HKO. In some cases for level pairings, Clefairy can use Body Slam and then Blizzard to 2HKO for a chance of Paralysis and slightly more accuracy.

Overall, Clefairy easily wins, but differences in levels can swing the match-up in both directions. Both Pokemon are also fairly safe to switch into each other's other moves so long as it doesn't save the opponent a turn in the match-up.

Sandshrew vs Diglett

Diglett's poor HP and Defense makes it very bad against other Ground Pokemon. L25 Sandshrew's Earthquake is a 2HKO against L30 Diglett, while Diglett's Earthquake has a 0.9% chance to 2HKO. For even levels, Diglett's Earthquake can drop to a decent chance of a 3HKO, and when Sandshrew has a higher level, it drops to almost always 5HKOing, while Sandshrew has a guaranteed OHKO. Diglett's only usable counter is going for extreme luck with Sand-Attack. For some level pairings, Sandshrew could also use Body Slam first for a chance of Paralysis.

Overall, Sandshrew destroys Diglett and can somewhat safely switch in as well. Even with a Critical Hit, Diglett still usually loses.

Sandshrew vs Meowth

For even levels, Meowth's Bubblebeam 3HKOs, while Sandshrew's Earthquake 2HKOs, giving Sandshrew a winning match-up. If Sandshrew is a few levels higher, Bubblebeam can become a 4HKO, and if Meowth is a few levels higher, it can become a 2HKO, while Sandshrew's Earthquake can become a 3HKO. For L30 Meowth vs L25 Sandshrew, Bubblebeam 2HKOs, while Earthquake has a 0.7% chance to 2HKO, and for L30 Sandshrew vs L25 Meowth, Bubblebeam 4HKOs and Earthquake 2HKOs. Neither Pokemon really have any better options, but Meowth could go for Body Slam if it's a lower level for Paralysis before Bubblebeam.

Overall, Sandshrew is heavily favored, but level differences can flip the match-up. Both Pokemon can switch into other moves, but it's not ideal.

Sandshrew vs Psyduck

For even levels, Psyduck has a decent chance to OHKO, and can become guaranteed with a higher level or after Amnesia. Sandshrew's Earthquake is usually a 2HKO, but it can become a 3HKO if Psyduck has a few levels higher. L30 Sandshrew outspeeds L25 Psyduck and actually wins, but will take heavy damage. For L25 Psyduck vs L25 Sandshrew, Surf has a 51.3% chance to OHKO and Earthquake has a 96.1% chance to 2HKO, with a 17.9% chance to OHKO with a Critical Hit.

Overall, Psyduck destroys Sandshrew, but Earthquake can hit pretty hard and neither Pokemon can safely switch into most moves.

Sandshrew vs Growlithe

For even levels, Sandshrew's Earthquake almost always OHKOs, and Sandshrew can survive Dragon Rage x2 at any level. Growlithe's only hope is getting a Burn with Fire Blast, in which case it can actually win as it does enough damage for Dragon Rage to KO after. If Sandshrew is a few levels higher, it can still win anyway as Fire Blast and then Dragon Rage doesn't 2HKO, and Burned Sandshrew's Earthquake can still 2HKO. If Growlithe is a few levels higher, it uses the same strategies, except Burned Sandshrew's Earthquake becomes a 3HKO.

Overall, Sandshrew easily wins, but it can lose to bad luck. Neither Pokemon are great at switching into each other.

Sandshrew vs Poliwhg

For even levels, Sandshrew's Earthquake and Poliwhg's Surf are both 2HKOs, but Poliwhg's attacks are much stronger and it goes first. If Poliwhg is a few levels higher, Surf can OHKO and even become a guaranteed OHKO, while Earthquake can become a 3HKO. For L30 Sandshrew vs L25 Poliwhg, both Earthquake and Surf are still 2HKOs, so Poliwhg still wins.

Overall, Poliwhg destroys Sandshrew, but isn't safe to switch into Sandshrew. Sandshrew can only win with a Critical Hit.

Sandshrew vs Abra

For even levels, Abra's Psychic 2HKOs, while Sandshrew's Earthquake is just shy of OHKOing, giving an easy win to Abra, but at the cost of most of its HP. If Sandshrew has a few extra levels, Earthquake can OHKO and also become guaranteed, making it an easy win for Sandshrew. For L30 Abra vs L25 Sandshrew, Psychic has a 17.9% chance to OHKO, so the extra levels aren't too helpful for Abra. However, if Sandshrew uses Body Slam and Paralyzes, it can 2HKO Abra almost always even with L25 Sandshrew vs L30 Abra, so Sandshrew can still win the match-up with luck.

Overall, Abra easily wins, but Sandshrew can either use Earthquake for guaranteed high damage, or Body Slam for a chance at winning instead. Extra levels are beneficial to Sandshrew, and don't really help Abra at all, unless they are counteracting Sandshrew also being a higher level. Sandshrew could switch into Thunder Wave, but it's risky as a wrong prediction wastes Sandshrew entirely.

Sandshrew vs Geodude

Sandshrew always attacks first and its Earthquake 2HKOs, while Geodude's Earthquake 3HKOs. Geodude can use Explosion though, which is a bit off OHKOing at even levels, but at least does heavy damage. Higher levels for Geodude can make Explosion a guaranteed OHKO, but it is still 2HKO'd by Sandshrew, while higher levels for Sandshrew can

make its Earthquake OHKO sometimes. For L30 Sandshrew vs L25 Geodude, Earthquake has a 61.5% chance to OHKO.

Overall, Sandshrew easily wins, but does need to be cautious of Explosion. Sandshrew can switch into most of Geodude's moves, and Geodude is fine to switch into anything other than Earthquake.

Sandshrew vs Magnemite

Magnemite can't really do anything at all against Sandshrew, except Sonicboom, while Sandshrew's Earthquake can often OHKO at even levels, becomes guaranteed at higher levels, and still 2HKOs at lower levels.

Overall, Sandshrew destroys Magnemite and can switch in without worry.

Sandshrew vs Farfetch'd

Farfetch'd is the main and sometimes only reason why Sandshrew has Rock Slide. At even levels, Rock Slide will often 2HKO depending on what levels both Pokemon are, but always at least 3HKOs in all cases. Farfetch'd's Body Slam generally 4HKOs and Double-Edge 3HKOs, so Body Slam is generally the best choice. The recoil damage from Double-Edge can make Rock Slide a guaranteed 2HKO. Sandshrew can also use Slash as a finisher for accuracy if Rock Slide did high damage.

For L30 Farfetch'd vs L25 Sandshrew, Double-Edge 2HKOs 47.9% of the time, so it may still be preferred to use Body Slam first. For L30 Sandshrew vs L25 Farfetch'd, Slash is a guaranteed 2HKO and is better to use than Rock Slide, although a Critical Hit Rock Slide OHKOs for desperate situations. At these levels, Farfetch'd does low damage and should mostly try for Paralysis.

Overall, Sandshrew is heavily favored to win, but it can be in Farfetch'd's favor if it is a much higher level. Sandshrew can switch into Farfetch'd without too much damage, and Farfetch'd could switch into Earthquake, but it's not the best Pokemon against Sandshrew.

Sandshrew vs Shellder

Shellder's Surf does more than its Explosion, has a small chance to OHKO at even levels, and becomes more likely and guaranteed at higher levels. Sandshrew's Earthquake 3HKOs and can become a 4HKO when Shellder is a higher level. If Sandshrew has a few extra levels, Earthquake can become a 2HKO and Sandshrew breaks the Speed tie, giving it an easy win, but taking heavy damage. Shellder could also use Clamp as a risky option to deal more damage for OHKOs, but Sandshrew could be switched out, Clamp could miss, or it could only hit twice.

Overall, Shellder destroys Sandshrew, but does lose if Sandshrew is a much higher level. Shellder can switch into moves other than

Earthquake, but it can open up being in 2HKO range of Earthquake after.

Sandshrew vs Gastly

L25 Sandshrew's Earthquake has an 87.2% chance to OHKO L30 Gastly, and is guaranteed at almost every other level pairing. Gastly's Psychic does more than Mega Drain and any damage healed isn't doing anything. Psychic 3HKOs at even levels, can fall to a 4HKO if Sandshrew is a higher level, and can become a 2HKO when Gastly is a higher level or gets a Special fall. Explosion does some extra damage, but can't OHKO. If Gastly is desperate, the best it can do is Confuse Ray or Hypnosis.

Overall, Sandshrew destroys Gastly, but is a bit unsafe to switch into it. Gastly could switch into Sandshrew's Normal attacks, but it's a dangerous prediction and it loses the match-up anyway.

Sandshrew vs Voltorb

If Sandshrew is about an even level or one higher, Earthquake is a guaranteed OHKO, and is at worst a strong 2HKO if Voltorb is a much higher level. All Voltorb can really do is use Sonicboom and Explosion, but both are weak with Explosion barely doing more than half at even levels.

Overall, Sandshrew destroys Voltorb and can switch in fine.

Sandshrew vs Exeggcute

Sandshrew's Slash is almost entirely for Exeggcute as its only decent move against it, although it's still usually a 4HKO and isn't a guaranteed Critical Hit. Body Slam for Paralysis at least once is generally a better way to start. For even levels, Exeggcute's Psychic has a high chance to 2HKO, and it's guaranteed with a Special fall. Explosion also does a bit more damage if Exeggcute needs to use it, but the timing can be awkward due to the Speed tie.

L30 Sandshrew's Slash is still only a 3HKO against L25 Exeggcute, while Psychic becomes a 3HKO and has a 0.7% chance to 2HKO with a Special fall, giving Sandshrew the win. For L30 Exeggcute vs L25 Sandshrew, Psychic still 2HKOs, and Slash has a 2.9% chance to 4HKO assuming every hit is a Critical Hit.

Overall, Exeggcute destroys Sandshrew and can safely switch into Earthquake which is mostly what Sandshrew uses. Only very rarely can Sandshrew win by extremely good luck.

Sandshrew vs Cubone

At even levels, Sandshrew's Earthquake 3HKOs, while Cubone's Ice Beam 2HKOs, giving it an easy win. If Cubone is a higher level, Blizzard can have a chance to OHKO, becomes faster, and Sandshrew's Earthquake mostly becomes a 4HKO. If Sandshrew is a higher level, Earthquake can

have a chance to 2HKO, while Cubone's Blizzard is still a 2HKO. For some level pairings, Cubone could also use Fire Blast for the chance to Burn, which still lets Blizzard 2HKO after.

Overall, Cubone easily wins and can win with a level disadvantage most of the time as well. Neither Pokemon are great at switching into each other though.

Sandshrew vs Horsea

At even levels, Horsea's Surf OHKOs, while Earthquake has a fairly low chance of 2HKOing. L30 Sandshrew is still slower than L25 Horsea, Earthquake 2HKOs, and Horsea's Surf still 2HKOs, so Horsea still wins. Horsea being a higher level doesn't change anything since it already OHKOs at even levels and is faster, but it can make switching in result in some less damage taken.

Overall, Horsea destroys Sandshrew, but isn't amazing at switching in. It still wins when switching in, but can take some high damage.

Sandshrew vs Dratini

At even levels, Sandshrew's Earthquake and Dratini's Ice Beam are both 2HKOs, but Dratini is faster so it wins. Dragon Rage is generally weaker than a super effective move, but can be used to KO Sandshrew for better accuracy over Blizzard, or for a potential switch in. Agility is only recommended if Sandshrew is a higher level and is faster, otherwise it's a waste of a turn since Dratini will be KO'd after. Sandshrew could also use Body Slam to try for Paralysis, but it won't 2HKO with Earthquake unless it's a higher level.

L30 Dratini's Blizzard OHKOs L25 Sandshrew, but L30 Sandshrew's Earthquake still 2HKOs and L25 Dratini's Blizzard still 2HKOs. However, Sandshrew can be faster with a large level difference and then wins.

Overall, Dratini easily wins, but Earthquake still does heavy damage and Dratini can't really switch in. If Dratini is relying on Blizzard, there is a small chance one of them can miss as well.

Clefairy vs Clefairy

For Clefairy vs Clefairy, Body Slam is almost always a 4HKO at even levels, while the other moves are all weaker. Double-Edge generally 3HKOs, but isn't always used on Clefairy's moveset, and the recoil will make the opponent's Body Slam 3HKO anyway. Counter likewise isn't always used by Clefairy, but can do some large damage with a good prediction. Thunder Wave doesn't save any turns for KOing, but Full Paralysis can be helpful and leave the opposing Clefairy Paralyzed if yours loses, and you can often break even in turn count with at least one Full Paralysis. Ultimately, using Body Slam and hoping your

Clefairy wins is generally best, while deciding if using Thunder Wave is worth the pros and cons.

For different levels, the higher level Clefairy has a much better chance at 3HKOing and doesn't have to worry about Speed ties. However, since the lower level Clefairy will be slower and use Thunder Wave, the higher level Clefairy should also use Thunder Wave. The lower level Clefairy could force and then ignore it by still using Body Slam, but it will be losing the match-up and it's better to Paralyze. For L25 Clefairy vs L30 Clefairy, L30 Clefairy's Body Slam is still a 3HKO, while L25 Clefairy's Body Slam 5HKOs, making the L30 Clefairy also able to use Substitute to take a hit while blocking Thunder Wave. A desperate Blizzard Freeze is the best option if the lower level Clefairy must win.

Overall, Clefairy vs Clefairy is very straight-forward and is just a matter of who wins Speed ties and gets Critical Hits. For different levels, the higher level Clefairy has a very high chance of winning. Clefairy is usually fine to switch into another one and then still do some damage and Paralyze, but it almost certainly won't win.

Clefairy vs Diglett

For even levels, Diglett's Earthquake 3HKOs, while Clefairy's Blizzard has a good chance to OHKO depending on the levels. Clefairy can also 2HKO with Body Slam as an option to go for Paralysis, or to avoid the risk of Blizzard missing. L28 Clefairy's Blizzard is a guaranteed OHKO vs L25 Diglett, and at L30, Clefairy is 4HKO'd by L25 Diglett's Earthquake.

For L30 Diglett vs L25 Clefairy, Earthquake has a 99.9% chance to 2HKO, while Clefairy's Body Slam and then Blizzard 2HKOs, still giving Clefairy a decent chance to win with Paralysis. Depending on the potential follow-up, Clefairy may be better off using Blizzard for damage however.

Overall, Clefairy destroys Diglett, and can even win with a large level disadvantage with some luck. Diglett could switch into Clefairy's Electric moves, but otherwise neither Pokemon should switch into each other.

Clefairy vs Meowth

For even levels, Clefairy's Body Slam 3HKOs, while Meowth's Body Slam almost always 4HKOs, giving Clefairy the advantage. Clefairy can also Paralyze with Thunder Wave, and can possibly get creative with Counter. For L30 Clefairy vs L25 Meowth, Clefairy's Body Slam 2HKOs, while Meowth's Body Slam 5HKOs. For L30 Meowth vs L25 Clefairy, Meowth's Body Slam 3HKOs, while Clefairy's Body Slam has a 0.4% chance to 3HKO.

Overall, Clefairy easily wins, but Meowth attacks first and has a higher Critical Hit chance, so it can sometimes get lucky. Meowth also wins if it has a few levels higher, but will be Paralyzed and heavily damaged, with a chance of losing with bad Paralysis luck as well.

Clefairy vs Psyduck

Clefairy is always slower, so starting with Thunder Wave is helpful for making Psyduck less dangerous after setting up with Amnesia. At even levels, Clefairy's Body Slam will generally 3HKO, Clefairy's Thunderbolt 2HKOs before Amnesia, while Psyduck's Surf will usually 4HKO before Amnesia and 2HKO after. Because Amnesia saves a turn for Psyduck attacking and survives an extra turn by making Body Slam the better choice for Clefairy, it's useful for Psyduck to use. Clefairy also has the risky option of using Body Slam and Paralyzing with that instead of Thunder Wave. Given this, Psyduck usually wins, but Clefairy wins with Full Paralysis or if Body Slam Paralyzes, making Thunder Wave first the better option on average.

If Psyduck is a higher level, Surf 3HKOs before Amnesia and 2HKOs after, while Clefairy's Thunderbolt can become a 3HKO before Amnesia and then 5HKOs after. Body Slam generally becomes a 4HKO, overall giving an advantage to Psyduck, but Paralysis can still get Clefairy the win, just less often.

If Clefairy is a higher level, Body Slam still usually 3HKOs, but Surf generally 5HKOs before Amnesia and generally 3HKOs after Amnesia. With Psyduck taking an extra turn and being Paralyzed, Clefairy almost always wins.

Overall, the match-up is roughly even and comes down to Paralysis and damage rolls. If Psyduck gets Fully Paralyzed or Body Slam does high enough damage to 3HKO after Paralyzing, Clefairy wins. Higher levels for either Pokemon makes the match-up slightly more favorable, but not by significant amounts. Neither Pokemon are great for switching in.

Clefairy vs Growlithe

Clefairy is 3HKO'd by Dragon Rage, and only when Growlithe is a much higher level can Fire Blast 2HKO, but still risks missing. Clefairy's Body Slam and Blizzard both almost always 3HKO at even levels, with Body Slam being more consistent at hitting, but gets weakened if Fire Blast Burns. However, since Clefairy can use Thunder Wave first, Clefairy will always be able to switch to Blizzard after getting Burned. Growlithe may use Substitute though, so Body Slam first instead may be safer. Growlithe could also use Reflect, but it only forces Clefairy to use Blizzard instead. Clefairy gets 3HKO'd first, but if Growlithe is Fully Paralyzed or Clefairy goes for a risky Body Slam to Paralyze and gets it, Clefairy wins.

L30 Clefairy Body Slam and Blizzard vs L25 Growlithe both have a 23.7% chance to 2HKO, and somewhat force Growlithe to only use Dragon Rage. For L30 Growlithe vs L25 Clefairy, Fire Blast has a 99.9% chance to 2HKO and Clefairy 4HKOs.

Overall, the match-up is slightly favored for Growlithe if it can avoid Full Paralysis, or pressure Clefairy with Substitute to not use Thunder Wave, and then generally wins the race to 3HKO. Neither Pokemon gain a lot from having extra levels, and neither Pokemon are great at switching into the other.

Clefairy vs Poliwag

For even levels, Clefairy's Thunderbolt 2HKOs, while Poliwag's Surf 4HKOs, giving Clefairy an easy win. Clefairy can also use Body Slam and then Thunderbolt and still almost always 2HKO, and get the chance of Paralysis. Thunder Wave can also be used for the chance of Full Paralysis. Poliwag's best choice if it needs to win is Hypnosis, which can win with very good luck.

For L30 Poliwag vs L25 Clefairy, Surf 3HKOs and Thunderbolt has a 62.9% chance to 2HKO, so the match-up is still generally in Clefairy's favor. For L30 Clefairy vs L25 Poliwag, Thunderbolt has a 2.6% chance to OHKO, and Surf 5HKOs, making it very one-sided and essentially forcing Poliwag to try Hypnosis.

Overall, Clefairy destroys Poliwag, but can lose due to bad luck from Hypnosis. Clefairy is generally fine with switching into Poliwag, but Poliwag can only really switch into Blizzard.

Clefairy vs Abra

For even levels, Abra's Psychic 3HKOs, when both Pokemon are L30 it has a 0.6% chance to 2HKO, and it is a guaranteed 2HKO with a Special fall. Clefairy's Body Slam 2HKOs. Clefairy could use Thunder Wave, but it only gains one chance of Full Paralysis and could be blocked by Substitute, while instead it can just attempt to get lucky with Body Slam. Abra could attempt to use Counter, but even if Body Slam does maximum damage, Counter will be 1 HP off OHKOing for even levels, so it's fairly risky to use.

When Clefairy is a higher level, Body Slam still 2HKOs, while Psychic can drop to a 3HKO even with a Special fall, and Counter can OHKO Clefairy. When Abra is a higher level, Psychic can become a 2HKO, while Body Slam becomes a 3HKO.

Overall, Clefairy has a slight advantage to win, and it mostly comes down to secondary effect luck who wins. Neither Pokemon are safe with switching into each other.

Clefairy vs Geodude

For even levels, Clefairy has a small chance to OHKO with Blizzard, while Geodude's Earthquake has a small chance to 2HKO and Explosion almost always OHKOs. While Clefairy could use Substitute to block Explosion, it's hard to fit into its moveset, and Geodude can just use Earthquake anyway.

When Clefairy is a higher level, Blizzard becomes a guaranteed OHKO, while Geodude being a higher level only gains Earthquake 2HKOing. Geodude exploding can be useful, but it generally is just a trade without taking out a higher level Pokemon as Clefairy being a higher level takes out Geodude before it can explode. Switching against Explosion can be a counter too. Clefairy also could use Bubblebeam for a higher OHKO chance, but it isn't great for other match-ups.

Overall, Clefairy has a slight advantage with forcing Geodude to tie at best, while occasionally KOing it without taking damage. Clefairy destroys Geodude when it's the last Pokemon since it can't explode, and Clefairy is in a bad situation when it's the last Pokemon and Geodude isn't. Geodude could switch into Electric moves, but switching into Body Slam almost guarantees Blizzard will KO after. Clefairy isn't great at switching into Geodude either.

Clefairy vs Magnemite

For even levels, Magnemite is faster and Thunderbolt is shy of 2HKOing, while Clefairy's Body Slam will usually 3HKO. Both Pokemon will generally trade Thunder Waves, but Magnemite has a slight edge due to being faster. Magnemite can also use Reflect and force Clefairy to use Blizzard, which almost never 3HKOs and also can miss, essentially breaking even with the extra turn to use it even without misses. Magnemite will generally win, but various luck factors can swing it hard in either direction.

When Clefairy is a higher level, it can outspeed Magnemite, but still only 3HKOs most of the time, and Magnemite's Thunderbolt also will usually 3HKO but sometimes 4HKO. Even if Clefairy wins, getting Paralyzed and taking some heavy damage isn't great value for the extra levels. When Magnemite is a higher level, Thunderbolt can become a guaranteed 2HKO, and Body Slam drops to a 4HKO and towards a 5HKO depending on level gap.

Because of Magnemite's powerful attacks, pretty good bulk, typing, and Speed, it's one of the few Pokemon that has a good match-up against Clefairy one-on-one. However, with Clefairy being a great Pokemon and a good choice for extra levels, Magnemite loses some of that uniqueness.

Overall, Magnemite is heavily favored, but can still lose to bad luck. Both Pokemon are okay at switching into each other, but they will generally lose when doing so.

Clefairy vs Farfetch'd

Clefairy being safe from Body Slam Paralysis, being able to Paralyze with Thunder Wave, and hitting hard makes Clefairy a tough match-up for Farfetch'd. For even levels, Thunderbolt almost always 2HKOs, and Blizzard can cover for very low damage rolls as well. Farfetch'd's Body Slam 3HKOs, while so does Double-Edge, so Body Slam is its best move.

For L30 Clefairy vs L25 Farfetch'd, Blizzard has a 2.6% chance to OHKO, so Thunderbolt should just be used, while Farfetch'd's Body Slam becomes a 4HKO. For L30 Farfetch'd vs L25 Clefairy, Farfetch'd's Body Slam and then Double-Edge 2HKOs, while Clefairy's Blizzard has a 17.1% chance to 2HKO.

Overall, Clefairy easily wins, but Farfetch'd at a much higher level or getting lucky wins. Clefairy can be okay with switching into Farfetch'd, but will always take some good damage.

Clefairy vs Shellder

For even levels, Clefairy's Thunderbolt 2HKOs, and Shellder's Surf almost never 3HKOs. However, Shellder's Explosion has a slight chance to OHKO, and it can also use Clamp to chip away at damage, but most likely just force a switch. This still ends up being in Clefairy's favor, but Shellder at least has options to go for luck or go for a tie.

When Clefairy is a higher level, it can outspeed Shellder and can have a small chance to OHKO with Thunderbolt, while also reducing the damage taken from Explosion to about two thirds. When Shellder is a higher level, Explosion OHKOs, Surf still only 3HKOs, and Clefairy's Thunderbolt has a small chance to 3HKO. Essentially, Shellder has to rely on Clamp or Explosion.

Overall, Clefairy easily wins, but might get KO'd by Explosion or Clamp. Both Pokemon are decent at switching into each other if they can avoid the dangerous moves.

Clefairy vs Gastly

For even levels, Gastly's Thunderbolt and Psychic will almost always 4HKO, while Clefairy's Blizzard 4HKOs. If Clefairy has Psychic, it can 3HKO and also get Special falls. While Clefairy takes one less turn to KO using Psychic, Gastly gets to attack first and has the initial chance to get a Special fall. If Clefairy takes a Special fall, Psychic becomes a 4HKO, while Gastly's Psychic becomes a 3HKO. However, if Gastly's doesn't get a Special fall on Clefairy and

Clefairy's Psychic does get one on Gastly, Gastly 5HKOs and Clefairy 2HKOs.

This all becomes widely varying depending on how each turn goes, the specific level both Pokemon are, and if Critical Hits occur. Clefairy should also use Thunder Wave first, and the chance of Full Paralysis also affects the match-up. It appears to be slightly Clefairy favored. Gastly also can explode however and won't OHKO but does do very high damage.

If Clefairy is a higher level, its Psychic can become a guaranteed 2HKO so long as it doesn't take a Special fall from Gastly's Psychic. Blizzard 3HKOs normally, and can become a 4HKO or 5HKO after a Special fall. Gastly's Psychic is a 5HKO before Special falls, and Explosion usually does a bit over half.

If Gastly is a higher level, Psychic 3HKOs before Special falls, Explosion can have a chance to OHKO, and Clefairy's Psychic generally becomes a 4HKO.

Overall, the match-up is roughly even, but there are a lot of different factors to assess. Clefairy has a slight advantage if it has Psychic, but it may not fit into its moveset, and Gastly can use Explosion for a tie. Both Pokemon aren't great at switching into each other, but don't get immediately KO'd while doing so.

Clefairy vs Voltorb

Voltorb can Paralyze Clefairy, and possibly block Clefairy's Thunder Wave with Substitute with a bit of a risky prediction, and Clefairy could use Body Slam for Paralysis anyway. For even levels, Voltorb's Thunderbolt will 3HKO or 4HKO depending on the levels, while Clefairy's Body Slam almost always 3HKOs. Blizzard is also slightly stronger and better to use if the first two Body Slam damage rolls are low. Voltorb's Explosion does very high damage, but only has a 2.6% chance of OHKOing if it's L30 vs L25 Clefairy.

For L30 Clefairy vs L25 Voltorb, Clefairy's Body Slam has a 40.3% chance to 2HKO, while Voltorb's Thunderbolt has a 59% chance to 4HKO and Explosion does about half, giving Clefairy a good chance to win, even against Explosion. Thunder Wave from either Pokemon is still an option, but Clefairy could potentially be blocked by Substitute, and Voltorb wastes a damaging turn to use it, unless both Pokemon use Thunder Wave.

For L30 Voltorb vs L25 Clefairy, Voltorb's Thunderbolt is shy of 2HKOing, and Explosion is almost always shy of OHKOing. Clefairy's Body Slam has a 99.9% chance to 4HKO, so Voltorb tends to win but will take heavy damage and likely be Paralyzed.

Overall, Clefairy has a slight advantage, but Voltorb can use Explosion and occasionally get lucky to win. Both Pokemon are decent at switching into each other as well.

Clefairy vs Exeggcute

Clefairy's Blizzard always has at least some chance to 2HKO, even for L25 Clefairy vs L30 Exeggcute with a 0.6% chance, but for even levels or Exeggcute having a couple levels higher, Blizzard is a guaranteed 2HKO. However, Special falls from Exeggcute's Psychic turns it into a 3HKO. Exeggcute's Psychic at even levels has a good chance to 3HKO, and becomes a guaranteed after a Special fall for the first two Psychics. Exeggcute can also use Explosion for high damage which won't OHKO though, and can also make use of Hypnosis for luck since it's faster at even levels. Clefairy also has Thunder Wave, and can use Body Slam before Blizzard if Blizzard is 3HKOing anyway.

For L30 Clefairy vs L25 Exeggcute, Blizzard 2HKOs even after a Special fall, and Exeggcute's Psychic has a 59% chance to 4HKO, and likely will 4HKO after Special falls. Explosion does a bit over half, so Clefairy ends up winning easily, but a Special fall can hurt for the follow-up after Exeggcute is KO'd.

For L30 Exeggcute vs L25 Clefairy, Psychic is shy of 2HKOing, but does 2HKO after a Special fall, while Clefairy's Blizzard almost always 3HKOs, especially after a Special fall. Exeggcute's Explosion has a 69.2% chance to OHKO, but likely not worth sacrificing your L30 to KO a L25 Pokemon.

Overall, the match-up is about even as Exeggcute needs a Special fall most of the time, or has to resort to Explosion. Clefairy's Blizzard could miss, but it also has about an equal chance to get a Critical Hit to OHKO in most cases. Paralysis can also be a factor for the match-up. Neither Pokemon are great at switching into each other, but some of Clefairy's moves aren't devastating against Exeggcute.

Clefairy vs Cubone

Both Pokemon have the same Speed, so there can be large swings in outcomes. For even levels, Clefairy's Blizzard 2HKOs, while Cubone's Earthquake 3HKOs, so Clefairy almost always wins. For L30 Clefairy vs L25 Cubone, Blizzard OHKOs and Earthquake 4HKOs. For L30 Cubone vs L25 Clefairy, Blizzard still 2HKOs, while Earthquake has a 78.6% chance to 2HKO, giving Cubone the advantage.

Overall, Clefairy easily wins, but can still lose if Blizzard misses or Cubone gets a Critical Hit. Ice Beam makes the match-up easier, but Blizzard tends to be better for Clefairy in general. Both Pokemon can switch into each other's other moves, but not their best moves for this match-up.

Clefairy vs Horsea

For even levels, Horsea's Surf 3HKOs while Clefairy's Thunderbolt always 2HKOs. While Horsea is faster, Clefairy can use Thunder Wave. For L30 Horsea vs L25 Clefairy, Surf has a 78.6% chance to 2HKO, while Thunderbolt 3HKOs. For L30 Clefairy vs L25 Horsea, Thunderbolt still 2HKOs, but Surf becomes a 4HKO. Horsea can't really do much else besides a desperate Smokescreen or Freeze attempt.

Overall, Clefairy easily wins, but it can become a losing match-up if Horsea is a few levels higher. Neither Pokemon are great at switching into each other.

Clefairy vs Dratini

Dratini's best move, even at L30 vs L25 Clefairy is Dragon Rage, so it should only attack with that or Wrap. Clefairy is also always slower except for when it's L30 vs L25 Dratini where they're Speed tied. Dragon Rage 3HKOs, Clefairy's Blizzard always 2HKOs, and can OHKO if it has a higher level. Both Pokemon can also use Thunder Wave against each other, and is generally Dratini's only way to win unless it gets lucky with spamming Wrap and the opponent can't effectively switch.

Overall, Clefairy is heavily favored and the match-up doesn't change much at different levels, but Clefairy can lose to Full Paralysis or Wrap. L30 Clefairy with the Speed tie against L25 Dratini and 89.7% chance to OHKO with Blizzard is the only major match-up difference, and Clefairy is a very good counter in that case, but may get Paralyzed and damaged if it loses the Speed tie.

Diglett vs Diglett

Diglett's Earthquake is always at least a 2HKO against another Diglett, but for L30 Diglett vs L25 Diglett, it reaches a 66.7% chance to OHKO. For even levels, Body Slam and then Earthquake always 2HKOs, so you could use Body Slam for a chance to Paralyze and not worry about the Speed tie, but at the risk of doing much less damage if you lose the Speed tie, and not OHKOing with a Critical Hit. It may be better in general to just use Earthquake and only use Body Slam out of desperation.

Overall, the match-up is a coin flip and Diglett does massive damage to an opposing Diglett. Diglett can't really switch into itself except against Rock Slide, which isn't great to do either.

Diglett vs Meowth

For even levels, Diglett's Earthquake almost always 2HKOs and so does Meowth's Body Slam. Since Diglett attacks first, it will usually win unless Body Slam Paralyzes. If Meowth is a couple levels higher than Diglett, it becomes faster and almost always wins. For L30 Meowth vs L25 Diglett, Double-Edge also has a 10.3% chance to OHKO. A higher

level Diglett's Earthquake still 2HKOs, but Meowth's Body Slam can become a 3HKO, making the match-up winnable for Diglett even if it Paralyzes.

Overall, Diglett is heavily favored due to being faster, but Meowth can get lucky with Paralyzing. Neither Pokemon are great at switching into each other.

Diglett vs Psyduck

For even levels, Diglett's Earthquake 3HKOs, while Psyduck's Surf almost always OHKOs, giving it an easy win and doesn't even need Amnesia. A higher level Psyduck just takes less damage to Earthquake, which can fall to a 4HKO, but L30 Diglett vs L25 Psyduck makes Earthquake and Surf both 2HKOs, giving Diglett an easy win unless Psyduck uses Body Slam and Paralyzes, which 2HKOs.

Overall, Psyduck destroys Diglett, but Diglett can win if its level is high enough. Neither Pokemon can really switch into each other.

Diglett vs Growlithe

For even levels, Diglett's Earthquake is just barely impossible to OHKO, while Growlithe's Body Slam and then Dragon Rage always 2HKOs. Body Slam isn't too much weaker than Dragon Rage, so it should generally be used for the chance of Paralysis and possibly a Critical Hit. Diglett could also use Body Slam and then Earthquake to 2HKO as a counterplay, but it can't OHKO with a Critical Hit and does far less damage if it loses the match-up.

When Growlithe is a higher level, the match-up plays out exactly the same, except Growlithe's Body Slam 2HKOs, Earthquake does less in the case that Growlithe survives, and Diglett can't 2HKO with using Body Slam first. When Diglett is a higher level, Earthquake can become a guaranteed OHKO, and Growlithe's Body Slam with Dragon Rage can't 2HKO, so it may want to just use Dragon Rage instead if it gets a chance. Fire Blast is an option for a Burn, but if Diglett isn't already Paralyzed, Growlithe won't have a chance to try.

Overall, Diglett is heavily favored, but bad luck from Body Slam Paralyzing can let Growlithe win. Neither Pokemon can switch into each other, and Dragon Rage 2HKOs even if Diglett is L30.

Diglett vs Poliwhg

For even levels, Poliwhg's Surf has a pretty decent chance to OHKO, and can also use Body Slam and then Surf for 2HKOs and a chance to Paralyze. Diglett's Earthquake has a good chance to 2HKO, but it may 3HKO with low damage rolls, giving Poliwhg an easy win. For L30 Diglett vs L25 Poliwhg, Earthquake 2HKOs and Earthquake and then Body Slam has a 99.8% chance to 2HKO, as a counter to Poliwhg also 2HKOing

with both Surf or Body Slam and then Surf. If Poliwhg is a few levels higher, Surf OHKOs and is faster than Diglett.

Overall, Poliwhg is heavily favored to win, and Diglett generally needs both extra levels and good luck to win. Neither Pokemon can really switch into each other.

Diglett vs Abra

For even levels, both Pokemon deal heavy damage and 2HKO each other with Diglett's Earthquake and Abra's Psychic, but Diglett is faster. Diglett can also use Body Slam and then Earthquake to 2HKO, but it's only beneficial if Abra is immediately Fully Paralyzed, or to help the follow-up if Abra's Psychic is a Critical Hit. For L30 Diglett vs L25 Abra, Earthquake has an 89.7% chance to OHKO, while Psychic still 2HKOs, and for L30 Abra vs L25 Diglett, Psychic has an 89.7% chance to OHKO while Earthquake 2HKOs. Both Pokemon mirror each other well, but Diglett is faster.

Overall, Diglett easily wins due to Speed and immunity to Abra's Thunder Wave. For level differences, whichever Pokemon has the higher Speed wins. Neither Pokemon can really switch into each other.

Diglett vs Geodude

Despite the super effective difference, both Earthquakes tend to 2HKO at even levels, but Diglett is faster and wins. Geodude's Explosion always OHKOs in all cases, and could give an incentive For Diglett to use Dig, Substitute, or Sand-Attack on the first turn to avoid it. Geodude could also use Body Slam first for a chance of Paralysis and then 2HKO with Earthquake. If Geodude is a higher level, its Earthquake OHKOs while Diglett's Earthquake can become a 3HKO. If Diglett is a higher level, it doesn't really gain anything except taking away the Body Slam option from Geodude.

Overall, Diglett easily wins, but Geodude has a few options to either tie with Explosion or get lucky with Body Slam. Neither Pokemon are great at switching into each other.

Diglett vs Magnemite

Because Diglett's HP is so low, Magnemite's Sonicboom actually does decent damage, but will still easily lose to Diglett's Earthquake 2HKOing. If Diglett is a higher level, Earthquake can become a guaranteed OHKO, and Magnemite doesn't really gain anything being a higher level.

Overall, Diglett destroys Magnemite, and the only things to worry about are Sonicboom or Double-Edge doing some damage. Diglett can switch into Magnemite without too much concern.

Diglett vs Farfetch'd

Farfetch'd is why Diglett has Rock Slide, but it only 3HKOs at even levels, usually 2HKOs at higher levels, and usually 4HKOs at lower levels. L25 Farfetch'd's Body Slam has a 94.2% chance to 2HKO L30 Diglett, and can use Double-Edge to cover anyway. If Farfetch'd is a much higher level, Double-Edge can become a guaranteed OHKO.

Overall, Farfetch'd destroys Diglett and can switch into Earthquake, while Diglett shouldn't switch into Farfetch'd, except if it uses Peck.

Diglett vs Shellder

Shellder is a hard counter to Diglett as even L30 Diglett's Earthquake against L25 Shellder has only a 0.9% chance to 2HKO, while Surf always 2HKOs. For even levels, Earthquake has a chance to 3HKO, while Surf has a very high chance of OHKOing. Extra levels for Shellder only reduce Earthquake's damage further, and gives more of a guarantee to Surf OHKOing. If needed for some reason, Shellder's Explosion also always OHKOs in all cases.

Overall, Shellder destroys Diglett and can even switch in and win except for large level gaps favoring Diglett.

Diglett vs Gastly

L25 Gastly's Explosion OHKOs L30 Diglett 66.7% of the time, and is generally guaranteed when the levels are closer. For even levels and when Gastly has one or two higher, Diglett's Earthquake OHKOs, while Gastly's Psychic is generally a 2HKO. For L30 Gastly vs L25 Diglett, Psychic 2HKOs, and Earthquake is just under OHKOing, giving Gastly an easy win, but it will lose almost all of its HP.

Overall, Diglett destroys Gastly, but if Gastly is a higher level and survives Earthquake, it could use Explosion and KO both of them. Diglett could switch into Gastly if Earthquake will OHKO, but it risks taking heavy damage and possibly Explosion.

Diglett vs Voltorb

Voltorb is the only Pokemon faster than Diglett, and its Explosion will OHKO unless Diglett is a much higher level. For L30 Diglett vs L25 Voltorb, Explosion has a 43.6% chance. For even levels, Diglett's Earthquake is usually just shy of OHKOing, but can OHKO if it has a higher level, and even become guaranteed. The match-up basically comes down to who is faster and if Diglett can OHKO Voltorb. Diglett could also use Dig in some cases to dodge Explosion, but the opponent could switch. Sand-Attack and Substitute can work similarly.

Overall, Diglett does beat Voltorb, but Voltorb is faster, can explode, and doesn't have much else to do anyway. Since Voltorb can't

KO without being KO'd, I consider this match-up to be heavily favored for Diglett to capture the scenario. When Voltorb is the last Pokemon, Diglett destroys Voltorb as all it can really do is use Sonicboom. Both Pokemon can perform their roles after switching into each other in most cases.

Diglett vs Exeggcute

Even for L30 Diglett vs L25 Exeggcute, Diglett's attacks barely do anything while Exeggcute's Explosion still OHKOs and Psychic 3HKOs. For even levels, Psychic 2HKOs, and Exeggcute only gains a reduction in damage taken at higher levels. All Diglett can really do is Paralyze with Body Slam, use Sand-Attack, and do some small damage. Perhaps it could go for something gimmicky like using Mimic for Hypnosis or Explosion.

Overall, Exeggcute destroys Diglett and can switch in without issue. It may get Paralyzed and take some damage after, but it pretty much can't lose.

Diglett vs Cubone

For even levels, Diglett's Earthquake will almost always 4HKO, and Cubone can 2HKO with either Earthquake or Blizzard, with Blizzard doing more damage of the two. For L30 Diglett vs L25 Cubone, Diglett's Earthquake still only 3HKOs, while Cubone's Blizzard 2HKOs and Earthquake has a 99.4% chance to 2HKO. If Cubone is a higher level, its Blizzard can OHKO, and is guaranteed for L30 Cubone vs L25 Diglett.

Overall, Cubone destroys Diglett and can fairly safely switch into Diglett as well.

Diglett vs Horsea

For L30 Diglett vs L25 Horsea, Surf has a 43.6% chance to OHKO, while Diglett's Earthquake 2HKOs, giving Diglett the advantage for an extreme level advantage at least. For most of anything else for level pairings, Horsea OHKOs with Surf and Earthquake is usually a 3HKO.

Overall, Horsea destroys Diglett and can switch in at the cost of most of its HP, but still win.

Diglett vs Dratini

Dragon Rage always 2HKOs, but if Dratini has a few levels higher than Diglett, it could use Blizzard for OHKOing, while Earthquake 3HKOs. For even levels, Earthquake has a decent chance at 2HKOing, but if it doesn't, Dratini wins and can also use Agility for another attack against the follow-up. If Diglett has a few higher levels where Earthquake 2HKOs, it easily wins and Dratini can't do much besides use Agility and then spam Wrap. Dratini using Body Slam for Paralysis

could also be an option, but it's not usually a great move for its moveset.

Overall, the match-up is about even and heavily depends on damage rolls and levels. Neither Pokemon can really switch into each other. If Diglett is the last Pokemon and Dratini uses Agility, Wrap actually does decent damage and doesn't require significant luck to get Diglett into range for Dragon Rage, which does give Dratini a heavily favorable match-up in that case.

Meowth vs Meowth

For even levels, Meowth's Double-Edge has a decent chance at 2HKOing, and if the opposing Meowth also uses Double-Edge, it can become guaranteed after depending on the levels, bringing the match-up down to the Speed tie. If both use Body Slam, it 3HKOs and the winning Meowth will have less HP, but the trade-off is so does the opposing Meowth if it wins. If one Meowth uses Body Slam and the other uses Double-Edge, the one which used Body Slam will take less damage over the course of the turn, making Body Slam the better choice overall.

If one Meowth is a higher level, it will almost always win due to being faster, taking less damage, and dealing more. For L30 Meowth vs L25 Meowth, L30 Meowth's Body Slam 2HKOs, while L25 Meowth's Body Slam has a 0.4% chance to 3HKO and Double-Edge has a 99.9% chance to 3HKO, making Double-Edge the best option. A risky choice is Bubblebeam for a Speed fall to get an extra hit in.

Overall, Meowth vs Meowth leaves the winner with low HP most of the time, and a higher level Meowth has a significant advantage. Meowth could switch into another Meowth, but it costs fairly high HP to do.

Meowth vs Psyduck

For even levels, Meowth's Thunderbolt has a decent chance to 2HKO, and Double-Edge 3HKOs, while Psyduck's Surf almost always 3HKOs before Amnesia, and almost always 2HKOs after. Amnesia forces Meowth to use Body Slam or Double-Edge after, and take an extra turn with KOing, so it's generally best for Psyduck to use Amnesia. Since Meowth is faster, it can always use Thunderbolt before Amnesia, and then Body Slam x2 is a guaranteed 3HKO, while Psyduck gets one big hit in. Psyduck could also get creative with Counter, but predicting incorrectly gets Psyduck KO'd without having done much if anything.

Skipping Amnesia gives an extra chance to get a Critical Hit, but allows Meowth to use Thunderbolt and possibly save a turn with getting a 2HKO. For L25 Meowth vs L25 Psyduck, Thunderbolt has a 24.3% chance to 2HKO. Surf x2 also tends to do slightly more damage than one Surf after Amnesia.

If Psyduck is a higher level, Surf 2HKOs and Amnesia and then Surf OHKOs, so Amnesia is good to use first if there is another Pokemon Psyduck can hit after, otherwise just Surf is generally best. Meowth's Thunderbolt 3HKOs before Amnesia and drops to a 6HKO after, so Body Slam and Double-Edge are better. If Meowth is a higher level, Thunderbolt and then Body Slam can 2HKO, while Psyduck only has a chance to use Surf for some decent damage.

Overall, Meowth easily wins simply by being faster and hitting hard. If either Pokemon is a much higher level, the match-up swings heavily into their favor. Neither Pokemon are great at switching into each other.

Meowth vs Growlithe

Meowth is 2HKO'd by Dragon Rage if it's L25 or L26, and if Growlithe is about the same level or a little higher, it can use Fire Blast and then Dragon Rage to 2HKO, and possibly Burn as well. Meowth's Body Slam generally 3HKOs at even levels, and can finish with Double-Edge to cover any remainder damage. For higher levels, Meowth's Double-Edge can 2HKO and is guaranteed for L30 Meowth vs L25 Growlithe, while Growlithe can only 3HKO. Extra levels for Growlithe only makes Meowth take an extra turn to KO and doesn't offer much else.

Overall, Growlithe has a slight advantage, but Body Slam Paralyzing can let Meowth win. The match-up is closer to even when Meowth can't be 2HKO'd by Dragon Rage and Growlithe has to use Fire Blast, which can miss. If Meowth can't be 2HKO'd by Fire Blast and Dragon Rage due to a level difference, Meowth will usually win. Neither Pokemon are great at switching into each other.

Meowth vs Poliwag

Meowth and Poliwag have the same Speed, but at even levels, Meowth's Thunderbolt 2HKOs and Poliwag's Surf 3HKOs. Poliwag could attempt Hypnosis if it's desperate, but otherwise loses.

When Meowth is a higher level, Body Slam can 2HKO and offers a better chance of Paralysis than Thunderbolt, while Poliwag's Surf will almost always 4HKO. When Poliwag is a higher level, Surf 2HKOs, and Meowth's attacks all 3HKO, so using Body Slam is best to try to maximize damage through Paralysis, or Thunderbolt for the highest consistent damage. A higher level Poliwag can more reliably use Hypnosis as well, but it's still risky.

Overall, Meowth easily wins, but does lose if Poliwag is a higher level and has better damage ranges. Meowth can be okay switching into an attack other than Surf, but otherwise both Pokemon take heavy hits switching in.

Meowth vs Abra

Both Pokemon have the same Speed and both generally 2HKO each other. Meowth's Body Slam Paralyzing gives Meowth a win by skipping the Speed tie after, but Abra could use Counter and OHKOs. Meowth could respond to Counter by using Substitute as it can still be used after being hit by Psychic, or making Psychic still be a 2HKO after it's immediately broken. Substitute may be hard to fit into Meowth's moveset though.

For L30 Meowth vs L25 Abra, Double-Edge has a 28.2% chance to OHKO, and Thunderbolt can be used first to avoid Counter and still 2HKO, while Abra's Psychic has a 20.6% chance to 2HKO, but is guaranteed after a Special fall. For L30 Abra vs L25 Meowth, Psychic is shy of OHKOing, and Meowth's Body Slam and then Double-Edge has a 9% chance to 2HKO, giving Abra a pretty easy win, but it may take heavy damage and Paralysis.

Overall, Meowth has a slight advantage since Body Slam can Paralyze, but the match-up is mostly a matter of who wins the Speed tie. Both Pokemon can also have an uncommon move to gain an extra advantage. Neither Pokemon are safe to switch into each other.

Meowth vs Geodude

Geodude's Explosion is a guaranteed OHKO in all cases, while Meowth's Bubblebeam can't OHKO at even levels, and only can if Meowth has a higher level. Meowth could OHKO with a Critical Hit, but otherwise both are KO'd by Explosion. Meowth could also use Substitute to try blocking Explosion, and Earthquake still can't OHKO after breaking it, while if Geodude uses Earthquake against Bubblebeam, Meowth wins. If Geodude is a higher level, Substitute is more risky to use when Earthquake OHKOs after breaking Substitute.

Overall, the match-up is heavily favored for Meowth and mostly depends on if Bubblebeam OHKOs or doesn't. Geodude's Explosion could be countered by switching or using Substitute, but otherwise KOs both Pokemon. Meowth is also decent at switching into Geodude if it can OHKO after, but does take heavy damage.

Meowth vs Magnemite

For even levels, Meowth's Body Slam x2 and then Double-Edge almost always 3HKOs, and has a decent chance of Paralysis, while Magnemite's Thunderbolt 2HKOs. Magnemite using Thunder Wave helps with being slower, but if Meowth's Body Slam Paralyzes, Thunder Wave is a turn wasted that could have been Thunderbolt, unless Meowth is Fully Paralyzed to break even. Magnemite almost always wins if neither Pokemon is Paralyzed or only Meowth is Paralyzed, usually wins if only Magnemite is Paralyzed and it attacked with Thunderbolt on the Paralyzing turn, but usually loses if both are Paralyzed if caused by Thunder Wave instead of Thunderbolt.

For L30 Meowth vs L25 Magnemite, Meowth's Double-Edge 2HKOs, while Magnemite's Thunderbolt almost always 2HKOs when including recoil damage, and it should use Thunder Wave first. Meowth could use Body Slam and then Double-Edge, but it has a 74.6% chance to 2HKO. Meowth generally wins unless it's Fully Paralyzed.

For L30 Magnemite vs L25 Meowth, Magnemite's Thunderbolt is a bit shy of OHKOing, while Meowth's Body Slam and Double-Edge in combination can only 4HKO. Magnemite could also use Thunder which is a guaranteed OHKO if it has it, but it is a bit risky as it can miss.

Overall, Magnemite has a slight advantage due to usually KOing a turn faster, but being slower, it can lose to bad luck. Neither Pokemon are great at switching into each other.

Meowth vs Farfetch'd

For even levels, Meowth's Thunderbolt very rarely 2HKOs, while Farfetch'd's Body Slam and then Double-Edge almost always 2HKOs. This makes for an easy win for Farfetch'd, and a fairly good way to setup Swords Dance.

When Farfetch'd is a higher level than Meowth, Farfetch'd's Body Slam can become a 2HKO, while Meowth's Thunderbolt can sometimes 4HKO. When Meowth is a higher level than Farfetch'd, Meowth's Thunderbolt becomes a guaranteed 2HKO and Farfetch'd's Body Slam is a guaranteed 3HKO.

Overall, Farfetch'd easily wins, but a level difference swings the match-up a fair bit each way. Meowth can still win with a Critical Hit and usually has more than one chance to. Neither Pokemon are great at switching into each other, but at least Body Slam can't Paralyze.

Meowth vs Shellder

Shellder's Explosion almost always OHKOs, unless Meowth is a much higher level, which is still not guaranteed to survive. For even levels, Meowth's Thunderbolt 2HKOs and Shellder's Surf 3HKOs, giving an easy win for Meowth, but it needs to be cautious of Explosion. If Shellder is a much higher level, Surf 2HKOs and Meowth's Thunderbolt 3HKOs, giving Shellder an easy win. If Meowth is a much higher level, it only gains less damage taken to Surf and a better chance to survive Explosion.

Overall, Meowth can't lose to Shellder, but can be taken out by Explosion, so I consider this match-up heavily favored for Meowth. For even levels, Shellder can switch into Body Slam and then still explode, and Meowth can switch into Surf and then still 2HKO before Shellder's Surf 2HKOs. Otherwise, switching in is not great for either Pokemon.

Meowth vs Gastly

Gastly's attacks won't quickly KO Meowth, but it walls most of what Meowth can do. At even levels, Psychic with a Special fall 2HKOs, and Meowth's Thunderbolt before a Special fall almost always 6HKOs. Bubblebeam may be worth using for a Speed fall at least. If Gastly needs to, Explosion can have a good chance to OHKO at even levels. If Gastly is a higher level, it attacks first, Psychic 2HKOs even without a Special fall and Explosion becomes a guaranteed OHKO, while Meowth does even less damage.

For L30 Meowth vs L25 Gastly, Thunderbolt has a 95.8% chance to 4HKO, while Gastly's Psychic will usually need a Special fall to 3HKO, actually giving Meowth a possibility to win or at least force Explosion.

Overall, Gastly destroys Meowth by simply walling it out. It can switch in safely, but does need to be a bit cautious if Meowth has a higher level. Meowth can switch into Gastly, but it can't do much.

Meowth vs Voltorb

For even levels, Voltorb's Thunderbolt has a decent chance to 2HKO depending on the levels, Explosion has a small chance to OHKO, and can also use Thunder Wave to cover for Body Slam possibly Paralyzing. Meowth's Body Slam 3HKOs and can finish with Double-Edge if needed, so Voltorb tends to win.

For L30 Meowth vs L25 Voltorb, Double-Edge 2HKOs, while Body Slam and then Double-Edge has a 98.3% chance to 2HKO. Voltorb's Thunderbolt has a 99.9% chance to 3HKO, and Explosion after one Thunderbolt is also not guaranteed, giving Meowth a fairly easy win, but may be Paralyzed and lose a lot of HP.

For L30 Voltorb vs L25 Meowth, Thunderbolt 2HKOs and Explosion OHKOs, while Meowth's Double-Edge has a 0.4% chance to 3HKO, giving an easy win to Voltorb.

Overall, Voltorb has a slight advantage, but level difference swing the match-up. Meowth Paralyzing with Body Slam is very advantageous, but Voltorb can often use Explosion to at least tie. Neither Pokemon are great at switching into each other.

Meowth vs Exeggcute

Meowth's attacks are all weak against Exeggcute, with Double-Edge 4HKOing at even levels. Exeggcute's Psychic usually 3HKOs, but 2HKOs after a Special fall, and Explosion will almost always OHKO. When Meowth is a much higher level, Body Slam x2 and then Double-Edge 3HKOs, while Exeggcute's Psychic also 3HKOs, so Meowth can win or at least force Explosion. When Exeggcute is a much higher level, Psychic 2HKOs and Explosion OHKOs, while Meowth's Double-Edge 5HKOs.

Overall, Exeggcute easily wins, but a high level Meowth can win if it can KO in the same number of turns. Meowth at an even level can also get lucky with Body Slam Paralyzing sometimes, and it has a few chances to get a Critical Hit. Exeggcute is okay at switching into Meowth, but may lose the match-up, while Meowth is not great at switching in.

Meowth vs Cubone

For even levels, Bubblebeam 3HKOs and is Meowth's best move unless going for Paralysis with Body Slam. Cubone's Earthquake almost always 2HKOs, so it usually wins against Meowth. For L30 Meowth vs L25 Cubone, Bubblebeam has a 71.2% chance to 2HKO, while Earthquake 3HKOs. For L30 Cubone vs L25 Meowth, Earthquake still 2HKOs, but Bubblebeam becomes a 4HKO.

Overall, Cubone easily wins, but will take heavy damage and possibly a Speed loss. Cubone can switch into Meowth's other moves and still win, but could risk Paralysis from Body Slam, and Meowth is not great at switching into Cubone.

Meowth vs Horsea

For even levels, Horsea's Surf 2HKOs, or has a very high chance to depending on the specific levels, and Meowth's Thunderbolt has only a small chance to 2HKO, and may benefit more from using Body Slam first. If Meowth is a higher level, Thunderbolt 2HKOs while Horsea's Surf 3HKOs, and if Horsea is a higher level, Surf still 2HKOs while Thunderbolt becomes a 3HKO, which isn't much of a gain for Horsea.

Overall, Horsea easily wins, but can lose to bad luck. Neither Pokemon can really switch into each other.

Meowth vs Dratini

At L25 and L26, Dragon Rage 2HKOs, otherwise it 3HKOs and Dratini may want to use Wrap to cover the remainder damage. For even levels, Meowth's Body Slam 3HKOs, when Meowth is a higher level, Body Slam and then Double-Edge 2HKOs, and when Dratini is a higher level, Body Slam 4HKOs and Double-Edge has a small chance to 3HKO. Dratini should generally use Thunder Wave first, but if Body Slam Paralyzes, it generally wasted a turn it could have used Dragon Rage first. Agility is a riskier option that setups of Dratini well for the next Pokemon if it KOs Meowth, but is a waste if Body Slam Paralyzes.

Overall, Dratini is heavily favored when Meowth is 2HKO'd by Dragon Rage, and the match-up is about even when it 3HKOs, being highly dependent on luck. Neither Pokemon are great at switching in, unless Meowth is using a Special move.

Psyduck vs Psyduck

Psyduck vs Psyduck is an interesting match-up because it takes awhile to KO, but both Psyducks using Amnesia doesn't change how much damage they do as it cancels out. For even levels, Body Slam has a decent chance to 4HKO each other, Seismic Toss always 4HKOs, and Surf when both Psyducks have the same amount of Amnesia used is generally a 6HKO. Surf after Amnesia x3 can't OHKO, but Surf 2HKOs after Amnesia x2, so if Psyduck sets up with Amnesia, wins the Speed tie on the last turn, and the opposing Psyduck using Body Slam doesn't Paralyze, Psyduck can KO while setup, but it's very rare and won't have much HP left. Psyduck could also use Counter, but it's hard to fit into its moveset. Therefore, it's best to just attack with either Body Slam or Seismic Toss. If both Psyducks are using Amnesia and Rest, the match-up devolves into a long PP stalling war unless one of them gets a lucky Freeze.

For L30 Psyduck vs L25 Psyduck, the L30 Psyduck can use Amnesia and Surf x2 for a 96.1% chance to 2HKO, assuming the L25 Psyduck only attacks, where Body Slam generally 6HKOs and Seismic Toss 4HKOs. Alternatively, the L30 Psyduck can 3HKO with Seismic Toss, or have a 78.7% chance to 3HKO with Body Slam. The lower level Psyduck can't really gain anything or win by using Amnesia.

Overall, Psyduck is pretty good at preventing an opposing Psyduck from setting up. Switching in can be risky as the opposing Psyduck can use Amnesia. For level differences, the higher level Psyduck usually wins due to Speed, and possibly making Seismic Toss a 3HKO. Luck from Paralysis can create some variance in battles.

Psyduck vs Growlithe

Psyduck is 3HKO'd by Dragon Rage and Surf always 2HKOs for all level pairings. For even levels, Growlithe's Body Slam x2 and then Dragon Rage 3HKOs, so it has a decent chance at Paralyzing Psyduck. Psyduck could use Amnesia and then Surf to be able to hit the follow-up harder, but the risk of Paralysis and possibility of OHKOing with Critical Hit Surf generally makes just using Surf better.

When Psyduck is a higher level, Surf can OHKO and Psyduck becomes faster, creating a safer situation to setup with Amnesia, although Growlithe can still 3HKO with Body Slam and then Dragon Rage x2, threatening with Paralysis. When Growlithe is a higher level, Body Slam 3HKOs, but is still weaker than Dragon Rage, while Surf still 2HKOs, so Growlithe doesn't really gain anything useful.

Overall, Psyduck easily wins, but can take some damage and Paralysis. Neither Pokemon are great at switching into each other, but if Psyduck is a higher level, Surf is in range to OHKO, and if willing to take the risk of Paralysis, it could switch into Growlithe.

Psyduck vs Poliwhg

For even levels, Poliwhg's Psychic and Body Slam do roughly the same amount of damage and both will almost always 5HKO. Body Slam offers Paralysis, while Psychic's Special falls offer more damage, can counteract Amnesia, and doesn't risk Psyduck using Counter. Psyduck's attacks all 4HKO at best, so Body Slam is generally the best choice while Seismic Toss does the most damage. Amnesia makes Surf a 3HKO and forces Poliwhg to use Body Slam, so Poliwhg may want to use Psychic on the first turn before switching to Body Slam. The match-up gets quite complicated with the different options, Special rises and falls, and Paralysis, but Psyduck simply using Body Slam is generally best, or otherwise Body Slam, then Amnesia, and then Surf x2 if the first Body Slam Paralyzed and Poliwhg didn't get any Special falls with Psychic. Psyduck overall has a slight advantage due to KOing a turn faster, but Poliwhg has many ways it can win, including Hypnosis. If Psyduck has Rest, it can also wall out Poliwhg as long as it can't switch and doesn't get too many Special falls.

For L30 Psyduck vs L25 Poliwhg, Psyduck's Body Slam 3HKOs, and Amnesia and then Surf x2 also 3HKOs, but Psyduck is still slower and is generally best just using Body Slam to win the match-up. Poliwhg is more harmless and usually 6HKOs, but can Paralyze with Body Slam, Special fall with Psychic, or put Psyduck to Sleep with Hypnosis, depending what's on its moveset. Setting up with Amnesia can have a high payoff with good luck, but is very risky.

For L30 Poliwhg vs L25 Psyduck, Poliwhg's Body Slam has a 39.6% chance to 3HKO, while Psyduck's Body Slam generally 5HKOs and Seismic Toss 4HKOs, with Amnesia and Surf not being very useful.

Overall, the match-up is slightly in Psyduck's favor, but pretty close to even with Body Slam coming from both sides. Poliwhg can use Hypnosis if it's desperate and Psyduck isn't Paralyzed. Both Pokemon are okay at switching into each other, but Psyduck may lose when switching in, and Poliwhg may let Psyduck setup Amnesia with switching in.

Psyduck vs Abra

For even levels, Abra's Psychic 2HKOs and all of Psyduck's moves 3HKO at best. If Abra doesn't get a Special fall and Psyduck uses Amnesia, Abra takes an extra turn with Psychic, but Psyduck had spent a turn not attacking, so it's better for Psyduck to just use Body Slam. Psychic's Special falls also undo a lot of Amnesia's boost. Abra ends up easily winning, but could take heavy damage if Body Slam Paralyzes.

When Abra is a higher level, Psychic still 2HKOs, but Psyduck's Body Slam usually 4HKOs, so Abra doesn't gain much from the extra levels. When Psyduck is a higher level, Body Slam 2HKOs while Abra's Psychic 3HKOs before a Special fall, and often 2HKOs with one. This overall

gives Psyduck the advantage. Abra could use Counter against a high level Psyduck's Body Slam and possibly OHKO however.

Overall, Abra easily wins, but can lose to Body Slam Paralyzing or if Psyduck is a few levels higher. Neither Pokemon are great at switching into each other, but Abra is okay with switching into Surf. Switching into Amnesia will usually lead to Psyduck winning.

Psyduck vs Geodude

Psyduck is always faster and OHKOs Geodude, so Geodude can't do anything. However, Geodude's Earthquake can still do good damage and Explosion OHKOs unless Psyduck is a few levels higher, so it's not a great idea to try to setup Amnesia against Geodude.

Overall, Psyduck destroys Geodude, but isn't super safe to switch in.

Psyduck vs Magnemite

For even levels, Magnemite's Thunderbolt almost always OHKOs, while Psyduck's Surf almost always 3HKOs and Seismic Toss also 3HKOs. Amnesia isn't really helpful as it's better to attack and get some damage, and also to have a chance for Psyduck to get a Critical Hit. Magnemite can also use Thunder Wave since it's slower, which also helps if Psyduck uses Dig.

For L30 Psyduck vs L25 Magnemite, Psyduck still only 3HKOs, but Magnemite's Thunderbolt 2HKOs. It could use Thunder for a 66.7% chance to OHKO though. Psyduck is still best off to just use Surf for the same reasons covered above. When Magnemite is a few levels higher and faster, it OHKOs Psyduck with Thunderbolt. Psyduck could do very heavy damage with Dig however, but Magnemite could be switched out, or possibly use Reflect or Substitute on the first turn of Dig, but requires a prediction.

Overall, Magnemite destroys Psyduck, but Psyduck can at least get some damage in since it's faster at even levels. Magnemite is okay to switch into Psyduck, even if it uses Amnesia, but it will take some heavy damage.

Psyduck vs Farfetch'd

For even levels, Psyduck's Blizzard 2HKOs while Farfetch'd's Body Slam 3HKOs, giving Psyduck the advantage. When Psyduck is a higher level, it can be faster, Blizzard still 2HKOs, and Farfetch'd's Double-Edge usually 3HKOs, but Body Slam first may be better for the chance to Paralyze. When Farfetch'd is a higher level, Body Slam can 2HKO, and can use Body Slam and then Double-Edge if not, while Psyduck's Blizzard 3HKOs. Psyduck doesn't really have great ways to setup Amnesia and it's always a large risk over just attacking due to Body Slam being able to Paralyze.

Overall, Psyduck has a slight advantage, but will usually be heavily damaged and possibly Paralyzed when it does. Farfetch'd can win with some good luck or if it's a higher level. Neither Pokemon can really switch into each other.

Psyduck vs Shellder

Psyduck and Shellder both do low damage to each other, but Shellder can use Explosion and almost always OHKO. Psyduck can use Seismic Toss to 3HKO depending on the levels, or use Surf for a 5HKO at even levels. Shellder's Surf will generally 6HKO, and Double-Edge usually will 4HKO, but take heavy damage back. With this, the match-up mostly devolves into Psyduck using Amnesia to start threatening with Surf and then Shellder uses Explosion and takes them both out. However, Psyduck could also attempt to use Dig to dodge Explosion.

For L30 Shellder vs L25 Psyduck, Shellder's Speed is 1 point higher and could attempt Clamp, but the damage is low and Clamp's accuracy is bad. If Psyduck is a much higher level, it can use Amnesia to reduce Shellder's damage it can do until it feels inclined to use Explosion, which Psyduck may barely survive and then be powered up with Amnesia, so long as it can attack the follow-up.

Overall, the match-up is slightly favored for Psyduck since Shellder uses Explosion and both are KO'd, but Psyduck can occasionally dodge it or prevent it from being used if Shellder is the last Pokemon. However, if Shellder is the last Pokemon, it has to rely on Double-Edge or go for a Freeze. Both Pokemon are okay at switching into each other since it will likely still result in Shellder exploding anyway.

Psyduck vs Gastly

For even levels, Gastly's Thunderbolt 2HKOs, even after Amnesia is used on the first turn, so Psyduck's best option is Surf for some damage, or Seismic Toss for more damage but no chance to Critical Hit. If Psyduck already has Amnesia used, Surf still only 2HKOs while Gastly's Thunderbolt and then Explosion 2HKOs, or it can use Thunderbolt twice and possibly get lucky with a Critical Hit. If Psyduck has Dig however, it does very heavy damage and Gastly doesn't have great counters to it besides switching out.

For L30 Psyduck vs L25 Gastly, Gastly's Thunderbolt 2HKOs before Amnesia, and Thunderbolt and then Explosion also 2HKOs if needed. Psyduck's Surf 3HKOs before Amnesia, so its best option is still just to attack with Surf. However, Dig OHKOs if Psyduck has it. For L30 Gastly vs L25 Psyduck, Thunderbolt has an 89.7% chance to OHKO, Explosion OHKOs, and Psyduck's best move is Dig for a 2HKO or otherwise Seismic Toss.

Overall, Gastly destroys Psyduck, but if Psyduck has Dig, Gastly could lose a good amount of HP, or even be OHKO'd by a Critical Hit.

Substitute could be used to avoid that issue. Switching Gastly out is easy, but not always a viable option. Gastly is decent for switching into Psyduck, but Psyduck can't really switch into Gastly very safely.

Psyduck vs Voltorb

Voltorb is always faster, can use Thunder Wave if needed such as helping against Psyduck trying to use Dig, can explode if needed, and Thunderbolt always 2HKOs before Amnesia. For even levels, Psyduck's Surf 3HKOs, so it may be best to try to Paralyze with Body Slam and then use Surf, or use Dig for the most damage. If Psyduck is a higher level, its attacks do more damage, but Voltorb will still KO it easily. L30 Psyduck's Body Slam and then Dig 2HKOs L25 Voltorb, but it might not be able to fit both moves into its moveset. Voltorb can also counter Dig with Substitute. L30 Voltorb's Thunderbolt OHKOs L25 Psyduck, and for a few level pairing where it's a bit off of OHKOing, Voltorb could also consider Thunder.

Overall, Voltorb destroys Psyduck, but does take some heavy damage and could get Paralyzed. If Psyduck doesn't have Dig, it has no realistic way of winning besides a Freeze. Neither Pokemon are great at switching into each other, but Voltorb is one of the best Pokemon for switching into Psyduck using Amnesia.

Psyduck vs Exeggcute

For even levels, Psyduck's Blizzard 2HKOs, but almost never will after a Special fall, while Exeggcute's Psychic 3HKOs and very often 2HKOs after a Special fall. However, Psyduck is faster and can use Amnesia beforehand to prevent Exeggcute 2HKOing after a Special fall, most often 4HKOing, and Blizzard OHKOs if there isn't a Special fall after. This makes it easy and actually optimal to use Amnesia first, unlike many match-ups. Exeggcute can explode though, and 2HKOs after Psychic almost always. It also could use Hypnosis if it's desperate, or as a way to switch out after Psyduck uses Amnesia.

For L30 Psyduck vs L25 Exeggcute, Blizzard 2HKOs, and since Exeggcute could either lower Special with Psychic or use Explosion, it can be more beneficial to use Amnesia and then OHKO with Blizzard. Exeggcute's Psychic does very low damage after Amnesia is used and Explosion does a fair bit over half damage.

For L30 Exeggcute vs L25 Psyduck, Exeggcute has 1 point higher Speed, Psychic 2HKOs with no changes to Psyduck's Special, and Explosion OHKOs. Psyduck's Blizzard 3HKOs, so it can get some damage but not much else.

Overall, Psyduck is heavily favored, and can be safely setup for the follow-up if it wins. Exeggcute can win by luck with Special falls and Critical Hits, or use Explosion and badly damage Psyduck. Psyduck isn't great at switching into Exeggcute, and Exeggcute switching into

Psyduck is dangerous as Psyduck can setup with Amnesia before or after.

Psyduck vs Cubone

For even levels, Cubone's Earthquake 3HKOs and so does Body Slam and then Earthquake x2. Psyduck's Surf is a bit off OHKOing, and setting up Amnesia against Cubone isn't too unsafe but does have a small risk not getting damage in if Cubone gets lucky with Paralysis or Critical Hits. If Psyduck is a few levels higher, Surf OHKOs and destroys Cubone. L30 Cubone is still slower than L25 Psyduck, but Earthquake becomes a 2HKO. Psyduck still 2HKOs with Surf and still wins however, and could use Amnesia first as well.

Overall, Psyduck destroys Cubone and is able to setup Amnesia against it without too much risk. Psyduck can't really switch into Cubone though.

Psyduck vs Horsea

Horsea can't do much damage at all to Psyduck, and for even levels, Double-Edge only 4HKOs. Psyduck can't do much back either, and setting up Amnesia while getting hit by Double-Edge is Horsea's advantage. Psyduck's Seismic Toss can 3HKO depending on the level, which Psyduck wins, and it always 3HKOs if Horsea is only using Double-Edge. Horsea could also use Smokescreen to make Psyduck far less dangerous if it uses Amnesia, but it's less likely to win the match-up. Psyduck could also use Body Slam for Paralysis and decent damage. It could also use Counter against Double-Edge and then threaten Horsea into using Surf.

For L30 Psyduck vs L25 Horsea, Psyduck takes very little damage from Horsea's attacks, becomes faster, and can use it as an opportunity to setup Amnesia, which makes Surf have a 58.8% chance to 2HKO after one use. For L30 Horsea vs L25 Psyduck, Double-Edge has a 97.4% chance to 3HKO, while Psyduck's attacks are all very weak. Seismic Toss can 3HKO after the recoil damage, or use Body Slam for Paralysis.

Overall, the match-up has Psyduck with a slight advantage, but depends on what moves Psyduck has and what levels both Pokemon are. Both Pokemon can switch into each other, although Horsea switching into Amnesia gives Psyduck the advantage and also being setup for the follow-up after Horsea most likely is KO'd. If Horsea is expected to lose, using Smokescreen a few times can functionally allow your follow-up to counter Psyduck, or at least force Psyduck to switch.

Psyduck vs Dratini

For even levels, Psyduck is a bit faster and 2HKOs with Blizzard, while Dratini can usually 2HKO with Thunderbolt if it has it. If Dratini doesn't have Thunderbolt, it has to rely on Thunder Wave, Wrap, and Dragon Rage. With using Thunder Wave, Psyduck doesn't gain

much from using Amnesia first. Dratini can also attempt using Wrap if Psyduck doesn't switch out and for the chance to win the match-up. If Psyduck has already used Amnesia, Blizzard OHKOs, so Dratini must be a couple levels higher to be faster, and then it can force switching Psyduck out with Wrap and losing the boost from Amnesia.

For L30 Psyduck vs L25 Dratini, Psyduck's Blizzard has a 33.3% chance to OHKO, while Dratini's Dragon Rage does more damage than Thunderbolt. Dratini could still possibly win with luck from damage rolls, Thunder Wave, and Wrap, but it's not very likely.

For L30 Dratini vs L25 Psyduck, Dratini can immediately use Wrap and then KO with Thunderbolt or Dragon Rage after. Psyduck's Blizzard has an 86.1% chance to 2HKO, so Dratini could also use Agility and then Wrap to take a risk and being setup for any switches or follow-ups. Generally, it's best for Dratini to just attack.

Overall, the match-up is heavily favored for Psyduck, but can lose to bad luck from Paralysis and Wrap. Neither Pokemon are great at switching into each other, but if Dratini is faster due to having a higher level, its Wrap can help force a setup Psyduck to switch out, so long as it doesn't switch into Psyduck's Blizzard.

Growlithe vs Growlithe

Dragon Rage always 3HKOs Growlithe, which makes Body Slam x2 and then Dragon Rage the best option for even levels. If you're more concerned about damage, using Dragon Rage instead is fine. Dig is also an option, and because of Speed ties, you may be getting hit zero times or two times per Dig, instead of just once. This makes it a risky choice and the opposing Growlithe can also use Substitute to block it or just switch.

When one Growlithe is a much higher level, Body Slam 3HKOs, and the lower level Growlithe can only use Body Slam once to get a 3HKO most of the time, making the higher level one have a much better chance of winning.

Overall, Growlithe vs Growlithe is pretty simple and mostly involves Body Slam Paralysis. Growlithe can't really switch into another Growlithe.

Growlithe vs Poliwag

For L25 and L26 Poliwag, Dragon Rage 2HKOs, but even for L30 Growlithe vs L25 Poliwag, Poliwag is faster and Surf has a 79.8% chance to 2HKO, giving it an easy win. If Poliwag has more than 80 HP, Growlithe should use Body Slam first for a chance of Paralysis, or use Dragon Rage if damage is more important. L30 Poliwag's Surf against L25 Growlithe has a 38.5% chance to OHKO, but could instead use Body Slam

first and then Surf to 2HKO. Hypnosis is also always an option if Poliwag is willing to take the risk.

Overall, Poliwag destroys Growlithe and only loses to very bad luck, but will usually take heavy damage in doing so. Poliwag can't safely switch in though, but neither can Growlithe.

Growlithe vs Abra

For even levels, Abra's Psychic 2HKOs, and Growlithe's Body Slam and then Dragon Rage also can 2HKO depending on the levels. Abra only survives Dragon Rage x2 at L30, but still only 2HKOs Growlithe. For L30 Growlithe vs L25 Abra, Growlithe's Body Slam 2HKOs, Abra's Psychic 3HKOs, but can 2HKO with a Special fall, so Abra has a small chance of still winning.

Overall, Abra easily wins, but Body Slam Paralyzing can give the win to Growlithe. Neither Pokemon can really switch into each other.

Growlithe vs Geodude

Geodude is 2HKO'd by Dragon Rage at L25 and L26, but has over 80 HP at L27. For even levels, Geodude's Earthquake OHKOs, although it gets hit by Dragon Rage. For L30 Growlithe vs L25 Geodude, Earthquake and also Explosion are a bit off of OHKOing, and Growlithe wins with Dragon Rage, but takes massive damage and has no chance of getting a Critical Hit. Extra levels for Geodude don't really help much beyond L27, unless Growlithe is also a higher level. If Growlithe is desperate, it could attempt Burning with Fire Blast and even follow up with Dig, but they can't 2HKO even after the Burn damage for most level pairings.

Overall, Geodude destroys Growlithe and can't lose except by extremely bad luck such as a Fire Blast Critical Hit x2 with a Burn. Geodude can switch in if it can survive Dragon Rage x2 and then KO Growlithe, but it won't have much HP left after.

Growlithe vs Magnemite

For even levels except L30, Growlithe's Dragon Rage 2HKOs and so does Magnemite's Thunderbolt almost always. Magnemite can use Thunder Wave first, so it can win by luck sometimes. Growlithe can use Dig to dodge and could OHKO with a Critical Hit, which Dragon Rage can't do, but the opponent may be able to switch out.

For L30 Magnemite vs L25 Growlithe, Magnemite is faster and 2HKOs with Thunderbolt, while also surviving Dragon Rage x2, giving it a consistent win. For L30 Growlithe vs L25 Magnemite, Thunderbolt 3HKOs, so Growlithe almost always wins with Dragon Rage, but otherwise the extra levels don't really help.

Overall, Growlithe easily wins, but can lose to bad luck from Paralysis. Neither Pokemon can really switch into each other.

Growlithe vs Farfetch'd

Growlithe and Farfetch'd are Speed tied, and while at even levels Farfetch'd's Double-Edge has a small chance to 2HKO, the recoil puts it in range of Dragon Rage 2HKOing, so it should stick to Body Slam for a 3HKO. Growlithe could use Fire Blast first to cover remainder HP and for a chance to Burn, in which case it wins, but there is risk of it missing. Farfetch'd tends to win since Body Slam can Paralyze and can be a Critical Hit, unlike Dragon Rage.

For L30 Growlithe vs L25 Farfetch'd, Fire Blast and then Dragon Rage 2HKOs, while Farfetch'd's Double-Edge 3HKOs, but it may be better for it to use Body Slam for the chance of Paralysis. For L30 Farfetch'd vs L25 Growlithe, Body Slam 2HKOs and Growlithe's best option is Fire Blast for a Burn, or otherwise going for damage with Dragon Rage.

Overall, Farfetch'd has a slight advantage with the chance to Paralyze, but a lot of it comes down to Speed ties. Neither Pokemon are safe to switch into each other.

Growlithe vs Shellder

Shellder is 2HKO'd by Dragon Rage until L29 and is always slower than Growlithe. For even levels, Surf 2HKOs while Explosion usually OHKOs, and Growlithe simply uses Dragon Rage, or Body Slam if there's some remainder HP to consider. L30 Growlithe is still 2HKO'd by L25 Shellder's Surf, so the extra levels don't do much besides taking less damage and surviving Explosion. If Shellder is a few levels higher than Growlithe, it can OHKO with Surf.

Overall, Growlithe will usually win with Dragon Rage and can force Shellder to use Explosion, but the match-up is strongly in Shellder's favor if its level is L29 or higher, regardless of Growlithe's level. Shellder can use Explosion for a tie, but Growlithe could counter it with Reflect, Substitute, or even Dig. Shellder can't really risk using Surf unless it survives Dragon Rage x2, so I'll consider this match-up slightly advantaged for Growlithe overall. Neither Pokemon can really switch into each other.

Growlithe vs Gastly

Gastly is 2HKO'd by Dragon Rage until L29, and for even levels Gastly's Thunderbolt and Psychic both tend to 3HKO, so using Psychic first for a Special fall can be better, but will still very rarely get 2HKOs. Gastly's Explosion does heavy damage, but doesn't OHKO unless it's a few levels higher than Growlithe. Growlithe could also use Dig if it has it for very heavy damage and possibly a chance to OHKO, but Gastly could switch after. If Gastly is the last Pokemon, it generally can't do much to stop Dig without an uncommon moveset.

For L30 Growlithe vs L25 Gastly, both Pokemon are Speed tied and Growlithe could OHKO with Dig, possibly dodging an attack if it goes first. Gastly's Thunderbolt 4HKOs and Explosion does a bit over half damage, giving Growlithe a very easy win even when using Dragon Rage. For L30 Gastly vs L25 Growlithe, Thunderbolt has an 85.1% chance to 2HKO, Explosion OHKOs, and Dragon Rage is a 3HKO. Growlithe's Dig still 2HKOs, but it will generally lose since Gastly is faster.

Overall, Growlithe easily wins, but different level pairings can affect the match-up, and Gastly has a lot of freedom to use Explosion since it's faster. Neither Pokemon are great at switching into each other.

Growlithe vs Voltorb

Voltorb is 2HKO'd by Dragon Rage at L25 and L26, while at even levels its Thunderbolt 3HKOs Growlithe and Explosion does around three quarters damage. For L30 Voltorb vs L25 Growlithe, Thunderbolt 2HKOs and Explosion has an 82.1% chance to OHKO, while Growlithe can use Body Slam and Dragon Rage x2 for a 3HKO, but it may be better to just go for damage. Voltorb could also counter a potential Body Slam with Substitute, which won't break. For L30 Growlithe vs L25 Voltorb, Thunderbolt 4HKOs, Explosion does a bit over half, and while Growlithe's Dig could OHKO, Voltorb can block it with Substitute.

Overall, Growlithe easily wins, but a higher level Voltorb will often win due to its Speed and surviving Dragon Rage x2. Voltorb can also generally force a tie by using Explosion with being faster. Neither Pokemon can really switch into each other.

Growlithe vs Exeggcute

Growlithe can't OHKO with Fire Blast unless it has a few levels higher than Exeggcute, but depending on the levels, Body Slam and then Fire Blast almost always 2HKOs. Fire Blast may be better to use first though as a Burn counters Explosion, and Growlithe can attack first before the risk of a Special fall from Exeggcute. For even levels, Exeggcute's Psychic 3HKOs, but has a good chance to 2HKO with a Special fall. Explosion won't OHKO, but is quite close.

For L30 Growlithe vs L25 Exeggcute, Fire Blast OHKOs and the only risk is a miss, while Psychic 4HKOs before Special falls. For L30 Exeggcute vs L25 Growlithe, Growlithe is still faster and Fire Blast 2HKOs, with an 82.1% chance to do enough damage where Dragon Rage can be used instead of a second Fire Blast. Exeggcute's Psychic 2HKOs and Explosion OHKOs, so it still has a chance.

Overall, Growlithe is heavily favored, but can get KO'd by Explosion or bad luck such as Fire Blast missing which it has to rely on. Growlithe can be fine with switching into Exeggcute, but may have to rely on Dragon Rage for damage if Psychic is a Special fall.

Growlithe vs Cubone

Cubone has enough HP to avoid being 2HKO'd by Dragon Rage, so Growlithe should generally use Fire Blast first. Depending on the levels and damage roll, Fire Blast and then Dragon Rage has a chance to 2HKO, and a Burn greatly weakens Cubone. For even levels, Cubone's Earthquake is close to OHKOing, but it could also use Bubblebeam or Body Slam first for a Speed advantage, and then use Earthquake for a 2HKO assuming it's not Burned.

For L30 Growlithe vs L25 Cubone, Fire Blast still 2HKOs and Cubone's Earthquake still 2HKOs, so nothing is really gained for Growlithe. For L30 Cubone vs L25 Growlithe, Earthquake OHKOs, but Growlithe is still faster and can potentially get a Burn with Fire Blast, but it can't 2HKO Cubone.

Overall, Growlithe is heavily favored to win, but Fire Blast missing or Cubone Paralyzing with Body Slam gives it the win. If Cubone just uses Earthquake, Growlithe almost always wins, but won't have much HP left after. Neither Pokemon are great at switching into each other.

Growlithe vs Horsea

Horsea is 2HKO'd by Dragon Rage until L29, and is also Speed tied with Growlithe. Growlithe can simply use Dragon Rage, and also Body Slam if Horsea will have remainder HP. For even levels, Horsea's Surf almost always 2HKOs, but could OHKO. Bubblebeam may be a better option first for the chance of a Speed fall. Growlithe being a higher level doesn't really help since Bubblebeam and then Surf still 2HKOs, but it at least breaks the Speed tie. If Horsea is a few levels higher, Surf can become a guaranteed OHKO.

Overall, Horsea has a slight advantage for lower levels, but destroys Growlithe if it is L29, L30, or is faster than Growlithe. I'll consider this match-up heavily favored for Horsea overall. Neither Pokemon can really switch into each other.

Growlithe vs Dratini

Dratini is 2HKO'd by Dragon Rage at L25, but otherwise survives and Growlithe can use Body Slam for the remainder HP. Dratini 3HKOs with Dragon Rage, but could use Surf for a high chance to 2HKO at even levels, or also Thunder Wave and then Wrap. Growlithe overall has the advantage when Dratini is L25, and extra levels for Growlithe don't really help much. If Dratini is a few levels higher and faster, it wins the Dragon Rage war, and can use Thunder Wave if Growlithe Paralyzes with Body Slam.

Overall, the match-up is about even, very slightly favoring Growlithe, but is very level dependent and lots of luck can get involved, such as with Wrap. Neither Pokemon can really switch into each other.

Poliwag vs Poliwag

Poliwag's Body Slam and Psychic both generally 4HKO at even levels, with Body Slam offering Paralysis and Psychic giving Special falls. To save a turn with Psychic, it requires a Special fall for the first Psychic to be a guaranteed 3HKO, or for the second Psychic to get a Special fall have a chance to 3HKO. The opponent could be using Psychic as well to lower your Special, so it can be better to start with Body Slam until Paralyzing, and then switch to Psychic. Having a higher level Poliwag doesn't change the match-up approach significantly, but Body Slam can 3HKO along with Psychic, and since the lower level Poliwag will be slower and weaker, it may be more inclined to use Body Slam. Hypnosis can also become a much more viable option when faster.

Overall, Poliwag vs Poliwag is mostly luck around Body Slam and Psychic, and a higher level Poliwag has a large advantage with Speed and bulk. Poliwag is generally fine to switch into another Poliwag.

Poliwag vs Abra

Poliwag and Abra are Speed tied, and for even levels, Abra's Psychic 2HKOs and Poliwag's Body Slam 3HKOs, giving an easy win to Abra. For L30 Poliwag vs L25 Abra, Body Slam 2HKOs and Abra's Psychic has a 20.6% chance to 2HKO before Special falls. Any faster Poliwag could also use Hypnosis. For L30 Abra vs L25 Poliwag, Abra's Psychic is a little under OHKOing, while Poliwag's Body Slam has a 0.5% chance to 3HKO.

Overall, Abra easily wins, but may get Paralyzed and take heavy damage. Abra could switch into Surf or Blizzard, but will still take some decent damage.

Poliwag vs Geodude

Poliwag's Surf always OHKOs, so it wins trivially. However, Geodude's Earthquake can 2HKO and Explosion OHKOs unless Poliwag is a much higher level, so a Paralyzed Poliwag can still be KO'd.

Overall, Poliwag destroys Geodude, but can't safely switch in.

Poliwag vs Magnemite

Magnemite's Thunderbolt OHKOs most of the time, and even L25 Magnemite's Thunderbolt vs L30 Poliwag has a 35.9% chance to OHKO. Poliwag's strongest move is Surf, which at even levels is almost always a 4HKO. Even for L30 Poliwag vs L25 Magnemite, Surf is only a 3HKO. If Poliwag needs to win, Hypnosis or going for a lucky Freeze are the only options. Since Magnemite is slower, it can also use Thunder Wave and then OHKO after regardless, as a way to Paralyze a switch.

Overall, Magnemite destroys Poliwhg and is fairly safe with switching in too.

Poliwhg vs Farfetch'd

For even levels, Poliwhg's Blizzard and Farfetch'd's Double-Edge both 2HKO, so Poliwhg generally wins due to being faster. Farfetch'd's Body Slam and then Double-Edge has a chance to 2HKO, and it may be a better option for the chance to Paralyze. When Poliwhg has a higher level, Blizzard still 2HKOs, but Surf can be used after Blizzard to avoid the risk of missing. Farfetch'd's Body Slam and Double-Edge combinations generally 3HKO. When Farfetch'd has a higher level, Body Slam can become a guaranteed 2HKO while Poliwhg's Blizzard becomes a 3HKO.

Overall, Poliwhg easily wins, but can get bad luck to Body Slam and high damage rolls from Farfetch'd. Neither Pokemon can really switch into each other.

Poliwhg vs Shellder

Shellder's Explosion OHKOs at even levels, but otherwise can only really use Double-Edge for a 3HKO. Poliwhg's Psychic almost always 4HKOs before Special falls, but can generally needs the first Psychic to be a Special fall or it's rare to 3HKO. If Shellder is using Double-Edge though, Psychic 3HKOs with any Special fall due to the recoil damage. Poliwhg's other option is Hypnosis as a way to avoid Explosion.

For L30 Poliwhg vs L25 Shellder, Psychic 3HKOs before Special falls, and Shellder's Double-Edge 4HKOs with Explosion being a little under OHKOing. For L30 Shellder vs L25 Poliwhg, Shellder can win with just Double-Edge, which has a 63.9% chance to 2HKO, while Poliwhg's Psychic is generally a 5HKO.

Overall, Poliwhg is heavily favored to win, but can tie a lot since it can be hit by Explosion. If Poliwhg doesn't have Psychic or Shellder is the last Pokemon, the match-up can swing hard in either direction. Shellder can switch into most of Poliwhg's moves, and Poliwhg can switch into Surf or Blizzard fine.

Poliwhg vs Gastly

Gastly's Thunderbolt is usually just off OHKOing for even levels, and its Explosion does the same damage. Using Psychic first for a Special fall could be better to reduce damage. Poliwhg's Psychic 3HKOs, and is generally a bit under 2HKOing after a Special fall. If Poliwhg doesn't have Psychic, it has to use Surf for a 4HKO. Hypnosis can also work if Poliwhg is faster, but it's risky.

For L30 Poliwhg vs L25 Gastly, Poliwhg's Psychic has a 58.8% chance to 2HKO, and is guaranteed after a Special fall. Otherwise, Surf 3HKOs. Gastly's Thunderbolt 2HKOs before Special falls, and can't use Psychic

first to 2HKO without a Special fall most of the time. For L30 Gastly vs L25 Poliwhirl, it's faster and OHKOs with Thunderbolt, while Poliwhirl's Psychic before Special falls 4HKOs.

Overall, Gastly is heavily favored to win, but Poliwhirl can get lucky with Psychic or Hypnosis. If Poliwhirl doesn't have Psychic, Gastly can't really lose. Gastly can be okay with switching into Poliwhirl, but Poliwhirl can't really switch into Gastly.

Poliwhirl vs Voltorb

Voltorb is faster and has a 48.7% chance to OHKO when both Pokemon are L25, giving it an easy win. Thunder could also be used for guaranteed OHKOs. Poliwhirl's Surf 3HKOs, but Body Slam for Paralysis may be a better option. If Voltorb has a few levels higher, Thunderbolt OHKOs. If Poliwhirl is a few levels higher and outspeeds Voltorb, it can have a chance to 2HKO with Surf, and Voltorb's Thunderbolt is still a guaranteed 2HKO for any level pairings. Poliwhirl could also try Hypnosis since it doesn't require exceptional luck to KO with Surf after.

Overall, Voltorb destroys Poliwhirl and can win if Poliwhirl is a higher level as well. Voltorb is a bit unsafe to switch into Poliwhirl as it does take good damage however.

Poliwhirl vs Exeggcute

For even levels, Poliwhirl's Blizzard has a good chance to 2HKO depending on the exact levels, while Exeggcute's Psychic will usually 3HKO, but can 2HKO with a Special fall and also reduce Poliwhirl's Blizzard to a 3HKO. Exeggcute can also use Explosion for a decent chance to OHKO.

For L30 Poliwhirl vs L25 Exeggcute, Blizzard 2HKOs even if Exeggcute's Psychic gets a Special fall after the first Blizzard. Exeggcute's Psychic 3HKOs, but can't 2HKO even with a Special fall, while Explosion does heavy damage but can't OHKO. For L30 Exeggcute vs L25 Poliwhirl, Exeggcute's Psychic 2HKOs, Explosion OHKOs, and Poliwhirl's Blizzard 3HKOs before Special falls.

Overall, Poliwhirl has a slight advantage, but it can vary a lot by levels, Exeggcute can still opt to use Explosion, and Poliwhirl can go for Hypnosis. Exeggcute can switch into Surf, but will only really have a chance to use Explosion. Poliwhirl is not great for switching into Exeggcute.

Poliwhirl vs Cubone

Poliwhirl's Surf always 2HKOs at worst, but can OHKO if it has a higher level. Cubone's Earthquake 2HKOs at best and has a decent chance to at even levels, but is more often a 3HKO. Cubone could try for Body Slam

for Paralysis, but it does a lot less damage and isn't a guaranteed 2HKO even for L30 Cubone vs L25 Poliwhag.

Overall, Poliwhag destroys Cubone and can even sometimes win with switching in.

Poliwhag vs Horsea

Poliwhag's best move is Body Slam which generally 5HKOs for even levels, and Horsea's strongest move is Double-Edge which 4HKOs, but the recoil makes Poliwhag's Body Slam 4HKO, so Horsea using Surf is usually better. Poliwhag could also use Psychic for Special falls, but they rarely will save a turn KOing Horsea, especially if Poliwhag is using Body Slam for Paralysis first, but they help reduce Horsea's power for Surf by a lot. Poliwhag can also use Hypnosis and takes low enough damage that getting bad luck with it can still be fine. Horsea could use Smokescreen to help a lot or at least try to force a switch.

When Poliwhag is a higher level, its moves are still all weak and almost always 4HKOing at best, but Horsea using Double-Edge can bring it up to a 3HKO, so Horsea is still best using Surf and Smokescreen. When Horsea is a higher level, it's still slower, but Surf and Double-Edge can get to guaranteed 3HKOs and Poliwhag's attacks can go as low as 7HKOs before Special falls from Psychic. Poliwhag's best option to win in this case is Hypnosis or to go for a Freeze.

Overall, Poliwhag is heavily favored with Special falls, Paralysis, Speed, and Hypnosis, but Horsea can get lucky with Smokescreen and hitting a bit harder. Level differences can make the match-up more one-sided. Both Pokemon are also generally fine with switching into each other, but may cost the win.

Poliwhag vs Dratini

Poliwhag is 2HKO'd by Dragon Rage until L27, and Blizzard 2HKOs Dratini at even levels. Dratini can use Thunder Wave and then Wrap or Dragon Rage to possibly win as well. Thunderbolt also does more damage, but doesn't save a turn unless Poliwhag is L27 or higher since it 2HKOs like Dragon Rage. L30 Poliwhag's Blizzard doesn't OHKO L25 Dratini, so it could still lose to Dratini's Thunder Wave and Wrap, and may want to use Body Slam first. L30 Dratini's Thunderbolt doesn't OHKO L25 Poliwhag either, but it makes it much easier to win with Wrap, while Poliwhag's Blizzard has a 12.7% chance to 2HKO. L30 Dratini could also consider Thunder, which has an 89.7% chance to OHKO L25 Poliwhag.

Overall, Poliwhag is heavily favored, but can get unlucky to Paralysis and Wrap hitting. If Poliwhag is L25 or L26, it has a much lower chance of winning. Neither Pokemon are great at switching into each other, but Dratini could get away with being hit by Surf and then Paralyzing with Thunder Wave.

Abra vs Abra

Abra vs Abra is a messy match-up as there are many chains of counterplaying. For even levels, Psychic generally 5HKOs, while Seismic Toss 3HKOs. However, Counter against Seismic Toss followed by Seismic Toss 2HKOs, but can be risky and not always fit into a moveset. Thunder Wave can be used against Counter, but Substitute can be used against both Thunder Wave and Counter, while Seismic Toss breaks Substitutes. It's also worth noting that Psychic can't break Substitutes, so if you have a Substitute up, using Counter against the most likely choice of Seismic Toss is easier to predict. Abra can't fit all of these moves and Psychic however, and depending on the development of the rest of the metagame, it could be expected Abra rarely has one of them, most likely Counter. Another interesting option is Body Slam, which 3HKOs after Seismic Toss x2, can Paralyze, and Counter against Body Slam still only leads to 3HKOs after.

With all of this in mind, Thunder Wave is a fairly safe option as it's only beat by Substitute when losing the Speed tie, but Thunder Wave wastes a damaging turn and only breaks even if the opposing Abra gets Fully Paralyzed. However, even if your Abra loses and the opposing Abra is Paralyzed and heavily damaged, your follow-up can likely KO it immediately after. The opposing Abra may also use Thunder Wave for the same reasoning, and then you are break even anyway. Using Thunder Wave also doesn't require using an uncommon moveset.

If one Abra is a higher level, it still only 3HKOs, but may be outside of range of getting 3HKO'd. More importantly is it always attacks first, which can use Substitute to block Thunder Wave, or simply attack with Seismic Toss. The counterplay chains still apply, but the faster Abra has more control and doesn't have to make as risky of a prediction. For L30 Abra vs L25 Abra, Psychic and then Seismic Toss x2 3HKOs, which can be a safe way to avoid Counter, and possibly get a Special fall, allowing you to switch to Psychic.

Overall, Abra vs Abra is very complex match-up, but a higher level Abra has a large advantage. Abra is not great at switching into itself, where even Psychic hitting with a Special fall can be damaging after.

Abra vs Geodude

Abra's Psychic 2HKOs Geodude regardless of levels, but Geodude's Explosion OHKOs even if Abra uses Reflect for most level pairings. Geodude also has a small chance to OHKO with just Earthquake, but it also depends on the exact levels. For L30 Abra vs L25 Geodude, Psychic has a 56.4% chance to OHKO, while Geodude's Earthquake 2HKOs. For L30 Geodude vs L25 Abra, Psychic has a 99.9% chance to 2HKO, and Geodude's Earthquake OHKOs.

Overall, Abra easily wins, but Geodude's Explosion KOs, and its Earthquake could get lucky and OHKO as well. Neither Pokemon can switch into each other.

Abra vs Magnemite

For even levels, Abra's Psychic has a small chance to 2HKO, and is guaranteed after a Special fall, while Magnemite's Thunderbolt 3HKOs before Special falls. Magnemite can make up for the Speed with Thunder Wave, but so could Abra and it could block it with Substitute. If Substitute is hit by Thunderbolt, Thunderbolt can then 2HKO what's left of Abra's HP, so using Substitute is a bit risky.

For L30 Abra vs L25 Magnemite, Psychic 2HKOs and Thunderbolt has a 55.7% chance to 3HKO before Special falls. For L30 Magnemite vs L25 Abra, Thunderbolt 2HKOs and Psychic has an 88.6% chance to 3HKO, but if Psychic gets a Special fall on the first turn, it always 3HKOs and Magnemite's Thunderbolt also 3HKOs.

Overall, Abra easily wins, but can lose to bad luck and takes heavy damage while winning. Neither Pokemon are great for switching into each other, but could be done if they really need to Paralyze each other.

Abra vs Farfetch'd

For even levels, Abra's Psychic usually 2HKOs, while Farfetch'd's Body Slam 2HKOs as well, but can Paralyze and then win. Abra can use Counter to OHKO Farfetch'd, but Farfetch'd could use Fly, and then Double-Edge still 2HKOs after breaking a Substitute. Abra generally wins, but Paralysis makes it lose. Farfetch'd could also use Double-Edge instead for more damage. Abra's Reflect can be helpful, but Abra doesn't survive long enough to do more than break even, and it doesn't protect against Critical Hits or Paralysis.

For L30 Abra vs L25 Farfetch'd, Psychic still 2HKOs and Farfetch'd's Body Slam and then Double-Edge still 2HKOs, so Abra doesn't gain much from the extra levels. For L30 Farfetch'd vs L25 Abra, Psychic only 3HKOs and Double-Edge is a guaranteed OHKO.

Overall, Abra has a slight advantage, but will be hit hard and sometimes lose to bad luck. Neither Pokemon can really switch into each other.

Abra vs Shellder

Shellder's Explosion always OHKOs in all cases, so Abra may want to use Substitute to block it. Psychic 2HKOs unless Shellder is a much higher level, but a Special fall can make it guaranteed anyway. Shellder's Double-Edge 2HKOs at even levels, and any extra levels for Shellder don't change any damage ranges to save a turn. For L30 Abra

vs L25 Shellder, Psychic 2HKOs with a 2.6% chance to OHKO, and Substitute can avoid breaking to Surf 66.7% of the time.

Overall, Abra easily wins but can be KO'd by Explosion. Neither Pokemon can really switch into each other.

Abra vs Gastly

Gastly's Explosion almost always OHKOs in all cases, except for a chance not to when Abra is a much higher level. Gastly's Thunderbolt is often weaker than Night Shade, and it almost always 4HKOs. Abra's Psychic at even levels is just shy of OHKOing, so there is a risk of Explosion after. Abra could block it with Substitute, but Gastly can break Substitute with Thunderbolt.

When Abra is a few levels higher, Psychic becomes a guaranteed OHKO. When Gastly is a few levels higher, Abra's Psychic still 2HKOs, Thunderbolt 3HKOs, but it can OHKO using Explosion and is faster. Depending on the levels, Gastly could try using Hypnosis first, and if it misses, it still has a chance to use Explosion.

Overall, Abra easily wins, but has to avoid Explosion. Abra can switch into Gastly's other moves without much worry, but Gastly can't really switch into Abra.

Abra vs Voltorb

Voltorb can be a tricky match-up for Abra as it's one of the only Pokemon that's faster. For even levels, Voltorb's Explosion OHKOs, Thunderbolt usually 4HKOs but can 3HKO, and Substitute can block Abra's Thunder Wave. Abra's Psychic 2HKOs and can use Substitute to block Explosion if Voltorb is Paralyzed from Thunder Wave. It's generally in Abra's favor, but Voltorb can threaten with Explosion to KO both of them.

For L30 Abra vs L25 Voltorb, Psychic still 2HKOs, but Substitute blocks Voltorb's Thunder Wave, Explosion, and has a 38.5% chance to not break to Thunderbolt, which can make Sonicboom for Voltorb appealing to break it. Explosion has a 53.8% chance to OHKO, so it's probably best for Abra to just attack.

For L30 Voltorb vs L25 Abra, Voltorb's Thunderbolt 3HKOs, Abra's Psychic also 3HKOs, but a Special fall can flip them to Psychic 2HKOing and Thunderbolt 4HKOing depending on damage rolls. Voltorb could use Light Screen, but Special falls and Critical Hits negate it, and it may be better to just attack, plus it's hard to fit into Voltorb's moveset. Voltorb always has Explosion, but it's fairly wasteful of the extra levels.

Overall, Abra can't really be KO'd with Voltorb surviving, but because Voltorb is faster, it's much more threatening with Explosion, so I'll consider this match-up to be heavily favored for Abra. There is some

counterplay on both sides and is dependent on the levels, so Abra can safely work around Explosion with some good predictions, or also just be switched out. Neither Pokemon are great with switching into each other.

Abra vs Exeggcute

Abra's Psychic is very weak against Exeggcute and mostly has to use Seismic Toss, which will usually be a 4HKO. Exeggcute can 3HKO using Double-Edge, although the recoil from two of them puts Exeggcute in 3HKO range. However, Double-Edge, Psychic, and then Double-Edge is safe and almost always 3HKOs. Exeggcute's Explosion also OHKOs in all cases.

Abra can use Reflect to greatly reduce the damage taken, and Substitute can be used to block Explosion or Hypnosis. Thunder Wave is only helpful for Full Paralysis, and Exeggcute may use Explosion anyway, so it doesn't help follow-ups. If Exeggcute is the last Pokemon, Abra could also use Reflect and Rest to slowly wear it out. Exeggcute could also use Rest to heal more than Seismic Toss can do to waste its PP, and then Abra must eventually resort to switching out or using Psychic for Special falls. This is also one of the few situations where Leech Seed is very helpful to use.

For L30 Abra vs L25 Exeggcute, Seismic Toss 3HKOs, and this is the only level pairing where it does. Psychic also has a 45.7% chance to 3HKO, and is guaranteed with a Special fall, but is only useful if Abra is expected to lose or Exeggcute is attempting Psychic itself. Exeggcute's Double-Edge still has a 55.7% chance to 3HKO and can use Explosion, so Abra can win or at least tie most of the time, but tying with the level difference is definitely a success for Exeggcute.

For L30 Exeggcute vs L25 Abra, Double-Edge 2HKOs, while Seismic Toss 5HKOs, or 4HKOs after recoil, so Abra can still use Reflect very effectively.

Overall, the match-up is slightly in Exeggcute's favor, but involves lots of luck factors, counterplay, and the threat of Explosion. Abra can make use of both Reflect and Substitute, but it can't fit both of those with all of Psychic, Thunder Wave, and Seismic Toss, so it either takes heavy damage from Double-Edge, or can't block Explosion, or has much worse match-ups against other Pokemon. Abra can switch into Psychic, and Exeggcute can switch in and go for Explosion.

Abra vs Cubone

For even levels, Abra's Psychic 2HKOs, and Cubone's Body Slam and then Earthquake also 2HKOs, so Cubone can win with luck from Paralysis. If Abra is a higher level, Psychic and Cubone's Earthquake still 2HKO, but Cubone can't 2HKO when using Body Slam first. When Cubone is a

higher level, Earthquake has a pretty good chance to OHKO, Body Slam always 2HKOs, and Abra's Psychic 3HKOs without Special falls.

Overall, Abra easily wins, but can lose to Body Slam Paralyzing. Neither Pokemon can really switch into each other.

Abra vs Horsea

For even levels, Abra's Psychic almost always 2HKOs, and Horsea's Double-Edge does more than Surf and isn't affected by Special falls, but still only 3HKOs. When Abra is a higher level, Psychic still 2HKOs, but Horsea's Surf and Double-Edge do a fair bit less damage, falling to 3HKOs or 4HKOs. When Horsea is a higher level, Surf and then Double-Edge 2HKOs, but Psychic could get a Special fall. Abra's Psychic 3HKOs, but often 2HKOs with a Special fall, and if Horsea is taking recoil damage by using Double-Edge first, Psychic always 2HKOs after a Special fall.

Overall, Abra easily wins and can't really lose except to extreme luck like a Freeze, but Horsea does some high damage. Abra could also switch into Horsea's Surf and still win depending on levels. Horsea can't really switch into Abra.

Abra vs Dratini

Abra vs Dratini has quite a bit of complexities to it. Abra is 2HKO'd by Dragon Rage, except at L30, and Psychic 2HKOs at even levels. Dratini can use Thunder Wave to Paralyze, so can Abra, but if Abra uses Thunder Wave against Dragon Rage, Dratini has a chance to 2HKO before Abra can 2HKO, but would need to avoid two turns of Full Paralysis. Abra can also block Thunder Wave with Substitute and still only be 2HKO'd by Dragon Rage, although Dratini could use Agility and then spam Wrap against Substitute. For some level pairings, Dratini could also 2HKO with Body Slam and Dragon Rage, but Abra can also Counter Body Slam. Overall, Abra is generally best to just use Psychic and maybe Substitute, and Dratini is generally best to use Thunder Wave and maybe Dragon Rage. There is a deep and messy Nash equilibrium with this match-up.

For L30 Abra vs L25 Dratini, Psychic still only 2HKOs, but Abra survives Dragon Rage x2. Dratini has more incentive to use Thunder Wave or Agility, but Abra can still use Substitute or Thunder Wave respectively against them. Abra generally wins at L30.

If Dratini is a higher level, Psychic can drop to a 3HKO, but still 2HKOs with a Special fall, and Dratini can 2HKO with Body Slam instead of Dragon Rage.

Overall, Abra has a slight advantage, but the match-up can get complicated and Dratini easily wins with good luck or good predictions. Neither Pokemon are great at switching into each other.

Geodude vs Geodude

Geodude's only good move against another Geodude is Earthquake, which always at least 2HKOs, but with a large level difference can OHKO.

Overall, the faster Geodude wins. Switching into anything other than Earthquake is fine, so long as it doesn't make Earthquake a turn faster at KOing.

Geodude vs Magnemite

Geodude's Earthquake almost always OHKOs, but can be a 2HKO for certain level pairings. It doesn't really matter though as Magnemite can't really do anything except Sonicboom. Reflect only saves a turn, which breaks even except for Geodude having an extra chance to Critical Hit, so it's best for Magnemite to just get the damage.

Overall, Geodude destroys Magnemite and can fairly safely switch in too. Magnemite can still do some damage with Sonicboom, so that needs to be considered.

Geodude vs Farfetch'd

Farfetch'd can't do any meaningful damage to Geodude, although Rock Slide is still only a 2HKO unless Geodude is a high enough level to OHKO. Farfetch'd's best option is to at least get Paralysis with Body Slam before being KO'd.

Overall, Geodude destroys Farfetch'd and can switch in. The only issue is Geodude will always risk get Paralyzed, so exploding after might not be possible.

Geodude vs Shellder

Shellder's Surf always OHKOs and is tough where Geodude's attacks don't do great damage. If Geodude is a much higher level, its Explosion can OHKO and Earthquake can 2HKO, but it doesn't have a way to use them unless Shellder is Paralyzed or switches in.

Overall, Shellder destroys Geodude, and is fairly safe for switching in as well, but Geodude's Explosion will take out most if not all of Shellder's HP.

Geodude vs Gastly

Geodude vs Gastly is one of the few match-ups where both Pokemon have Explosion, but can't really use it. Geodude doesn't need it though as Earthquake OHKOs in all cases. Geodude is one of the few Pokemon where Mega Drain is Gastly's strongest attack, which can OHKO if it's a couple levels higher, but otherwise has to use Psychic, which has a small chance to 2HKO at even levels. Level differences mostly just determine how much Gastly's Psychic is doing, ranging from guaranteed

2HKO to almost always 3HKOing, but Geodude destroys Gastly at any level.

Overall, Geodude destroys Gastly and only loses if Gastly is both a higher level and then either has Mega Drain or gets a Critical Hit with Psychic. Geodude can't really switch in though, but Gastly can switch into anything other than Earthquake since it always has only one turn to attack anyway.

Geodude vs Voltorb

Geodude walls off Voltorb and Earthquake OHKOs at even levels. Voltorb can use Sonicboom for a bit of damage, and its Explosion can do a little more damage, but otherwise can't do anything.

Overall, Geodude destroys Voltorb and can safely switch in too. Sonicboom can do some damage though, so being cautious of what it puts Geodude in range of after Voltorb is important.

Geodude vs Exeggcute

For even levels, Exeggcute's Psychic almost always 2HKOs, and can also get Special falls, while Geodude's Rock Slide generally 4HKOs and Explosion is a bit under OHKOing. Geodude can also use Body Slam to try to Paralyze and also 2HKO with Explosion after. Exeggcute could also use Hypnosis or Substitute to try to avoid Explosion.

When Geodude is a higher level, Explosion can become a guaranteed OHKO, and Rock Slide 3HKOs. Exeggcute's Psychic 3HKOs and has a chance to 2HKO with a Special fall. When Exeggcute is a higher level, Psychic still 2HKOs, but is better at taking Explosion.

Overall, Exeggcute easily wins, but has to be cautious of Geodude's Explosion. Exeggcute can be fine switching in, but the bit of damage taken may put it in range of Explosion KOing after.

Geodude vs Cubone

Cubone's Bubblebeam is its strongest attack, followed by Blizzard, and then Earthquake. For even levels, they all 2HKO, while Geodude's Earthquake 3HKOs and Explosion is a bit under OHKOing. L30 Geodude is still slower than L25 Cubone, but Geodude's Earthquake has a 71.2% chance to 2HKO and Explosion becomes a guaranteed OHKO. Cubone's Blizzard still 2HKOs while Earthquake 3HKOs. When Cubone is a higher level, Blizzard can have a chance to OHKO and Bubblebeam can become a guaranteed OHKO. Fire Blast could also be a risky option to try to Burn.

Overall, Cubone destroys Geodude, but has to be a bit cautious of Explosion. Cubone can be okay with switching in, but does put itself in range of Explosion.

Geodude vs Horsea

Horsea's Surf always OHKOs and wins trivially. Geodude's Earthquake can 2HKO depending on the levels, and Explosion usually OHKOs, but it can't get a chance to really use them.

Overall, Horsea destroys Geodude, but isn't super safe to switch in.

Geodude vs Dratini

If Dratini has Surf, it almost always OHKOs for all level pairings. Dratini's Blizzard always 2HKOs, is a bit under OHKOing for even levels, and can become a guaranteed OHKO when it's a higher level. For even levels, Geodude's Earthquake 2HKOs and Explosion OHKOs. When Geodude is a couple levels higher, it can also 2HKO with Body Slam and then Earthquake. Geodude is 2HKO'd by Dragon Rage until L27, but Dratini often has an Ice move to 2HKO anyway.

Overall, Dratini easily wins, but can lose to getting Paralyzed by Body Slam and also has to be cautious of Explosion. Neither Pokemon are great at switching into each other, but Geodude can be decent to stop Wrap spam, just that it gets hit hard by Dratini's other attacks.

Magnemite vs Magnemite

Magnemite's strongest move against itself is Sonicboom, which 4HKOs all levels except for L30 where it 5HKOs. Magnemite vs Magnemite is essentially using Thunder Wave and then attacking with Sonicboom. A higher level Magnemite has the advantage of attacking first, but otherwise doesn't matter much unless one is L30.

Overall, Magnemite vs Magnemite is one of the most straight-forward match-ups and doesn't have much interesting to it. Magnemite is safe to switch into an opposing Magnemite, but it will most likely lose the Sonicboom war.

Magnemite vs Farfetch'd

Magnemite will very often OHKO with Thunderbolt for even levels, and Thunder is guaranteed. It also has Thunder Wave to make up for the Speed, and to handle Farfetch'd possibly Paralyzing with Body Slam. Farfetch'd's Body Slam 3HKOs and Double-Edge doesn't help much. When Magnemite is a higher level, Thunderbolt always OHKOs while Farfetch'd's Body Slam can become a 4HKO. When Farfetch'd is a higher level, Body Slam and then Double-Edge can 2HKO and actually win against Magnemite if it Paralyzes to counter Thunder Wave, while Magnemite's Thunderbolt 2HKOs.

Overall, Magnemite destroys Farfetch'd, but will still take some damage and possibly be Paralyzed. Magnemite is decent at switching into Farfetch'd if it can OHKO with Thunderbolt after.

Magnemite vs Shellder

For even levels, Magnemite is faster and Thunderbolt is a guaranteed OHKO. However, if Shellder has a higher level and is faster, its Explosion usually OHKOs as well, but even for L25 Magnemite vs L30 Shellder, Thunderbolt has a 38.5% chance to OHKO, while Surf is still a 3HKO, so Shellder either needs to get very lucky with Clamp, or use Explosion for the tie.

Overall, Magnemite destroys Shellder, unless it's faster and can use Explosion. Magnemite can switch into Surf, but switching into Explosion is dangerous and can get Magnemite KO'd.

Magnemite vs Gastly

Magnemite's Thunderbolt 3HKOs at even levels before Special falls, while Gastly's Psychic usually 4HKOs before Special falls. This rate tends to flip after a Special fall, giving Gastly the turn advantage, but will often be Paralyzed by Magnemite's Thunder Wave. Gastly's Explosion does heavy damage but is a fair bit under OHKOing. Night Shade can also be an option, but Psychic is generally better for the chances to get a Critical Hit or Special fall.

For L30 Magnemite vs L25 Gastly, Thunderbolt 2HKOs before a Special fall, while Gastly does very low damage and Explosion only does a bit over half. For L30 Gastly vs L25 Magnemite, Psychic 3HKOs and has a 95.7% chance to 2HKO after a Special fall, while Magnemite's Thunderbolt has a 13.4% chance to 3HKO before Special falls. Gastly's Explosion OHKOs, but is fairly wasteful.

Overall, the match-up is fairly even and can depend on Paralysis and Special fall luck, and also considering Gastly exploding. Both Pokemon are decent at switching into each other, but likely will lose the match-up when doing so.

Magnemite vs Voltorb

Magnemite's Thunderbolt at even levels does around the same damage as Sonicboom, but has better accuracy and the chance for a Critical Hit, while Voltorb's Thunderbolt is very weak and has to rely on Sonicboom or Explosion. Both Pokemon will generally be Paralyzed from Thunder Wave and then trade weak attacks. Voltorb could use Substitute to block Thunder Wave, but Thunderbolt always breaks it. Magnemite hits a bit harder, but Voltorb can use Explosion and is faster.

When Magnemite is a higher level, Thunderbolt can become a 3HKO and it takes less damage to Explosion, but only L30 Magnemite isn't 4HKO'd by Sonicboom. When Voltorb is a higher level, Explosion has a good chance to OHKO and Magnemite is forced to use Sonicboom, which 5HKOs for Voltorb at L27 or higher.

Overall, the match-up is about even. If nothing interesting happens, Voltorb tends to win, but if Sonicboom misses or Magnemite gets a Critical Hit, it tends to win. Both Pokemon are fairly safe with switching into each other.

Magnemite vs Exeggcute

Magnemite can Paralyze Exeggcute, and then it's using either weak Thunderbolts or Sonicboom. Both attacks do about the same damage, but Sonicboom is better when Exeggcute is a higher level and Thunderbolt is better when Exeggcute is a lower level, but Special falls weaken it. For even levels, Exeggcute 3HKOs with Psychic and is close to OHKOing with Explosion. When Exeggcute is a higher level, Psychic usually 3HKOs, but can 2HKO with a Special fall, and Explosion can become a guaranteed OHKO. When Magnemite is a higher level, Psychic is generally a 4HKO before Special falls and Explosion does a bit over half.

Overall, Exeggcute easily wins, but does still take some damage and gets Paralyzed by Thunder Wave. Both Pokemon are okay at switching into each other, although Magnemite may not accomplish much.

Magnemite vs Cubone

Cubone's Earthquake always at least 2HKOs, and OHKOs if it's a higher level than Magnemite. Magnemite can do some damage with Sonicboom and with being faster, but not much else. One gimmick is to use Mimic and try to get Blizzard, which has a 76.9% chance to OHKO for L25 Magnemite vs L25 Cubone.

Overall, Cubone destroys Magnemite and can switch in as well, but does take some damage from Sonicboom.

Magnemite vs Horsea

For even levels, Magnemite's Thunderbolt almost always OHKOs, while Horsea's Surf 3HKOs. L30 Magnemite outspeeds L25 Horsea, but is otherwise always slower or Speed tied. Thunder Wave is helpful and can save Magnemite from taking an extra hit if Thunderbolt doesn't OHKO. Horsea could also consider Smokescreen if it's desperate.

If Magnemite has a couple levels higher, its Thunderbolt is a guaranteed OHKO, while Horsea's Surf can become a 4HKO. If Horsea is a higher level, Surf 2HKOs while Magnemite's Thunderbolt also 2HKOs, giving Horsea the advantage. Magnemite could use Thunder, which always has at least a good chance to OHKO.

Overall, Magnemite destroys Horsea, but can lose if Horsea is a much higher level. Magnemite could switch in when Horsea's Surf only 3HKOs, but it will take some damage. Horsea is not great with switching into Magnemite.

Magnemite vs Dratini

Magnemite is 2HKO'd by Dragon Rage unless it's L30. For even levels, Magnemite's Thunderbolt is slightly stronger than Sonicboom, and Thunder Wave can Paralyze Dratini which is helpful. Dratini could use Wrap to chip away at Magnemite until it's in range of Dragon Rage, but needs to be faster to avoid Paralysis. When Magnemite is a high enough level to be faster, it should still use Thunder Wave, and then Thunderbolt can 3HKO. Dratini being a higher level doesn't gain much, but can force Magnemite to use Sonicboom.

Overall, Dratini easily wins, but Magnemite can at least Paralyze Dratini and get some damage in unless Dratini immediately uses Wrap. Neither Pokemon are great at switching into each other.

Farfetch'd vs Farfetch'd

For even levels, Body Slam 3HKOs, and Double-Edge does more damage, but the recoil damage can put Farfetch'd into damage range for a 2HKO by Body Slam and then Double-Edge. It's generally best to just use Body Slam and hope to get lucky with the Speed tie. When one Farfetch'd is a much higher level, Body Slam and then Double-Edge 2HKOs, while the lower level Farfetch'd 4HKOs with Body Slam and has a chance to 3HKO with Double-Edge.

Overall, both Farfetch'd will take heavy damage and a higher level Farfetch'd will almost always win. Farfetch'd isn't great at switching into another Farfetch'd, but at least it won't get Paralyzed.

Farfetch'd vs Shellder

For even levels, Shellder's Blizzard 2HKOs and Explosion often OHKOs, while Farfetch'd's Body Slam generally 4HKOs and Double-Edge can 3HKO. Shellder has the advantage, and can also use Explosion if it gets Paralyzed to avoid losing to bad luck. When Shellder is a higher level, Blizzard still 2HKOs, but Explosion becomes a guaranteed OHKO. Farfetch'd's Double-Edge becomes a 4HKO and Body Slam 5HKOs. When Farfetch'd is a higher level, Double-Edge can have a chance to 2HKO and Body Slam 3HKOs, while Shellder's Blizzard can become a 3HKO.

Overall, Shellder easily wins, but can lose to a few different luck factors. Neither Pokemon are great at switching into each other.

Farfetch'd vs Gastly

Farfetch'd can't hit with Normal moves, and Fly isn't great, but at least Gastly itself can't take advantage of the free turn except Substitute, which it usually won't have. Gastly's Thunderbolt 2HKOs unless Farfetch'd is a much higher level, and Farfetch'd's Fly is almost always a 3HKO. Gastly also has Explosion if needed, but it only does a bit more than Thunderbolt.

For L30 Farfetch'd vs L25 Gastly, they become Speed tied, Fly 2HKOs, and Thunderbolt has an 86.4% chance to 2HKO. The Speed ties can impact how Fly works out with it possibly dodging two Thunderbolts or none of them, making for a very volatile match-up. Gastly could use Confuse Ray if it has it, but it's generally better to just use Thunderbolt. For L30 Gastly vs L25 Farfetch'd, Thunderbolt has a 30.8% chance to OHKO and Fly has a 99.1% chance to 3HKO.

Overall, Gastly destroys Farfetch'd by walling out its good moves and can safely switch in too, but it still takes some damage from Fly. Farfetch'd isn't great at switching into Gastly.

Farfetch'd vs Voltorb

Voltorb's Thunderbolt at least 2HKOs in all cases, and get close to a guaranteed OHKO when it has a higher level. Thunder could also be used for some level pairings, although it could miss. Voltorb's Explosion is always weaker than Thunderbolt. For even levels, Farfetch'd's Body Slam 3HKOs, while Double-Edge has a chance to 2HKO, but the recoil damage gets close to KOing after Thunderbolt. When Farfetch'd has a higher level, Body Slam 2HKOs, so it can win with Paralysis. When Voltorb is a higher level, Farfetch'd's Body Slam begins to usually 4HKO while Double-Edge can still 3HKO.

Overall, Voltorb easily wins and Farfetch'd has to rely on Body Slam Paralyzing. Voltorb is decent to switch in, but switching into a Paralyzing Body Slam is very damaging.

Farfetch'd vs Exeggcute

While Farfetch'd is Flying, Exeggcute has high Defense and both Peck and Fly are generally bad moves. With Farfetch'd being faster, the second turn of Fly gives Exeggcute an easy way to use Explosion. Peck is also weaker than Body Slam so it's useless.

For even levels, Farfetch'd's Body Slam is usually a 4HKO, Double-Edge can 3HKO, and Fly has a decent chance to 2HKO. Exeggcute's Psychic 3HKOs even with a Special fall almost always, and Explosion does very heavy damage but can't OHKO.

For L30 Farfetch'd vs L25 Exeggcute, Body Slam and then Fly 2HKOs, while Exeggcute's Psychic becomes a 4HKO before Special falls, and Explosion does a bit over half, giving Farfetch'd a pretty easy win so long that Exeggcute can't do anything beneficial during Fly. For L30 Exeggcute vs L25 Farfetch'd, Exeggcute is still slower, but Psychic has a 91.5% chance to 2HKO before Special falls and Explosion OHKOs. Farfetch'd's Body Slam 5HKOs, Double-Edge 4HKOs, and Fly 3HKOs, giving Exeggcute the win most of the time.

Overall, Farfetch'd has a slight advantage, and especially so if Farfetch'd is safe to use Fly. Neither Pokemon are really great at switching into each other.

Farfetch'd vs Cubone

For even levels, Cubone's Blizzard almost always 2HKOs depending on exact levels, and Farfetch'd's Body Slam 4HKOs and Double-Edge often 3HKOs. When Farfetch'd has a higher level, Body Slam and Double-Edge both 3HKO, and Cubone's Blizzard 3HKOs, giving Farfetch'd a strong advantage. When Cubone has a higher level, Blizzard still 2HKOs, and Farfetch'd's attacks are very weak with Double-Edge not even 4HKOing all the time.

Overall, Cubone easily wins and can somewhat switch into Farfetch'd. Farfetch'd can switch into Cubone since it often uses Earthquake, but needs to be cautious of switching into Blizzard.

Farfetch'd vs Horsea

Farfetch'd and Horsea are both Speed tied, but for even levels, Horsea's Blizzard and Ice Beam 2HKO while Farfetch'd's Body Slam and Double-Edge both 3HKO, giving Horsea a pretty easy win. When Horsea is a higher level, Blizzard can have a decent chance to OHKO while Farfetch'd's Body Slam 4HKOs and Double-Edge has a decent chance to 3HKO. When Farfetch'd is a higher level, Body Slam and then Double-Edge 2HKOs, and Horsea's Blizzard still almost always 2HKOs.

Overall, Horsea easily wins, but can lose to bad luck with Body Slam and Speed ties. Neither Pokemon can really switch into each other.

Farfetch'd vs Dratini

Farfetch'd can't be 2HKO'd by Dragon Rage, but Dratini's Blizzard 2HKOs anyway. For even levels, Farfetch'd's Body Slam almost always 3HKOs while Double-Edge usually 2HKOs. Dratini can also use Thunder Wave and then Wrap, but Body Slam Paralyzing prevents that from being effective.

For L30 Farfetch'd vs Dratini, Farfetch'd's Body Slam 2HKOs, and Dratini's Blizzard 3HKOs, giving Farfetch'd an easy win. Dratini has to rely on Thunder Wave and Wrap for a chance to win.

For L30 Dratini vs L25 Farfetch'd, Dratini is faster, Blizzard still 2HKOs, but can use Wrap for the remainder HP if Farfetch'd can't switch. Farfetch'd's Body Slam has a 30.5% chance to 3HKO, while Double-Edge is guaranteed to 3HKO.

Overall, Dratini is slightly favored, but depends a lot on luck. Neither Pokemon are great at switching into each other.

Shellder vs Shellder

Double-Edge is stronger than Surf, but the recoil damage makes Surf better, which 5HKOs at even levels. Explosion does heavy damage but can't OHKO unless one Shellder is a higher level. This makes the match-up essentially just using Surf repeatedly. When one Shellder is a higher level, Surf can become a 4HKO and the lower level Shellder's Surf does very little damage. The lower level Shellder's Explosion can still do some decent damage a bit over half, which can be a good trade because of the level difference. Clamp could also be used, but it's a bit risky with its accuracy.

Overall, Shellder vs Shellder is just attacking with Surf and hoping for the best. Shellder can switch into another Shellder pretty safely, but does need to be cautious of Explosion.

Shellder vs Gastly

For even levels, Gastly's Thunderbolt can possibly OHKO depending on the levels, but usually 2HKOs, while Shellder's Surf 4HKOs. For L30 Shellder vs L25 Gastly, Surf 3HKOs, while Gastly's Thunderbolt 2HKOs. When Gastly is a higher level, Thunderbolt becomes a guaranteed OHKO.

Overall, Gastly destroys Shellder and is safe from Explosion, making it a great match-up for Gastly. Switching in is also safe.

Shellder vs Voltorb

For even levels, Voltorb's Thunderbolt has a pretty good chance to OHKO while Shellder's Explosion OHKOs and Surf 3HKOs. Voltorb could also use Thunder for the guaranteed OHKO if it hits. For L30 Shellder vs L25 Voltorb, Surf has a 95.8% chance to 2HKO while Thunderbolt 2HKOs. When Voltorb is a higher level, Thunderbolt OHKOs and Shellder's Explosion does heavy damage but can't OHKO. Since Shellder will likely be using Explosion, Voltorb could use Substitute or Reflect.

Overall, Voltorb easily wins but can be taken out by Explosion if Thunderbolt doesn't KO or it switches into Shellder.

Shellder vs Exeggcute

Shellder and Exeggcute are Speed tied and for even levels, Blizzard 2HKOs before Special falls, while Psychic has a pretty good chance to 2HKOs before Special falls. Both Pokemon can also use Explosion but neither OHKO with it.

For L30 Shellder vs L25 Exeggcute, Shellder's Blizzard still 2HKOs but also does after a Special fall, and Explosion has an 84.6% chance to OHKO. Exeggcute's Psychic almost always 3HKOs even after a Special fall, and Explosion often does less than half.

For L30 Exeggcute vs L25 Shellder, Exeggcute's Psychic 2HKOs and Explosion does a bit under OHKOing. Shellder's Blizzard 3HKOs, but can drop to a 4HKO after Special falls, and its Explosion does a bit over half. Exeggcute could also consider Hypnosis if it's desperate.

Overall, Exeggcute is slightly favored since Psychic can get Special falls and Blizzard has worse accuracy, but the match-up is pretty close to even. Exeggcute could switch into Surf but otherwise both Pokemon are bad at switching into each other.

Shellder vs Cubone

Shellder is faster, Surf 2HKOs for all level pairings, and Cubone's attacks are all pretty weak against Shellder. For even levels, Cubone's Earthquake usually 3HKOs, but may 4HKO. When Shellder is a higher level, Surf gets up to becoming a guaranteed OHKO, and when Cubone is a higher level, Earthquake still 3HKOs and Body Slam for the first attack is best.

Overall, Shellder destroys Cubone and can safely switch in and still win.

Shellder vs Horsea

Horsea's strongest move is Surf, which generally 4HKOs at even levels, while Shellder's Surf pretty much never even 5HKOs and Double-Edge 4HKOs. Because of this, Horsea may be best using Smokescreen to put a risk to Shellder using Explosion, which often OHKOs.

For L30 Shellder vs L25 Horsea, Shellder's Explosion OHKOs, Double-Edge 3HKOs, and Horsea's Surf 5HKOs more often than it 6HKOs. For L30 Horsea vs L25 Shellder, Horsea's Surf 3HKOs, Shellder's Double-Edge 5HKOs, and its Explosion does heavy damage but doesn't OHKO.

Overall, Horsea is slightly favored due to being faster, and Smokescreen being able to make Explosion miss while battles are taking long enough to make up for the cost of one turn to use it. Both Pokemon are fairly safe to switch into each other, but will often lose the match-up when doing so, and Horsea needs to be cautious of Explosion.

Shellder vs Dratini

L28 Shellder and lower is 2HKO'd by Dragon Rage, but Dratini can 2HKO with Thunderbolt if they're both high levels. For even levels, Shellder's Blizzard 2HKOs, Explosion OHKOs, but Dratini is faster and can spam Wrap if desperate.

For L30 Shellder vs L25 Dratini, Shellder is faster but only has a 2.6% chance to OHKO with Blizzard. Dratini's Thunderbolt has a 7.9% chance to 2HKO, so generally needs to rely on Thunder Wave and then luck.

For L30 Dratini vs L25 Shellder, Thunderbolt still 2HKOs, but it could use Wrap for the remainder HP, while Shellder's Blizzard has a 51.1% chance to 2HKO. Explosion does a bit under OHKOing.

Overall, Dratini is heavily favored, but can be KO'd by Explosion, and also struggles a bit when Shellder can't be 2HKO'd by Dragon Rage and Dratini doesn't have Thunderbolt. Neither Pokemon can really switch into each other.

Gastly vs Gastly

Gastly vs Gastly is an interesting match-up as neither Pokemon can use Explosion and the surviving Gastly is possibly fast enough to immediately use Explosion on the follow-up, making this match-up have a large impact on the whole battle. The best option is to use Psychic, which 2HKOs for even levels, and can still 2HKO for a lower level Gastly attacking a higher level one if it gets a Special fall, but otherwise 3HKOs. Using Confuse Ray lowers the chance of winning, but can give the best outcome of no damage taken as a desperation option. Hypnosis can also be used if your Gastly is L27 or higher, but it's also a very risky option.

Overall, the higher level Gastly wins due to being faster, which is impactful, but level differences otherwise don't have other effects on the match-up. Gastly isn't very good at switching into another Gastly, but is great for switching into Explosion.

Gastly vs Voltorb

Gastly is immune to Explosion, has high Special for Voltorb's Thunderbolts, and can lower Special with Psychic. Voltorb's Thunderbolt has a chance to 3HKO that varies depending on the levels, but has no chance after a Special fall. At even levels, Psychic 3HKOs, and can have a small chance to 2HKO after a Special fall. While Voltorb can use Thunder Wave, it can be more worthwhile to attack before possible Special falls, and has a chance to win. Gastly can use Explosion if needed, which is slightly off of OHKOing at even levels.

For L30 Gastly vs L25 Voltorb, Gastly outspeeds Voltorb, Explosion OHKOs, and Psychic has an 83.7% chance to 2HKO before Special falls. Voltorb's Thunderbolt will almost always 4HKO and loses. For L30 Voltorb vs L25 Gastly, Voltorb's Thunderbolt 3HKOs and still usually will after a Special fall, while Gastly's Psychic 4HKOs, and 3HKOs after a Special fall. Gastly can still use Explosion and deal a fair bit over half damage, but Voltorb could block it with Substitute.

Overall, Gastly has a slight advantage, but can take some heavy damage and possibly be Paralyzed. Voltorb can get lucky and win, but Gastly can also use Explosion to tie. Both Pokemon are okay at switching into each other, but they'll likely lose after the hit.

Gastly vs Exeggcute

Exeggcute is a hard match-up for Gastly as it resists its attacks and has enough HP where Night Shade can only 3HKO for L30 Gastly vs L25 Exeggcute. Gastly's Explosion also can't OHKO, but can still do some decent damage. For even levels, Exeggcute's Psychic 2HKOs and can lower Special, so Gastly either needs to get lucky with Hypnosis or Confuse Ray, or do some damage with Night Shade and Explosion, but they don't 2HKO.

For L30 Gastly vs L25 Exeggcute, Gastly's Night Shade 3HKOs and Explosion KOs after Night Shade, while Exeggcute's Psychic only 2HKOs 7.9% of the time, but is guaranteed after a Special fall. While Gastly can use Hypnosis and is faster, Exeggcute can potentially use it too if a bit desperate.

For L30 Exeggcute vs L25 Gastly, Gastly's Night Shade 5HKOs, Explosion does less than half, while Exeggcute's Psychic still 2HKOs.

Overall, Exeggcute destroys Gastly by walling it off, but does need to be a bit cautious of Gastly using Explosion. Exeggcute can generally switch into Gastly, and Gastly could switch into any move that isn't Psychic and then use Explosion or Night Shade.

Gastly vs Cubone

For even levels, Cubone's Earthquake OHKOs, while Gastly's Psychic 3HKOs and could 2HKO on a Special fall. Gastly's Explosion also does about half if it has no chance to use anything else. For L30 Gastly vs L25 Cubone, Psychic 2HKOs, while Explosion does about three quarters, and Cubone's Earthquake can't OHKO, giving Gastly a win but left with almost no HP. For L30 Cubone vs L25 Gastly, Gastly's attacks don't do much damage and it gets destroyed by Earthquake.

Overall, Cubone easily wins, but is a bit unsafe with switching in as Psychic could 2HKO with a Special fall.

Gastly vs Horsea

Gastly's Explosion does basically the same damage as Thunderbolt, but for even levels, Psychic and then Thunderbolt 2HKOs, so it could use Psychic first to try for a Special fall. Horsea's Surf 3HKOs and it doesn't have many better moves to use. For L30 Gastly vs L25 Horsea, Gastly's Thunderbolt has a 59% chance to OHKO while Horsea's Surf will almost always 4HKO. For L30 Horsea vs L25 Gastly, Horsea's Surf has a 58.8% chance to 2HKO and is Speed tied with Gastly, but Gastly's Thunderbolt is still a guaranteed 2HKO, so Horsea only has a small chance on winning.

Overall, Gastly destroys Horsea, but does still take some decent damage if it tries to switch in. Depending on the levels, Gastly can switch in and still win.

Gastly vs Dratini

Gastly is 2HKO'd by Dragon Rage unless it's L29 or L30, and Gastly's attacks are fairly weak against Dratini. For even levels, Psychic 3HKOs, and usually still does even with a Special fall. Explosion is a bit under OHKOing, but at least 2HKOs with Psychic. Dratini can use Thunder Wave and then Dragon Rage for an easy win, but Gastly can put an end to Wrap spam if Dratini was previously setup with Agility.

For L30 Gastly vs L25 Dratini, Psychic has a 95.8% chance to 2HKO without a Special fall, and Explosion OHKOs, while Dratini's Dragon Rage can't 2HKO, giving Gastly an easy win, but likely taking some damage and being Paralyzed. For L30 Dratini vs L25 Gastly, Psychic 4HKOs without Special falls and Explosion does some heavy damage, but very rarely 2HKOs with Psychic.

Overall, Dratini is heavily favored, but can get taken out with Explosion, Agility setting up gets wasted against Gastly, and Dratini loses if Gastly is a high enough level. Gastly can switch into Wrap, but otherwise shouldn't, and Dratini is okay to switch into Gastly, but may lose.

Voltorb vs Voltorb

Voltorb's Thunderbolt isn't great against another Voltorb, and Sonicboom is generally its best move. For even levels, Sonicboom and then Explosion will almost always 2HKO. Because Sonicboom takes at least 4 turns to KO, it's beneficial to use Thunder Wave first, which is also helpful if you lose and your follow-up can attack first before the opposing Voltorb threatens with Explosion or Thunder Wave. There is a bit of counterplay however as Substitute can be used to block Thunder Wave.

Sonicboom can't 4HKO L27 or higher Voltorb, and Substitute can be used to block one as well as Thunder Wave. This gives L27 Voltorb or higher a large advantage over a lower level one as using Substitute always at least breaks even in terms of turns used, but there is a possibility of the opposing Voltorb's Sonicboom missing. L30 Voltorb's Explosion also OHKOs L25 Voltorb, and Thunderbolt actually does a little more than Sonicboom, which benefits from Critical Hits and accuracy too.

Overall, Voltorb vs Voltorb is a coin flip at low and even levels, while a higher level Voltorb is faster and has an advantage. A Voltorb that is both L27 or higher, and also a higher level than the opposing Voltorb almost always wins and is safe from Thunder Wave and Explosion, walling off the lower level Voltorb very well. Voltorb isn't great at switching into another Voltorb however, but can be fine if it isn't hit by Thunder Wave or Explosion.

Voltorb vs Exeggcute

Voltorb's attacks are very weak against Exeggcute, where for even levels, Thunderbolt generally 6HKOs, Sonicboom 5HKOs, and Explosion can do around half. Exeggcute's Psychic 3HKOs, but has a very good chance to 2HKO with a Special fall, and can use Explosion which is close to OHKOing if it gets desperate.

For L30 Voltorb vs L25 Exeggcute, Thunderbolt will do more damage than Sonicboom almost always, but still only has a 1.7% chance to 4HKO, and is weakened by Special falls. Exeggcute's Psychic has a 0.4% chance to 3HKO, but is guaranteed after a Special fall. Voltorb's Explosion does about three quarters while Exeggcute's Explosion does around two thirds.

For L30 Exeggcute vs L25 Voltorb, Psychic 2HKOs, while Voltorb's Sonicboom 5HKOs. Exeggcute's Explosion OHKOs, but would be fairly wasteful, while Voltorb's Explosion does a fair bit under half damage.

Overall, Exeggcute easily wins but needs to be careful about Voltorb's Explosion, and will also usually be Paralyzed. Both Pokemon are fine with switching in, but Voltorb should only do so for Paralyzing and exploding.

Voltorb vs Cubone

Cubone's Earthquake always 2HKOs, and can have a chance to OHKO depending on the levels, while Voltorb can only use Sonicboom and Explosion. Voltorb can actually do decent damage after Sonicboom and Explosion, but it can't win. L30 Voltorb vs L25 Cubone with Sonicboom and then Explosion has a 30.8% chance to 2HKO at least. L25 Voltorb's Explosion does about half to L26 Cubone and gets weaker as Cubone's level gets higher.

Overall, Cubone destroys Voltorb, but has to be a bit cautious with switching in due to Voltorb having decent Normal attacks.

Voltorb vs Horsea

For even levels, Voltorb's Thunderbolt 2HKOs and does more damage than Explosion, while Horsea's Surf generally has a small chance at 2HKOing. Voltorb could also use Thunder which may OHKO. For L30 Voltorb vs L25 Horsea, Thunderbolt OHKOs, and Horsea's Surf almost always 3HKOs. For L30 Horsea vs L25 Voltorb, Thunderbolt and Surf both 2HKO, but Voltorb still attacks first.

Overall, Voltorb destroys Horsea, but can take some good damage from Surf. Neither Pokemon are great at switching into each other, but Voltorb could to get heavy damage in before being KO'd.

Voltorb vs Dratini

L25 and L26 Voltorb is 2HKO'd by Dragon Rage, while L25 Dratini is 4HKO'd by Sonicboom. For even levels, Voltorb should use Thunder Wave and then attack and consider Explosion, while Dratini can reasonably expect Thunder Wave and can just use Dragon Rage to save a turn. Wrap is risky when Dratini is Paralyzed, so L27 Voltorb or higher is a harder match-up and requires an extra turn. Dratini still generally wins since Voltorb's attacks are weak, but bad luck with Paralysis or getting hit by Explosion get it KO'd.

If Voltorb is a much higher level, Thunderbolt can do more damage than Sonicboom, but it 4HKOs even for L30 Voltorb vs L25 Dratini. Explosion does very high damage, but only OHKOs if Voltorb is a much higher level. It is guaranteed for L30 Voltorb vs L25 Dratini however. Extra levels for Dratini aren't really beneficial and only makes Sonicboom a 5HKO and takes less damage from Explosion.

Overall, the match-up is slightly in Dratini's favor, but Voltorb can get lucky, can use Explosion, and the match-up can become more even when Voltorb is L27 or higher. Neither Pokemon can really switch into each other.

Exeggcute vs Exeggcute

While Double-Edge is slightly stronger than Psychic, the recoil damage and lack of Special falls make Psychic the better choice. For even levels and before Special falls, Psychic generally 6HKOs, but the results can be widely varying with different combinations of Special falls, their timings, and the consideration of Speed ties. Explosion does a fair bit over half damage, but it's always better for the opponent to use Explosion instead. Substitute can also be used to take a hit and prevent Special falls, which if used by both Exeggcuties can turn the battle into a very predictable result. Winning a Speed tie and getting a Special fall before Substitute goes up however can break this strategy as Psychic then has a very high chance of breaking Substitute in one hit.

When one Exeggcute is a higher level than the other and is faster, Substitute can safely be used, prevent Special falls, and block a hit, making it break even at worst unless there's a Critical Hit. This makes an Exeggcute with even just 1 Speed point higher have a significant advantage, and can even allow for using Rest, although that might not fit in a regular moveset well. For L30 Exeggcute vs L25 Exeggcute, the L30 Exeggcute's Psychic 5HKOs before Special falls, Explosion is under OHKOing, and the L25 Exeggcute's Psychic does basically no meaningful damage and Explosion does under half damage.

Overall, Exeggcute vs Exeggcute is mostly slow and can have huge variance due to Special fall luck, but an Exeggcute that is faster can almost completely wall off the other with Substitute. Exeggcute can be

okay switching into another, but getting hit by Psychic and having a Special fall can be devastating.

Exeggcute vs Cubone

While Cubone can somewhat fight with Blizzard, for even levels it will usually 2HKO, but Exeggcute's Psychic getting a Special fall makes Cubone's Blizzard 3HKO and Exeggcute's Psychic become a 2HKO. Exeggcute will generally win, but will take heavy damage and has a decent chance to lose. Exeggcute can also use Explosion after Psychic if it doesn't Special fall and almost always 2HKO.

For L30 Exeggcute vs L25 Cubone, Psychic 2HKOs, while Blizzard 3HKOs before a Special fall and then becomes a 4HKO. Cubone could consider Body Slam for Paralysis, but the damage is very low.

For L30 Cubone vs L25 Exeggcute, Cubone's Blizzard 2HKOs even after a Special fall, while Psychic has a 75.6% chance to 3HKO before Special falls and is guaranteed after, giving Cubone a winning match-up. For other level pairings where Cubone is faster, Blizzard can 2HKO before Psychic can 2HKO, but still needs to get lucky with avoiding Special falls, and also not missing.

Overall, Exeggcute is heavily favored, but can lose to some bad luck, or if it's slower. Explosion is an option if desperate and unlucky. Exeggcute can switch into Cubone's Earthquake, but it will likely be within guaranteed 2HKO range of Blizzard, while Cubone shouldn't switch into Exeggcute except for taking Explosion.

Exeggcute vs Horsea

For even levels, Horsea's Blizzard 2HKOs even after a Special fall, while Exeggcute's Psychic 3HKOs and has a small chance to 2HKO after a Special fall. Explosion does heavy damage but doesn't OHKO.

For L30 Exeggcute vs L25 Horsea, Exeggcute is still slower, but Psychic has a 99.4% chance to 2HKO and Explosion OHKOs, while Horsea's Blizzard has a 51.7% chance to 2HKO and 3HKOs after a Special fall, giving Exeggcute a slight advantage.

For L30 Horsea vs L25 Exeggcute, Horsea's Blizzard has a 2.6% chance to OHKO, while Exeggcute's Psychic 4HKOs and can 3HKO with a Special fall. Explosion does a bit over half damage, giving Horsea an easy win.

Overall, Horsea easily wins, but is at risk of Explosion, and can lose if Exeggcute is a higher level or Blizzard misses. Neither Pokemon are great at switching into each other, but Exeggcute could switch into Surf and then go for damage, but Blizzard 2HKOs guaranteed even after Special falls, unless Exeggcute is a much higher level.

Exeggcute vs Dratini

While Exeggcute is only 3HKO'd by Dragon Rage, it is slower than Dratini and is at risk of Wrap spam even without Dratini setting up. For even levels, Psychic 3HKOs, but can 2HKO with a Special fall, and Explosion can rarely OHKO. Dratini's Blizzard can be slightly stronger than Dragon Rage, and 2HKOs at even levels, but has a small risk of missing. It's generally best for Dratini to use Wrap until Exeggcute is in damage range for Dragon Rage.

For L30 Exeggcute vs L25 Dratini, Exeggcute is faster, Psychic 2HKOs and Explosion OHKOs, but Dratini could still potentially win simply with Thunder Wave or Agility followed by Wrap. Agility is better if Dratini wins the match-up, but Thunder Wave is better for the match-up itself and if Dratini loses.

For L30 Dratini vs L25 Exeggcute, the match-up is mostly the same, but damage is more favorable. Dratini's Ice Beam 2HKOs, Wrap does a little more damage, and Exeggcute's Psychic has a 30.5% chance to 3HKO before Special falls.

Overall, Dratini is heavily favored due to being faster and threatening with Wrap, but Exeggcute can get lucky, can explode, and can initially outspeed Dratini if it's a higher level. Dratini could switch into Exeggcute and proceed with Wrap, but Exeggcute can't really switch into Dratini at all.

Cubone vs Cubone

Blizzard is always Cubone's strongest move, but for certain level pairings, Bubblebeam can be used first for a chance of a Speed fall and still 2HKO with Blizzard after. L30 Cubone still 2HKOs L25 Cubone with Blizzard, but has a 71.2% chance to 2HKO with Bubblebeam, while the L25 Cubone has a 35.2% chance to 2HKO with Blizzard.

Overall, Cubone does heavy damage to another Cubone, and a higher level Cubone easily wins due to attacking first. Cubone can switch into an opposing Cubone's Earthquake, and depending on the levels, still stay outside of 2HKO range.

Cubone vs Horsea

Horsea's Surf will usually OHKO for even levels, while Cubone's Earthquake 3HKOs, giving Horsea an easy win. If Cubone is a higher level, Earthquake will almost always 2HKO, while Horsea's Surf also 2HKOs and is still faster. If Horsea is a higher level, Surf is a guaranteed OHKO.

Overall, Horsea destroys Cubone and can be fine with switching in as well.

Cubone vs Dratini

While Cubone survives Dragon Rage x2, Dratini can 2HKO with Blizzard. Wrap can also be used if Dratini needs to avoid damage. Cubone's strongest move is Blizzard which 2HKOs, but Earthquake can be used to finish to avoid the risk of missing. Dratini easily wins just by being faster.

For L30 Cubone vs L25 Dratini, Cubone's Blizzard still 2HKOs and can use Earthquake instead to 2HKO, while Dratini's Blizzard also 2HKOs. The Speed tie makes it a coin flip. For L30 Dratini vs L25 Cubone, Dratini's Blizzard has a 51.3% chance to OHKO, while Cubone's Blizzard has a 12.7% chance to 2HKO.

Overall, Dratini easily wins, but can take some heavy damage and can lose due to bad luck. Dratini could switch into Earthquake and then use Wrap or just use Blizzard for damage, but is usually going to be in range of being 2HKO'd. Cubone can't really switch into Dratini.

Horsea vs Horsea

Horsea doesn't really have many moves that are good against another Horsea, and Surf 5HKOs for even levels. Double-Edge is slightly stronger, but the recoil damage puts you in a worse position. Horsea actually benefits from using Smokescreen since it breaks even after the opponent misses once, and is more likely to than not given how many turns it takes to KO each other. Substitute can block Smokescreen though, and Surf can't break Substitute, but Double-Edge can more often than not, but Horsea doesn't have enough space in its moveset for all those moves. This creates an interesting counterplay chain and it's complicated to determine which move is optimal when considering movesets on each side, luck factors, predicting the opponent, and so forth. Rest could also be an option, creating one of Petit Cup's few stall wars.

When one Horsea is a higher level, its Surf still only 4HKOs, but Double-Edge can 3HKO on rare occasion, Substitutes are tougher, and the higher level Horsea gets to attack first, gaining a lot for every level. A lower level Horsea can be almost entirely walled off just by Substitute.

Overall, Horsea has a significant advantage when it's a higher level, but otherwise they slowly chips away at the other, and can generally switch in safely. A desperation Freeze is another option.

Horsea vs Dratini

Horsea at levels L25 to L28 is 2HKO'd by Dragon Rage, and gets over 80 HP at L29 and L30. Horsea's Blizzard always 2HKOs at least, and can OHKO if it has a few levels higher than Dratini. When Dratini is L30 and Horsea is L29 or L30, Dratini's Thunderbolt 2HKOs most of the

time, but it might not fit into Dratini's moveset, so it otherwise has to use Thunder Wave, Wrap, and then Dragon Rage for the best chance to win. If Dratini is a higher level and also faster, it almost always wins as Horsea will have under 80 HP in that case. If Horsea is a few levels higher, Blizzard can OHKO, and is guaranteed for L30 Horsea vs L25 Dratini.

Overall, the match-up is heavily favored for Horsea, but is dependent on the levels of both Pokemon, and can swing either way due to various luck factors. Dratini can be okay with switching into Surf, but anything else by either Pokemon is unsafe.

Dratini vs Dratini

For L25 vs L25, Dragon Rage 2HKOs, and using Agility or Thunder Wave only breaks the Speed tie, which is not as strong of a change. Blizzard could be used as a Critical Hit OHKOs and a Freeze is also a win, or also Ice Beam for similar reasons, although it has a 61.5% chance to OHKO on a Critical Hit. Otherwise, just use Dragon Rage and hope you win the Speed tie. Using Thunder Wave first does ensure both Paralysis and at least 40 damage though if you have something that can follow-up, but your Dratini will lose unless they also use Thunder Wave or are Fully Paralyzed. If your Dratini isn't Paralyzed though, you can use Wrap.

For even levels above L25, using Ice Beam or Blizzard is best to still get 2HKOs, which Dragon Rage can't. If the opposing Dratini is a higher level, Thunder Wave should be used, or Agility if you need to or expect to win. However, the higher level Dratini should recognize this and likewise use Thunder Wave, which also nullifies Agility and should result in both Pokemon starting with Thunder Wave. From there, Blizzard is always the strongest attack, but Dragon Rage or Ice Beam can be used for consistency.

Overall, Dratini vs Dratini is a coin flip and the winner is usually badly damaged and often Paralyzed. Having a higher level mostly just helps by being faster, and a L25 Dratini is much more vulnerable than one above L25. Dratini can't really switch into another Dratini.

Match-Up Charts

After thoroughly going through an immense amount of information, compiling everything into a match-up chart is useful to give an overview and to help with which Pokemon to choose when building a team out of the many options.

It's very important to note that there are many limitations with a match-up chart because the amount of depth has no way of being summarized without losing detail. The match-up chart evaluates the rough chances each Pokemon has to win against another, and also factors in possibilities of losing to exceptionally bad luck, and the ability to switch into the opponent. While this is driven from objective data, it's subjective how to categorize it, and how to make rough estimations with it. I've opted to use a 9-point scale with match-ups being even (approximately a coin flip), one having a slight advantage (slightly away from a coin flip), one being heavily favored (one Pokemon is expected to win much more than the other), one easily winning (one Pokemon almost always wins), or one Pokemon destroying the other (one Pokemon essentially doesn't lose except for extreme luck). The difference between each category is weighed equally. This categorization is also somewhat arbitrarily-defined.

Pokemon is also team-based and analysis from a one-on-one perspective can also skew which Pokemon are better than others. Certain Pokemon are much better as leads, as follow-ups, with synergizing with other Pokemon, being at different levels, and more. Many match-ups are also based on Pokemon having the best moves available, and a single Pokemon may not be able to fit all of them into one moveset, affecting how good all the match-ups are as a group. The categorization of some match-ups can be very different if some moves are not on the corresponding Pokemon.

Certain match-ups are also more valuable to be winning than others, especially as more Pokemon are regarded as less viable. The match-up analysis mostly evaluated Pokemon match-ups independently and the match-up chart initially gives all match-ups an equal weighting.

Because of the summarization of so much information, it's also possible to detect logical contradictions and inconsistencies within the match-up chart itself by using an even deeper and richer level of evaluation, or weighing values differently. Pushing further into the depths of the metagame may obsolete some or a lot of the match-up chart.

Nonetheless, with these points addressed, the match-up chart is a very helpful tool with further optimizing Petit Cup and moving towards team construction.

Match-Up Chart Phase 1

	Clefairy	Abra	Exeggcute	Dratini	Psyduck	Bulbasaur	Gastly	Horsea	Pikachu	Poliwag	Squirtle	Magnemite	Voltorb	Growlithe	Cubone	Sandshrew	Meowth	Shellder	Diglett	Rattata	Farfetch'd	Geodude	Sum	
Clefairy	5	6	5	7	5	8	5	8	7	9	8	3	6	4	8	8	8	8	9	8	8	8	6	149
Abra	4	5	4	6	8	9	8	8	8	8	8	8	7	8	8	8	4	8	2	5	6	8	148	
Exeggcute	5	6	5	3	3	9	9	2	9	4	4	8	8	3	7	9	8	6	9	8	4	8	137	
Dratini	3	4	7	5	3	8	7	3	8	3	6	8	6	5	8	8	7	7	5	4	6	8	129	
Psyduck	5	2	7	7	5	7	1	6	1	6	6	1	1	8	9	9	2	6	9	7	6	9	120	
Bulbasaur	2	1	1	2	3	5	1	2	8	8	8	7	8	1	9	9	8	9	9	8	1	9	119	
Gastly	5	2	1	3	9	9	5	9	6	7	9	5	6	2	2	1	9	9	1	9	9	1	119	
Horsea	2	2	8	7	4	8	1	5	1	3	2	1	1	7	9	9	8	6	9	7	8	9	117	
Pikachu	3	2	1	2	9	2	4	9	5	9	8	7	6	8	1	1	5	8	1	7	8	9	115	
Poliwag	1	2	6	7	4	2	3	7	1	5	6	1	1	9	9	9	2	7	7	8	8	9	114	
Squirtle	2	2	6	4	4	2	1	8	2	4	5	1	1	7	9	9	3	8	9	7	7	9	110	
Magnemite	7	2	2	2	9	3	5	9	3	9	9	5	5	2	1	1	6	9	1	7	9	1	107	
Voltorb	4	3	2	4	9	2	4	9	4	9	9	5	5	2	1	1	6	8	3	8	8	1	107	
Growlithe	6	2	7	5	2	9	8	3	2	1	3	8	8	5	7	2	6	6	3	7	4	1	105	
Cubone	2	2	3	2	1	1	8	1	9	1	1	9	9	3	5	8	8	1	9	2	8	9	102	
Sandshrew	2	2	1	2	1	1	9	1	9	1	1	9	9	8	2	5	7	1	9	2	7	8	97	
Meowth	2	6	2	3	8	2	1	2	5	8	7	4	4	4	2	3	5	7	3	8	2	7	95	
Shellder	2	2	4	3	4	1	1	4	2	3	2	1	2	4	9	9	3	5	9	6	8	9	93	
Diglett	1	8	1	5	1	1	9	1	9	3	1	9	7	7	1	1	7	1	5	5	1	8	92	
Rattata	2	5	2	6	3	2	1	3	3	2	3	3	2	3	8	8	2	4	5	5	4	8	84	
Farfetch'd	2	4	6	4	4	9	1	2	2	2	3	1	2	6	2	3	8	2	9	6	5	1	84	
Geodude	4	2	2	2	1	1	9	1	1	1	1	9	9	9	1	2	3	1	2	2	9	5	77	

To start, the two most dominant Pokemon are Clefairy and Abra. Because Clefairy is one of the few good mixed attackers, has excellent type coverage, good bulk, no real weaknesses, and also Thunder Wave, there aren't really many Pokemon that can beat it consistently. Clefairy is on the slower side though, so after winning a one-on-one, it likely will be KO'd quickly after, and is not really capable of sweeping teams. Abra on the other hand is very fast and extremely powerful with only a handful of Pokemon that can handle Psychic. Abra also has a wide variety of support moves, can get lucky with both Critical Hits and Special falls, and doesn't really have any weaknesses. It has a few tougher match-ups compared to Clefairy, but is more dominant against those it beats.

Exeggcute is also excellent with resisting a wide variety of attacks, having Psychic, Explosion, great bulk, and primarily only weak to Ice

which no Pokemon has STAB for. Exeggcute also does well against many of the other great Pokemon.

Dratini is only weak to Ice, so it's not threatened by most Pokemon, has above average stats, can Paralyze with Thunder Wave, can hypothetically win against almost anything with Wrap, and has Dragon Rage to hit anything hard as well. The only type immune to Thunder Wave being Ground also gets hit hard by Dratini's Blizzard. Dratini can make for an excellent last Pokemon when ideally the opponent is also on their last Pokemon and can't switch out from Wrap. It can make Dratini fit well onto almost any team since it can do all of this fine at L25.

These four Pokemon are almost certainly the four best Pokemon for Petit Cup, with a bit of a margin over everything else. It's also helpful that they don't have too many extreme counters because when selected as a part of a team of 6 before battle, the opponent will know you have them, but cannot counter them as easily compared to other Pokemon such as Geodude. This is a large advantage that goes beyond what the match-up chart shows. Very few Pokemon perform well against even two of the four simultaneously.

Now to reduce the match-up chart's size, let's look at some of the lesser Pokemon. Like the first group of Pokemon deemed unviable, this reduction can leave out Pokemon which can find useful niches, but as a matter of general viability, they are outclassed.

Many Explosion users do not seem to perform very well. While Explosion is powerful and can OHKO many Pokemon, getting to consistently use it effectively can take more effort than it's worth. Explosion can only be used by your first or second Pokemon, and using it with a lead may be fairly predictable, while the opponent can choose to sacrifice any of their Pokemon instead of being trapped into losing something valuable. Many Pokemon can also avoid it by using Substitute, switching to Gastly, or simply planning around the Explosion user as they are seen before battle when selecting a team of 3. Even simply earning a tie by Explosion KOing one of your Pokemon is not necessarily devastating. Some Pokemon can be useful beyond just Explosion, but Geodude and Shellder in particular don't have many winning match-ups and are both very slow. They likely don't make the cut.

Squirtle is a decent Water Pokemon and has good defensive stats, but it's largely outclassed by Psyduck, which has almost all better stats except Defense, and learns most of Squirtle's unique moves for Water Pokemon such as Body Slam, Dig, and Seismic Toss. In a case where a player may want to use Squirtle, they could instead use Psyduck without Amnesia, and there's likely not a case where using both is ideal. Psyduck also doesn't require being over L25 to survive Dragon

Rage x2, making it better against Growlithe and Dratini when considering the extra levels for the rest of your team.

Bulbasaur may appear to be very good, but its ranking is over-inflated due to analyzing a large number of Water, Electric, and Ground Pokemon, of which a player doesn't need multiples of. Bulbasaur also requires L27 or higher, or is otherwise bad, while most Pokemon are functional at L25. Bulbasaur is also terrible against many of the best Pokemon, can be easy to switch into, and Water Pokemon can still hit it hard with Blizzard. It can be a good counter to many Pokemon, but it's likely difficult to get into favorable situations. Razor Leaf itself only has about a 90% chance to be a Critical Hit after factoring in accuracy, which also hurts.

Farfetch'd can be fairly good if it has a chance to use Swords Dance, but after analyzing its match-ups, there aren't really any good times to consistently use it. It would have to be used as a follow-up against something weak and ideally Paralyzed, but almost anything can hit Farfetch'd pretty hard, and most Pokemon after can also hit hard and often be faster. Farfetch'd does have some decent match-ups against frail Pokemon, in particular it can sometimes win against L30 Abra while L25, but it seems to be outclassed due to having some bad weaknesses and a bit of a linear movepool.

Diglett, Sandshrew, and Cubone are mostly interchangeable, except for a few match-ups and in particular, against each other. Diglett has Speed, Sandshrew has power, and Cubone has Blizzard, and while Diglett is on the lower end for the current match-up chart, it is likely the best of the three because of being able to attack follow-ups much better. When Diglett KOs a Pokemon, it will almost certainly be faster than what comes in next, allowing for another very hard hit, and this value isn't captured by the match-up chart. Diglett is also Abra's worst match-up since it outspeeds it, hits Abra very hard with Earthquake, and has no worry of any of Abra's support moves like Thunder Wave, Counter, Substitute, or Reflect. Diglett may not necessarily be a top Pokemon to pick from due to many bad match-ups, but it can at least outclass Sandshrew and Cubone generally speaking.

Rattata is pretty bad and doesn't do well against too many Pokemon. Its main point of interest is Quick Attack, which is able to hit anything that's about to be KO'd, or when Rattata is about to be KO'd. However, it doesn't seem to be a great trait to have as opposed to just using something that hits harder in the first place. There are likely some lines of play where Rattata works well with Quick Attack, but does not appear to be great in general and is more of a gimmick.

With removing these Pokemon, it's possible to narrow our focus more onto the better Pokemon and see how they all weigh amongst each other.

Match-Up Chart Phase 2

	Abra	Clefairy	Exeggcute	Dratini	Diglett	Pikachu	Gastly	Voltorb	Magnemite	Growlithe	Psyduck	Horsea	Meowth	Poliwag	Sum
Abra	5	4	4	6	2	8	8	7	8	8	8	8	4	8	88
Clefairy	6	5	5	7	9	7	5	6	3	4	5	8	8	9	87
Exeggcute	6	5	5	3	9	9	9	8	8	3	3	2	8	4	82
Dratini	4	3	7	5	5	8	7	6	8	5	3	3	7	3	74
Diglett	8	1	1	5	5	9	9	7	9	7	1	1	7	3	73
Pikachu	2	3	1	2	1	5	4	6	7	8	9	9	5	9	71
Gastly	2	5	1	3	1	6	5	6	5	2	9	9	9	7	70
Voltorb	3	4	2	4	3	4	4	5	5	2	9	9	6	9	69
Magnemite	2	7	2	2	1	3	5	5	5	2	9	9	6	9	67
Growlithe	2	6	7	5	3	2	8	8	8	5	2	3	6	1	66
Psyduck	2	5	7	7	9	1	1	1	1	8	5	6	2	6	61
Horsea	2	2	8	7	9	1	1	1	1	7	4	5	8	3	59
Meowth	6	2	2	3	3	5	1	4	4	4	8	2	5	8	57
Poliwag	2	1	6	7	7	1	3	1	1	9	4	7	2	5	56

For this phase of the match-up chart, some numbers are a bit skewed by having three Electric Pokemon and three Water Pokemon, of which don't need to be all on the same team, or at least not weighed equally because of them not all being on the same team.

Magnemite is a powerful and bulky Electric Pokemon, but it's very slow, which is not effective for a team game. Its main draw is being Clefairy's worst match-up, but otherwise is an interchangeable Electric Pokemon.

Pikachu and Voltorb are both very fast and have alternative attacks for some tougher match-ups. The issue with them in general though is asking how important it is to have an Electric Pokemon in the first place. Neither of them do particularly well against the best Pokemon, and while they do easily beat all of the Water Pokemon, Electrics are not a necessity to beat them. Pikachu does much better against Growlithe because of Surf, while Voltorb is slightly better against most of everything else because of Explosion, which it can actually use a lot more reliably than other Explosion users. It's also important to note that Pikachu's match-ups can be a bit over-inflated due to requiring many different moves to perform best. Perhaps it is not the correct analytical decision and is too simplified, but for now Pikachu will be excluded. However, Pikachu could turn out to have important roles with deeper analysis.

For the Water Pokemon, Psyduck and Horsea are fairly similar, but Psyduck has a slightly better match-up spread except for Meowth. When considering entire teams, Psyduck as a follow-up may have more potential with the option of using Amnesia, and can also threaten bad match-ups a bit more with Body Slam. Psyduck is a bit slower and its Surf and Blizzard don't hit as hard, but is much bulkier and doesn't get walled by an opposing Water Pokemon. Horsea can likely be removed.

Poliwhirl being very fast and also having access to Hypnosis perhaps gives it a better team dynamic than Psyduck, but otherwise has mostly similar match-ups. Poliwhirl is quite a bit weaker and requires an extra level to not get 2HKO'd by Dragon Rage, which is partially what Water Pokemon are countering, but the Speed helps a lot for those match-ups. Both Psyduck and Poliwhirl will need to remain for the match-up chart, but doubling up on Water Pokemon doesn't offer advantages against different Pokemon, so it will slightly skew the numbers.

Meowth is another Pokemon that may be better for teams, but isn't great for one-on-ones with losing many match-ups. It does have the unique role of being good against both Abra and Water Pokemon with its strong Body Slam and decent Thunderbolt, coming from a very fast Pokemon. Like Pikachu, Meowth will be removed from the match-up chart, but may be able to find important roles after deeper analysis.

Gastly is able to switch into Explosion and also use Explosion itself, but does very poorly against many of the best Pokemon. Exeggcute in particular can perform its role of walling out Pokemon at L25, so it makes it an easy common pick, which is one of Gastly's worst match-ups. Many Pokemon fearing Explosion could also use Substitute, although a switch to Gastly always goes first, so it's hard to determine Gastly's value for a team. Gastly could also simply appear on a team of 6 as a threat without actually being selected for battle, but it does take up a valuable team slot. Gastly will be cut for the match-up chart, but it would not be unexpected if it's later determined to be an excellent Pokemon for a team, mainly due to being able to reasonably use Explosion.

With these cuts, the last phase of the match-up chart can be made.

Match-Up Chart Phase 3

	Clefairy	Abra	Psyduck	Exeggcute	Poliwag	Dratini	Voltorb	Growlithe	Diglett	Sum
Clefairy	5	6	5	5	9	7	6	4	9	56
Abra	4	5	8	4	8	6	7	8	2	52
Psyduck	5	2	5	7	6	7	1	8	9	50
Exeggcute	5	6	3	5	4	3	8	3	9	46
Poliwag	1	2	4	6	5	7	1	9	7	42
Dratini	3	4	3	7	3	5	6	5	5	41
Voltorb	4	3	9	2	9	4	5	2	3	41
Growlithe	6	2	2	7	1	5	8	5	3	39
Diglett	1	8	1	1	3	5	7	7	5	38

With cutting down the number of Pokemon to choose from to just 9 left, it's possible to start looking into which 6 exactly should be picked for a team, as well as some variations. It is not likely that a singular team of 6 is always the best choice, mainly because of being more predictable, but because counterplay likely involves teams of Pokemon countering different teams of Pokemon.

It's also important to stress the point that these 9 Pokemon are not the only possible choices, level differences are important, the design of the match-up chart has many limitations, and Pokemon is a team game. Many of the Pokemon previously removed could still have a valuable role for a team in order to beat the opponent's team. However, it's reasonable to consider these 9 Pokemon are among the best and should at least make up the majority of every team. Pokemon outside of these 9 do not perform as well as those within these 9, so it's reasonable to assume that they are less likely to be optimal in general.

The next section of this guide will start to analyze some lines of play and view Petit Cup from more of a team dynamic and real battles. The match-up chart can help for spotting counters to teams and determining what Pokemon work well together.

Lines of Play

It is important to remember that the end result of this guide will not be conclusive and also possibly unsatisfying. This section is intended to be a starting point.

Regardless of the depths of analysis and possibilities, the end goal is always the same, which is to put together a team of 3 Pokemon for battle and have the best chance of winning. With the huge amount of possibilities, it's not at all realistic to consider everything, so a better approach would be to begin with what appears to be a great team, and then to study what counters it, what counters the counters, and so forth. While this method can develop somewhat of a metagame, it is always possible to overlook better counters and better teams due to the incomprehensible amount of possibilities. This research is not intended or in any way anticipated to be absolute or bringing Petit Cup to anywhere close to a solved game status. It is not realistically to even calculate the probabilities of winning with even a static 3v3.

First, let's start with a very standard and even somewhat generic team. Teams will be listed with their levels, moves, and the top Pokemon is the lead.

Team A:

L30 Clefairy - Thunder Wave, Thunderbolt, Body Slam, Blizzard

L25 Abra - Thunder Wave, Psychic, Seismic Toss, Substitute

L25 Dratini - Thunder Wave, Dragon Rage, Blizzard, Wrap

For Team A vs Team A, battles will likely go with L30 Clefairy vs L30 Clefairy trading Thunder Wave, and then Body Slam until one is KO'd, likely with very little HP left. Assuming the opponents aren't sure of the opposing team's Pokemon, the player with the KO'd Clefairy may be inclined to send out Abra because of the value of Dratini for the end of a battle. Abra easily KOs what's left of Clefairy. The opponent then may send out their own Abra, and the mirror match continues with trading Thunder Wave and Seismic Toss, with the surviving Abra Paralyzed and low on HP. Dratini comes out, easily KOs it, and then the battle becomes a Dratini mirror match. Blizzard is likely the best choice, but even if it's not, the match truly devolves into a coin flip, which is not surprising when two players have the same team and are assumed to be both competent.

This is what the hypothetical end game of any competitive matter is. When theory assumes two players playing optimally, they often mirror each other. Perhaps it's not a literal mirror match and a literal coin

flip, but instead the particular outcome of the choices from a Nash equilibrium, which may result in a slightly advantaged or disadvantaged state at the end of the game. Team A vs Team A is the end result if it were a completely dominant strategy, but more teams need to be considered of course. Match-ups covered 1 Pokemon vs 1 Pokemon, and lines of play cover 3 Pokemon vs 3 Pokemon, which has an essentially vertical line of an increase of possibilities to consider.

On a wider spectrum of competition, optimal play can evolve not just from the game theory itself, but each player's particular circumstances that brought them to the game, such as being a bit sick and tired on that particular day, having unfavorable weather when competing in something outdoors, life being more sharply on your mind, having better access to training materials and coaches beforehand, and anything else within the chaos and vibrance of the world. For example, in a fighting game that has an optimal character but may require too high of dexterity for a particular player to play in the hypothetical manner, the player may see greater success with selecting an easier character, even if in theory it is not completely optimal.

While Pokemon is simply selecting Pokemon and selecting decisions per turn, the road to get to those selections involves functionally endless research and understanding for true optimization, which is not reachable. This is important to note because a player can arrive at different conclusions from the current standing theory, simply as a matter of having explored something more thoroughly that hadn't been done before, or just approaching the game differently. As much as the theory can be developed, I am one player with one viewpoint, and even if I were to play competitively with my ideas, the path that led me to them may not be as strong as how someone else developed their ideas and knowledge. Because the theory of the game is so large, nobody can grasp the entirety of it.

Because Petit Cup is essentially applied math, there objectively does exist optimal play, regardless of opinion, a player's circumstances, and anything else outside of the game, but because the depth far exceeds what anyone is capable of exploring into, and certainly far more than what anyone is capable of remembering in the moment of the game, optimal play cannot be reached. Instead, progress can only effectively come from removing what appears to be sub-optimal.

The purpose of this aside is that hypothetical optimal play where the theory can ignore outside factors of the players themselves and focus purely on the math, where two players truly are equal in all aspects, is not reachable, and hypotheticals cannot accurately reflect real play perfectly. It can only be a guide. However, to take things back to lines of play, if a Team B can be constructed that has a better chance of winning, then it can be considered best until more teams along a chain of counterplay is developed. Different teams will

require different levels of predicting the opponent, different depths of understanding the game beforehand, and so forth. Our very limited and rather primitive theory is not absolute. Instead, different teams are used here to demonstrate some basic concepts.

Team B:

L25 Abra - Thunder Wave, Psychic, Seismic Toss, Substitute

L30 Clefairy - Thunder Wave, Thunderbolt, Body Slam, Blizzard

L25 Dratini - Thunder Wave, Dragon Rage, Blizzard, Wrap

Team B is the same as Team A, but instead leads with Abra. When theory deviates from mirror matches, both players can hypothetically select from a Nash equilibrium, and get a bad outcome despite making a choice that is a part of optimal play. Likewise, luck can be a factor and the amount of variance a luck factor has can itself vary. Expected values would need to be calculated, but this is complicated to do even just two turns out, and all the turns after are also all important. Knowing if a decision was truly good also gets blurred by the luck of the game.

Suppose Team A's L30 Clefairy uses Body Slam and Team B's Abra uses Psychic, both doing average damage and no secondary effects, with Clefairy not using Thunder Wave while worrying about Substitute, and Abra not using Thunder Wave while worrying about having one less attacking turn. Abra uses Psychic once more, and Clefairy KOs with Body Slam, while left with 37 HP. Team B sends out their Dratini, is fortunate to win the Speed tie, and KOs with Dragon Rage.

In this possibly common state, Team A has two L25s, while Team B has a L25 and a L30. However, Team A with two L25s has the advantage of switching into Team B's Dratini. This puts emphasis on the importance of not sending out Pokemon that are easily countered as follow-ups, or even worse, Pokemon that can be switched in against and a possibly damaged Pokemon could be saved for later. If Team B had KO'd L30 Clefairy with L25 Diglett instead of L25 Dratini, then Team A could then send out L25 Psyduck, likely KOing it easily, and resulting in about one and a half L25s vs one L30. If the half damaged L25 can survive a turn against the L30 and even have Thunder Wave or Explosion, the L30 may be in a large disadvantage. The chain of follow-ups and levels is very important, which is why there is a lot of emphasis on match-ups in this guide.

Returning to the battle, Team A has L25 Abra and L25 Dratini to send into full HP L25 Dratini and keeping in mind of L30 Clefairy in the back. L25 Abra can't really beat L30 Clefairy, while L25 Dratini would

be better. L25 Dratini would be better against the opposing L25 Dratini too, but it will almost certainly get Paralyzed, and mirror matches are risky to maintain the extra Pokemon advantage against a team with a level advantage. Team A selects L25 Abra, uses Psychic, and L25 Dratini uses Thunder Wave. Dratini then uses Dragon Rage, and Abra KOs with Psychic. L30 Clefairy comes out and immediately KOs L25 Abra with Body Slam.

Now with L25 Dratini vs L30 Clefairy, a number of possible situations can occur, but L30 Clefairy is highly favored. Regardless of what actually happens, Team B reached a state that is better, which suggests for this particular battle that Team B is better than Team A. This can demonstrate that the same team but simply being in a different order can affect what is optimal. Simply selecting 3 Pokemon for battle without thought of order may be sub-optimal. It would also have been better for Team A to have L25 Diglett instead of L25 Abra in this particular case, which could have functioned the same way, but would have got two hits into L25 Dratini, possibly KOing it, and then getting a very helpful hit against L30 Clefairy, partially because Diglett is immune to Thunder Wave while Abra is not.

For the next example, we look into different levels with Team C.

Team C:

L28 Clefairy - Thunder Wave, Thunderbolt, Body Slam, Blizzard

L26 Abra - Thunder Wave, Psychic, Seismic Toss, Substitute

L26 Dratini - Thunder Wave, Dragon Rage, Blizzard, Wrap

Team C is exactly the same as Team A, except the levels are more evened out. L30 Clefairy vs L28 Clefairy begins with both of them trading Thunder Wave. Already, L30 Clefairy has an advantage with getting a chance of L28 Clefairy being Fully Paralyzed before anything happens, and could even consider Substitute with the correct prediction. Assuming nothing interesting happens, they trade Body Slams and L30 Clefairy wins with 48 HP remaining. L30 Clefairy took less damage and KO'd a turn earlier, which is an example of the power of the extra levels. Even if both Pokemon KO'd in the same number of turns, L30 Clefairy would still at least win most of the time since it would get the final blow first. Attacking first and also KOing faster is essentially a gain of two turns.

Team C sends out L26 Abra, and let's suppose gets lucky, either with Psychic getting a Critical Hit or L30 Clefairy being Fully Paralyzed, so L26 Abra wins without taking a hit. Team A now has two L25s while Team B now has two L26s, but has the advantage of switching in.

Perhaps L25 Abra is better than L25 Dratini against L26 Abra, but forcing mirror matches with an inherent disadvantage is immediately obvious that it's disadvantaged for winning the battle. When battling mixed levels with the same Pokemon, it makes sense to use opposite Pokemon generally speaking, or if that's somehow worse, than you are undoubtedly in a disadvantaged state. Even if L25 Abra gets lucky and KO's L26 Abra, L26 Dratini can probably finish off L25 Abra, and then next is L25 Dratini, returning to another disadvantaged mirror match. It's important that follow-ups are able to KO what's left of the lead, while also maintaining match-up advantages.

It's also important to note that we got into this state with Team C getting lucky. If L26 Abra didn't KO L30 Clefairy, it would have taken a heavy hit or had been Paralyzed, taking away a large amount of the advantage it has with being a higher level in the first place. Once again, this places emphasis on knowing follow-ups with heavy detail. Luck is of course also a factor, where a follow-up could be affected simply by how the damage roll occurred. It also shows that the extra bulk of a L30 being able to get a hit on the follow-up can be more advantageous than a team of more evened out levels, but it's match-up dependent.

Returning to the battle, L25 Dratini is sent out against L26 Abra, Abra uses Psychic, Dratini uses Thunder Wave and then Wrap, and L26 Abra is switched out to L26 Dratini. For the mirror match, L26 Dratini is faster and can immediately KO L25 Dratini, and its extra HP from the extra level puts it just above being KO'd from Dragon Rage x2, even if L25 Dratini could survive and attack, forcing it to use Blizzard which could miss. A single level can make a significant difference, and Team C has an easy win regardless of the pathway the battle happens to take, simply by having one extra level. Contrast to the advantages that L30 Pokemon have, many mirror match-ups heavily favor higher level Pokemon, although some don't. Once again, match-up knowledge is important.

These three examples demonstrate the first steps of how lines of play can be developed. While battles are highly varying with luck and highly varying with what the opponent could have, both players always must have a lead Pokemon, which starts off without a status condition and full HP. This is why the match-up chart is a helpful tool as it can provide guidance on selecting a lead to start the battles off well. There can be theories and lines of play where saving the seemingly best Pokemon for last is better, but it entirely depends on how impacted the rest of the battle is. However, Explosion cannot be used on the third Pokemon, and Wrap is best used with the third Pokemon, which can shift some value of Pokemon in different roles before even considering the lines of play themselves. Pokemon using Dig also benefit more when going last as the opponent is less able to switch during the first turn of it.

Roles themselves can also be simple generalization, or delve into functionally infinitely precise detail. For example, Poliwhg has the role of being a Water Pokemon, which vaguely means it's good for taking out Fire and Ground Pokemon, while also handling Water and Ice attacks. In the context of Petit Cup, Water Pokemon are also for taking out Dratini since they have Blizzard.

However, a more detailed explanation of Poliwhg's role can involve that it's Speed tied with Abra, it has a certain chance of 2HKOing Exeggcute, and it survives Voltorb's Explosion at even levels. These facts may not be the case for other Water Pokemon, and more and more detail can always be added. Once more, a match-up chart can help more for this information. While the match-up chart put together in this guide is for 1 Pokemon vs 1 Pokemon, it would be hypothetically possible to make the same tool for different teams of 3 Pokemon vs 3 Pokemon, but would take an exponential amount of more effort to properly develop, and this guide is quite long to even arrive at this point so far.

Selecting a Lead and Follow-Ups

With using the match-up chart, we can see a few examples of Pokemon that make for good leads. L30 Clefairy is an immediately easy pick because of its great match-ups against almost everything. If this is the case and both players are considering using it, countering it would put one player in a better game state, especially if it's possible without using extra levels.

An easy choice would be L27 Magnemite which is 1 point in Speed faster, can trade Thunder Waves, or even get luck with Full Paralysis first, and then trade 3HKOs with L30 Clefairy. This gives a consistent win, and only costs 2 extra levels, while also allowing for an easy follow-up in the case of bad luck. However, Magnemite of course has a lot of bad match-ups, such as Diglett, Exeggcute, and Abra, all of which are fairly common and can win at L25. Exeggcute and Diglett can even reasonably switch in and then win. Magnemite of course can be switched out too, but it's much harder to switch into those Pokemon, and the highest level available for another Pokemon on the team is L28 since Magnemite already takes up some extra levels. It could be possible to bait out a switch and then switch yourself, such as Poliwhg into the incoming Diglett or Exeggcute, but that's a very large risk where an incorrect prediction can cost the game.

Perhaps a better choice is L25 Growlithe, which 3HKOs with Dragon Rage, can't really be switched into by anything, can sometimes win with good luck, and if not, leaves Clefairy with 29 HP after Dragon Rage x2, making for an easy KO from the follow-up. While the player with Growlithe would have the disadvantage of getting switched into, taking out the opponent's L30 without extra levels can create a very large level advantage, likely outweighing the disadvantage of being

switched into. While there are many factors to consider, I think it's reasonable that L25 Growlithe vs L30 Clefairy from a team perspective is very favorable for L25 Growlithe as a lead.

Of course though, L30 Clefairy doesn't necessarily need to be a lead, or even selected at all, with its appearance on the team of 6 baiting L25 Growlithe as a lead, only to instead lead with L25 Poliwhg, which easily wins against Growlithe, and can threaten a switch with Hypnosis or Body Slam.

Looking into all of Petit Cup, another possible counter to L30 Clefairy as a lead would be L30 Machop, which is Speed tied, and can 2HKO with Low Kick and then Submission. However, Machop could lose the Speed tie, Submission could miss, Machop is fairly easy to switch into, Machop specifically needs Clefairy to be selected by the opponent, and Machop is seen in the team of 6 before battle. These are several obstacles that would need to be overcome, some with luck and some with decision making, and it's immediately clear that Machop is not a viable solution. While we cannot analyze everything, a large portion of possibilities are immediately obvious they are not viable, which is why it's beneficial to have cut down on so many throughout this guide already.

Realistically, good leads involve Clefairy, Abra, Diglett, and possibly Voltorb, then also their counters such as Growlithe and Exeggcute, and possibly their counters' counters, which could just be the same Pokemon again. L30 also appears to be extremely beneficial to have because of attacking first, walling off options, more power, and more survivability, all in order to help for the rest of the battle. However, L25 and other levels may be better if it turns out that a higher level at the end of battle is more beneficial.

For Pokemon that are easier to counter such as Diglett or Pikachu, they can fare better at the end of a battle because the opponent will have fewer options left and are less likely to have an actual counter. Leads tend to work better when they don't have this issue.

Higher level Pokemon may also fare better at the start of battle because they gain better match-ups and can create a switching advantage later. As a counterexample, L30 Poliwhg doesn't need to be saved to the end where it might be KOing L25 Growlithe, as L25 Poliwhg would have been just as effective, and the extra levels didn't get put to as much use. Similarly, Pokemon that have Thunder Wave may fare better earlier in battle because a Paralyzed opponent is beneficial to both your current Pokemon, and any follow-up because your Pokemon won't be Paralyzed after. L25 Abra has less incentive to use Thunder Wave against L25 Pikachu if it's at the end of battle, and Abra should do purely what gives the highest chance of winning. At the start of battle, Thunder Wave can be insurance that at a small cost of winning the initial match-up, the follow-up has a much easier KO. It also

means that you can select your follow-up with focus on the opponent's other Pokemon, and not need to consider the opponent's active Pokemon, such as being able to use Poliwhg against Paralyzed Pikachu with the intention that Poliwhg is better for what the opponent will send out after. This is also why Body Slam is on a majority of Pokemon's movesets, even pushing some of the metagame towards revolving around the luck of Body Slam Paralyzing.

The last Pokemon can also be harder to counter in terms of setting up. Psyduck, and to a lesser extent Dratini, both become very powerful once setup, but it can generally be hard to do so at the start of a battle where an opponent has more ways to prevent them. L30 Psyduck with both Amnesia and Rest could potentially wall off lots of Pokemon at the end of battle, since the opponent's Electric may have already been KO'd earlier, and their last Pokemon simply doesn't have something else better to switch to. This also helps that Voltorb tends to be used earlier in battle to make use of Explosion. Various Pokemon with Swords Dance could also work, but as covered in the match-up section, very few benefit from using it one-on-one. What makes Amnesia different is that it's adding both power and bulk, and the bulk covers Psyduck's only weaknesses. This adds a lot of team value to Psyduck not covered by the match-up chart, and perhaps in an extreme case, give more value to Pikachu and Bulbasaur to KO it during Rest.

Other Pokemon that could make use of Rest by being used at the end of the game include Exeggcute, Magnemite, and Clefairy, all of which are hard to quickly KO without the right counter. Exeggcute with both Leech Seed and Rest as the last Pokemon could slowly guarantee a win against something that can't KO it in the time it takes to cycle through Rest, such as Diglett. Magnemite could use Thunder Wave, Reflect, Sonicboom, and Rest to stall and then slowly beat many Pokemon. Clefairy could use a similar set, but with Seismic Toss or Ice Beam. In particular, saving one of these Pokemon at L30 for last greatly improves their bulk against lower level Pokemon, opening up for possibilities for stalling. To be effective with this strategy, thorough planning would be required.

To summarize, the best leads appear to be Clefairy for its excellent match-up spread, Abra for its dominant match-ups and Speed, Diglett for its Speed and Thunder Wave immunity, Growlithe and Dratini for Dragon Rage, and others to lesser extents. Clefairy, Abra, and Diglett all create great follow-ups as Clefairy and Abra can Paralyze with Thunder Wave, and Diglett is immune so that it can get an extra hit in when it wins the initial match-up. Growlithe and Dratini benefit with hitting anything, and being effective while only at L25 to save a higher level Pokemon for later. It could be the case that L30 Clefairy is the best lead of all, but that would be difficult to prove. The best Pokemon for the end are those who attack more independently, win match-ups instead of just weakening opponents, don't use Explosion,

and can take advantage of avoiding counters, such as Dratini, Growlithe, Poliwhag, Psyduck, and Diglett. Exeggcute and Voltorb tend to fill in better in the middle of battle, but can be fine as leads or at the end, and the Pokemon which are leads and at the end could also be fine in the middle.

Freezes

While Freezing is luck-based and generally not a great option to specifically go for unless you're desperate, Freezes are extremely powerful in Petit Cup, far more than in standard games of Pokemon. For battles with teams of 3, a Frozen Pokemon is already a third of your team effectively KO'd, as opposed to a sixth. Petit Cup also doesn't allow easy switching as most Pokemon hit very hard, and taking an extra hit just to switch is another large cost of a Freeze, so almost every Frozen Pokemon can essentially be considered KO'd.

However, a Frozen Pokemon isn't simply removed from battle and it is the opponent's discretion when they are KO'd, which gives them a huge form of power. A player could use Thunder Wave against a Frozen Pokemon seven turns in a row, waiting for a potential switch, before feeling confident that they themselves can switch, and have a better match-up setup for the opponent's follow-ups. Even better, they can switch to Psyduck and use Amnesia, Dratini and use Agility, and various Pokemon with Reflect, Substitute, or Swords Dance. This also indirectly adds further value to having Psyduck and Dratini in the back of your team, and perhaps can even make a Pokemon like Farfetch'd a bit better in terms of overall viability.

Depending on the exact circumstances, a Freeze could be close to automatically winning a battle, which enhances Pokemon with Blizzard and Ice Beam, and hurts Pokemon weak to Ice attacks. It's a bit important to consider your team and lines of play with the possibility of being Frozen in mind. If you lead Exeggcute against the opponent's Horsea, which will likely be using an Ice attack, there is a reasonable chance Exeggcute will get Frozen, and if the impact of that can be close to an instant loss, the risk has to be weighed accordingly.

Sleep works similarly, but to a far lesser extent since it's far more temporary and the accuracy of Sleep moves on good Pokemon are bad. However, leading with L30 Poliwhag or L30 Gastly for extreme examples, and getting lucky with Hypnosis can leave a Pokemon Sleeping that gets switched out and hit, or the Sleeping Pokemon is taking damage before being able to do anything. Of course though, missing Hypnosis has the same effect against you.

Team Construction

With some depth into analyzing lines of play and teams of 3, it's important to remember that a team of 6 is what's brought to battle before selection, allowing for many different choices and combinations. For a standard 25/25/25/25/30/30, there are 12 choices which use all the extra levels, and when considering that for each of them there are 3 possible leads, this allows for 36 different line-ups. There also are 4 other combos, and thus 12 more line-ups possible as well, but those involve all L25s and wastes the valuable resource of extra levels.

After analyzing match-ups and theorycrafting lines of play, it's reasonable to assume that 25/25/30 in some order makes for the best usage of the extra levels. L30s get a non-CH multiplier of 14, as opposed to 13 for L29 and L28, and 12 for L27, L26, and L25. L30s are always the fastest version of each Pokemon, giving a large advantage in battle. Many Pokemon also perform just fine at any level and don't really need extra levels at all, which can go to others. But of course, it can be possible for evened out levels to be better too, as demonstrated with Team A vs Team C in the previous section. The advantage of evened out levels is that two Pokemon become stronger than the opponent's Pokemon, instead of just one with L30.

As covered in the Level Combinations section, many setups are unviable due to poor use of extra levels, messy combinations of levels, or being too straining on what can be picked. The following 6 level combinations appear to be the best choices.

A) 25/25/25/25/30/30: This level combination is very standard and even somewhat generic, and allows for 12 teams of 3 with maxed out extra levels. The proportions of team selection are symmetrical, and gives the player a choice of L30 without being too restrictive on the rest of the team.

B) 25/25/25/30/30/30: This level combination puts extra emphasis on options for the L30, while being far more restrictive with L25s, allowing for only 9 teams of 3 with maxed out extra levels. This could be better with keeping the L30 for later in the battle and having something a bit riskier benefit from the extra levels, such as L30 Abra or L30 Diglett, which may have to worry about a few counters. The opponent would have a much harder time preparing for one of three L30s, and may accidentally let what would be a counter get KO'd earlier on, and then the L30 can sweep. At the same time however, with a more obvious choice of L25s, the opponent can better plan for the rest of the team.

C) 26/26/26/26/28/28: This level combination allows for 12 teams of 3 with maxed out extra levels, and is very similar and symmetrical with the level combination A. The extra levels are maxed out all the same,

but doesn't gain the benefits of the power L30s have. However, it does allow for much stronger Pokemon in the case you choose not to pick one of the L28s, as 26/26/26 is better than 25/25/25, which gives better sub-optimal choices. The appeal of 26/26/28 vs 25/25/30 is you'll have 2 match-ups with a level advantage instead of 1, but the exact differences in power are very match-up dependent, and not every match-up is a simple mirror match. L26 Voltorb isn't doing a whole lot better than L25 Voltorb against L30 Diglett. Whether this level combination is better than others is too complex of a question to answer objectively.

D) 26/26/26/28/28/28: This level combination allows for 9 teams of 3 with maxed out extra levels, and parallels level combination B in the same manner of how C and A compare. The same theory applies, with more focus on a variety of the strongest Pokemon for less variety of the weaker Pokemon.

E) 26/26/27/27/27/27: This level combination allows for 12 teams of 3 with maxed out extra levels, and once again has parallels with level combinations A and C. The key difference with this team of 6 is the selection of weaker Pokemon is what has less variety, and there's more variety with the stronger Pokemon. However, L27s don't gain any extra for a non-CH multiplier, and going from 12 to 13 before considering stat increases for L28 or higher is a significant amount. This level combination is much more loose with what Pokemon can be selected, making it much more unpredictable and perhaps better with both lead and follow-up selection for battles.

F) 26/26/26/27/27/27: This level combination allows for 9 teams of 3 with maxed out extra levels, and makes the same parallels again. The power of this team is having almost full options of what to pick for battle, 9 teams using 5 extra levels, 9 teams using 4 extra levels, 1 team using 3 extra levels, and 1 team being invalid (27/27/27). If Petit Cup's metagame evolves to one where high unpredictability is an important factor, or simply having the ability to choose any counters as needed, this level combination can be excellent. However, if the quantity of options is disadvantaged to quality options by teams focused on L30s or not needing every Pokemon on the team to be roughly the same level, this level combination may do very poorly.

These level combinations also have extreme version, focusing on either the higher or lower level Pokemon. They are: 25/25/25/25/25/30, 25/25/30/30/30/30, 26/26/26/26/26/28, 26/26/28/28/28/28, 26/26/26/26/27/27, and 26/27/27/27/27/27. The same logic and theory as covered above applies correspondingly, but the idea is to put all focus onto some Pokemon and have extreme variety with the other Pokemon. This actually could be viable if for example, a player intends to use L30 Clefairy for every battle, and then has complete freedom to pick L25s. Alternatively, always picking L26 Dratini and

L26 Abra, and having complete freedom to pick a L28. Even in the case of Clefairy, the trade-off of options for one Pokemon to have options for others is likely not worth it. By always selecting one Pokemon, the opponent is likewise always selecting one Pokemon, leaving both teams free to pick the rest, but the opponent potentially having a strong advantage for the one Pokemon to be expected. This hypothesis is not indisputable, but I think it's reasonable to assume these level combinations are not great.

Pokemon Selection

While there are far too many possibilities to consider everything, below are some very good and standard teams that would be able to handle almost any Pokemon and can form a baseline.

A)

L25 Growlithe - Dragon Rage, Fire Blast, Body Slam, Substitute

L25 Dratini - Thunder Wave, Dragon Rage, Blizzard, Wrap

L25 Exeggcute - Psychic, Double-Edge, Explosion, Hypnosis

L25 Voltorb - Thunder Wave, Thunderbolt, Explosion, Sonicboom

L30 Clefairy - Thunder Wave, Thunderbolt, Body Slam, Blizzard

L30 Abra - Thunder Wave, Psychic, Seismic Toss, Substitute

This basic team gives two of the best Pokemon all the extra levels, and has a wide variety of attacks and coverage. Many different Pokemon can function well as a lead, two Pokemon have Explosion, two Pokemon have Dragon Rage, almost all of them can Paralyze, there are a few desperation options if bad luck or bad predictions occur, and most Pokemon can be covered from their bad match-ups. The Pokemon that would perform best against this team are mostly the same Pokemon already on this team. Poliwhag and Psyduck do quite well against the L25s, but they don't have great Paralysis support, and Voltorb and Clefairy both can handle them fine.

B)

L25 Dratini - Thunder Wave, Dragon Rage, Blizzard, Wrap

L25 Exeggcute - Psychic, Double-Edge, Explosion, Hypnosis

L25 Clefairy - Thunder Wave, Thunderbolt, Body Slam, Blizzard

L30 Abra - Thunder Wave, Psychic, Seismic Toss, Substitute

L30 Diglett - Earthquake, Body Slam, Substitute, Sand-Attack

L30 Psyduck - Surf, Blizzard, Amnesia, Rest

The idea behind this team is to save one of the L30s to sweep out the opponent with their power and dominating match-ups. Abra, Diglett, and Psyduck can be the deadliest Pokemon to attack entire teams, and they don't share bad match-ups, putting pressure on the opponent to handle each of them. The L25s are generally safe choices for almost any battle in order to compensate for them being more predictable with being selected. The big disadvantage is that this team put all of the weight on one of the L30s, and if the wrong choice is selected, or they suffer from bad luck, the team is in danger of losing all of its power.

C)

L26 Abra - Thunder Wave, Psychic, Seismic Toss, Counter

L26 Clefairy - Thunder Wave, Thunderbolt, Body Slam, Blizzard

L27 Poliwhag - Surf, Blizzard, Body Slam, Hypnosis

L27 Diglett - Earthquake, Body Slam, Substitute, Sand-Attack

L27 Exeggcute - Psychic, Double-Edge, Explosion, Hypnosis

L27 Voltorb - Thunder Wave, Thunderbolt, Explosion, Sonicboom

This team focuses much more on balance where every Pokemon is about equally effective in battle, and the game can be played with more emphasis on favorable match-ups. L30s and L28s may be challenging, but having a level advantage against the rest is helpful. The opponent would have much more difficulty with predicting what is being selected and would be losing most mirror matches. The lack of power could be a major issue with follow-ups however, and failing to finish off Pokemon can be costly.

Conclusion

As mentioned at the beginning and in a few other places in this guide, there is simply too much depth for anything to be truly solved, but I believe these efforts are a strong push into the correct direction. Infinitely more analysis would be possible, but at this point, it would be far more efficient to do it with the likes of machine learning and AI development, instead of manually. Perhaps analyzing every level of every Pokemon against every level of every Pokemon and simulating millions of battles would bring about many interesting discoveries, for single match-ups, to teams of 3, and to teams of 6. Given the length of this guide for what is still a relatively primitive analysis in the grand scheme, more powerful tools are necessary for more depth.

As this guide is very long and some players may be more interested in the results, while trusting my judgment and ignoring the road of how I got to them, below is a brief summary of competitive strategy for Petit Cup.

1) The best Pokemon appear to be Clefairy, Abra, Exeggcute, and Dratini.

2) The next best Pokemon appear to be Psyduck, Diglett, Voltorb, Growlithe, and Poliwag.

3) Some other Pokemon may also be good, such as Gastly, Pikachu, Horsea, and Meowth.

4) The best level combinations for a team appear to be 25/25/25/25/30/30 and 25/25/25/30/30/30.

5) Other good level combinations are 26/26/26/26/28/28, 26/26/26/28/28/28, 26/26/26/27/27/27 and 26/26/27/27/27/27.

6) Good and standard movesets for the best Pokemon are as follows:

Clefairy - Thunder Wave, Thunderbolt, Body Slam, Blizzard, while also considering Double-Edge, Psychic, and various support moves.

Abra - Thunder Wave, Psychic, Seismic Toss, Substitute, while also considering Counter.

Exeggcute - Psychic, Double-Edge, Explosion, Hypnosis.

Dratini - Thunder Wave, Dragon Rage, Blizzard, Wrap, while also considering Thunderbolt and Ice Beam.

Psyduck - Surf, Blizzard, Amnesia, Body Slam, while also considering Seismic Toss, Dig, and Rest.

Diglett - Earthquake, Body Slam, Substitute, Sand-Attack. Rock Slide is unnecessary.

Voltorb - Thunder Wave, Thunderbolt, Explosion, Sonicboom, while also considering Substitute.

Growlithe - Dragon Rage, Fire Blast, Body Slam, Substitute, while also considering Dig.

Poliwag - Surf, Blizzard, Body Slam, Hypnosis, while also considering Psychic.

Outro

I hope you enjoyed this guide and found this information interesting and useful. I enjoyed making it.

Special thanks to Bulbapedia for information, Pokemon Showdown's damage calculator for easy calculations, and Froggy25 for the Pokemon Stadium Editor which made testing battles much easier.

Thanks for reading.