

All the moves listed here do not exist in regular gen1. As such, we need to figure out how they work in MG1. If you want any of the replays, tag me on discord: R8#0068.

Special thanks to Copen, Amber (special mention to her, she did most of the work), Dolphin and Rarre who helped me with testing moves and mechanics.

Works as intended + replays available (notes)

Works as intended (same mechs as the gen where they were introduced)

Seems to work as intended (more testing needed)

Has modified mechanics

Has no effect

Has/Should have no effects, but is expected to have none anyway (moves related to abilities and items fell in this category - however they are expected to work normally otherwise)

Is expected to work normally

No research made yet

Needs more research

Acupressure, After You, Ally Switch, Aqua Ring, Aromatherapy, Aromatic Mist, Assist, Attract, Aurora Veil, Autotomize, Baby-Doll Eyes, Baneful Bunker, Baton Pass, Belly Drum, Bestow, Block, Bulk Up, Calm Mind, Camouflage, Captivate, Celebrate, Charge, Charm, Clangorous Soul, Coaching, Coil, Confide, Conversion 2, Copycat, Corrosive Gas, Cosmic Power, Cotton Guard, Cotton Spore, Court Change, Crafty Shield, Curse, Dark Void, Decorate, Defend Order, Defog, Destiny Bond, Detect, Dragon Dance, Eerie Impulse, Electric Terrain, Electrify, Embargo, Encore, Endure, Entrainment, Fairy Lock, Fake Tears, Feather Dance, Flatter, Floral Healing, Flower Shield, Follow Me, Foresight, Forest's Curse, Gastro Acid, Gear Up, Geomancy, Grass Whistle, Grassy Terrain, Gravity, Grudge, Guard Split, Guard Swap, Hail, Happy Hour, Heal Bell, Heal Block, Heal Order, Heal Pulse, Healing wish, Heart Swap, Helping Hand, Hold Hands, Hone Claws, Howl, Imprison, Ingrain, Instruct, Ion Deluge, Iron Defense, Jungle Healing, King's Shield, Laser Focus, Life Dew, Lock-On, Lucky Chant, Lunar Dance, Magic Coat, Magic Powder, Magic Room, Magnet Rise, Magnetic Flux, Mat Block, Me First, Mean Look, Memento, Metal Sound, Milk Drink, Mind Reader, Miracle Eye, Misty Terrain, Moonlight, Morning Sun, Mud Sport, Nasty Plot, Nature Power, Nightmare, No Retreat, Noble Roar, Obstruct, Octolock, Odor Sleuth, Pain Split, Parting Shot, Perish Song, Play Nice, Powder, Power Split, Power Swap, Power Trick, Protect, Psych Up, Psychic Terrain, Psycho Shift, Purify, Quash, Quick Guard, Quiver Dance, Rage Powder, Rain Dance, Recycle, Reflect Type, Refresh, Rock Polish, Role Play, Roost, Rototiller, Safeguard, Sandstorm, Scary Face, Shell Smash, Shift Gear, Shore Up, Simple Beam, Sketch, Skill Swap, Slack Off, Sleep Talk, Snatch, Soak, Speed Swap, Spider Web, Spikes, Spiky Shield, Spite, Spotlight, Stealth Rock, Sticky Web, Stockpile, Strength Sap, Stuff Cheeks, Sunny Day, Swagger, Swallow, Sweet Kiss, Sweet Scent, Switcheroo, Synthesis, Tail Glow, Tailwind, Tar Shot, Taunt, Tearful Look, Teatime, Teeter Dance, Telekinesis, Tickle, Topsy-Turvy, Torment, Toxic Spikes, Toxic Thread, Trick, Trick Room, Trick-or-Treat, Venom Drench, Water Sport, Wide Guard, Will-O-Wisp, Wish, Wonder Room, Work Up, Worry Seed, Yawn

Illegal moves: Extreme Evoboost, Max Guard

To test:

Guard Split, Power Split: try with stronger moves

Modified mechanics:

Protect, Baneful Bunker, Wide Guard, etc...: Spammable without fail

Fake Out: Spammable without fail

Future Sight, Doom Desire, Hazards: Don't fail when they should, but have no effect in those cases.

Heal Bell, Refresh, Aromatherapy: If you heal para, you still have $\frac{1}{4}$ speed after sending the mon again. Have to test if it $\frac{1}{4}$ it each time you repara the mon, or if the mon has that before switching out as well, and if that is canceled by other status.

Endure: Never fails, like Fake Out and protection moves.

Jungle Healing: Heals the opposing Pokemon (lol).

Baton Pass: Doesn't actually pass any stats or effects (!Visual glitch)

More generally: Lot of moves seems to not fail when they should (like Future Sight, No Retreat or Nightmare), but their effect is nullified in this case anyway. So they mechanically stays the same, aside from the absence of failure message.

Other things not related to status moves (not an exhaustive list, just putting them here until someone add them to the website)

-Magnitude doesn't show the used BP

<https://replay.pokemonshowdown.com/gen1customgame-1507711298-gazjz72vnsv84ckasn y12ich1awnckipw> turn 12

-Relic song transforms Meloetta, even if we cannot see it.

<https://replay.pokemonshowdown.com/gen1customgame-1507886970>

-Photon geysers work as intended

<https://replay.pokemonshowdown.com/gen1customgame-1509285283>

Could be tested in the future:

-Foul Play