

Pokémon Ruby/Sapphire Move List

by Rena Chan

Updated to v1.0 on May 21, 2003

This walkthrough was originally written for Pokémon Ruby on the GBA, but the walkthrough is still applicable to the GBA version of the game.

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|           Pokemon Ruby/Sapphire Version           |  
|                   Game Boy Advance                   |  
|                   Complete Moves List                   |  
|                   Version 1.0(21/05/2003)                   |  
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|           T H I S   F A Q   I S   D O N E   B Y           |  
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Revision History

| Version 1.0(21/05/2003) |

| |

| Started writing this faq. First release. More stuff to be added on next |
| update. |

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Contents

1.0 Moves List

2.0 TM/HM Locations

3.0 Move Types -Under Construction-

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1.0 Moves List

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== Absorb ==

Type: Grass

Attack Power: 20

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: The Pokemon recovers half of the amount of damage that the opponent
Pokemon receives from this attack.

Contest: Jams the Pokemon who appealed before you.
(Smart, Appeal=2pts, Jam=3pts)

Learned:

Egg:

== Acid ==

Type: Poison

Attack Power: 40

Accuracy: 100

Base PP: 30

Range: Both Enemy Pokemon

Comes in contact with Pokemon: No

Battle: Has a 10% chance of lowering enemy's Defense.

Contest: Jams the Pokemon who appealed before you.
(Smart, Appeal=1pt, Jam=4pts)

Learned:

Egg:

== Acid Armor ==

Type: Poison

Attack Power: N/A

Accuracy: N/A

Base PP: 40

Range: Self

Comes in contact with Pokemon: No

Battle: Raises the Pokemon's Defense.

Contest: You gain a * if your condition is good, and you receive the number
of * in appeal points after the next round. Every * you have (Max 3)
lessens the probability of your Pokemon becoming nervous.
(Tough, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Aerial Ace ==

Type: Flying

Attack Power: 60

Accuracy: N/A

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: This attack always hits regardless of your accuracy.

Contest: Get triple the appeal points when you use it as your first appeal.
(Cool, Appeal=2pts, Jam=0pts)

Learned:

Egg:

== Agility ==

Type: Psychic

Attack Power: N/A

Accuracy: N/A

Base PP: 30

Range: Self

Comes in contact with Pokemon: No

Battle: Greatly raises the speed of your Pokemon.

Contest: Pokemon gets to appeal earlier the next round.

(Cool, Appeal=3pts, Jam=0pts)

Learned:

Egg:

== Air Cutter ==

Type: Flying

Attack Power: 55

Accuracy: 95

Base PP: 25

Range: Both Emeny Pokemon

Comes in contact with Pokemon: No

Battle: High chance of causing a Critical Hit.

Contest: Subtracts 4 appeal points from any Pokemon who appealed before you and used the same type of move. Subtracts points from any one else who did not use the same type move.

(Cool, Appeal=2pts, Jam=1pt)

Learned:

Egg:

== Amnesia ==

Type: Psychic

Attack Power: N/A

Accuracy: N/A

Base PP: 20

Range: Self

Comes in contact with Pokemon: No

Battle: Raises the Special Defense of your Pokemon.

Contest: You gain a * if your condition is good, and you receive the number of * in appeal points after the next round. Every * you have (Max 3) lessens the probablity of your Pokemon becoming nervous.

(Cute, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Ancientpower ==

Type: Rock

Attack Power: 60

Accuracy: 100

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 10% chance of raising all the stats of your Pokemon.

Contest: You gain a * if your condition is good, and you receive the number of * in appeal points after the next round. Every * you have (Max 3) lessens the probablity of your Pokemon becoming nervous.

(Tough, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Arm Thrust ==

Type: Fighting
Attack Power: 15
Accuracy: 100
Base PP: 20
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Attack 2-5 times in one turn.
Contest: Subtracts 5 points from any Pokemon in Combo Standby who appealed prior to you. Subtracts points from anyone else not in Combo Standby.
(Tough, Appeal=2pts, Jam=1pt)

Learned:

Egg:

== Aromatherapy ==

Type: Grass
Attack Power: N/A
Accuracy: N/A
Base PP: 5
Range: All Allied Pokemon
Comes in contact with Pokemon: No
Battle: Cures all status abnormalities of all allied Pokemon.
Contest: Get triple the appeal points when you use it as your fourth appeal.
(Smart, Appeal=2pts, Jam=0pts)

Learned:

Egg:

== Assist ==

Type: Normal
Attack Power: N/A
Accuracy: 100
Base PP: 20
Range: N/A
Comes in contact with Pokemon: No
Battle: Randomly chooses one of the moves the opponent Pokemon in the battle knows.
Contest: Changes the appeal points to 1,2,4,6 or 8.
(Cute, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Astonish ==

Type: Ghost
Attack Power: 30
Accuracy: 100
Base PP: 15
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Has a 30% chance of making the opponent flinch.
Contest: Jams the Pokemon who appealed before you.
(Smart, Appeal=2pts, Jam=3pts)

Learned:

Egg:

== Attract ==

Type: Normal
Attack Power: N/A
Accuracy: 100
Base PP: 15
Range: One Enemy
Comes in contact with Pokemon: No

Battle: Affects only Pokemon of the opposite sex. Prevents the opponent Pokemon from attacking 50% of the time.

Contest: Makes the Pokemon who appeals after you nervous.

(Cute, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Aurora Beam ==

Type: Ice

Attack Power: 65

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 10% chance of lowering the enemy's Attack.

Contest: Subtracts 4 appeal points from any Pokemon who appealed before you and used the same type of move. Subtracts points from any one else who did not use the same type move.

(Beauty, Appeal=2pts, Jam=1pt)

Learned:

Egg:

== Barrier ==

Type: Psychic

Attack Power: N/A

Accuracy: N/A

Base PP: 30

Range: Self

Comes in contact with Pokemon: No

Battle: Greatly increases the Defense of your Pokemon.

Contest: Prevents you from being Jammed by other Pokemon for the turn.

(Cool, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Baton Pass ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 40

Range: One Ally

Comes in contact with Pokemon: No

Battle: Changes out the Pokemon using this move for one of your other Pokemon in your party. The chosen Pokemon inherits any beneficial Support Effects gained so far. The skill fails if you don't have any Pokemon to switch with.

Contest: Makes the Pokemon who appeals after you nervous.

(Cute, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Belly Drum ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 10

Range: Self

Comes in contact with Pokemon: No

Battle: Uses 50% of your Max HP in order to raise your Pokemon's attack to the Max Level.

Contest: You gain a * if your condition is good, and you receive the number of * in appeal points after the next round. Every * you have (Max 3) lessens the probability of your Pokemon becoming nervous.
(Cute, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Bide ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 10

Range: Self to One Enemy

Comes in contact with Pokemon: Yes

Battle: Accumulates damage from opponents attack for 2-3 turns. Then returns double of the damage done to the Pokemon back to your opponent.

Contest: Prevents you from being Jammed by other Pokemon for the turn.

(Tough, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Bind ==

Type: Normal

Attack Power: 15

Accuracy: 75

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Continuous attack for 2-5 turns. Opponent cannot flee or switch out of battle during this attack's duration.

Contest: When you make your appeal, the crowd's excitement continues until the end of the turn.

(Tough, Appeal=3pts, Jam=0pt)

Learned:

Egg:

== Bite ==

Type: Dark

Attack Power: 60

Accuracy: 100

Base PP: 25

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 30% chance of making the opponent flinch.

Contest: Jams all Pokemon who appealed before you.

(Tough, Appeal=1pt, Jam=3pts)

Learned:

Egg:

== Blaze Kick ==

Type: Fire

Attack Power: 85

Accuracy: 90

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 10% chance of burning the opponent. High chance of causing a Critical Hit. Heals frozen Pokemon.

Contest: Highly appealing move.

(Beauty, Appeal=4pts, Jam=0pt)

Learned:

Egg:

== Blizzard ==

Type: Ice

Attack Power: 120

Accuracy: 70

Base PP: 5

Range: Both Enemy Pokemon

Comes in contact with Pokemon: No

Battle: Has a 30% chance of freezing the opponent Pokemon.

Contest: Highly appealing move.

(Beauty, Appeal=4pts, Jam=0pt)

Learned:

Egg:

== Block ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Prevents the opponent Pokemon from fleeing or switching out of battle.

Contest: Makes the Pokemon who appeals after you nervous.

(Cute, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Body Slam ==

Type: Normal

Attack Power: 85

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 30% chance of Paralyzing the opponent Pokemon.

Contest: Jams the Pokemon who appealed before you.

(Tough, Appeal=1pt, Jam=4pts)

Learned:

Egg:

== Bounce ==

Type: Flying

Attack Power: 85

Accuracy: 85

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Bounces into the air on the first turn, then attacks on the second turn. Has a 30% chance of Paralyzing the opponent Pokemon.

Contest: Prevents you from being Jammed by other Pokemon for the turn.

(Cute, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Brick Break ==

Type: Fighting

Attack Power: 75

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Destroys the effects of Reflect and Light Screen.

Contest: Jams the Pokemon who appealed before you.

(Cool, Appeal=1pt, Jam=4pts)

Learned:

Egg:

== Bubble ==

Type: Water

Attack Power: 20

Accuracy: 100

Base PP: 30

Range: Both Enemy Pokemon

Comes in contact with Pokemon: No

Battle: Has a 10% chance of lowering the opponent's speed.

Contest: Jams all Pokemon who appealed before you.

(Cute, Appeal=2pts, Jam=2pts)

Learned:

Egg:

== Bubblebeam ==

Type: Water

Attack Power: 65

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 10% chance of lowering the opponent's speed.

Contest: Jams all Pokemon who appealed before you.

(Beauty, Appeal=1pt, Jam=3pts)

Learned:

Egg:

== Bulk Up ==

Type: Fighting

Attack Power: N/A

Accuracy: N/A

Base PP: 20

Range: Self

Comes in contact with Pokemon: No

Battle: Raises both the Attack and Defense of your Pokemon.

Contest: You gain a * if your condition is good, and you receive the number of * in appeal points after the next round. Every * you have (Max 3) lessens the probability of your Pokemon becoming nervous.

(Beauty, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Bullet Seed ==

Type: Grass

Attack Power: 10

Accuracy: 100

Base PP: 30

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Attack 2-5 times in one turn.

Contest: Halves the appeal points of the Pokemon who appealed before you.

(Cool, Appeal=2pts, Jam=1pt)

Learned:

Egg:

== Calm Mind ==

Type: Psychic

Attack Power: N/A

Accuracy: N/A

Base PP: 20

Range: Self

Comes in contact with Pokemon: No

Battle: Raises both the Special Attack and Special Defense of your Pokemon.

Contest: Prevents you from being Jammed by other Pokemon once during the turn.
(Smart, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Camouflage ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 20

Range: Self

Comes in contact with Pokemon: No

Battle: Changes your Pokemon's type to a type that corresponds to the
battlefield's terrain.

Contest: If the appeal points for the Pokemon who appealed right before you
were less than 3, you get double the appeal points. If it was greater
than 3, you get 0 points.
(Smart, Appeal=3pts, Jam=0pt)

Learned:

Egg:

== Charge ==

Type: Electric

Attack Power: N/A

Accuracy: N/A

Base PP: 20

Range: Self

Comes in contact with Pokemon: No

Battle: Doubles the power of Electric Moves for the next turn.

Contest: If the Pokemon who appealed right before you used the same type of
move, you get triple the appeal points.
(Smart, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Charm ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Lowers the Attack of the opponent Pokemon.

Contest: Subtracts 4 appeal points from any Pokemon who appealed before you
and used the same type of move. Subtracts points from any one else
who did not use the same type move.
(Cute, Appeal=2pts, Jam=1pt)

Learned:

Egg:

== Clamp ==

Type: Water

Attack Power: 35

Accuracy: 75

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Continuous attack for 2-5 turns. Opponent Pokemon cannot flee or switch out of battle during the attack.

Contest: When you make your appeal, the crowd's excitement continues until the end of the turn.

(Tough, Appeal=3pts, Jam=0pt)

Learned:

Egg:

== Confuse Ray ==

Type: Ghost

Attack Power: N/A

Accuracy: 100

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Confuses the opponent Pokemon.

Contest: Appeals happen in a random order for the next turn.

(Smart, Appeal=3pts, Jam=0pt)

Learned:

Egg:

== Confusion ==

Type: Psychic

Attack Power: 50

Accuracy: 100

Base PP: 25

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 10% chance of confusing the opponent Pokemon.

Contest: Jams the Pokemon who appealed before you.

(Smart, Appeal=2pts, Jam=3pts)

Learned:

Egg:

== Constrict ==

Type: Normal

Attack Power: 10

Accuracy: 100

Base PP: 35

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 10% chance of lowering the Speed of the opponent Pokemon.

Contest: Jams the Pokemon who appealed before you.

(Tough, Appeal=2pts, Jam=3pts)

Learned:

Egg:

== Cosmic Power ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 20

Range: Self

Comes in contact with Pokemon: No

Battle: Raises your Pokemon's Defense and Special Defense.

Contest: You gain a * if your condition is good, and you receive the number of * in appeal points after the next round. Every * you have (Max 3) lessens the probability of your Pokemon becoming nervous.
(Cool, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Cotton Spore ==

Type: Grass

Attack Power: N/A

Accuracy: 85

Base PP: 40

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Lowers the opponent Pokemon's Speed.

Contest: Subtracts 5 points from any Pokemon in Combo Standby who appealed prior to you. Subtracts points from anyone else not in Combo Standby.
(Beauty, Appeal=2pts, Jam=1pt)

Learned:

Egg:

== Counter ==

Type: Fighting

Attack Power: N/A

Accuracy: 100

Base PP: 20

Range: Self to Enemy

Comes in contact with Pokemon: Yes

Battle: Counters the opponent Pokemon's Non-Special attack. Damage returned to the opponent Pokemon is double the damage done on your Pokemon.

Contest: Prevents you from being Jammed by other Pokemon once during the turn.
(Tough, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Covet ==

Type: Normal

Attack Power: 40

Accuracy: 100

Base PP: 40

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Steals the opponent Pokemon's held item.

Contest: Half the number of appeal points given to the Pokemon who appealed right before you are added to your score. If the total is a negative number of points, they are not added to your score.
(Cute, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Crabhammer ==

Type: Water

Attack Power: 90

Accuracy: 85

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a high chance of scoring a Critical Hit.

Contest: If the appeal points for the Pokemon who appealed right before you were less than 3, you get double the appeal points. If it was greater than 3, you get 0 points.

(Tough, Appeal=3pts, Jam=0pt)

Learned:

Egg:

== Cross Chop ==

Type: Fighting

Attack Power: 100

Accuracy: 80

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a high chance of scoring a Critical Hit.

Contest: If the appeal points for the Pokemon who appealed right before you were less than 3, you get double the appeal points. If it was greater than 3, you get 0 points.

(Cool, Appeal=3pts, Jam=0pt)

Learned:

Egg:

== Crunch ==

Type: Dark

Attack Power: 80

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 20% chance of lowering the opponent Pokemon's Special Defense.

Contest: Jams the Pokemon who appealed before you.

(Tough, Appeal=1pt, Jam=4pts)

Learned:

Egg:

== Crush Claw ==

Type: Normal

Attack Power: 75

Accuracy: 95

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 50% chance of lowering the opponent Pokemon's Defense.

Contest: Jams the Pokemon who appealed before you.

(Cool, Appeal=1pt, Jam=4pts)

Learned:

Egg:

== Curse ==

Type: ???

Attack Power: N/A

Accuracy: N/A

Base PP: 10

Range: Self/Enemy

Comes in contact with Pokemon: No

Battle: Raises the Attack and Defense and lowers the Speed of your Pokemon. If used by a Ghost-type Pokemon, it halves its own HP to curse the opponent Pokemon. A Cursed Pokemon loses 25% of its HP every turn.

Contest: Turns the next round to the fourth round of appeals.

(Tough, Appeal=3pts, Jam=0pt)

Learned:

Egg:

== Cut ==

Type: Normal

Attack Power: 50

Accuracy: 95

Base PP: 30

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Normal Attack. Cuts down small trees on the Field.

Contest: Halves the appeal points of the Pokemon who appealed before you.

(Cool, Appeal=2pts, Jam=1pt)

Learned:

Egg:

== Defense Curl ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 40

Range: Self

Comes in contact with Pokemon: No

Battle: Raises the Defense of your Pokemon.

Contest: Prevents you from being Jammed by other Pokemon once during the turn.

(Cute, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Destiny Bond ==

Type: Ghost

Attack Power: N/A

Accuracy: N/A

Base PP: 5

Range: Self and Enemy

Comes in contact with Pokemon: No

Battle: After using this skill, if your Pokemon faints, the opponent Pokemon which defeated that Pokemon faints too. This effect lasts over 2 turns.

Contest: For the rest of the turns, you cannot participate in the appeals.

During that time, you cannot be Jammed by any other Pokemon.

(Smart, Appeal=8pts, Jam=0pt)

Learned:

Egg:

== Detect ==

Type: Fighting

Attack Power: N/A

Accuracy: N/A

Base PP: 5

Range: Self

Comes in contact with Pokemon: No

Battle: Allows you to evade an attack on the turn this is used. Success rate decreases with each consecutive use.

Contest: Prevents you from being Jammed by other Pokemon once during the turn.

(Cool, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Dig ==

Type: Ground
Attack Power: 60
Accuracy: 100
Base PP: 10
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Digs a hole on the first turn and attacks on the second turn. Used to escape from dungeons and caves on the Field. Same effects as an Escape Rope.
Contest: Prevents you from being Jammed by other Pokemon for the turn.
(Smart, Appeal=1pt, Jam=0pt)
Learned:
Egg:

== Disable ==

Type: Normal
Attack Power: N/A
Accuracy: 55
Base PP: 20
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Disables the move that the opponent Pokemon just used for a few turns.
Contest: Makes the Pokemon who appeals after you nervous.
(Smart, Appeal=2pts, Jam=0pt)
Learned:
Egg:

== Dive ==

Type: Water
Attack Power: 60
Accuracy: 100
Base PP: 10
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: The Pokemon dives underwater on the first turn and attacks on the second turn. Allows you to dive in deep water and re-surface on the field.
Contest: Prevents you from being Jammed by other Pokemon once during the turn.
(Beauty, Appeal=2pts, Jam=0pt)
Learned:
Egg:

== Dizzy Punch ==

Type: Normal
Attack Power: 70
Accuracy: 100
Base PP: 10
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Has a 20% chance of Confusing your opponent Pokemon.
Contest: Jams the Pokemon who appealed before you.
(Cool, Appeal=1pt, Jam=4pts)
Learned:
Egg:

== Double Kick ==

Type: Fighting
Attack Power: 30
Accuracy: 100
Base PP: 30

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: This attack hits twice.

Contest: If the Pokemon who appealed right before you used the same type of move, you get triple the appeal points.

(Cool, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Double Team ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 15

Range: Self

Comes in contact with Pokemon: No

Battle: Raises Evade of your Pokemon.

Contest: Prevents you from being Jammed by other Pokemon once during the turn.

(Cool, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Double-Edge ==

Type: Normal

Attack Power: 120

Accuracy: 100

Base PP: 15

Range: Self and Enemy

Comes in contact with Pokemon: Yes

Battle: The attack recoils 33% of the damage done back to your Pokemon.

Contest: When you are countered by another Pokemon, twice the usual number of counter appeal points are subtracted.

(Tough, Appeal=6pts, Jam=0pt)

Learned:

Egg:

== Doubleslap ==

Type: Normal

Attack Power: 15

Accuracy: 85

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Attack 2-5 times in one turn.

Contest: Subtracts 5 points from any Pokemon in Combo Standby who appealed prior to you. Subtracts points from anyone else not in Combo Standby.

(Tough, Appeal=2pts, Jam=1pt)

Learned:

Egg:

== Dragon Claw ==

Type: Dragon

Attack Power: 80

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Normal Attack.

Contest: Subtracts 4 appeal points from any Pokemon who appealed before you and used the same type of move. Subtracts points from any one else

who did not use the same type move.

(Cool, Appeal=2pts, Jam=1pt)

Learned:

Egg:

== Dragon Dance ==

Type: Dragon

Attack Power: N/A

Accuracy: N/A

Base PP: 20

Range: Self

Comes in contact with Pokemon: No

Battle: Raises the Speed and Attack of your Pokemon.

Contest: You gain a * if your condition is good, and you receive the number of * in appeal points after the next round. Every * you have (Max 3) lessens the probability of your Pokemon becoming nervous.

(Cool, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Dragonbreath ==

Type: Dragon

Attack Power: 60

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 30% chance of Paralyzing your opponent Pokemon.

Contest: Jams all Pokemon who appealed before you.

(Cool, Appeal=1pt, Jam=3pts)

Learned:

Egg:

== Dragon Rage ==

Type: Dragon

Attack Power: N/A

Accuracy: 100

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Does 40 HP of damage regardless of the opponent Pokemon's Defenses.

Contest: On this turn, you exchange the number of times you appealed for appeal points. 1 appeal=1pt, 2 appeals=2pts, 3 appeals=4pts, 4 appeals=8pts.

(Cool, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Dream Eater ==

Type: Psychic

Attack Power: 100

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Works only on sleeping Pokemon. Your Pokemon heals half of the damage the damage inflicted.

Contest: Jams all Pokemon who appealed before you.

(Smart, Appeal=2pts, Jam=2pts)

Learned:

Egg:

== Drill Peck ==

Type: Flying

Attack Power: 80

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Normal Attack.

Contest: Highly appealing move.

(Cool, Appeal=4pts, Jam=0pt)

Learned:

Egg:

== Dynamicpunch ==

Type: Fighting

Attack Power: 100

Accuracy: 50

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: If the attack hits, the opponent Pokemon is confused.

Contest: Subtracts 5 points from any Pokemon in Combo Standby who appealed

prior to you. Subtracts points from anyone else not in Combo Standby.

(Cool, Appeal=2pts, Jam=1pt)

Learned:

Egg:

== Earthquake ==

Type: Ground

Attack Power: 100

Accuracy: 100

Base PP: 10

Range: All except the user

Comes in contact with Pokemon: No

Battle: No effect on Flying Pokemon or Pokemon that has the Levitate Ability.

Damage is doubled on Pokemon using Dig.

Contest: Jams all Pokemon who appealed before you.

(Tough, Appeal=1pt, Jam=3pts)

Learned:

Egg:

== Ember ==

Type: Fire

Attack Power: 40

Accuracy: 100

Base PP: 25

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 10% chance of Burning the opponent Pokemon. Heals frozen Pokemon.

Contest: Highly appealing move.

(Beauty, Appeal=4pts, Jam=0pt)

Learned:

Egg:

== Encore ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Makes the opponent Pokemon repeat the last skill used for 3-6 turns.

Contest: Makes the Pokemon who appeals after you nervous.

(Cute, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Endeavor ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Reduces the opponent Pokemon's HP to the same level as your Pokemon.

Will not work if your Pokemon's HP is higher than your opponent Pokemon

Contest: Get triple the appeal points when you use it as your fourth appeal.

(Tough, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Endure ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 10

Range: Self

Comes in contact with Pokemon: No

Battle: Your Pokemon will always survive with 1 HP regardless the damage done to it. Success rate decreases with every consecutive use.

Contest: Prevents you from being Jammed by other Pokemon once during the turn.

(Tough, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Eruption ==

Type: Fire

Attack Power: 150

Accuracy: 100

Base PP: 5

Range: Both Enemy Pokemon

Comes in contact with Pokemon: No

Battle: The lower your HP, the stronger this move becomes.

Contest: On this turn, you exchange the number of times you appealed for appeal points. 1 appeal=1pt, 2 appeals=2pts, 3 appeals=4pts, 4 appeals=8pts.

(Beauty, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Explosion ==

Type: Normal

Attack Power: 250

Accuracy: 100

Base PP: 5

Range: All

Comes in contact with Pokemon: No

Battle: The user faints after use.

Contest: For the rest of the turns, you cannot participate in the appeals.
During that time, you cannot be Jammed by any other Pokemon.
(Beauty, Appeal=8pts, Jam=0pt)

Learned:

Egg:

== Extrasensory ==

Type: Psychic

Attack Power: 80

Accuracy: 100

Base PP: 30

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 10% chance of making the opponent Pokemon flinch.

Contest: Jams the Pokemon who appealed before you.

(Cool, Appeal=1pt, Jam=4pts)

Learned:

Egg:

== Extremerespeed ==

Type: Normal

Attack Power: 80

Accuracy: 100

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Always attack first. If more than one Pokemon uses this type of move,
the one with the higher Speed will attack first.

Contest: Pokemon gets to appeal earlier the next round.

(Cool, Appeal=3pts, Jam=0pt)

Learned:

Egg:

== Facade ==

Type: Normal

Attack Power: 70

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: The attack power of this skill is doubled when the user is affected
with Paralysis, Poison or Burn.

Contest: Get triple the appeal points when you use it as your fourth appeal.

(Cute, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Faint Attack ==

Type: Dark

Attack Power: 60

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: This attack will always hit regardless of Accuracy.

Contest: Get triple the appeal points when you use it as your first appeal.

(Smart, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Fake Out ==

Type: Normal

Attack Power: 40

Accuracy: 100

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: No

Battle: User attacks first and it has a 100% of making the opponent flinch.

Can only be used on the first turn.

Contest: Subtracts 4 appeal points from any Pokemon who appealed before you and used the same type of move. Subtracts points from any one else who did not use the same type move.

(Cute, Appeal=2pts, Jam=1pt)

Learned:

Egg:

== Fake Tears ==

Type: Dark

Attack Power: N/A

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Greatly reduces the Special Defense of the opponent Pokemon.

Contest: Get triple the appeal points when you use it as your fourth appeal.

(Smart, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== False Swipe ==

Type: Normal

Attack Power: 40

Accuracy: 100

Base PP: 40

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Always leave the opponent Pokemon with 1 HP.

Contest: Jams all Pokemon who appealed before you.

(Cool, Appeal=1pt, Jam=3pts)

Learned:

Egg:

== Featherdance ==

Type: Flying

Attack Power: N/A

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Greatly lowers the Attack of the opponent Pokemon.

Contest: Get triple the appeal points when you use it as your fourth appeal.

(Beauty, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Fire Blast ==

Type: Fire

Attack Power: 120

Accuracy: 85

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 30% chance of burning the opponent Pokemon.

Contest: Highly appealing move.

(Beauty, Appeal=4pts, Jam=0pt)

Learned:

Egg:

== Fire Punch ==

Type: Fire

Attack Power: 75

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 10% chance of Burning the opponent Pokemon.

Contest: Highly appealing move.

(Beauty, Appeal=4pts, Jam=0pt)

Learned:

Egg:

== Fire Spin ==

Type: Fire

Attack Power: 15

Accuracy: 70

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Continuous attack for 2-5 turns. Opponent Pokemon cannot flee or switch out of battle during the attack.

Contest: When you make your appeal, the crowd's excitement continues until the end of the turn.

(Beauty, Appeal=3pts, Jam=0pt)

Learned:

Egg:

== Fissure ==

Type: Ground

Attack Power: N/A

Accuracy: 30

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Instantly defeats the opponent Pokemon in one hit. Will not work on Flying Pokemon and Pokemon with the Levitate Ability.

Contest: Halves the appeal points of the Pokemon who appealed before you.

(Tough, Appeal=2pts, Jam=1pt)

Learned:

Egg:

== Flail ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: The lesser the HP the user has, the stronger the attack.

Contest: On this turn, you exchange the number of times you appealed for appeal points. 1 appeal=1pt, 2 appeals=2pts, 3 appeals=4pts,

4 appeals=8pts.

(Cute, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Flamethrower ==

Type: Fire

Attack Power: 95

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 10% chance of Burning the opponent Pokemon.

Contest: Highly appealing move.

(Beauty, Appeal=4pts, Jam=0pt)

Learned:

Egg:

== Flash ==

Type: Normal

Attack Power: N/A

Accuracy: 70

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Lowers the opponent Pokemon's Accuracy. Lights up dark caves on the field.

Contest: Cancels Combo Standby for any Pokemon who has appealed before you.

(Beauty, Appeal=3pts, Jam=0pt)

Learned:

Egg:

== Flatter ==

Type: Dark

Attack Power: N/A

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Confuses the opponent Pokemon but raises their Special Attack.

Contest: Makes the Pokemon who appeals after you nervous.

(Smart, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Fly ==

Type: Flying

Attack Power: 70

Accuracy: 95

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Flies into the air on the first turn and attacks on the second turn.

On the field, flies you instantly to any town or city you've visited.

Contest: Prevents you from being Jammed by other Pokemon for the turn.

(Smart, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Focus Energy ==

Type: Normal
Attack Power: N/A
Accuracy: N/A
Base PP: 30
Range: Self
Comes in contact with Pokemon: No
Battle: Raises the chance of getting a Critical Hit.
Contest: Jams all Pokemon who appealed before you.
(Cool, Appeal=1pt, Jam=3pts)

Learned:

Egg:

== Focus Punch ==

Type: Fighting
Attack Power: 150
Accuracy: 100
Base PP: 20
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: If you get attacked before you can execute this attack, you will flinch and lose a turn.
Contest: Turns the next round to the fourth round of appeals.
(Tough, Appeal=3pts)

Learned:

Egg:

== Follow Me ==

Type: Normal
Attack Power: N/A
Accuracy: 100
Base PP: 20
Range: Self
Comes in contact with Pokemon: No
Battle: You use the move the opponent is using that turn.
Contest: When you make your appeal, the crowd's excitement continues until the end of the turn.
(Cute, Appeal=3pts, Jam=0pt)

Learned:

Egg:

== Foresight ==

Type: Normal
Attack Power: N/A
Accuracy: 100
Base PP: 40
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Your Pokemon's Accuracy returns to normal. Prevents Accuracy reduction moves from working on you. Makes Normal and Fighting moves work on Ghost-types.
Contest: Makes the Pokemon who appeals after you nervous.
(Smart, Appeal=3pts, Jam=0pt)

Learned:

Egg:

== Frustration ==

Type: Normal
Attack Power: N/A
Accuracy: 100
Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: The more the Pokemon dislikes you, the stronger this move is.

Contest: When the move does not match the contest type, this adds 1 to the crowd excitement figure.

(Cute, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Fury Attack ==

Type: Normal

Attack Power: 15

Accuracy: 85

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Attacks 2-5 times in one turn.

Contest: Subtracts 5 points from any Pokemon in Combo Standby who appealed prior to you. Subtracts points from anyone else not in Combo Standby.

(Cool, Appeal=2pts, Jam=1pt)

Learned:

Egg:

== Fury Cutter ==

Type: Bug

Attack Power: 10

Accuracy: 95

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: The power of this skill increases with every successful hit. Power returns to normal when the attack misses.

Contest: Prevents you from receiving penalties for two consecutive rounds.

(Cool, Appeal=3pts, Jam=0pt)

Learned:

Egg:

== Fury Swipes ==

Type: Normal

Attack Power: 18

Accuracy: 80

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Attacks 2-5 times in one turn.

Contest: Subtracts 5 points from any Pokemon in Combo Standby who appealed prior to you. Subtracts points from anyone else not in Combo Standby.

(Tough, Appeal=2pts, Jam=1pt)

Learned:

Egg:

== Future Sight ==

Type: Psychic

Attack Power: 80

Accuracy: 90

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Attacks the opponent Pokemon after 2 turns.

Contest: When you make your appeal, the crowd's excitement continues until the

end of the turn.

(Smart, Appeal=3pts, Jam=0pt)

Learned:

Egg:

== Giga Drain ==

Type: Grass

Attack Power: 60

Accuracy: 100

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: No

Battle: The use heals half of the damage inflicted by this attack.

Contest: Subtracts 5 points from any Pokemon in Combo Standby who appealed prior to you. Subtracts points from anyone else not in Combo Standby.

(Smart, Appeal=2pt, Jam=1pt)

Learned:

Egg:

== Glare ==

Type: Normal

Attack Power: N/A

Accuracy: 75

Base PP: 30

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Paralyzes the opponent Pokemon.

Contest: Jams all Pokemon who appealed before you.

(Tough, Appeal=1pt, Jam=3pts)

Learned:

Egg:

== Grasswhistle ==

Type: Grass

Attack Power: N/A

Accuracy: 55

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Puts the opponent Pokemon to Sleep.

Contest: Jams all Pokemon who appealed before you.

(Tough, Appeal=1pt, Jam=3pts)

Learned:

Egg:

== Growl ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 40

Range: Both Enemy Pokemon

Comes in contact with Pokemon: No

Battle: Lowers the Attack of the opponent Pokemon.

Contest: Get triple the appeal points when you use it as your fourth appeal.

(Cute, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Growth ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 40

Range: Self

Comes in contact with Pokemon: No

Battle: Raises the Special Attack of the user.

Contest: You gain a * if your condition is good, and you receive the number of * in appeal points after the next round. Every * you have (Max 3) lessens the probability of your Pokemon becoming nervous.
(Beauty, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Grudge ==

Type: Ghost

Attack Power: N/A

Accuracy: 100

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Reduces the PP of the attack that made the user faint to 0.

Contest: On this turn, you exchange the number of times you appealed for appeal points. 1 appeal=1pt, 2 appeals=2pts, 3 appeals=4pts, 4 appeals=8pts.
(Tough, Appeal=1pt, Jam=0pt)

Learned:

Egg:

== Guillotine ==

Type: Normal

Attack Power: N/A

Accuracy: 30

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Instantly knocks out the opponent Pokemon. Has no effect if the opponent Pokemon's level is higher than the user.

Contest: Halves the appeal points of the Pokemon who appealed before you.
(Cool, Appeal=2pts, Jam=1pt)

Learned:

Egg:

== Gust ==

Type: Flying

Attack Power: 40

Accuracy: 100

Base PP: 35

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Damage is doubled if the opponent Pokemon is using Fly.

Contest: Appeals happen in a random order for the next turn.
(Smart, Appeal=3pts, Jam=0pt)

Learned:

Egg:

== Hail ==

Type: Ice

Attack Power: N/A

Accuracy: N/A

Base PP: 10

Range: All

Comes in contact with Pokemon: No

Battle: Summons a hailstorm that lasts for 5 turns. During each turn, it damages all Pokemon that are not Ice-type.

Contest: Jams all Pokemon who appealed before you.
(Beauty, Appeal=1pt, Jam=3pts)

Learned:

Egg:

== Harden ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 30

Range: Self

Comes in contact with Pokemon: No

Battle: Raises the Defense of the user.

Contest: Prevents you from being Jammed by other Pokemon once during the turn.
(Tough, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Haze ==

Type: Ice

Attack Power: N/A

Accuracy: N/A

Base PP: 30

Range: All

Comes in contact with Pokemon: No

Battle: Returns all status abnormalities to normal.

Contest: Cancels the good condition rating of the Pokemon who appealed before you in this round.
(Beauty, Appeal=3pts, Jam=0pt)

Learned:

Egg:

== Headbutt ==

Type: Normal

Attack Power: 70

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 30% chance of making the oppoent Pokemon flinch.

Contest: Jams the Pokemon who appealed before you.
(Tough, Appeal=2pts, Jam=3pts)

Learned:

Egg:

== Heal Bell ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 5

Range: All Allies

Comes in contact with Pokemon: No

Battle: Cures all status abnormalities of your Pokemon.

Contest: Get triple the appeal points when you use it as your fourth appeal.
(Beauty, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Heat Wave ==

Type: Fire

Attack Power: 100

Accuracy: 90

Base PP: 10

Range: Both Enemy Pokemon

Comes in contact with Pokemon: No

Battle: Has a 10% chance of Burning the opponent Pokemon.

Contest: Highly appealing move.

(Beauty, Appeal=4pts, Jam=0pt)

Learned:

Egg:

== Helping Hand ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 20

Range: All Allies

Comes in contact with Pokemon: No

Battle: Increases the Attack Strength of your ally's move by 1.5x

Contest: Makes all the Pokemon who appeals after you nervous.

(Smart, Appeal=2pts, Jam=0pt)

Learned:

Egg:

== Hi Jump Kick ==

Type: Fighting

Attack Power: 85

Accuracy: 90

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: If this attack fails, the user will take 25% of the damage it's supposed to inflict.

Contest: When you are countered by another Pokemon, twice the usual number of counter appeal points are subtracted.

(Cool, Appeal=6pts, Jam=0pt)

Learned:

Egg:

== Hidden Power ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: The attack and type of this move depends on the Pokemon using it. It's calculated using the IVs of the using Pokemon.

Contest:

Learned:

Egg:

== Horn Attack ==

Type: Normal

Attack Power: 65

Accuracy: 100

Base PP: 25
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Normal Attack.
Contest:
Learned:
Egg:

== Horn Drill ==

Type: Normal
Attack Power: N/A
Accuracy: 30
Base PP: 5
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Instantly defeats the opponent Pokemon. Will not work if the opponent
Pokemon's level is higher than the user.
Contest:
Learned:
Egg:

== Howl ==

Type: Normal
Attack Power: N/A
Accuracy: N/A
Base PP: 40
Range: Self
Comes in contact with Pokemon: No
Battle: Raises the Attack of the user.
Contest:
Learned:
Egg:

== Hydro Pump ==

Type: Water
Attack Power: 120
Accuracy: 80
Base PP: 5
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Normal Attack.
Contest:
Learned:
Egg:

== Hyper Beam ==

Type: Normal
Attack Power: 150
Accuracy: 90
Base PP: 5
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Attacks on the first turn, recharges on the second turn.
Contest:
Learned:
Egg:

== Hyper Voice ==

Type: Normal
Attack Power: 90

Accuracy: 100
Base PP: 10
Range: Both Enemy Pokemon
Comes in contact with Pokemon: No
Battle: Normal Attack.
Contest:
Learned:
Egg:

== Hypnosis ==

Type: Psychic
Attack Power: N/A
Accuracy: 60
Base PP: 20
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Puts the opponent Pokemon to Sleep.
Contest:
Learned:
Egg:

== Ice Ball ==

Type: Ice
Attack Power: 30
Accuracy: 90
Base PP: 20
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Attack lasts for 5 turns or until it misses. Damage increases with every successful hit.
Contest:
Learned:
Egg:

== Ice Beam ==

Type: Ice
Attack Power: 95
Accuracy: 100
Base PP: 10
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Has a 10% chance of Freezing the opponent Pokemon.
Contest:
Learned:
Egg:

== Ice Punch ==

Type: Ice
Attack Power: 75
Accuracy: 100
Base PP: 15
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Has a 10% chance of freezing the opponent Pokemon.
Contest:
Learned:
Egg:

== Icy Wind ==

Type: Ice

Attack Power: 55
Accuracy: 95
Base PP: 15
Range: Both Enemy Pokemon
Comes in contact with Pokemon: No
Battle: Always lowers the opponent Pokemon's Speed.
Contest:
Learned:
Egg:

== Imprison ==

Type: Psychic
Attack Power: N/A
Accuracy: 100
Base PP: 15
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Seals all moves on the opponent Pokemon which the user knows and the opponent Pokemon also knows.
Contest:
Learned:
Egg:

== Ingrain ==

Type: Grass
Attack Power: N/A
Accuracy: N/A
Base PP: 20
Range: Self
Comes in contact with Pokemon: No
Battle: You recover a few HP every turn, but you cannot flee or switch out of battle.
Contest:
Learned:
Egg:

== Iron Defense ==

Type: Steel
Attack Power: N/A
Accuracy: N/A
Base PP: 15
Range: Self
Comes in contact with Pokemon: No
Battle: Greatly increases the Defense of the user.
Contest:
Learned:
Egg:

== Iron Tail ==

Type: Steel
Attack Power: 100
Accuracy: 75
Base PP: 15
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Has a 30% chance of lowering the Defense of the opponent Pokemon.
Contest:
Learned:
Egg:

== Karate Chop ==

Type: Fighting

Attack Power: 50

Accuracy: 100

Base PP: 25

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a higher chance of scoring a Critical Hit.

Contest:

Learned:

Egg:

== Kinesis ==

Type: Psychic

Attack Power: N/A

Accuracy: 80

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Lowers the Accuracy of the opponent Pokemon.

Contest:

Learned:

Egg:

== Knock Off ==

Type: Dark

Attack Power: 20

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: When this attack hits, the opponent Pokemon will drop the item it's holding. The item is returned after battle.

Contest:

Learned:

Egg:

== Leaf Blade ==

Type: Grass

Attack Power: 70

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a higher chance of scoring a Critical Hit.

Contest:

Learned:

Egg:

== Leech Life ==

Type: Bug

Attack Power: 20

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: The user heals half the damage inflicted on the opponent Pokemon.

Contest:

Learned:

Egg:

== Leech Seed ==

Type: Grass

Attack Power: N/A

Accuracy: 90

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Absorbs the opponent Pokemon's HP every turn and heals the user.

Effect continues even after the opponent switches Pokemon.

Contest:

Learned:

Egg:

== Leer ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 30

Range: Both Enemy Pokemon

Comes in contact with Pokemon: No

Battle: Lowers the opponent Pokemon's Defense.

Contest:

Learned:

Egg:

== Lick ==

Type: Ghost

Attack Power: 20

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 30% chance of Paralyzing the opponent Pokemon.

Contest:

Learned:

Egg:

== Light Screen ==

Type: Psychic

Attack Power: N/A

Accuracy: N/A

Base PP: 30

Range: Self

Comes in contact with Pokemon: No

Battle: Halves damage from all Special Attacks for five turns. Effect continues even after you switch Pokemon.

Contest:

Learned:

Egg:

== Lock-On ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: No

Battle: The user's next attack will always hit, regardless of Accuracy, even if the opponent is using Fly or Dig type of moves.

Contest:

Learned:

Egg:

== Low Kick ==

Type: Fighting

Attack Power: N/A

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: The heavier the opponent Pokemon, the stronger the attack.

Contest:

Learned:

Egg:

== Luster Purge ==

Type: Psychic

Attack Power: 70

Accuracy: 100

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 50% chance of lowering the opponent Pokemon's Special Defense.

Contest:

Learned:

Egg:

== Mach Punch ==

Type: Fighting

Attack Power: 40

Accuracy: 100

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: The user will always attack first. If a similar move is used by more than one Pokemon, the Pokemon with the highest Speed will go first.

Contest:

Learned:

Egg:

== Magic Coat ==

Type: Psychic

Attack Power: N/A

Accuracy: N/A

Base PP: 15

Range: Self

Comes in contact with Pokemon: No

Battle: Reflects moves that have effects such as Poison, Paralyze, Sleep, Confuse and Leech Seed.

Contest:

Learned:

Egg:

== Magical Leaf ==

Type: Grass

Attack Power: 60

Accuracy: N/A

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No
Battle: Attack always hits regardless of user's accuracy.
Contest:
Learned:
Egg:

== Magnitude ==

Type: Ground
Attack Power: N/A
Accuracy: 100
Base PP: 30
Range: All except user
Comes in contact with Pokemon: No
Battle: Attack power of attack depends on the magnitude of the attack. The higher the magnitude, the stronger the attack.
(4=10, 5=30, 6=50, 7=70, 8=90, 9=110, 10=150)
Contest:
Learned:
Egg:

== Mean Look ==

Type: Normal
Attack Power: N/A
Accuracy: 100
Base PP: 5
Range: One Enemy
Comes in contact with Pokemon: No
Battle: The opponent Pokemon is unable to flee or switch out of battle. Effect ends if the user is switched out or the user faints.
Contest:
Learned:
Egg:

== Meditate ==

Type: Psychic
Attack Power: N/A
Accuracy: N/A
Base PP: 40
Range: Self
Comes in contact with Pokemon: No
Battle: Raises the Attack of the user.
Contest:
Learned:
Egg:

== Mega Drain ==

Type: Grass
Attack Power: 40
Accuracy: 100
Base PP: 10
Range: One Enemy
Comes in contact with Pokemon: No
Battle: The user heals half the damage inflicted on the opponent Pokemon.
Contest:
Learned:
Egg:

== Megahorn ==

Type: Bug
Attack Power: 120

Accuracy: 85
Base PP: 10
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Normal Attack.
Contest:
Learned:
Egg:

== Memento ==

Type: Dark
Attack Power: N/A
Accuracy: 100
Base PP: 10
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Greatly lowers the Attack and Special Attack of the opponent Pokemon
but the user faints after using this move.
Contest:
Learned:
Egg:

== Metal Claw ==

Type: Steel
Attack Power: 50
Accuracy: 95
Base PP: 35
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Has a 10% chance of raising the Defense of the user.
Contest:
Learned:
Egg:

== Metal Sound ==

Type: Steel
Attack Power: N/A
Accuracy: 85
Base PP: 40
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Greatly lowers the opponent Pokemon's Special Defense.
Contest:
Learned:
Egg:

== Meteor Mash ==

Type: Steel
Attack Power: 100
Accuracy: 85
Base PP: 10
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Has a 20% chance of raising the Attack of the user.
Contest:
Learned:
Egg:

== Mimic ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Allows the user to copy one of the moves of the opponent Pokemon.

Contest:

Learned:

Egg:

== Mind Reader ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 5

Range: Self

Comes in contact with Pokemon: No

Battle: User's next attack always hits, regardless of Accuracy, even if the opponent is using Fly or Dig type of moves.

Contest:

Learned:

Egg:

== Minimize ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 20

Range: Self

Comes in contact with Pokemon: No

Battle: Increases the user's Evade.

Contest:

Learned:

Egg:

== Mirror Coat ==

Type: Psychic

Attack Power: N/A

Accuracy: 100

Base PP: 20

Range: Self

Comes in contact with Pokemon: No

Battle: Counters the opponent Pokemon's Special attack. Damage returned to the opponent Pokemon is double the damage done on your Pokemon.

Contest:

Learned:

Egg:

== Mirror Move ==

Type: Flying

Attack Power: N/A

Accuracy: N/A

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: User copies the last attack the opponent Pokemon used.

Contest:

Learned:

Egg:

== Mist ==

Type: Ice

Attack Power: N/A

Accuracy: N/A

Base PP: 30

Range: Self

Comes in contact with Pokemon: No

Battle: User cannot be affected by status lowering moves for five turns.

Contest:

Learned:

Egg:

== Mist Ball ==

Type: Psychic

Attack Power: 70

Accuracy: 100

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 50% chance of lowering the opponent Pokemon's Special Attack.

Contest:

Learned:

Egg:

== Moonlight ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 5

Range: Self

Comes in contact with Pokemon: Np

Battle: Heals HP depending on the time of the day. Morning and Day heals 25% of HP; With Sunny Day, heals 50%; With Rain Dance heals ?%. At Night heals 50% of HP; With Sunny Day, heals 100%; With Rain Dance heals 25%.

Contest:

Learned:

Egg:

== Morning Sun ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 5

Range: Self

Comes in contact with Pokemon: No

Battle: Heals HP depending on the time of the day. Day and Night heals 25% of HP; With Sunny Day, heals 50%; With Rain Dance heals ?%. In the Morning heals 50% of HP; With Sunny Day, heals 100%; With Rain Dance heals 25%.

Contest:

Learned:

Egg:

== Mud Shot ==

Type: Ground

Attack Power: 55

Accuracy: 95

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Always lower the opponent Pokemon's Speed.

Contest:

Learned:

Egg:

== Mud Sport ==

Type: Ground

Attack Power: N/A

Accuracy: N/A

Base PP: 15

Range: All

Comes in contact with Pokemon: No

Battle: Halves the strength of Electric Moves.

Contest:

Learned:

Egg:

== Muddy Water ==

Type: Water

Attack Power: 95

Accuracy: 85

Base PP: 10

Range: Both Enemy Pokemon

Comes in contact with Pokemon: No

Battle: Has a 30% chance of lowering the opponent Pokemon's Accuracy.

Contest:

Learned:

Egg:

== Mud-Slap ==

Type: Ground

Attack Power: 20

Accuracy: 100

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Always lower the opponent Pokemon's Accuracy.

Contest:

Learned:

Egg:

== Nature Power ==

Type: Normal

Attack Power: N/A

Accuracy: 95

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Move changes to correspond with the battlefield's terrain.

(Grass=Stun Spore, Long Grass=Razor Leaf, Sand=Earthquake,
Underwater=Hydro Pump, Sea=Surf, Pond=Bubblebeam, Mountain=Rock Slide,
Cave=Shadow Ball, Any other location=Swift)

Contest:

Learned:

Egg:

== Needle Arm ==

Type: Grass

Attack Power: 60

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 30% chance of making the opponent Pokemon flinch.

Contest:

Learned:

Egg:

== Night Shade ==

Type: Ghost

Attack Power: N/A

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Inflicts damage equal to the user's level, regardless of the opponent Pokemon's defenses.

Contest:

Learned:

Egg:

== Odor Sleuth ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 40

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Your Pokemon's Accuracy returns to normal. Prevents Accuracy reduction moves from working on you. Makes Normal and Fighting moves work on Ghost-types.

Contest:

Learned:

Egg:

== Outrage ==

Type: Dragon

Attack Power: 90

Accuracy: 100

Base PP: 15

Range: Random Enemy

Comes in contact with Pokemon: Yes

Battle: Continuous attack for 2-3 turns. The user is confused after the move finishes.

Contest:

Learned:

Egg:

== Overheat ==

Type: Fire

Attack Power: 140

Accuracy: 90

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Lowers the Special Attack of the user greatly with each use.

Contest:

Learned:

Egg:

== Peck ==

Type: Flying
Attack Power: 35
Accuracy: 100
Base PP: 35
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Normal Attack.
Contest:
Learned:
Egg:

== Perish Song ==

Type: Normal
Attack Power: N/A
Accuracy: N/A
Base PP: 5
Range: All
Comes in contact with Pokemon: No
Battle: A song that makes all Pokemon in the battlefield faint after 3 turns.
Contest:
Learned:
Egg:

== Petal Dance ==

Type: Grass
Attack Power: 70
Accuracy: 100
Base PP: 20
Range: Random Enemy
Comes in contact with Pokemon: Yes
Battle: Continuous attack for 2-3 turns. User is confused after this move finishes.
Contest:
Learned:
Egg:

== Pin Missile ==

Type: Bug
Attack Power: 14
Accuracy: 85
Base PP: 20
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Attacks 2-5 times in one turn.
Contest:
Learned:
Egg:

== Poison Fang ==

Type: Poison
Attack Power: 50
Accuracy: 100
Base PP: 15
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Has 30% chance of Poisoning the opponent Pokemon. Poison damage increases with each passing turn.
Contest:
Learned:
Egg:

== Poison Gas ==

Type: Poison
Attack Power: N/A
Accuracy: 55
Base PP: 40
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Poisons the opponent Pokemon.
Contest:
Learned:
Egg:

== Poison Sting ==

Type: Poison
Attack Power: 15
Accuracy: 100
Base PP: 35
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Has a 30% chance of Poisoning the opponent Pokemon.
Contest:
Learned:
Egg:

== Poison Tail ==

Type: Poison
Attack Power: 50
Accuracy: 100
Base PP: 25
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Has a high chance of scoring a Critical Hit. Has a 10% chance of Poisoning the opponent Pokemon.
Contest:
Learned:
Egg:

== Poisonpowder ==

Type: Poison
Attack Power: N/A
Accuracy: 75
Base PP: 35
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Poisons the opponent Pokemon.
Contest:
Learned:
Egg:

== Pound ==

Type: Normal
Attack Power: 40
Accuracy: 100
Base PP: 35
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Normal Attack.
Contest:
Learned:

Egg:

== Powder Snow ==

Type: Ice

Attack Power: 40

Accuracy: 100

Base PP: 25

Range: Both Enemy Pokemon

Comes in contact with Pokemon: No

Battle: Has a 10% chance of Freezing the opponent Pokemon.

Contest:

Learned:

Egg:

== Protect ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 10

Range: Self

Comes in contact with Pokemon: No

Battle: Defends against the opponent Pokemon's attack on that turn. Success rate drops if used continuously.

Contest:

Learned:

Egg:

== Psybeam ==

Type: Psychic

Attack Power: 65

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 10% chance of Confusing the opponent Pokemon.

Contest:

Learned:

Egg:

== Psych Up ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 10

Range: Self

Comes in contact with Pokemon: No

Battle: When the opponent Pokemon uses moves that has beneficial side effects to it, the same effect will apply to the user.

Contest:

Learned:

Egg:

== Psychic ==

Type: Psychic

Attack Power: 90

Accuracy: 100

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 10% chance of lowering opponent Pokemon's Special Defense.

Contest:

Learned:

Egg:

== Psywave ==

Type: Psychic

Attack Power: N/A

Accuracy: 80

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Randomly inflicts 0.5x-1.5x of damage from depending on the user's level.

Contest:

Learned:

Egg:

== Pursuit ==

Type: Dark

Attack Power: 40

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: The damage is doubled if the opponent switches Pokemon on the turn this move is used.

Contest:

Learned:

Egg:

== Quick Attack ==

Type: Normal

Attack Power: 40

Accuracy: 100

Base PP: 30

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Always attack first. If more than one Pokemon uses this type of move, the Pokemon with the highest Speed goes first.

Contest:

Learned:

Egg:

== Rage ==

Type: Normal

Attack Power: 20

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Attack power increases the more the user gets hit.

Contest:

Learned:

Egg:

== Rain Dance ==

Type: Water

Attack Power: N/A

Accuracy: N/A

Base PP: 5

Range: All

Comes in contact with Pokemon: No

Battle: Calls forth rain that increases the power of Water moves by 1.5x and halves the strength of Fire moves for 5 turns.

Contest:

Learned:

Egg:

== Rapid Spin ==

Type: Normal

Attack Power: 20

Accuracy: 100

Base PP: 40

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Releases the user from continuous moves like Whirlpool and Wrap.

Contest:

Learned:

Egg:

== Razor Leaf ==

Type: Grass

Attack Power: 55

Accuracy: 95

Base PP: 25

Range: Both Enemy Pokemon

Comes in contact with Pokemon: No

Battle: Has a high chance of scoring a Critical Hit.

Contest:

Learned:

Egg:

== Razor Wind ==

Type: Normal

Attack Power: 80

Accuracy: 100

Base PP: 10

Range: Both Enemy Pokemon

Comes in contact with Pokemon: No

Battle: Charges the move on the first turn and attacks on the second turn.
Has a high chance of scoring a Critical Hit.

Contest:

Learned:

Egg:

== Recover ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 20

Range: Self

Comes in contact with Pokemon: No

Battle: User recovers 50% of max HP.

Contest:

Learned:

Egg:

== Recycle ==

Type: Normal

Attack Power: N/A

Accuracy: N/A
Base PP: 10
Range: Self
Comes in contact with Pokemon: No
Battle: Makes it possible to reuse a held item a second time.
Contest:
Learned:
Egg:

== Reflect ==

Type: Psychic
Attack Power: N/A
Accuracy: N/A
Base PP: 20
Range: Self
Comes in contact with Pokemon: No
Battle: Halves damage from all Non-Special attacks for five turns. Effect continues even if you change Pokemon.
Contest:
Learned:
Egg:

== Refresh ==

Type: Normal
Attack Power: N/A
Accuracy: N/A
Base PP: 20
Range: Self
Comes in contact with Pokemon: No
Battle: Cures the user of Poison, Paralyze and Burn.
Contest:
Learned:
Egg:

== Rest ==

Type: Psychic
Attack Power: N/A
Accuracy: N/A
Base PP: 10
Range: Self
Comes in contact with Pokemon: No
Battle: Heals all HP on the user and cures itself of any other condition. User goes to sleep after use.
Contest:
Learned:
Egg:

== Return ==

Type: Normal
Attack Power: N/A
Accuracy: 100
Base PP: 20
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: The more the Pokemon likes you, the stronger the move.
Contest:
Learned:
Egg:

== Revenge ==

Type: Fighting

Attack Power: 60

Accuracy: 100

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: The attack power doubles if you take damage from an opponent Pokemon's attack on the turn this move is used.

Contest:

Learned:

Egg:

== Reversal ==

Type: Fighting

Attack Power: N/A

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: The lesser HP left the user has, the stronger the move.

Contest:

Learned:

Egg:

== Roar ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Opponent Pokemon is frightened and flees from battle. In Trainer Battle the Pokemon is forcibly changed to another Pokemon in the opponent's party. Will not work if opponent has no Pokemon ready to battle.

Contest:

Learned:

Egg:

== Rock Blast ==

Type: Rock

Attack Power: 25

Accuracy: 80

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Attacks 2-5 times in one turn.

Contest:

Learned:

Egg:

== Rock Slide ==

Type: Rock

Attack Power: 75

Accuracy: 90

Base PP: 10

Range: Both Enemy Pokemon

Comes in contact with Pokemon: No

Battle: Has a 30% chance of making opponent Pokemon flinch.

Contest:

Learned:

Egg:

== Rock Smash ==

Type: Fighting

Attack Power: 20

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 50% chance of lowering opponent Pokemon's Defense. This move smashes certain rocks blocking your way on the field.

Contest:

Learned:

Egg:

== Rock Throw ==

Type: Rock

Attack Power: 50

Accuracy: 90

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Normal Attack.

Contest:

Learned:

Egg:

== Rock Tomb ==

Type: Rock

Attack Power: 50

Accuracy: 80

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Always lowers the opponent Pokemon's Speed.

Contest:

Learned:

Egg:

== Role Play ==

Type: Psychic

Attack Power: N/A

Accuracy: 100

Base PP: 10

Range: Self

Comes in contact with Pokemon: No

Battle: Makes both the user and opponent Pokemon have the same ability.

Contest:

Learned:

Egg:

== Rollout ==

Type: Rock

Attack Power: 30

Accuracy: 90

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Continuous attack for five turns or until it misses. Damage increases with each hit. Attack power is doubled if Defense Curl is used the

turn before.

Contest:

Learned:

Egg:

== Safeguard ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 25

Range: Self

Comes in contact with Pokemon: No

Battle: Protects from all status abnormalities for five turns. Effect continues even if you switch Pokemon.

Contest:

Learned:

Egg:

== Sand Tomb ==

Type: Ground

Attack Power: 15

Accuracy: 70

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Continuous attack for 2-5 turns. Opponent Pokemon cannot flee or switch out of battle during the attack.

Contest:

Learned:

Egg:

== Sand-Attack ==

Type: Ground

Attack Power: N/A

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Lowers the opponent Pokemon's Accuracy.

Contest:

Learned:

Egg:

== Sandstorm ==

Type: Rock

Attack Power: N/A

Accuracy: N/A

Base PP: 10

Range: All

Comes in contact with Pokemon: No

Battle: Summons a sandstorm that lasts for five turns. It will damage any Pokemon every turn that is not Rock, Ground or Steel type.

Contest:

Learned:

Egg:

== Scary Face ==

Type: Normal

Attack Power: N/A

Accuracy: 90

Base PP: 10
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Greatly lowers opponent Pokemon's Speed.
Contest:
Learned:
Egg:

== Scratch ==

Type: Normal
Attack Power: 40
Accuracy: 100
Base PP: 35
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Normal Attack.
Contest:
Learned:
Egg:

== Screech ==

Type: Normal
Attack Power: N/A
Accuracy: 85
Base PP: 40
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Greatly lowers the opponent Pokemon's Defense.
Contest:
Learned:
Egg:

== Secret Power ==

Type: Normal
Attack Power: 70
Accuracy: 100
Base PP: 20
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Has a 30% chance of causing a status condition on the opponent Pokemon depending on the battlefield's terrain. On the field, use this to create your Secret Base.
Contest:
Learned:
Egg:

== Seismic Toss ==

Type: Fighting
Attack Power: N/A
Accuracy: 100
Base PP: 20
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Inflicts damage equal to user's level, regardless of the opponent Pokemon's Defenses.
Contest:
Learned:
Egg:

== Selfdestruct ==

Type: Normal
Attack Power: 200
Accuracy: 100
Base PP: 5
Range: All
Comes in contact with Pokemon: No
Battle: The user faints after using this move.
Contest:
Learned:
Egg:

== Shadow Ball ==

Type: Ghost
Attack Power: 80
Accuracy: 100
Base PP: 15
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Has a 20% chance of lowering the opponent Pokemon's Special Defense.
Contest:
Learned:
Egg:

== Shadow Punch ==

Type: Ghost
Attack Power: 60
Accuracy: N/A
Base PP: 20
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Always hits the opponent Pokemon regardless of evade or user's Accuracy
Contest:
Learned:
Egg:

== Sheer Cold ==

Type: Ice
Attack Power: N/A
Accuracy: 30
Base PP: 5
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Instantly defeats the opponent Pokemon in one blow. Has no effect if
opponent Pokemon is higher level than the user.
Contest:
Learned:
Egg:

== Shock Wave ==

Type: Electric
Attack Power: 60
Accuracy: N/A
Base PP: 20
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Always hits the opponent Pokemon regardless of evade or user's Accuracy
Contest:
Learned:
Egg:

== Signal Beam ==

Type: Bug
Attack Power: 75
Accuracy: 100
Base PP: 15
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Has a 10% chance of confusing the opponent Pokemon.
Contest:
Learned:
Egg:

== Silver Wind ==

Type: Bug
Attack Power: 60
Accuracy: 100
Base PP: 5
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Has a 10% chance of raising all your stats.
Contest:
Learned:
Egg:

== Sing ==

Type: Normal
Attack Power: N/A
Accuracy: 55
Base PP: 15
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Puts the opponent Pokemon to Sleep.
Contest:
Learned:
Egg:

== Skill Swap ==

Type: Psychic
Attack Power: N/A
Accuracy: 100
Base PP: 10
Range: Self
Comes in contact with Pokemon: No
Battle: Gives the user and the opponent Pokemon the same Ability.
Contest:
Learned:
Egg:

== Skull Bash ==

Type: Normal
Attack Power: 100
Accuracy: 100
Base PP: 15
Range: Self
Comes in contact with Pokemon: Yes
Battle: Raises the user's Defense on the first turn and attacks on the second turn.
Contest:
Learned:
Egg:

== Sky Attack ==

Type: Flying

Attack Power: 140

Accuracy: 90

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Charges during the first turn and attacks on the second turn. Has a 30% chance of causing the opponent Pokemon to flinch.

Contest:

Learned:

Egg:

== Sky Uppercut ==

Type: Fighting

Attack Power: 85

Accuracy: 90

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Also effective on Pokemon using Fly.

Contest:

Learned:

Egg:

== Slack Off ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 10

Range: Self

Comes in contact with Pokemon: No

Battle: Recovers 50% of user's HP.

Contest:

Learned:

Egg:

== Slam ==

Type: Normal

Attack Power: 80

Accuracy: 75

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Normal Attack.

Contest:

Learned:

Egg:

== Slash ==

Type: Normal

Attack Power: 70

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a high chance of scoring a Critical Hit.

Contest:

Learned:

Egg:

== Sleep Powder ==

Type: Grass

Attack Power: N/A

Accuracy: 75

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Puts the opponent Pokemon to Sleep.

Contest:

Learned:

Egg:

== Sleep Talk ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 10

Range: N/A

Comes in contact with Pokemon: No

Battle: Randomly uses one of the moves ther user has while asleep.

Contest:

Learned:

Egg:

== Sludge ==

Type: Poison

Attack Power: 65

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 30% chance of Poisoning the opponent Pokemon.

Contest:

Learned:

Egg:

== Sludge Bomb ==

Type: Poison

Attack Power: 90

Accuracy: 100

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 30% chance of Poisoning the opponent Pokemon.

Contest:

Learned:

Egg:

== Smellingsalt ==

Type: Normal

Attack Power: 60

Accuracy: 100

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Inflicts double the damage if opponent Pokemon is Paralyzed, but it will cure that Paralysis.

Contest:

Learned:

Egg:

== Smog ==

Type: Poison

Attack Power: 20

Accuracy: 70

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 40% chance of Poisoning the opponent Pokemon.

Contest:

Learned:

Egg:

== Smokescreen ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Lowers the opponent Pokemon's Accuracy.

Contest:

Learned:

Egg:

== Snatch ==

Type: Dark

Attack Power: N/A

Accuracy: 100

Base PP: 10

Range: Self

Comes in contact with Pokemon: No

Battle: On the turn this move is used, if the opponent Pokemon uses a move that recovers HP or increases its status, this move will steal the effect and use it on the user instead.

Contest:

Learned:

Egg:

== Snore ==

Type: Normal

Attack Power: 40

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: This move can only be used when the user is asleep. Has a 30% chance of making the opponent Pokemon flinch.

Contest:

Learned:

Egg:

== Solarbeam ==

Type: Grass

Attack Power: 120

Accuracy: 100

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Absorbs sunlight on the first turn and attacks on the second turn.

With Sunny Day, you do not need to charge the move to use it.

With Rain Dance, it will take 3 turns to charge the move and it will half the attack power of this move.

Contest:

Learned:

Egg:

== Sonicboom ==

Type: Normal

Attack Power: N/A

Accuracy: 90

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Always does 20 HP of damage regardless of user's Attack and opponent Pokemon's Defense.

Contest:

Learned:

Egg:

== Spark ==

Type: Electric

Attack Power: 65

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 30% chance of Paralyzing the opponent Pokemon.

Contest:

Learned:

Egg:

== Spike Cannon ==

Type: Normal

Attack Power: 20

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Attacks 2-5 times in one turn.

Contest:

Learned:

Egg:

== Spikes ==

Type: Ground

Attack Power: N/A

Accuracy: N/A

Base PP: 20

Range: All Enemies

Comes in contact with Pokemon: No

Battle: Inflicts damage on the opponent Pokemon if it tries to flee or switch out of battle. You can use this move up to three times in a single battle and the strength of the move will increase as it's used.

Contest:

Learned:

Egg:

== Spit Up ==

Type: Normal

Attack Power: 100

Accuracy: 100

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Attack power of the move increases the more the user uses Stockpile.

Contest:

Learned:

Egg:

== Spite ==

Type: Ghost

Attack Power: N/A

Accuracy: 100

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Randomly decreases 2-5 PP from the move the opponent Pokemon last used.

Contest:

Learned:

Egg:

== Splash ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 40

Range: N/A

Comes in contact with Pokemon: No

Battle: The Pokemon just splashes about with no other effect.

Contest:

Learned:

Egg:

== Spore ==

Type: Grass

Attack Power: N/A

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Puts the opponent Pokemon to Sleep.

Contest:

Learned:

Egg:

== Steel Wing ==

Type: Steel

Attack Power: 70

Accuracy: 90

Base PP: 25

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 10% chance of raising the Defense of the user.

Contest:

Learned:

Egg:

== Stockpile ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 10

Range: Self

Comes in contact with Pokemon: No

Battle: Use up to 3 times to build up the strength of the moves Swallow and Spit Up.

Contest:

Learned:

Egg:

== Stomp ==

Type: Normal

Attack Power: 65

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 30% chance of causing the opponent Pokemon to flinch. Attack is doubled if the opponent used Minimize.

Contest:

Learned:

Egg:

== Strength ==

Type: Normal

Attack Power: 80

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Normal Attack. On the field, this is used to move rocks around.

Contest:

Learned:

Egg:

== String Shot ==

Type: Bug

Attack Power: N/A

Accuracy: 95

Base PP: 40

Range: Both Enemy Pokemon

Comes in contact with Pokemon: No

Battle: Lowers the opponent Pokemon's Speed.

Contest:

Learned:

Egg:

== Struggle ==

Type: Normal

Attack Power: 50

Accuracy: 100

Base PP: N/A

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: You will use this move when you run out of PP to use all the Pokemon's other moves. The user will receive 1/4 recoil damage.

Contest:

Learned:

Egg:

== Stun Spore ==

Type: Grass

Attack Power: N/A

Accuracy: 75

Base PP: 30

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Paralyzes the opponent Pokemon.

Contest:

Learned:

Egg:

== Submission ==

Type: Fighting

Attack Power: 80

Accuracy: 80

Base PP: 25

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: User takes 1/4 recoil damage from the damage inflicted on the opponent
Pokemon.

Contest:

Learned:

Egg:

== Substitute ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 10

Range: Self

Comes in contact with Pokemon: No

Battle: Uses 1/4 of user's Max HP to create a substitute in its place to take
damage. The user will take no damage until the substitute is destroyed.

Contest:

Learned:

Egg:

== Sunny Day ==

Type: Fire

Attack Power: N/A

Accuracy: N/A

Base PP: 5

Range: All

Comes in contact with Pokemon: No

Battle: Summons the Sunlight which increases the power of Fire moves by 1.5x
and halves the strength of Water moves for 5 turns.

Contest:

Learned:

Egg:

== Superpower ==

Type: Fighting

Attack Power: 120

Accuracy: 200

Base PP: 5

Range: One Enemy

Comes in contact with Pokemon: Yes
Battle: Lowers the user's Attack and Defense with each use.
Contest:
Learned:
Egg:

== Supersonic ==

Type: Normal
Attack Power: N/A
Accuracy: 55
Base PP: 20
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Confuses the opponent Pokemon.
Contest:
Learned:
Egg:

== Surf ==

Type: Water
Attack Power: 95
Accuracy: 100
Base PP: 15
Range: Both Enemy Pokemon
Comes in contact with Pokemon: No
Battle: Normal attack. Use this to surf across water in the field.
Contest:
Learned:
Egg:

== Swagger ==

Type: Normal
Attack Power: N/A
Accuracy: 90
Base PP: 15
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Confuses the opponent Pokemon but greatly raises their Attack.
Contest:
Learned:
Egg:

== Swallow ==

Type: Normal
Attack Power: N/A
Accuracy: N/A
Base PP: 10
Range: Self
Comes in contact with Pokemon: No
Battle: The more you use Stockpile, the more HP this move heals.
Contest:
Learned:
Egg:

== Sweet Kiss ==

Type: Normal
Attack Power: N/A
Accuracy: 75
Base PP: 10
Range: One Enemy

Comes in contact with Pokemon: No
Battle: Confuses the opponent Pokemon
Contest:
Learned:
Egg:

== Sweet Scent ==

Type: Normal
Attack Power: N/A
Accuracy: 100
Base PP: 20
Range: Both Enemy Pokemon
Comes in contact with Pokemon: No
Battle: Lowers the opponent Pokemon's Evade. On the field, it increases the chance of encountering Wild Pokemon.
Contest:
Learned:
Egg:

== Swift ==

Type: Normal
Attack Power: 60
Accuracy: N/A
Base PP: 20
Range: Both Enemy Pokemon
Comes in contact with Pokemon: No
Battle: This attack will always hit regardless of the user's Accuracy or the opponent's Evade.
Contest:
Learned:
Egg:

== Swords Dance ==

Type: Normal
Attack Power: N/A
Accuracy: N/A
Base PP: 30
Range: Self
Comes in contact with Pokemon: No
Battle: Greatly raises the user's Attack.
Contest:
Learned:
Egg:

== Synthesis ==

Type: Grass
Attack Power: N/A
Accuracy: N/A
Base PP: 5
Range: Self
Comes in contact with Pokemon: No
Battle: Heals HP depending on the time of the day. Morning and Night heals 25% of HP; With Sunny Day, heals 50%; With Rain Dance heals 25%. In the Day heals 50% of HP; With Sunny Day, heals 100%; With Rain Dance heals 25%.
Contest:
Learned:
Egg:

== Tackle ==

Type: Normal

Attack Power: 35
Accuracy: 95
Base PP: 35
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Normal Attack.
Contest:
Learned:
Egg:

== Tail Glow ==
Type: Bug
Attack Power: N/A
Accuracy: N/A
Base PP: 20
Range: Self
Comes in contact with Pokemon: No
Battle: Greatly raises the user's Special Attack.
Contest:
Learned:
Egg:

== Tail Whip ==
Type: Normal
Attack Power: N/A
Accuracy: 100
Base PP: 30
Range: Both Enemy Pokemon
Comes in contact with Pokemon: No
Battle: Lowers the opponent Pokemon's Defense.
Contest:
Learned:
Egg:

== Take Down ==
Type: Normal
Attack Power: 90
Accuracy: 85
Base PP: 20
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: User takes 1/4 recoil damage of damage from the damage inflicted on
the opponent Pokemon.
Contest:
Learned:
Egg:

== Taunt ==
Type: Dark
Attack Power: N/A
Accuracy: 100
Base PP: 20
Range: One Enemy
Comes in contact with Pokemon: No
Battle: The opponent must use an attack move or it will fail. Effect lasts for
two turns.
Contest:
Learned:
Egg:

== Teeter Dance ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 20

Range: All except user

Comes in contact with Pokemon: No

Battle: Confuses the opponent Pokemon. It also affects your ally in 2-on-2 battles.

Contest:

Learned:

Egg:

== Teleport ==

Type: Psychic

Attack Power: N/A

Accuracy: N/A

Base PP: 20

Range: Self

Comes in contact with Pokemon: No

Battle: User flees from battle. Will not work in trainer battles. On the field, teleports you back to the Pokemon Center you last visited.

Contest:

Learned:

Egg:

== Thief ==

Type: Dark

Attack Power: 40

Accuracy: 100

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: May steal opponent Pokemon's held item.

Contest:

Learned:

Egg:

== Thrash ==

Type: Normal

Attack Power: 90

Accuracy: 100

Base PP: 20

Range: Random Enemy

Comes in contact with Pokemon: Yes

Battle: Continuous attack for 2-3 turns. After the move ends, the user is Confused.

Contest:

Learned:

Egg:

== Thunder ==

Type: Electric

Attack Power: 120

Accuracy: 70

Base PP: 10

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 30% chance of Paralyzing the opponent Pokemon. With Rain Dance, Thunder's Accuracy is 100%. With Sunny Day, Thunder's Accuracy is 50%

and the attack power is halved. Attack power is doubled when used on the opponent Pokemon when it's using Fly.

Contest:

Learned:

Egg:

== Thunder Wave ==

Type: Electric

Attack Power: N/A

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Paralyzes the opponent Pokemon.

Contest:

Learned:

Egg:

== Thunderbolt ==

Type: Electric

Attack Power: 95

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 10% chance of Paralyzing the opponent Pokemon.

Contest:

Learned:

Egg:

== Thunderpunch ==

Type: Electric

Attack Power: 75

Accuracy: 100

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Has a 10% chance of Paralyzing the opponent Pokemon.

Contest:

Learned:

Egg:

== Thundershock ==

Type: Electric

Attack Power: 40

Accuracy: 100

Base PP: 30

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Has a 10% chance of Paralyzing the opponent Pokemon.

Contest:

Learned:

Egg:

== Tickle ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: Yes
Battle: Lowers the opponent Pokemon's Attack and Defense.
Contest:
Learned:
Egg:

== Torment ==

Type: Dark
Attack Power: N/A
Accuracy: 100
Base PP: 15
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Prevents the opponent Pokemon from using the same move twice in a row.
Contest:
Learned:
Egg:

== Toxic ==

Type: Poison
Attack Power: N/A
Accuracy: 85
Base PP: 10
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Poisons the opponent Pokemon. Poison damage increases with each passing turn.
Contest:
Learned:
Egg:

== Tri-Attack ==

Type: Normal
Attack Power: 80
Accuracy: 100
Base PP: 10
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Has a 10% chance of either Paralyzing, Burning or Freezing the opponent Pokemon.
Contest:
Learned:
Egg:

== Trick ==

Type: Psychic
Attack Power: N/A
Accuracy: 100
Base PP: 10
Range: Self and Enemy
Comes in contact with Pokemon: No
Battle: The user and the opponent Pokemon switch their held items with each other.
Contest:
Learned:
Egg:

== Twister ==

Type: Dragon
Attack Power: 40

Accuracy: 100
Base PP: 20
Range: Both Enemy Pokemon
Comes in contact with Pokemon: No
Battle: Has a 20% chance of causing the opponent Pokemon to flinch. Attack
doubles when used against a Pokemon using Fly.
Contest:
Learned:
Egg:

== Uproar ==

Type: Normal
Attack Power: 50
Accuracy: 100
Base PP: 10
Range: All
Comes in contact with Pokemon: No
Battle: Continuous attack for 2-5 turns. During this move, none of the Pokemon
on the battlefield can be put to Sleep.
Contest:
Learned:
Egg:

== ViceGrip ==

Type: Normal
Attack Power: 55
Accuracy: 100
Base PP: 30
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Normal attack.
Contest:
Learned:
Egg:

== Vital Throw ==

Type: Fighting
Attack Power: 70
Accuracy: 100
Base PP: 10
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Attacks second in battle; Next attack hits without fail.
Contest:
Learned:
Egg:

== Water Gun ==

Type: Water
Attack Power: 40
Accuracy: 100
Base PP: 25
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Normal attack.
Contest:
Learned:
Egg:

== Water Pulse ==

Type: Water
Attack Power: 60
Accuracy: 100
Base PP: 20
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Has a 20% chance of Confusing the opponent Pokemon.
Contest:
Learned:
Egg:

== Water Sport ==

Type: Water
Attack Power: N/A
Accuracy: N/A
Base PP: 15
Range: Self
Comes in contact with Pokemon: No
Battle: Halves the strength of Fire moves.
Contest:
Learned:
Egg:

== Water Spout ==

Type: Water
Attack Power: 150
Accuracy: 100
Base PP: 5
Range: Both Enemy Pokemon
Comes in contact with Pokemon: No
Battle: The power of this attack weakens as your HP decreases.
Contest:
Learned:
Egg:

== Waterfall ==

Type: Water
Attack Power: 80
Accuracy: 100
Base PP: 15
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Normal attack. Allows you to climb waterfalls on the field.
Contest:
Learned:
Egg:

== Weather Ball ==

Type: Normal
Attack Power: 50
Accuracy: 100
Base PP: 10
Range: One Enemy
Comes in contact with Pokemon: No
Battle: The type of the move changes with the weather and the strength doubles.
(Sunny=Fire, Rain=Water, Hail=Ice, Sandstorm=Rock)
Contest:
Learned:
Egg:

== Whirlpool ==

Type: Water

Attack Power: 15

Accuracy: 70

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Continuous attack for 2-5 turns. Opponent Pokemon cannot flee or switch out of battle during this move.

Contest:

Learned:

Egg:

== Whirlwind ==

Type: Normal

Attack Power: N/A

Accuracy: 100

Base PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Ends the battle by blowing away the opponent Pokemon. The opponent Pokemon is forcibly switched out of battle in Trainer Battles. Will not work if opponent has no Pokemon to switch with.

Contest:

Learned:

Egg:

== Will-O-Wisp ==

Type: Fire

Attack Power: N/A

Accuracy: 75

Base PP: 15

Range: One Enemy

Comes in contact with Pokemon: No

Battle: Burns the opponent Pokemon.

Contest:

Learned:

Egg:

== Wing Attack ==

Type: Flying

Attack Power: 60

Accuracy: 10

Base PP: 35

Range: One Enemy

Comes in contact with Pokemon: Yes

Battle: Normal attack.

Contest:

Learned:

Egg:

== Wish ==

Type: Normal

Attack Power: N/A

Accuracy: N/A

Base PP: 10

Range: Self

Comes in contact with Pokemon: No

Battle: At the end of the turn after using this move, you will recover 50% of your Max HP. Effect continues even after you switch Pokemon.

Contest:
Learned:
Egg:

== Wrap ==

Type: Normal
Attack Power: 15
Accuracy: 85
Base PP: 20
Range: One Enemy
Comes in contact with Pokemon: Yes
Battle: Continuous attack for 2-5 turns. Opponent Pokemon cannot flee or switch out of battle during this move.

Contest:
Learned:
Egg:

== Yawn ==

Type: Normal
Attack Power: N/A
Accuracy: 100
Base PP: 10
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Makes the opponent Pokemon Sleep at the end of the turn after using this move.

Contest:
Learned:
Egg:

== Zap Cannon ==

Type: Electric
Attack Power: 100
Accuracy: 50
Base PP: 5
Range: One Enemy
Comes in contact with Pokemon: No
Battle: Paralyzes the opponent Pokemon if the attack hits.

Contest:
Learned:
Egg:

=====
2.0 TM/HM Locations
=====

----- Hidden Machines -----

HM 01 - Cut

Location: Get from the Cutter's House in Rustboro City.

HM 02 - Fly

Location: Route 119. Your Rival Brendan/May gives it to you.

HM 03 - Surf

Location: Wally's House in Petalburg City after beating Norman.

HM 04 - Strength

Location: Rusturf Tunnel. After using Rock Smash to break the rocks, Wanda's boyfriend gives it to you.

HM 05 - Flash

Location: Hiker just inside the entrance of Granite Cave.

HM 06 - Rock Smash

Location: Mauville City. At the house to the right of the PokeMart.

HM 07 - Waterfall

Location: Cave of Origin. You can't miss it.

HM 08 - Dive

Location: Mossdeep City. Steven gives this to you when you visit his house.

----- Technical Machines -----

TM 01 - Focus Punch

Location: Route 115.

TM 02 - Dragon Claw

Location: Meteor Falls.

TM 03 - Water Pulse

Location: Sootopolis City. After beating Wallace.

TM 04 - Calm Mind

Location: Mossdeep City. After beating Lisa and Tate.

TM 05 - Roar

Location: Route 114. A man there gives it to you.

TM 06 - Toxic

Location: Fiery Path.

TM 07 - Hail

Location: Shoal Cave.

TM 08 - Bulk Up

Location: Dewford Town. After beating Brawly.

TM 09 - Bullet Seed

Location: Route 104. A boy there gives it to you.

TM 10 - Hidden Power

Location: Fortree City. From an old lady; Buy from Slateport Market (p3000).

TM 11 - Sunny Day

Location: Route 120.

TM 12 - Taunt

Location: Trick House.

TM 13 - Ice Beam

Location: Abandoned Ship; Exchange at Mauville City Game Corner (4000 coins).

TM 14 - Blizzard

Location: Buy from Lilycove Department Store (p5500).

TM 15 - Hyper Beam

Location: Buy from Lilycove Department Store (p7500).

TM 16 - Light Screen

Location: Buy from Lilycove Department Store(p3000).

TM 17 - Protect

Location: Buy from Lilycove Department Store(p3000).

TM 18 - Rain Dance

Location: Abandoned Ship.

TM 19 - Giga Drain

Location: Route 123. Talk to the girl who loves Grass Pokemon with a Grass Pokemon in your party.

TM 20 - Safeguard

Location: Buy from Lilycove Department Store(p3000).

TM 21 - Frustration

Location: Man in Pacifidlog Town. You need a pokemon that hates you a lot in the first slot of your party.

TM 22 - Solarbeam

Location: Safari Zone.

TM 23 - Iron Tail

Location: Meteor Falls.

TM 24 - Thunderbolt

Location: Mauville City. Wattson gives it to you after shutting down the generator at New Mauville; Exchange at Mauville City Game Corner(4000 coins).

TM 25 - Thunder

Location: Buy from Lilycove Department Store(p5500).

TM 26 - Earthquake

Location: Seafloor Cavern.

TM 27 - Return

Location: Fallarbor Town. Exchange the reclaimed Meteorite with Professor Cosmos; Man in Pacifidlog Town. You need a pokemon that likes you a lot in the first slot of your party.

TM 28 - Dig

Location: Route 114. In the house of the Fossil Maniac.

TM 29 - Psychic

Location: Victory Road; Exchange at Mauville City Game Corner(3500 coins).

TM 30 - Shadow Ball

Location: Mt. Pyre.

TM 31 - Brick Break

Location: Sootopolis City. The Martial Artist gives it to you in the house Northwest of the City.

TM 32 - Double Team

Location: Route 113; Exchange at Mauville City Game Corner(1500 coins).

TM 33 - Reflect

Location: Buy from Lilycove Department Store(p3000).

TM 34 - Shock Wave
Location: Mauville City. After beating Wattson.

TM 35 - Flamethrower
Location: Exchange at Mauville City Game Corner(4000 coins).

TM 36 - Sludge Bomb
Location: Dewford City.

TM 37 - Sandstorm
Location: Route 111.

TM 38 - Fire Blast
Location: Buy from Lilycove Department Store(p5500).

TM 39 - Rock Tomb
Location: Rustboro City. After beating Roxanne.

TM 40 - Aerial Ace
Location: Fortree City. After beating Winona.

TM 41 - Torment
Location: Slateport City. At the lower floor of the Contest Hall.

TM 42 - Facade
Location: Petalburg City. After beating Norman.

TM 43 - Secret Power
Location: Route 111. A boy gives it to you; Buy from Slateport Market(p3000).

TM 44 - Rest
Location: Lilycove City.

TM 45 - Attract
Location: Verdanturf Town.

TM 46 - Thief
Location: Slateport City.

TM 47 - Steel Wing
Location: Granite Cave. Steven gives it to you after you deliver the letter.

TM 48 - Skill Swap
Location: Mt. Pyre.

TM 49 - Snatch
Location: S.S Tidal.

TM 50 - Overheat
Location: Lavaridge Town. After beating Flannery.

=====
3.0 Move Types
=====

Under Construction.....

Credits

- Me for typing out this FAQ.
- Nintendo and Game Freaks for making the game
- Any other sites that put my FAQ up.

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