

Moves TTP (aka Top Trumps Movebattle or TTM)
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This is played the same as regular TTP except with moves and typings taken into account.

1. Players are formed into a PL, and the host PMs them 3 Pokemon moves using the command:

!randmove bp > 10, 3

(This is to get rid of moves that don't actually do damage)

2. Players are picked using .pick. They choose someone to attack in chat, but when they play their moves, **they must do so in PMs** to avoid playing to typings.

3. The host announces the moves played. The maximum base roll for each player is the power of the move. If one move is super-effective, resists, or is immune to the other, however, that roll gets a +25 boost. If both types are immune, super-effective, or not effective against each other, no boosts are applied.

4. The move that loses is removed in the case of Long TTP, and if all three moves are eliminated the player is eliminated with them.

This can also be played with Short TTP, where the losing move eliminates the player and the winning move cannot be used again. Moves are regenerated after only 1 move is left.

Special move effects:

- Moves that hit multiple times in one attack: Roll (number of hits)d(base power) for the roll. For moves with variable numbers of hits like Icicle Spear, roll for the number of hits before rolling the damage. The sum is used for the roll.
- For moves like Rollout with doubling damage, roll the maximum number of hits but just use the base roll.
- If a multiple hit move gets a typing bonus, the bonus is added on to the max roll, but divided by the number of rolls (so 5d30 becomes 5d35 because $25/5 = 5$, so +5 to max roll). Round up if necessary. For normal bonuses, the bonus is added directly onto the original roll, so a roll of 90 becomes .roll 115. This applies even for multiple-roll moves.
- For moves like Stored Power and Power Trip, roll out of 7 for the number of hits, then do like above.
- Moves like Explosion can only be used once successfully. There is no replacement for this move (in Long version). If this is the last move a player has, they are out of the game.
- Z-moves and G-Max moves can only be used once. If the attack with the Z-move (or G-max move) is successful, the host rolls another move for that player and the original move is nulled. (Only applies in Long version)