

Pokémon systems when fighting in Pokémon Go

Each Pokémon system in Pokémon Go has different strengths, along with a specific weakness. This type of Pokémon will have the power to attack the other Pokémon, but can defeat the other Pokémon. If you know the characteristics of each type, it will be easier to choose which Pokémon to battle.

Pokémon Go becomes a new phenomenon of raising, confining and training virtual animals throughout the gaming community. Each coach is the player who will find ways to collect for him many types of Pokémon, especially those with strong Pokémon with high CP points. More and more will help increase the strength of Pokémon warriors you are training. However, when participating in fighting there are many types of Pokémon that may not help you win the battle.

1. Summary - How to play Pokemon GO, virtual reality game catch Pokemon on smartphone
2. The terms you need to know when playing Pokémon Go

Pokémon are divided into different systems and have the characteristics and strengths of each species. It is possible that this Pokémon system is an engraving of another Pokémon system, but it can also defeat another Pokémon. Therefore, knowing the power, characteristics of each type will help you have a strategy to bring Pokémon to the battle.

Pokémon systems in Pokémon Go

Move of Pokémon is divided into two types: Physical Attack (Physical Attack) and Special Attack (Special Attack).

1. **Physical Attack** consists of: Normal (normal), Fighting (fighting), Flying (flying), Poison (poison), Ground (earth), Rock (rock), Bug (bug), Ghost (ghost), Steel (metal) species).
2. **Special Attack** consists of: Fire (fire), Water (water), Grass (grass), Electric (electric), Psychic (super spirit), Ice (ice), Dragon (dragon), Dark (darkness), Fairy (first).

Note:

1. **Extremely effective (2x)** : Attack power is doubled.
2. **Ineffective (1/2x)** : Attack power is reduced by half.
3. **Strong (+ 1/2x)** : Being attacked with half the power.
4. **Weak (-2x)** : Attacked by double strength.
5. **Does not work (0x :)** Cannot attack.
6. **Unaffected (+ 0x)** : Cannot be attacked.

1. Pokémon Normal System (Normal):

Offensive		NORMAL	Defensive	
Power	Types		Power	Types
2x	None		1/2x	None
1/2x	ROCK		2x	FIGHT
	STEEL			
0x	GHOST		0x	GHOST

1. Including some strong Pokemon such as Castform, Chansey, Ditto, Eevee, Jigglypuff, Togepi .
2. They can learn the following moves: Strength, Thrash.
3. Ineffective compared with the system: Rock, Steel.
4. Weak compared to other systems: Fighting.
5. Does not work compared to the system: Ghost.

2. Pokémon Fighting System:

Offensive		FIGHT	Defensive	
Power	Types		Power	Types
2x	DARK		1/2x	BUG
	ICE			DARK
	NORMAL			ROCK
	ROCK			
	STEEL			
1/2x	BUG		2x	FAIRY
	FAIRY			FLYING
	FLYING			PSYCHIC
	POISON			
	PSYCHIC			
0x	GHOST		0x	None

1. Including some strong Pokemon such as Machop, Hitmontop, Hitmonlee, Hitmonchan .
2. They can learn the following moves: Focus Punch, Superpower (only learned by Registeel, Regirock, and Regice).
3. Extremely efficient compared to systems: Dark, Ice, Normal, Rock, Steel.
4. Ineffective compared to the following systems: Bug, Fairy, Flying, Poison, Psychic.
5. Strong compared to the system: Bug, Dark, Rock.
6. Weak compared to the systems: Fairy, Flying, Psychic.
7. Does not work compared to the system: Ghost.

3. Pokémon Flying System (Flying):

Offensive		FLYING	Defensive	
Power	Types		Power	Types
2x	BUG		1/2x	BUG
	FIGHT			FIGHT
	GRASS			GRASS
1/2x	ELECTR		2x	ELECTR
	ROCK			ICE
	STEEL			ROCK
0x	None		0x	GROUND

1. Including some strong Pokemon like: Ho-oh, Dragonite .
2. They can learn the following moves: Sky Attack (only learned by Moltres and Altaria), Aeroblast (only Learned by Lugia).
3. Extremely effective compared to the systems: Bug, Fighting, Grass.
4. Ineffective compared to the systems: Electric, Rock, Steel.
5. Strong compared to the system: Bug, Fighting, Grass.
6. Weak compared to other systems: Electric, Ice, Rock.
7. Not affected by the system: Ground.

4. Pokémon Poison System (Single):

Offensive		POISON	Defensive	
Power	Types		Power	Types
2x	FAIRY		1/2x	BUG
	GRASS			FAIRY
				FIGHT
				GRASS
				POISON
1/2x	GHOST		2x	GROUND
	GROUND			PSYCHIC
	POISON			
	ROCK			
0x	STEEL		0x	None

1. Including some strong Pokemon such as Gloom, Gulpin, Spinarak, Muk, Weezing.
2. They can learn the following moves: Toxic, Poison Tail, and Sludge Bomb.
3. Extremely effective compared to the systems: Fairy, Grass.
4. Ineffective compared to the systems: Ghost, Ground, Poison, Rock.
5. Strong compared to the systems: Bug, Fairy, Fighting, Grass, Poison.
6. Weak compared to systems: Ground, Psychic.
7. Ineffective compared to the system: Steel.

5. Pokémon Ground System (Land):

Offensive		GROUND	Defensive	
Power	Types		Power	Types
2x	ELECTR		1/2x	POISON
	FIRE			ROCK
	POISON			
	ROCK		2x	ICE
	STEEL			GRASS
		WATER		
1/2x	BUG		0x	ELECTR
	GRASS			
0x	FLYING			

1. Including some strong Pokemon like: Dugtrio, Groudon .
2. They can learn the following moves: Mud Sport, Earthquake, Dig.
3. Extremely effective compared to the following systems: Electric, Fire, Poison, Rock, Steel.
4. Not effective compared to the system: Bug, Grass.
5. Strong compared to the system: Poison, Rock.
6. Weak compared to the systems: Ice, Grass, Water.
7. Does not work compared to the system: Flying.
8. Not affected by system: Electric,

6. Pokémon Rock System (Rock):

Offensive		ROCK	Defensive	
Power	Types		Power	Types
2x	BUG		1/2x	FIRE
	FIRE			FLYING
	FLYING			NORMAL
	ICE			POISON
1/2x	FIGHT		2x	FIGHT
	GROUND			GRASS
	STEEL			GROUND
0x	None			STEEL
				WATER
			0x	None

1. Including some strong Pokemon like: Golem, Regirock .
2. They can learn the following moves: Rock Throw, Rock Slide, Ancientpower.
3. Extremely effective compared to the systems: Bug, Fire, Flying, Ice.
4. Ineffective compared to other systems: Fighting, Ground, Steel.
5. Strong compared to the systems: Fire, Flying, Normal, Poison.
6. Weak compared to the systems: Fighting, Grass, Ground, Steel, Water.

7. Pokémon Bug System (Bug):

Offensive		BUG	Defensive	
Power	Types		Power	Types
2x	DARK		1/2x	FIGHT
	GRASS			GRASS
	PSYCHIC			GROUND
1/2x	FAIRY		2x	FIRE
	FIGHT			FLYING
	FIRE			ROCK
	FLYING			
	GHOST			
	POISON			
	STEEL			
0x	None		0x	None

1. Including some strong Pokemon like: Heracross, Pinsir, Scizor .
2. They can learn the following moves: Megahorn, Signal Beam.
3. Extremely effective compared to the systems: Dark, Grass, Psychic.
4. Ineffective compared to the following systems: Fairy, Fighting, Fire, Flying, Ghost, Poison, Steel.
5. Strong compared to: Fighting, Grass, Ground.
6. Weak compared to the systems: Fire, Flying, Rock.

8. Pokémon Ghost System (Ma):

Offensive		GHOST	Defensive	
Power	Types		Power	Types
2x	GHOST		1/2x	BUG
	PSYCHIC			POISON
1/2x	DARK		2x	DARK
				GHOST
0x	NORMAL		0x	FIGHT
				NORMAL

1. Including some strong Pokemon such as Banette, Gengar, Misdreavus .
2. They can learn the following moves: Cruse, Shadow Ball, Shadow Punch.
3. Extremely effective compared to other systems: Ghost, Psychic.
4. Ineffective compared to systems: Dark.
5. Strong compared to the system: Bug, Poison.
6. Weak compared to the system: Dark, Ghost.
7. No effect compared to system: Normal.
8. Not affected by system: Fighting, Normal.

9. Pokémon Steel System (Metal):

Offensive		STEEL	Defensive	
Power	Types		Power	Types
2x	FAIRY		1/2x	BUG
	ICE			DRAGON
	ROCK			FAIRY
				FLYING
				GRASS
				ICE
				NORMAL
				PSYCHIC
				ROCK
				STEEL
1/2x	ELECTRIC		2x	FIGHT
	FIRE			FIRE
	STEEL			GROUND
	WATER			
0x	None		0x	POISON

1. Including some strong Pokemon such as Beldum, Aggron, Steelix, Mawile, Registeel, Dialga .
2. They can learn the following moves: Steel Wing, Iron Tail, Meteor Mash .
3. Extremely effective compared to the systems: Fairy, Ice, Rock.
4. Ineffective compared to other systems: Electric, Fire, Steel, Water.
5. Strong compared to the systems: Bug, Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel.
6. Weak compared to other systems: Fighting, Fire, Ground.

7. Not affected by the system: Poison.

10. Pokémon Fire System (Fire):

Offensive		FIRE	Defensive	
Power	Types		Power	Types
2x	BUG		1/2x	BUG
	GRASS			FAIRY
	ICE			FIRE
	STEEL			GRASS
		ICE		STEEL
1/2x	DRAGON		2x	GROUND
	FIRE			ROCK
	ROCK			WATER
	WATER			
0x	None		0x	None

1. Including some strong Pokemon such as Entei, Moltres, Charizard, Magmar .
2. They can learn the following moves: Blast Burn (only learned by Charizard), Eruption (only learned by Groudon and Camerupt), Overheat.
3. Extremely effective compared to the systems: Bug, Grass, Ice, Steel.
4. Ineffective compared to other systems: Dragon, Fire, Rock, Water.
5. Strong compared to the system: Bug, Fairy, Fire, Grass, Ice, Steel.
6. Weak compared to other systems: Ground, Rock, Water.

11. Pokémon Water System (Water):

Offensive		WATER	Defensive	
Power	Types		Power	Types
2x	FIRE		1/2x	FIRE
	GROUND			ICE
	ROCK			STEEL
		WATER		
1/2x	DRAGON		2x	ELECTR
	GRASS			GRASS
	WATER			
0x	None		0x	None

1. Including some strong Pokemon such as Kyogre, Slowking, Vaporeon .
2. They can learn the following moves: Surf, Water Fall.
3. Extremely efficient compared to other systems: Fire, Ground, Rock.
4. Ineffective compared to systems: Dragon, Grass, Water.
5. Strong compared to the following systems: Fire, Ice, Steel, Water.
6. Weak compared to the system: Electric, Grass.

12. Pokémon Grass System (Grass):

Offensive		GRASS	Defensive	
Power	Types		Power	Types
2x	GROUND		1/2x	ELECTR
	ROCK			GRASS
	WATER			GROUND
		WATER		
1/2x	BUG		2x	BUG
	DRAGON			FIRE
	FIRE			FLYING
	FLYING			ICE
	GRASS			POISON
	POISON			
	STEEL			
0x	None		0x	None

1. Including some strong Pokemon like: Meganium, Oddish, Sunkern, Treecko, Naetle .
2. They can learn the following moves: Solarbeam, Leaf Blade, Magical Leaf .
3. Extremely efficient compared to the systems: Ground, Rock, Water.
4. Ineffective compared to the following systems: Bug, Dragon, Fire, Flying, Grass, Poison, Steel.
5. Strong compared to the systems: Electric, Grass, Ground, Water.
6. Weak compared to the systems: Bug, Fire, Flying, Ice, Poison.

13. Pokémon Electric system:

Offensive		ELECTR	Defensive	
Power	Types		Power	Types
2x	FLYING		1/2x	ELECTR
	WATER			FLYING
1/2x				STEEL
	DRAGON		2x	GROUND
	ELECTR			
	GRASS			
0x	GROUND		0x	None

1. Including some strong Pokemon such as Zapdos, Amphamos, Raikou, Electabuzz.
2. They can learn the following moves: Thunder, Volt tackle (only learned by Pichu), Zap cannon, Thunderbolt.
3. Extremely efficient compared to the systems: Flying, Water.
4. Ineffective compared to systems: Dragon, Electric, Grass.
5. Strong compared to the systems: Electric, Flying, Steel.
6. Weak compared to other systems: Ground.
7. Does not work compared to the system: Ground.

14. Pokémon Psychic System:

Offensive		PSYCHIC	Defensive	
Power	Types		Power	Types
2x	FIGHT		1/2x	FIGHT
	POISON			PSYCHIC
1/2x	PSYCHIC		2x	BUG
	STEEL			DARK
				GHOST
0x	DARK		0x	None

1. Including some strong Pokemon like: Mewtwo, Mew, Alakazam .
2. They can learn the following moves: Psybeam, Confusion, Psychic.
3. Extremely effective compared to the systems: Fighting, Poison.
4. Ineffective compared to the system: Psychic, Steel.
5. Strong compared to other systems: Fighting, Psychic.
6. Weak compared to the system: Bug, Dark, Ghost.
7. Does not work compared to the system: Dark.

15. Pokémon Ice System (Ice):

Offensive		ICE	Defensive	
Power	Types		Power	Types
2x	DRAGON		1/2x	ICE
	FLYING			
	GRASS			
	GROUND			
1/2x	FIRE		2x	FIGHT
	ICE			FIRE
	STEEL			ROCK
	WATER			STEEL
0x	None		0x	None

1. Including some strong Pokemon such as Articuno, Delibird, Jynx, Snorunt, Spheal, Regice .
2. They can learn the following moves: Blizzard, Ice Beam, Ice Puch.
3. Extremely effective compared to the systems: Dragon, Flying, Grass, Ground.
4. Ineffective compared to other systems: Fire, Ice, Steel, Water.
5. Strong compared to the system: Ice.
6. Weak compared to the systems: Fighting, Fire, Rock, Steel.

16. Pokémon Dragon System (Dragon):

Offensive		DRAGON	Defensive	
Power	Types		Power	Types
2x	DRAGON		1/2x	ELECTR
				FIRE
				GRASS
				WATER
1/2x	STEEL		2x	DRAGON
				FAIRY
				ICE
0x	FAIRY		0x	None

1. Including some strong Pokemon such as Rayquaza, Dragonite, Salamence, Latias, Latios.
2. They can learn the following moves: Outrage, Dragon Claw.
3. Extremely efficient compared to systems: Dragon.
4. Ineffective compared to systems: Steel.
5. Strong compared to the systems: Electric, Fire, Grass, Water.
6. Weak compared to the systems: Dragon, Fairy, Ice.
7. Does not work compared to the system: Fairy.

17. Pokémon Dark System (Darkness):

Offensive		DARK	Defensive	
Power	Types		Power	Types
2x	GHOST PSYCHC		1/2x	DARK GHOST
1/2x	DARK FAIRY FIGHT		2x	BUG FAIRY FIGHT
0x	None		0x	PSYCHC

1. Including some strong Pokemon like: Tyranitar, Houndoom, Umbreon .
2. They can learn the following moves: Crunch, Faint Attack, Bite.
3. Extremely effective compared to other systems: Ghost, Psychic.
4. Ineffective compared to other systems: Dark, Fairy, Fighting.
5. Strong compared to the system: Dark, Ghost.
6. Weak compared to the system: Bug, Fairy, Fighting.
7. Unaffected by: Psychic.

18. Pokémon Fairy System (Fairy):

Offensive		FAIRY	Defensive	
Power	Types		Power	Types
2x	DARK		1/2x	BUG
	DRAGON			DARK
	FIGHT			FIGHT
1/2x	FIRE		2x	POISON
	POISON			STEEL
	STEEL			
0x	None		0x	DRAGON

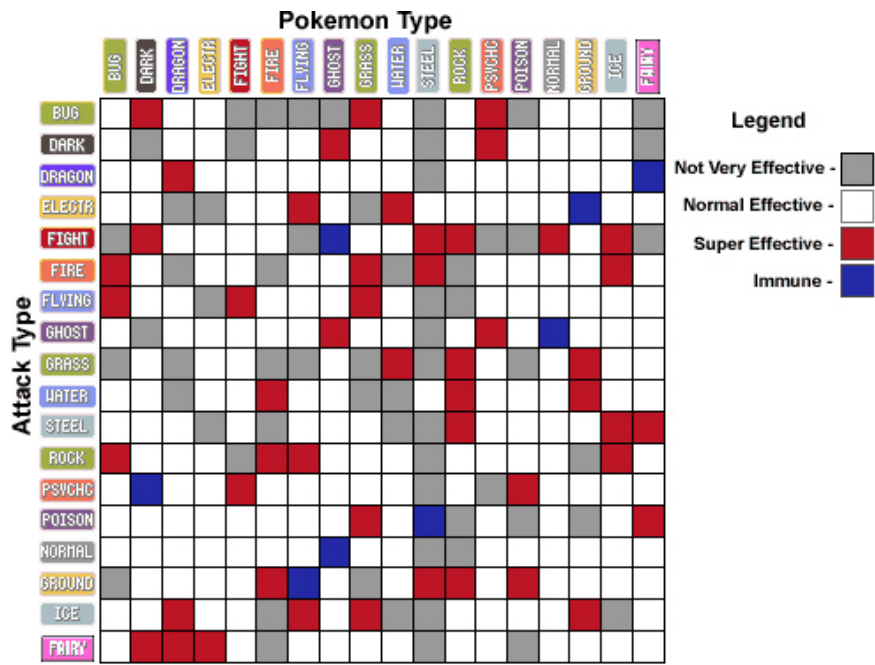
1. Include some strong Pokemon such as: Xerneas, Sylveon, Togekiss .
2. They can learn the following moves: Moonblast, Dazzling Gleam.
3. Extremely effective compared to the systems: Dark, Dragon, Fight.
4. Ineffective compared with other systems: Fire, Poison, Steel.
5. Strong compared to the system: Bug, Dark, Fighting.
6. Weak compared to the systems: Poison, Steel.
7. Not affected by: Dragon.

In fact, many Pokemon have two systems. So the damage calculation of a move for a Pokemon changes.

For example: Fire-Flying Ho-oh is attacked by a Rock-type move, it will get 4x damage. Because of Fire and Flying, Rock was not. If using Rock Slide: $\text{Power } 75 \times 4 = 300$ damage. If using grass move will be 1/4 damage because Grass is "afraid" of Fire and Flying (use Solarbeam $\text{Power } 120 \times 1 / 4 = 30$ damage).

If the Electric-Flying Zapdos, if hit by Thunder move, will get 1x damage because Flying will get 2x damage if it is hit by Electric, but it will have Electric again, so it will take 1/2 damage if it is hit by Electric. Summary is 1x. Using Thunder is $1 \times 120 = 120$ damage.

Combine the power of each Pokémon system



Wish you all have fun playing games!

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