**Johto Route Updates:**

* **All Gen 2 Pokémon now catchable in Johto**
* **All Pokémon on Route 45 minimum level increased by 45**
* **All Pokemon in Tohjo falls minimum level increased by 20 (min level now 42)**
* **Added Pokémon to Johto routes:**
  + Slugma: Burned Tower (Morning/Night), Route 32 (Night, Rare)
  + Houndour: Burned Tower B1F (Night, Rare), Ruins of Alph (Day), Mt. Mortar Outside (Morning), Mt. Mortar Inside 2f/B1f (Morn, Day), Route 45 (Night)
  + Houndoom: Mt Mortar Morning (rare, high level), 2f (day/morn, rare)
  + Murkrow: Ilex Forest (Night)
  + Mareep: Route 1, 2, 29,31, 32 (Day) and 36 (Morning/Day)
  + Larvitar added to Route 45 (Morn, Day)
  + Misdreavus added to Route 45 (Night)
  + Sentret to Sprout Tower (morning, day)
  + Vulpix to Tin Tower (morning), Ninetales as rare spawn (Morning floor 5+)
  + Charmander to B1F of Burned Tower as a morning rare spawn
  + Bulbasaur as a rare day spawn in National Park
  + Squirtle as rare spawn to Union Cave 1f (morn/Day)
  + Girafarig to Ruins of Alpha Morning and Night, and Ilex Forest Night
  + Mankey to Routes 45 and 46, Morning and Day
  + Remoraid to route 40 and 42
* **Kanto Locations:**
  + Added Mankey to Rock Tunnel 1F, B1F, all times
  + Added Vulpix to Tohjo falls, all times

**Fossil Pokémon Updates:**

* Fossil Pokémon are now fully resurrectable.
* Added Olivine City Lab with a scientist who can resurrect fossils.

**Mechanics and Game Changes:**

* **Pokemon Centres:**
  + Halved the delay in setting Pokéballs in the Pokémon center.
* **Shiny Odds:**
  + Changed Shiny odds to be 1 in 4096 for Pokémon with all DVs of 14 or 15 (approx. 2x as many Shinies)
* **Kurt Updates:**
  + Kurt now makes apricorn balls instantly.
* **Lottery Update:**
  + Changed the weekly lottery number to daily in Goldenrod.
* **Wild Pokémon Level Changes:**
  + Wild Pokémon, including special encounters like legendaries, can now be up to seven levels higher than their base (2% chance for 6 levels higher, 1% chance for 7 levels higher).
* **GS Ball Update:**
  + Changed the flag for the GS Ball to be after the Elite Four. Once defeating the Elite Four, players can get the GS Ball for Celebi from Goldenrod Pokémon Center.
* **Smashable Rocks**
  + Smashable rocks now have a chance to give fossils, evolution stones, and sellable goods
* **Evolution Items** 
  + Evolution stones can be found by smashing rocks
  + A metal coat is now given out by a hiker in Burned Tower

**Moves and Type Updates:**

* **Fairy Type Updates:**
  + Added the Fairy type to Mr. Mime and the Jigglypugg, Togepi, Clefariy, Snubbul and Marril lines.
  + Added Fairy type to moves like Charm, Sweet Kiss, and Moonlight.
  + Added Dazzling Gleam attack and TM with specific Pokémon and level details.
    -  **Learned by specific Pokémon at certain levels:**
      * Mr. Mime at level 44
      * Mareep at level 39
      * Flaaffy at level 47
      * Ampharos at level 51
      * Clefairy at level 30
    -  **Added as a TM move** (currently unobtainable) and can be learned by:
      * Snubbull
      * Granbull
      * Celebi
      * Espeon
      * Sunflora
      * Staryu
      * Starmie
  + Increased Sunkern's base stats by 35%.
* **Special/Physical Split:**
  + Added Special/Physical split to moves, with updated battle and stat screens.
* **TM 51, Dazzling Gleam:**
  + Added to the Goldenrod TM shop.

**Other Changes:**

* **Starter Selection:**
  + Added colors to the images shown when selecting your starter.
* **Save Game:**
  + Removed delays from 'saving the game.'
* **Pokémon Sprites:**
  + Removed animations from Pokémon sprites.
* **Pokémon Evolution:**
  + Haunter, Machoke, Graveler and Kadabra now all evolve by level (between 38 and 42)
  + Onix and Scyther now evolve when exposed to a Metal Coat (metal coat no longer boosts steel damage)
  + Seadra, Slowpoke and Poliwhirl now evolve when exposed to a Kings Rock (kings rock no longer has a chance to flinch the opponent)
  + Porygon now evolves based on happiness at any time of day to Porygon 2

**GYM CHANGES**

* **Falkner's Team (Violet, Flying):**
  + Changed to HootHoot/Skarmory with small level increases and small moveset changes
* **BUGSY’S Team (Azalea, Bug)**
  + 1st slot Pkmn reduces 1 level (12>11), last slot increased (16>17), overall more dangerous
    - Ledyba (Tackle, Supersonic, Light Screen, LV 11)
    - Spinarak (Poison Sting, String Shot, Scary Face, Toxic, LV 14)
    - Ariados (Poison Sting, Night Shade, Sludge Bomb, Constrict, LV 17)
* **Whitney’s Team (Goldenrod, Normal/Fairy)**
  + Whitney is slightly tougher, but shouldn’t prove to be too much stronger (flashbacks to Miltank Rollout INTENSIFIES)
    - Added Dazzling Gleam to Clefairy
    - Added Snubbull (Tackle, Charm, bite, LV 16)
* **Morty’s Team (Ecruteak, Ghost/Dark)**
  + Gengar (LV 24) remains unchanged. All other Pokemon changed to:
    - Murkow (Peck, Pursuit, Haze, LV 21)
    - Houndour (Ember, Smog, Bite, LV 22)
    - Misdreavus (Psywave, Confuse Ray, Psybeam, Shadow Ball, LV 27)
  + Overall more powerful due to level increase and addition of Dark Types
* **Chuck’s Team (Cianwood, Fighting)**
  + Changed to be Johto Pokemon, level increases (average +3-4 levels). Primeape is unchanged bar +3 level
    - Tyrogue (Tackle, Headbutt, Rock Smash, Mud Slap, LV 30)
    - Hitmontop (Rolling Kick, Counter, Rapid Spin, Return, LV 35)
* **Pryce’s Team (Mahogany, Ice)**
  + Increase levels to match Chuck, remains below Jasmine (as you can access Mahogany before going to Cianwood, and you MUST complete the Cianwood story to battle Jasmine)
  + All Pokemon now from Johto, more interesting move sets
    - Swinub (Headbutt, Powder Snow, Endure, Mud Slap, LV 30)
    - Sneasal (Fury Swipes, Icy Wind, Toxic, Faint Attack, LV 33)
    - Pilowswin (Icy Wind, Earthquake, Mist, Blizzard, LV 35)
* **Jasmine’s Team (Olivine, Steel)**
  + Increased all levels by 5
  + Replaced one Magnemite with Skarmory, added Scizor
    - Magnemite unchanged (LV 40)
    - Skarmory (Steel Wing, Swift, protect, return, LV 42)
    - Scizor (Metal Claw, Toxic, Fury Cutter, Double Team, LV 42)
    - Steelix (Slam, Earthquake, Rock Throw, Iron Tail, LV 44)
* **Clair’s Team (Blackthorn, Water/Dragon)**
  + Claire was very dull (Three dragonair and a Kingdra) so I’ve remade her as Water/Dragon with higher levels.
    - Mantine (Surf, Whirlpool, Wing Attack, Rain Dance, LV 44)
    - Octillery (Octakzooka, hyper Beam, Focus Energy, Endure, LV 46)
    - Azumarill (Dazzling Gleam, Hydro Pump, Rollout, Mega Punch, LV 46)
    - Dragonair unchanged, (LV 48)
    - Kingdra unchanged (LV 50)
* **Kanto Gyms**
  + All leaders Pokemon levels increased by 15

**Elite Four**

* All Elite four pokemon level increased by 3-10