Familiarizing Yourself With Technical Terminology:

(Crafted by Allison Thorsen in May 2025 with input from Greg Jacobs and Peter Lachaine)

Turns

- Everything in PVP can be broken down into 0.5 second turns. This term is primarily used as an adjective with Fast Moves.

Fast Attacks / Fast Moves

- These are the moves that generate energy when each player taps the screen. Each individual fast move has a different turn duration and energy generation. The assumed mechanic is that fast move damage and energy should apply a turn before fast move animation ends.

Energy / Energy Generation

- As players use their fast moves, animation will be shown filling clickable circles at the bottom. Each fast move will have a different generation rate and you should see this animation consistent with player taps.
- Note: On Androids, you will always see player taps in recordings. On iPhones (which are the current standard for P!P), you will only see the taps that the game is recognizing as an input. That is to say, lag will impact the visuals involved in fast moves and energy generation.

Charge Attacks / Charge Moves

- The energy generated by a Pokemon's fast moves allow them to "reach" charge moves. A pokemon can have up to two charge moves. Each charge move requires a different amount of energy to reach. These moves typically deal more damage than their fast moves and, in some cases, can provide a stat modifier (buff or debuff) to themselves or opposing pokémon. Charge moves can be shielded up to two times by the opposing Pokemon. Charge moves are intended to take one turn to use.

Buff / Debuff (Stat Modifiers)

- Buffs are boosts to a Pokemon's stats through the use of certain charge moves.
- Debuffs are decreases to a Pokemon's stats through the use of certain charge moves.
- Buffs and Debuffs are cleared after a Pokemon faints or swapped with another Pokemon on their team

Random Number Generator (RNG)

- A Random Number Generation (RNG) is when a move has a percent chance to buff or debuff a pokemon.

Bait, Bait Move, or Baiting

- ❖ Sometimes you will hear people refer to some charge moves as bait moves. These are typically the lower energy option that players will use when they are predicting a shield.

Charged Attack Priority (CAP) or Charge Move Priority (CMP)

- ❖ This occurs when two players click on their charged moves at the same time. The intended mechanic is that the Pokemon with the higher calculated attack stat (not to be confused with the visual seen when checking a Pokemon's IVs) will use their charged move first. If two Pokemon have the same calculated attack stat, the game will randomly select one of the two to go first. Since we cannot access calculated attack stats without the use of an external resource, it is important to familiarize yourself with typical attack ranges to help determine more advanced calls.
- ❖ Note that the game can lucky coin flip onto someone's Pokemon 10 times in a row, etc.
- ❖ Charged Attack Priority is the term used by P!P and the term GO Professors/Judges should use. Players will sometimes refer to it as Charge Move Priority.

Damage Registration Error (DRE)

- ❖ Currently, fast move damage and energy registers a turn before fast move animation ends. If that move would KO the opposing pokemon, it takes priority over a charge move on the same turn. However, Niantic has stated this isn't how it's supposed to work and the charge move should go first, which occurs rarely and inconsistently.

Lead

- ❖ This is the pokemon a player starts their match with. When players are in the selection screen, this is the leftmost pokemon. Leads can be good / bad, neutral, or mirrors (each player selected the same pokemon).

Safe Swap / Counter Swap

- ❖ If a player gets an unfavorable lead, they may decide to play out the match or "safe swap" into a different pokemon by clicking on one of the two pokemon pictured on the right side. The opposing player will then either play out the swapped matchup or decide to counter swap.
- ❖ When a player decides to swap their pokemon, they will be unable to swap again for another 50 seconds. This is visualized by grayed out timer animation on the right side of the screen.

RPS (Rock Paper Scissors)

- ❖ RPS or Rock Paper Scissors refers to a matchup when a player manages to hard counter their opponent on the lead, swap, and closer matchups. This is very difficult to overcome.

Forced Swap

- Players have 10 seconds after their Pokemon faints to select a new Pokemon. Forced Swaps occurs when last pokemon on your team is ''forced'' by the game after the 10 seconds to switch in. 1 turn loss is very common (either fast move denial or fast move misalignment).

<u>"Throwing on Alignment"</u>

- Throwing on alignment is when a person uses a charge move at a time that allows their opponent to get an entire fast move through.
  - e.g. A player throws 5 shadow claws (2 turn move, totalling 10 turns) and then uses their charge move against a talonflame with Incinerate (5 turn move) allowing them to sneak another incinerate
- Not an applicable term when the opposing player has a 1 turn fast move.

Additional Chart Indicating "proper fast move timing":

	1turn	2turn	3turn	4turn	5turn
1 turn		1,3,5,7	2,5,8,11	3,7,11,15	4,9,14,19
2turn			1,4,7,10	1,3,5	2,(4),7
3 turn		1,3,5		1,5	(1),3
4 turn			(1),2,5		1,(3),6
5turn		1,3	1,4	(1),3	

Framing how to think about lag (Non-Exhaustive Questions to Ask Yourself):

- When did the lag occur?
- Did it alter shield scenarios?
- Did it alter energy and damage scenarios? (Specifically allowing a Pokemon that is not supposed to outpace to do so or preventing a Pokemon from reaching a charge attack)
- Was this game lost because of alignment that was impossible to overcome at the point of lag? (i.e. technical error occurs after the disputing party had already hard lost the lead, safe swap / counter swap scenarios, and their final Pokemon cannot overcome the already present disadvantages)
- Was the game lost due to poor shield and energy management? Or perhaps a good catch (excluding catches facilitated by lag)?
- Was any move with a CHANCE to buff/debuff involved?