











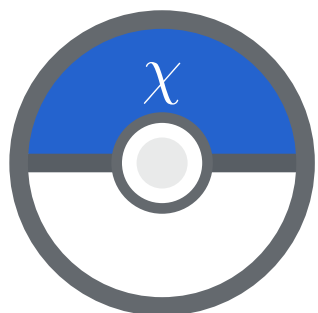
LEGEND




-  speed: the speed score for .
-  defense: the defense score for .
-  attack: the attack score for .
-  base total: the base total score for .

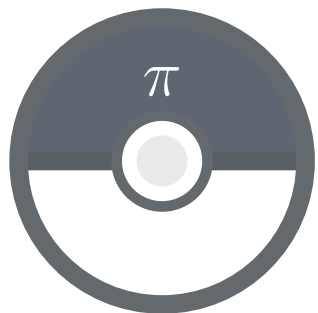




A: {  defense,  defense,  defense }. Take the median of set A, then divide by 10.






B: {  weight,  weight,  weight }. Take the maximum of set B, then divide by 5.



C: {  speed,  speed,  speed }. Take the range of set C, then divide by 5.

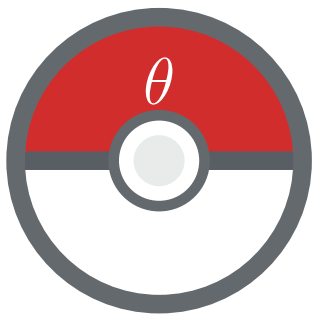


D: {  attack,  attack,  attack }. Take the median of set D, then divide by 10.

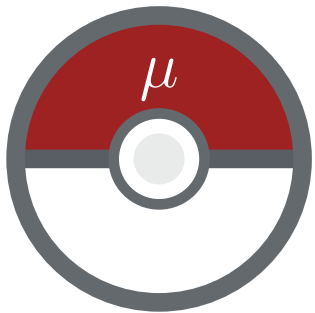




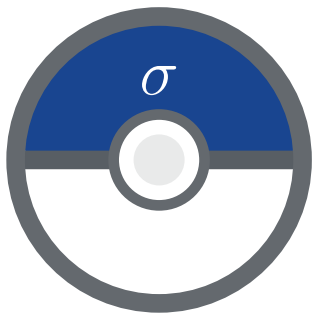
Take  _{speed} then divide by 5.



Take  _{speed} then divide by 5.




Take  _{base total} then divide by 15.

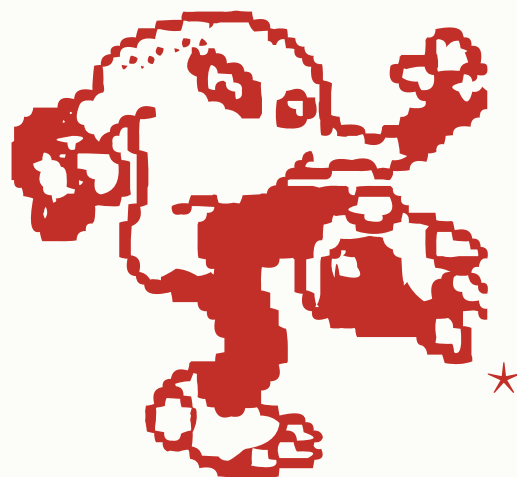



Take  _{base total} then divide by 10.






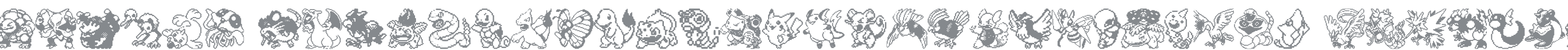
When the median attack score is calculated for each primary type of pokémon (Type 1), fire pokémon are the -th largest.



When the minimum weight is calculated for each primary type of pokémon, fighting pokémon have the -th largest.



Define weight–height density as weight/height. When pokémon are grouped by primary type and arranged in descending order by average density, psychic pokémon come in position .





After counting the number of pokémon of each primary type and sorting the type counts from high to low, Bug comes in rank 2★.



There are 3★ grass pokémon with Speed values greater than 109.



There are 4★ water pokémon with both attack and defense values greater than 130.



