

7 @@ DEF NUM\_HOF\_TEAMS EQU 30

R\_ANYTIME
R\_MORNDAY
R\_NITE
RICKNAMED

Regers
F 1

```
140 + tilecoll WALL, FLOOR, FLOO
```

 $\checkmark$  data/tilesets/johto\_metatiles.bin  $\Box$ 

## **Deleted**



**W:** 128px | **H:** 104px

2-up | Swip

••• @@ -1,4 +1,4 @@

tilepal 0, GRAY, BROWN, BROWN,

1 tilepal 0, BROWN, BROWN, BROWN

```
Y, GRAY, GRAY, GRAY, BROWN
```

```
- tilepal 1, BROWN, BRO
```

```
...
              @@ -143,13 +143,13 @@ LoadMetatiles::
      143
                       ld e, 1
143
                       ld d, h
144
      144
145
      145
                       ; Set hl to the address of the current metatile data ([wTilesetBlocksAddress]
              + (a) tiles).
             - ; BUG: LoadMetatiles wraps around past 128 blocks (see docs/bugs and glitches.md)
146
147
                       add a
      146
             ; BUG: LoadMetatiles wraps around past 128 blocks (see docs/bugs_and_glitch#
     o..., -=----, J-...-_p-----_...-p-----...
                       dd hl, hl
                       add hl, hl
151
      150
                       add hl, hl
152
      151
      152 +
                       add hl, hl
153
                       ld a, [wTilesetBlocksAddress]
      153
154
      154
                       add 1
                       ld 1, a
155
      155
   +
```

```
...
813
      814
                      bccoord TEXTBOX_INNERX, TEXTBOX_INNERY + 2
814
      815
                      ret
815
      816
            + TextCommand_HIGH::
      817
      818
      819
                      bccoord TEXTBOX_INNERX, TEXTBOX_INNERY - 2
      820
      821
             TextCommand_PROMPT_BUTTON::
816
      822
      823
             ; wait for button press; show arrow
817
                      ld a, [wLinkMode]
818
      824
   +
```

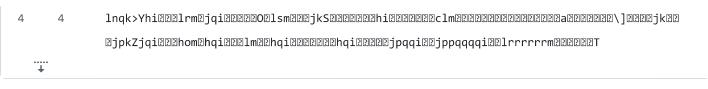
```
.....
             @@ -46,6 +46,11 @@ MAC
                    db TX_LOW
     46
             ENDM
47
     47
48
     48
      49
                    const TX_HIGH
           + MACRO text_high
      50
                     db TX_HIGH
      51
      52
           + ENDM
     53
                    const TX_PROMPT_BUTTON \ $06
49
     54
50
     55
           MACRO text_promptbutton
                     db TX_PROMPT_BUTTON
51
     56
```

```
213
       213
                ElmsLookingForYouText:
                        text "Oh, <PLAYER>...! Our"
214
       214
                        text_high
                        text " MOM "
       215
                        next "Oh, <PLAYER>...! Our"
       216
                        line "neighbor, PROF."
215
       217
216
       218
217
       219
                        para "ELM, was looking"
    +
```

- 22222\]27777272222222227277777222222<POP=]27777222222ef2272767^2KWS22>=222^27777222222

1









## Comments 0