

* = replaced move

Recover is used in place for Slack Off, Morning Sun Milk Drink on some monsters

Amnesia is used in place for Nasty Plot

All moves from Generation I (1-165) use the attributes they had in that generation, except...

#	Name	Type	PP	BP	Acc	Effect
#2	Karate Chop	Fighting	25	50	100%	High critical rate
#13	Razor Wind	Normal	10	80	90%	Two turn charge up move, high critical hit rate
#16	Gust	Flying	35	40	100%	No effect
#17	Wing Attack	Flying	35	60	100%	No effect
#18	Sand Tomb*	Ground	15	15	70%	Traps opponent
#26	Jump Kick	Fighting	25	85	95%	Causes recoil if it fails to hit
#38	Double-Edge	Normal	15	120	100%	Causes 25% recoil
#44	Bite	Dark	25	60	100%	10% chance to flinch
#72	Giga Drain*	Grass	5	60	100%	Takes 1/2 of the HP drained from the opponent
#88	Rock Throw	Rock	15	50	90%	No effect
#99	Superpower*	Fighting	5	120	100%	No additional effect
#116	Heat Wave*	Fire	10	100	90%	10% chance to burn
#117	Doom Desire*	Steel	5	120	85%	No additional effect
#127	Waterfall	Water	15	80	100%	20% chance to flinch
#130	Skull Bash	Normal	10	130	100%	Two turn move
#134	Cosmic Power*	Psychic	20	N/A	N/A	Raises Special by 1 stage
#136	Hi Jump Kick	Fighting	20	100	90%	Causes recoil if it fails to hit
#143	Sky Attack	Flying	5	140	90%	Two turn charge up move, high critical hit ratio
#146	Dizzy Punch	Normal	10	70	100%	10% chance to confuse opponent
#157	Rock Slide	Rock	10	80	90%	30% chance to flinch opponent

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Sludge Wave is used in place for Sludge Bomb

#	Name	Type	PP	BP	Acc	Effect
#166	Drain Punch	Fighting	5	75	100%	Takes 1/2 of the HP drained from the opponent
#167	Vacuum Wave	Fighting	30	40	100%	+1 priority
#168	Dragon Pulse	Dragon	10	90	100%	No effect
#169	Sucker Punch	Dark	5	80	100%	Moves first and hits only if the opponent uses an attack
#170	Moonlight	Fairy	5	N/A	N/A	Heals 1/2 HP
#171	Volt Tackle	Electric	15	120	100%	Deals 25% recoil damage
#172	Ice Shard	Ice	30	40	100%	+1 priority
#173	Crunch	Dark	15	80	100%	30% chance to lower Special by

1 stage

#174	Dark Pulse	Dark	15	80	100%	20% chance to flinch opponent
#175	Night Slash	Dark	15	70	100%	High critical rate
#176	Fake Tears	Dark	20	N/A	N/A	Decreases opponent's Special

by 2 stages

#177	Bullet Punch	Steel	30	40	100%	+1 priority
#178	Flash Cannon	Steel	10	80	100%	30% chance of lowering

opponent's special by one stage

#179	Iron Head	Steel	15	80	100%	30% chance to flinch opponent
#180	Steel Wing	Steel	25	70	90%	10% chance to raise user's

Defense

#181	Leaf Blade	Grass	15	70	100%	High critical rate
#182	Dazzling Gleam	Fairy	10	80	100%	No effect
#183	Draining Kiss	Fairy	10	50	100%	Restores HP by 75% of the

damage dealt

#184	Play Rough	Fairy	10	90	90%	10% chance of lowering the
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opponent's attack by 1 stage

#185	Moonblast	Fairy	15	95	100%	30% chance of lowering
#186	Gunk Shot	Poison	5	120	70%	40% chance of poisoning the

opponent

#187	Wood Hammer	Grass	15	120	100%	25% recoil
#188	Poison Jab	Poison	20	80	100%	20% chance to poison
#189	Sludge Wave	Poison	10	95	100%	20% chance to poison
#190	Bug Buzz	Bug	10	90	100%	30% chance to lower Special by

one stage

#191	Megahorn	Bug	10	120	85%	No effect
#192	Psycho Cut	Psychic	20	70	100%	High critical rate
#193	X-Scissor	Bug	15	80	100%	No effect
#194	Shadow Punch	Ghost	20	60	--%	Never misses
#195	Extremespeed	Normal	5	80	100%	+1 priority
#196	Rock Polish	Rock	20	N/A	N/A	Increases user's Speed by 2

stages

#197	Ominous Wind	Ghost	5	60	100%	No additional effect
#198	Cross Chop	Fighting	5	100	80%	High critical rate
#199	Hurricane	Flying	10	120	70%	10% confusion chance
#200	Ancientpower	Rock	5	60	100%	10% chance to raise all stats by

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#201	Gear Grind	Steel	15	50	85%	Hits opponent twice
#202	Shift Gear	Steel	10	N/A	N/A	Raises Attack by two stages
#203	Aqua Jet	Water	20	40	100%	+1 Priority
#204	Boomburst	Normal	10	140	100%	No effect
#205	Air Slash	Flying	20	75	95%	30% flinch rate
#206	Roost	Flying	10	N/A	N/A	Heals user by 50% of its

maximum HP

#207	Mud Shot	Ground	55	15	95%	Lowers speed by 1 stage
#208	Rock Wrecker	Rock	5	150	90%	Must recharge next turn
#209	Zap Cannon	Electric	5	120	50%	Always paralyzes

#210	Will-o-Wisp	Fire	15	N/A	75%	Burns opponent
#211	Dragon Rush	Dragon	10	100	75%	20% chance to flinch opponent
#212	Metal Sound	Steel	40	N/A	85%	Decreases opponent's Special
	by 2 stages					
#213	Synthesis	Grass	5	N/A	N/A	Heals user by 50% of its
	maximum HP					
#214	Power Whip	Grass	10	120	85%	No effect
#215	Stone Edge	Rock	5	100	80%	High critical rate
#216	Drill Run	Ground	10	80	95%	High critical rate