**Pokemon Opal Changelog**

**Major Game Changes**

* Physical/Special Split: Moves now correctly use their appropriate stat. Battle and stat screens show move categories.
* Fairy Type Added: Applied to Mr. Mime, Jigglypuff, Clefairy, Togepi, Marill, and Snubbull lines with all type matchups.
* Fairy Moves: Charm, Sweet Kiss, and Moonlight are now Fairy-type. Added Dazzling Gleam attack.
* Trade Evolution Changes:
  + Haunter, Graveler, Machoke, and Kadabra now evolve via leveling (40, 40, 42, 38 respectively).
  + Other trade evolutions (Slowpoke→Slowking, Scyther→Scizor, etc.) now simply require exposure to their evolution item (King's Rock, Metal Coat, etc.).
* Wild Pokemon Level Variety: All wild Pokemon (including legendaries) can be up to 7 levels higher than base, creating more interesting encounters.
* Route Level Overhaul: Increased Pokemon levels across almost all routes for a smoother level curve with less grinding.
* Fossil System: Fossil Pokemon are fully resurrectable at the new Olivine City Lab.
* Smashable Rocks: Now have a chance to yield fossils, evolution stones, and sellable items.
* Shiny System: Changed to require two perfect DVs with total of 60+, making shinies more common but still special.

**New Areas & Encounters**

**New Areas**

* Mew Grove: New post-game area accessible from Ilex Forest after defeating Elite Four, featuring Mew encounter and rare Pokemon including Chansey, Porygon, and two Pokemon that can’t normally be found in the wild.

**Johto Routes & Areas**

* Bulbasaur: Rare day spawn in National Park
* Charmander: Rare morning spawn in Burned Tower B1F
* Squirtle: Rare spawn in Union Cave 1F (Morning/Day)
* Route 29: Added Mareep (Day)
* Route 31: Added Mareep (Day)
* Route 32:
  + Added Mareep (Morning/Day)
  + Added Slugma (Night, Rare)
* Route 36: Added Mareep (Day)
* Route 40: Added Remoraid (All times)
* Route 42: Added Remoraid (All times)
* Route 45:
  + Added Larvitar (Morning, Day)
  + Added Houndour (Night)
  + Added Misdreavus (Night)
  + Added Mankey (Morning, Day)
  + All Pokemon minimum level increased by 45
* Route 46: Added Mankey (Morning, Day)

**Caves & Towers**

* Sprout Tower: Added Sentret (Morning, Day)
* Burned Tower:
  + Added Slugma (Morning/Night)
  + Added Houndour to B1F (Night, Rare)
* Tin Tower:
  + Added Vulpix (Morning)
  + Added Ninetales as rare spawn (Morning, Floor 5+)
* Mt. Mortar:
  + Outside: Added Houndour (Morning)
  + Inside 2F/B1F: Added Houndour (Morning, Day)
  + Added Houndoom as rare spawn (Morning, high level)
  + Added Houndoom to 2F (Day/Morning, rare)
* Tohjo Falls: All Pokemon minimum level increased by 20 (minimum level now 42)
  + Added Vulpix (All times)

**Forests & Ruins**

* Ilex Forest:
  + Added Murkrow (Night)
  + Added Girafarig (Night)
* Ruins of Alph:
  + Added Houndour (Day)
  + Added Girafarig (Morning, Night)

**Kanto Additions**

* Rock Tunnel (1F, B1F): Added Mankey (All times)
* Route 1: Added Mareep (Morning, Day)
* Route 2: Added Mareep (Day)

**Gym Leader & Elite Four Changes**

* All Gym Leaders Overhauled:
  + Falkner: Changed to Hoothoot/Skarmory
  + Bugsy: Team now Ledyba, Spinarak, Ariados with adjusted levels
  + Whitney: Added Snubbull, Clefairy gets Dazzling Gleam
  + Morty: New Ghost/Dark team with Murkrow, Houndour, Misdreavus, Gengar
  + Chuck: Changed to Johto Pokemon with higher levels
  + Pryce: All Johto Ice-types with more interesting movesets
  + Jasmine: Added Skarmory and Scizor, increased levels
  + Clair: Reimagined as Water/Dragon type specialist
* Kanto & Elite Four: All Kanto gym leaders' Pokemon increased by 15 levels, Elite Four increased by 3-10 levels

**Quality of Life Improvements**

* Kurt makes apricorn balls instantly
* Lottery changed from weekly to daily
* Removed delays from saving the game
* Halved delay when setting Pokeballs in Pokemon Center
* Removed animations from Pokemon sprites
* Added colors to starter selection images
* GS Ball for Celebi available from Goldenrod Pokemon Center after Elite Four
* TM51 (Dazzling Gleam) added to Goldenrod TM shop
* Sunkern's base stats increased by 35% to make it more viable