

真

PokéMon<sup>TM</sup>

TRAINER'S GUIDE

# TRAINER LICENSE

Name: \_\_\_\_\_

Age: \_\_\_\_\_

Hometown: \_\_\_\_\_

Having secured sponsorship from an accredited Pokémon Professor, as well as being of eligible age, this document confers upon its owner the title of **Pokémon Trainer** along with all privileges and responsibilities imbued therein.



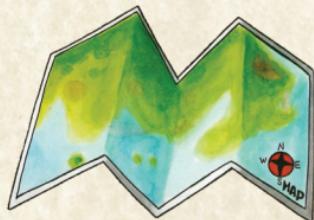
G A M E   F R E A K





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# FORWARD

Hello there, Trainer. Welcome to the world of Shin (真) Pokémon!

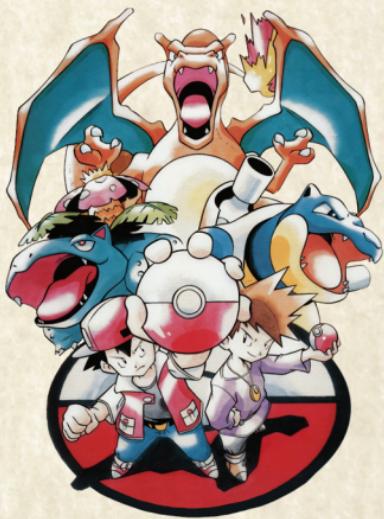
You may or may not be wondering what that little symbol means. The Japanese kanji 真 or “Shin” is used to convey the concept of “truth” or “genuineness”. It is also used throughout Japanese media to denote a remastering, updated retelling, or a true form of something. It is an apt descriptor for the driving philosophy behind the creation of the Shin Pokémon project.

Started in 2018 by a secret cabal of ancient Pokémon nerds, Shin Pokémon is an enhancement ROM hack of Pokémon Red & Blue that aims to be the ultimate remaster fans never got. Straying little from the initial retail release, this project focuses on fixing game engine bugs and oversights from the original game.

Additionally, trainer AI routines are improved and multiple quality-of-life enhancements have been added. It also acts as a kind of research-informed speculative work that interprets what the 2016 Nintendo Virtual Console re-release of Gen-1 Pokémons could have been. It is the image of a glitch-free experience with player-friendly goodies and enhancements common to other modern game remasters.

While the vast majority of enhancements are either immediately apparent or hidden away in the game engine, there are still many gameplay features that you may engage with. This handy **Trainer's Guide** was created to give an overview of all the new features within Shin Pokémons. It covers topics like mechanical changes, additional options, new NPCs, and so much more!

As of publication, this guide book applies to Shin Pokémons **version 1.24.6M**.



# CHANGES TO PARTICULAR MECHANICS

## Trade Evolutions

Pokémon that evolve by trade can also evolve by other means.

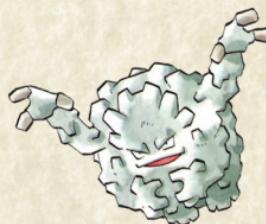
**Kadabra:** Hinted at by a Pewter Museum NPC that comments on the moon stone. Use a moon stone at level 35.

**Haunter:** Hinted at by the Lavender Town NPC that asks if you believe in ghosts. Use a thunder stone at level 35.

**Graveler:** Hinted at by a Cinnabar Island NPC that talks about the mansion. Use a fire stone at level 35.

**Machoke:** Hinted at by a house NPC in Pewter City that talks about trainers teaching Pokémon. Use a leaf stone at level 35.

**Evolution by trade is still allowed and works as normal.**



## Type Interactions

Ghost (i.e. Lick) is now super effective against Psychic types.

Night Shade deals no damage to Normal-type Pokémon.

Seismic Toss deals no damage to Ghost-type Pokémon.

Normal-type trapping moves (Wrap and Bind) will not restrain Ghost types thus allowing targeted Ghost Pokémon to move.

## Rage

This move now lasts 2 to 3 turns to prevent getting stuck in an infinite loop. Any attack boosts gained during Rage are retained when it ends. In this way, Rage is almost like an alternate take on Bide. Having your Raging Pokémon tank a multi-hit move is a great way to set up for a physical sweep.



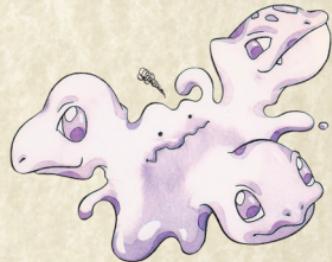
## Bide

Each hit of a multi-hit move now adds to Bide's damage instead of just the first. Needless to say, using Double Kick on a Bide-user has the potential to backfire horribly. Bide can still hit targets in the fly/dig state because, though technically a bug, why make Bide an even worse move?

## Transform

Move slots cannot be rearranged when transformed to prevent acquiring glitch moves. When transforming into a Pokémon and copying its Transform move, the PP of the copied move is set thusly to prevent an endless loop between Transform-users.

- The PP of the Transform move getting copied is read at the current instant.
- If  $> 5$ , then the copy Transform is set to 5 PP.
- If  $\leq 5$ , then the copy transform is set to the current instant PP minus 1.



## Sleep Status

You can choose a move while asleep, and the move is used upon waking up. Sleep starts with a counter of at least 2 in order to maintain the accuracy of sleep effect moves. Rest now sets the sleep counter to 3 in order to preserve its lose-2-turns penalty. These changes help to remove the "infinite combo" that could be done by high-speed users of sleep moves. Overall, the only loss is that sleep has a maximum possible lost-turn number of 6 instead of 7.



## Trapping Moves

Switching out of trapping moves (Wrap, Clamp, Fire Spin, etc) ends the move and wastes the trapper's turn. This matches what PokéMon Stadium enforces upon trapping moves.

Additionally, a 'poof' animation plays to signal the last turn of a trapping move.

## Critical Hits

If a critical hit would do less damage than its non-critical amount, the non-critical amount will be used instead. Furthermore, the effect for Dire Hit and Focus Energy now work correctly and quadruple the critical hit rate. Also, each hit of a multi-hit move (such as Fury Attack) now has its own chance to critically hit.

## Accuracy, X-Accuracy, and One-Hit-K.O.s

The 1-in-256 chance to miss on all moves has been fixed. Using the X-Accuracy item no longer gives OHKO moves 100% accuracy. X-Accuracy now allows OHKO moves to hit a faster opponent.

## Psywave

Psywave has undergone alterations to its statistical distribution for damage. It will now roll for damage multiple times and use the best roll. The number of times that damage is rolled is based on the target's current HP with more HP causing more re-rolls. This makes the move have more consistent damage as well as higher average damage.

## Random Number Engine

The game now uses a more robust pseudorandom number generator for 8-bit processors. The random seeds are taken from garbage values in RAM on boot-up. Power-cycle your game if your luck is bad. Of note, all wild Pokémon DV combinations are now possible regardless of the current map.

## Moves With Catch Bonuses

Certain moves now affect catching mechanics if known by your active Pokémon in battle.

**Razor Wind & Skull Bash** – additive +10 to catch rate per toss of a non-safari ball.

**Roar & Whirlwind** – additive +20 to catch rate per toss of a non-safari ball.

**Take Down** – improves the ball factor of non-safari balls by 2.

**Egg Bomb** – improves the ball factor of non-safari balls by 2 and additive +10 to catch rate per toss of a non-safari ball.



## Level-Up Moves and Learnable TM/HMs

Learnable moves via level and TM/HM have been adapted from Yellow version. It is not an exact copy. Particularly so with Eevee and its evolutions since Yellow had them serving as boss-only Pokémons. Stone-based evolutions also get to learn a few more moves by level-up. Certain Pokémons gain an extra TM move or two in their level-up list to play nicer with the AI. For full details, see the "[Changes to Pokémons](#)" section.

## Fixed Catching Mechanics / Safari Zone

The ball factors of 8 for Great balls and 12 for Safari balls have been swapped. This means that Great balls are no better at catching full-health Pokémons than its peers. It also means that Safari balls are much better for catching full-health Pokémons.



The catch rate in Safari battles will now reset when either the "eating" or "angry" state end.

The chance of a Pokémon fleeing in the Safari Zone now uses  $[1.5 \times \text{Level}]$  instead of  $[\text{current speed}]$  for calculations.

## DEBUG FUNCTIONS

### Softlock Warp

This will instantly teleport you back to your mom's house in Pallet Town if you get stuck. It also sets your money to at least 1000 if you have less than that. Use this warp if you find yourself unable to move after updating to a new patch. Instructions to perform:

1. Go to the start menu and put the cursor on OPTION.
2. Press and hold DOWN on the d-pad. The cursor will now be on EXIT.
3. While continuing to hold DOWN, press and hold SELECT.
4. While still continuing to hold the two aforementioned buttons, press B.
5. The start menu should close and you will warp back to your mom's house.

## Vanilla Options Reset

This will undo all of the special options in case you are updating to a new patch. Instructions to perform:

1. Go to the start menu and put the cursor on the top option (usually POKEDEX).
2. Press and hold UP on the d-pad. The cursor will now be on EXIT.
3. While continuing to hold UP, press and hold SELECT.
4. While still continuing to hold the two aforementioned buttons, press B.
5. The start menu should close and you will hear a jingle.



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v1.24.6M

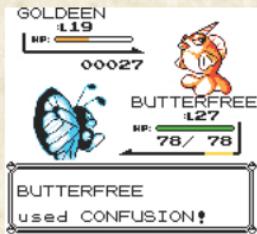
## Debug RNG Seed Display

At the title screen, press and hold A + SELECT until the main menu appears. This will display the 4-byte RNG seed at the main menu for debugging purposes.

## Debug Damage Display

As a debugging cheat, damage values will be displayed in battle as the UI updates. Toggled on/off via the following method:

1. Go to the start menu and put the cursor on OPTION.
2. Press and hold DOWN on the d-pad. The cursor will be on EXIT.
3. While continuing to hold DOWN, press and hold SELECT.
4. While continuing to hold the two previous buttons, press A.
5. The start menu should close. A PC "boot up" sound will play to indicate ON, or "shutdown" sound to indicate OFF.



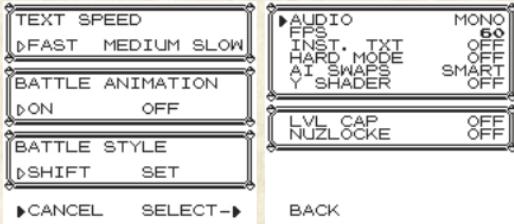
## Debug DV / Stat EXP Reset

On your POKÉMON party screen from the start menu, place the cursor over a desired Pokémon. Then press A while holding LEFT + SELECT. You will be prompted to confirm your decision. If YES, that Pokémon will have all its Stat EXP reset to zero. Also, it's DVs will be set to match the quantities of the first four items in your active bag.

# ENGINE FUNCTIONS

## Extra Options Menu

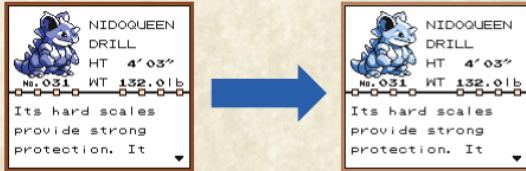
Press SELECT on the main options menu to go to the extra menu where several new features can be toggled.



## Color Correction (y Shader)

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©'95-'96-'98 Creatures inc.  
©'95-'96-'98 GAME FREAK inc.

This applies when playing or emulating as a Game Boy Color game wherein you are using a modern backlit screen with no other color correction. The colors will be highly saturated in this state. To fix this, press SELECT at the copyright screen when the game first boots. A sound will play and a symbol will appear at the bottom right. This can also be toggled in the extra options menu.



## Audio Type

Updated Audio mixing has been ported over from Pokémon Yellow. Cycle through audio types on the extra options menu.

## 60 FPS Mode

Toggle this feature in the extra options menu. 60 FPS mode will cause the overworld to run at the Game Boy hardware's native 59.72 Hz frame rate. It works best when played as a Game Boy Color game because it will take advantage of the console's double-speed processor mode.

## Zero-Delay Text (Instant Text)

Toggle this feature in the extra options menu. This feature reinstates a speed-running trick that makes text print with zero frame delay. Note that other text speed options do nothing while this feature is active.

# DIFFICULTY SETTINGS

## Hard Mode

Toggle this on the extra options menu. Hard mode imposes several changes to the game's systems that increase difficulty:

1. Enemy trainer Pokémon are assigned level-appropriate StatEXP whereas they previously had none.
2. Enemy trainer Pokémon have above-average DVs whereas they previously all had values of 8 or 9.
3. Stat boosts granted by badges are disabled during trainer battles.
4. X-stat items increase by two stages instead of one like in more recent generations.
5. Revive items can only be used outside of battle.
6. Wild Mewtwo uses trainer AI to choose its moves, and it also blocks you from using a Master Ball.
7. Non-link battles in hard mode use the Stadium 1 formulas for critical hit probability.
8. Wild Pokémon DVs get 1 re-roll each if less than 4, biasing them upwards a little bit.

## AI Trainer Switching (AI Swaps)

Toggle this on the extra options menu. Activate by setting it to SMART. This feature allows enemy trainers to switch somewhat intelligently. Note that if disabled, Jugglers are unaffected because their official gimmick is that they switch randomly.

## Obedience-based Level Cap

There is now an obedience-based level cap that can be toggled in the extra options menu. While active, the current maximum obedience level will display in the extra options menu. All Pokémons, not just trades, will start to disobey if over the displayed level cap. The cap will change based on which badge you have. It provides a different challenge where one is forced to keep a team within the game's level curve. **Players should deactivate this feature for post-game adventuring past the level cap. This is intended as an alternative to, and not to be used with, the Scale Enemy Trainer Levels feature.**



## Scale Enemy Trainer Levels



Talk to the aide in the lower-right section of Oak's lab to toggle this feature. While active, enemy trainer roster levels will scale upwards relative to the highest-level Pokémons in your party. This scaling factor will be based on a weighted average of your whole team, but on hard mode, or against Gym Leaders the scaling will be based on the absolute highest level member of your team. Enemy Pokémons will evolve by level if applicable (biased to higher levels). Gym leaders and the Elite-4 scale slightly higher than normal trainers. **Warning – The difficulty will be compounded if both trainer scaling and hard mode are active.**



## BATTLE MODIFIERS

### Wild & Starter Pokémon Randomization

The girl in Oak's lab toggles on/off a built-in randomizer for wild Pokémons. It shuffles all Pokémons that can be gained through walking, surfing, fishing, or from the Celadon Prize Corner. When activated before Professor Oak takes you to his lab, your starter Pokémons choices are randomized as well. Scripted events are unaffected (gifts, in-game trades, static encounters, and so on). The game's five legendary Pokémons are also excluded from randomization because they are static encounters.

A saved seed value is used, so the shuffled order is always preserved between play sessions. This lets the AREA feature of the Pokédex automatically adjust for the new Pokémons locations. And a new random seed is generated upon each new game. Talking to the girl in Oak's lab allows the player to generate a new randomization seed value.

Shuffling is done using three internal Pokémons lists defined by base-stat-total: A, B, and C tiers. Pokémons are only shuffled within their own tier list in order to maintain some modicum of balance. The girl will also ask if full randomization is preferred, which will combine the tiers into one big list.



## Regular Trainer Randomization

One of Oak's aides has been added to the Viridian Pokémon Center. Talk to him to toggle this feature. This randomizes the teams of regular no-name trainers that do not have roster customization. This randomization method uses different curated lists based on level in order to maintain some balance.



## Active Pokémon Stat Displays

The stat displays of the active Pokémon in battle will display its current-moment stats instead of its unmodified stats. For example, using Swords Dance will reflect on the active Pokémon's status screen in battle.



## Battle Clauses

The house to the lower-left of Viridian Gym has several new NPCs named the *Clause Brothers*. Each one handles toggling of a specific battle clause like those featured in Pokémon Stadium. The clauses apply to the player and AI equally, and they only apply during trainer battles.

**Item Clause:** Items may not be used in battle.

**Freeze Clause:** A trainer's team can only have one Pokémon frozen at a time. When a Pokémon is frozen and another Pokémon on the same team is hit with a move that can cause the Freeze condition, the chance of that move inflicting Freeze is reduced to 0%.

**Sleep Clause:** A trainer's team can only have one Pokémon asleep at a time. When a Pokémon is asleep and another Pokémon on the same team is targeted with a move that induces the Sleep condition, that move will have no effect. The move Rest will still cause its user to fall asleep regardless of this clause. A Pokémon that has fallen asleep due to using Rest still counts towards this clause's limit of one sleeping Pokémon per team.

**Hyper Beam Clause:** The move Hyper Beam does not need to recharge if it knocks out the opposing Pokémon.

**Trapping Move Clause:** Trainers have a counter that starts at 0. Successfully using a trapping move (Wrap, Clamp, Fire Spin, or Bind) increments the counter by 1. Selecting a trapping move after the counter has reached 2 causes the move to have negative priority and go 2nd in each round. Switching or using a non-trapping move resets the counter to 0.

## Battle Clauses Over Link



Link battles in the Colosseum now synchronize battle clauses between both players. There is a clipboard in the Colosseum that is used to reset and re-select your battle clauses. Any active clauses between your opponent and yourself are applied to both players. A splash screen before battle will display the enforced clauses.

## BUTTON-ACTIVATED FEATURES

### Running Shoes

Hold the B button to move at double your normal speed. This also works when surfing or using your bike.

### Bag Auto-Sort

You can now automatically sort all the items in the bag menu or the PC item menu. Hold SELECT and press START while on the bag or PC item menu to auto-sort your items.

## Extra Bag Pocket

The bag now supports an additional item list for an extra 20 slots of space. Press **START** while in the bag menu to hot-swap the item list that populates the active bag. This also works in battle or when depositing items into the PC.

In general, the non-active item list gets recognized by the game's systems. For example, you can enter the Cinnabar Gym even if the Secret Key is in the non-active bag space. For certain unique systems, like Pokémon Stadium compatibility, only the active bag list is detected.



## One-Button HM Usage

You must still have the correct badge and move on one of your Pokémons to use a HM in this way.

**HMO1** – Press **SELECT** when facing a shrub or grass tile to use CUT.

**HMO3** – Press **SELECT** when facing a shore to use SURF.

**HMO5** – Press **SELECT** in a dark area to light it with FLASH.

**HMO4** – Press **SELECT** while facing a boulder to activate STRENGTH. Your Pokémon's cry plays and the screen flashes.



## Quick Bike Button Combo

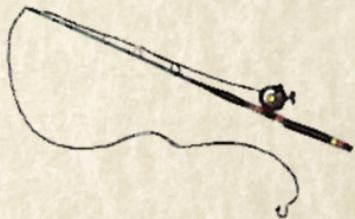
You must have the bicycle in your bag. You must not be facing a shore. Text for NPCs, signs, and other objects have priority, so do not face toward these things.

**Press and hold A. While doing that, press SELECT.** You can now release the two buttons. This will tell the game to get on your bike. You can also get off your bike the same way.

## Quick Fishing Button Combo

You must have a fishing rod in your bag. Face against a shore. You may have to bump against it a single time.

**Press and hold A. While doing that, press SELECT.** You can now release the two buttons. This will prompt the game to choose the best rod in your bag and use it.



## Display Pokémons DVs

Determinant Values (DVs) are the predecessors to the Individual Values (IVs) used in Gen 3 and onwards. Unlike IVs, DVs are on a scale from 0 to 15. On the Pokémons menu, select a Pokémon and place the cursor over STATS. While holding the START button, press the A button to enter the Pokémons status screen. In place of the Pokémons HP and stat values, its DVs will be displayed instead.



## Display Pokémons Stat EXP

Stat Experience (StatEXP) is the predecessor to the Effort Values (EVs) used in Gen 3 and onwards. Unlike EVs, StatEXP values are on a scale from 0 to 65535 and there is no sum total limit between stats. On the Pokémons menu, select a Pokémon and place the cursor over STATS. While holding the SELECT button, press the A button to enter the Pokémons status screen. In place of the Pokémons HP and stat values, its StatEXP values will be displayed instead.



## Forfeit Trainer Battles

You can now forfeit a trainer battle to force yourself to black out. This can be useful for escaping in-battle softlock scenarios. On the main battle menu, place the cursor over RUN. While holding the SELECT button, press the A button. You will be asked to confirm your decision. Choose YES to forfeit or NO to cancel.



## Shiny Pokémons and Viewing a Shiny Palette

Pokémon can be shiny based on the same DV criteria for Gen-2 Pokémon games. This means caught shiny Pokémon can be transferred between Gen-1 and Gen-2 games and still remain shiny. An indicator of three sparkles will appear by a Pokémon's name in battle and the status menu if it is shiny. The shiny Pokémon will also have a palette swap color if playing as a Game Boy Color or Super Game Boy game.

DRAGONAIR  
DRAGON  
HT 13' 01"  
WT 36.01 lb  
No. 148

A mystical POKÉMON that exudes a gentle aura.

You can view a Pokémon's shiny palette easily in the Pokédex. Choose a Pokémon and place the cursor over DATA. While holding the SELECT button, press the A button to view its Pokédex entry. The Pokédex entry will display the Pokémon with its shiny color.

## Owned Pokémon Audio Cue

On the main battle menu, place the cursor over an option in the left column (FIGHT or ITEM). Press the SELECT button. The active enemy Pokémon will play its cry if that species is registered as Owned in your Pokédex.

## New Game Plus

To initiate this feature, you must have an existing non-corrupt game save on-file. You must also have beaten the Elite-4 in the on-file save. Press and hold SELECT while choosing the NEW GAME option. A jingle will play to indicate NG+ has activated and the SELECT button can now be released.

Preserves ONLY the following (your current party will be lost):

- Boxed Pokémon
- Play clock
- Pokédex seen/owned registry
- Hall of Fame (somewhat experimental)
- Option screen selections
- Trainer ID (affects Pokémon obedience)
- Wild Pokémon randomizer seed

The player can choose whether or not to generate a new Trainer ID when selecting New Game Plus.



# GAMEPLAY-RELATED FEATURES

DRAGONITE	155	NOT ABLE
HYPNO	45	ABLE
PIDGEOT	45	NOT ABLE
VICTREEBEL	45	NOT ABLE
KINGLER	NO	YES
RAPIDASH	NO	NO
temporary FIELD MOVE?		

## Temporary Field Move Slots

When teaching a Pokémon a field move outside of battle, such as with a HM, this feature becomes apparent. You will be asked if you would like to teach it as a temporary field move. If so, it will be learned into a special field move slot that is separate from the normal list of four moves. Such a temporary move cannot be used in battle, but it can be used in the overworld as normal.

Each Pokémon on your team can have one temporary field move at a time. Having one will display it on the status screen above the Pokémon's other moves. A temporary field move cannot be overwritten with another field move. But it will be erased if its owning Pokémon leaves the party (such as by being deposited in the PC).

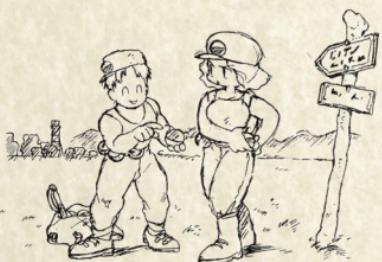
If all four of a Pokémon's regular moves are field moves, its temporary field move cannot be menu-selected. But if a fifth field move in the temporary slot is a HM, it can still be activated via One-Button HM Usage.

**Teaching a TM as a field move will not consume the TM.**

	HYPNO No. 097	EXP POINTS 93680
		LEVEL UP 3656 to 146
		FLASH
	PSYCHIC HYPNOSIS SEISMIC Toss DREAM EATER	PP 10/10 PP 20/20 PP 20/20 PP 15/15

## Female Trainer Option

When choosing NEW GAME, you will be asked if you are a boy or a girl. Choose GIRL to play as the female trainer. Choose BOY to play as the usual male trainer.



## Rematch Trainers

The gym leaders and most trainers can be rematched. Simply talk to them once or twice. Select YES when prompted. If Giovanni has disappeared from his gym, exit and re-enter the gym to bring him back.

## Pokédex AREA Enhancements

The AREA function of the Pokédex now takes the Super Rod into account. It will also notify you if the Pokémon you are referencing is available on the currently loaded map. If available on the current map, it will notify you if it can be found by walking, surfing, or by Super Rod. The Cerulean Cave is a special case where Nest icons will not display.



## Reworked Fishing

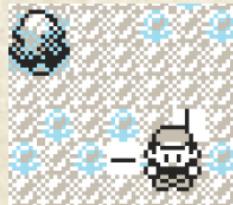
The locations of the Good Rod and the Super Rod have been swapped, and Route 12 has been altered to make its Fishing Guru accessible as soon as you reach Lavender Town.

All rods now randomly add 0 to 7 levels to anything hooked.

The **Old Rod** can fish up two kinds of Pokémons depending on the current map from this list: Magikarp, Goldeen, and Poliwag. Additionally, when using the Old Rod, press and **hold B within about 1 second to always hook a Magikarp.**



The **Good Rod** can fish up three or four kinds of Pokémons depending on the current map from this list: Poliwag, Horsea, Krabby, Goldeen, Psyduck, Shellder, and Tentacool.



## Improved Itemfinder Function

If an item is detected, it will play 1 to 3 chimes depending on how close it is (more chimes means closer to the item). Lines will point in the direction of the item and flash with the chimes. If the player is right on top of the item, no lines will show and the chime will play four times. If the **SELECT** button is held while selecting to **USE** the Itemfinder, then the original Itemfinder function is used.



## Reworked Daycare

The daycare has a PC added for the player's convenience.

Pokémon with HM moves are now allowed in the daycare. The daycare also lets you select moves to forget (if any) upon retrieving your Pokémon. After trying to learn all the moves it can up to its new level, it will try to evolve if applicable. After evolving, it tries to learn any other moves between its evolution threshold level and its new level. If it can evolve again by level, it will try to do so and once more try to learn any moves it may have missed.

The daycare experience gain has been recalibrated. It no longer gives 1 EXP per step. Instead, it falsifies the act of farming wild encounters against a Pokémon with a base EXP value of 56. The falsified encounter starts at level 5, and it increases 5 more levels per badge obtained. With 8 badges, using the daycare is essentially a faster way of farming level 45 basic Pokémon.

The downside of not gaining StatEXP in the daycare still remains as a tradeoff. Consider using the daycare as a way to outsource some grinding while you go focus on other things.





## The Shimmer

This is a cheat feature for those who want more viability when using certain low-regarded Pokéémon. It is toggled ON/OFF via the glass Pokéball decoration in the rival's house.

Pokéémon eligible to gain the shimmer factor are:

CATERPIE METAPOD BUTTERFREE

WEEDLE KAKUNA BEEDRILL

SANDSHREW SANDSLASH EKANS ARBOK

RATTATA RATICATE ZUBAT GOLBAT

HORSEA SEADRA GOLDEEN SEAKING

PONYTA RAPIDASH JIGGLYPUFF WIGGLYTUFF

PARAS PARASECT VENONAT VENOMOTH

PSYDUCK GOLDUCK DITTO PINSIR

HITMONCHAN LICKITUNG ONIX

FARFETCH'D PORYGON

The shimmer factor appears randomly and secretly, being more likely to occur by training and sending out eligible Pokémons. Each time an eligible Pokémon is sent out into battle will trigger a random chance of the shimmer factor being obtained. The base chance is 1-in-256, and it increases by an additional +[1-in-256] for every 2048 StatEXP the Pokémon has for HP.

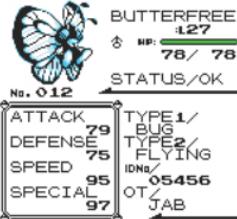
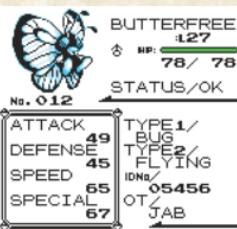
The shimmer only manifests in Pokémons that are fully evolved, even if their pre-evolved forms gained the secret shimmer factor. When the shimmer manifests as a Pokémon gets sent out, that Pokémon gets a large boost to some stats that are low-to-poor. It is effectively a kind of power-up or “super mode”.

Activating the shimmer affects a Pokémon's unmodified **Attack**, **Defense**, **Speed**, and **Special** when it gets sent into battle. For any of these stats that are less than 8/3rds its level, its level value gets added to that stat as a boost.

While the feature is active, there is a slight chance that the shimmer will manifest on applicable enemy trainer Pokémons. And certain boss-like enemy trainers will always manifest the shimmer on their applicable Pokémons.



A ray shimmers.



# TRAINER-AIDING FEATURES

## Caught Symbol and Gender Symbol

Talk to the aide in the lower-left section of Oak's lab to toggle this feature after obtaining the Pokédex. While active, it has the following effects:

- Wild Pokémon have a gender symbol by their names if applicable.
- If applicable, a gender symbol is added to a Pokémon's status screen.
- Enemy wild Pokémon that have already been registered as Owned will display a Pokéball symbol in battle.



Gender is determined the same way as Gen-2 for the purposes of cross-generation transfers.

## Move Deleter and Relearner

Two new NPCs are added to the Saffron City house below COPYCAT's house. Talk to the little girl to delete moves. Talk to her tutor to relearn moves for a small fee.



## Coin Gentleman

There is a gentleman added to the Celadon Hotel as an alternative to playing the slots. He will give you free game corner coins if you show him the Pokémons he requests. His request changes every time you enter the hotel, so make use of the hotel's PC to the right. Place his requested Pokémon at the top of your team and speak to him to get your reward.

## Joe's Drink Stand

A new drink stand has been set up on the Route 19 beach below Fuchsia City. It sells vending machine drinks in multiples like a Pokémart.



## Catch-Up EXP Booster

Talk to the aide in the Celadon Diner to toggle this feature. While active, EXP gained is boosted if the active Pokémon's level is lower than that of the fainted enemy. The boost is 1.5 multiplied by an additional 1.5 for every 3 levels of difference. For example, a level difference of 9 results in an EXP multiplier of  $(1.5)^4 = 5.0625$ . Use this feature to help you train-up new team members in the mid-to-late game.



## Get a Free Paras

Go to the small house on Route 2 just below the exit of Diglett's Cave. The Aide NPC inside the house will now gift you a Paras.



You can use this Paras if you ever find yourself without a Pokémon that can learn Cut.

## POST-GAME ADDITIONS

### SS Anne Tournament

You can return to the SS Anne after beating the Elite-4. Find the Gym Guy hanging out in the kitchen. He is organizing a little tournament with the following rules:

- 1 - Seven matches to win.
- 2 - Must use a team of exactly three Pokémons.
- 3 - Your Pokémons are healed after every match.
- 4 - Enemy levels are scaled to your strongest party Pokémon.
- 5 - You must have an open item slot to claim your prize.
- 6 - Any trainer can appear with any three Pokémons (excluding Mewtwo and Mew).
- 7 - No breaks allowed in-between battles.



Winning the tournament rewards you with a Master Ball!

### Uncapped Vitamins

After beating the Elite-4, vitamins have no limit placed upon them when used on Pokémons greater than level 30.

# Rare Item Shop

The 3rd floor of the Celadon Department Store has a shop open up after beating the Elite-4. **It sells the following items:**



MASTER BALL



MAX REVIVE



RARE CANDY



MOON STONE



DOME FOSSIL



HELIX FOSSIL



OLD AMBER



EXP.ALL





## Bulk Coin Seller

One of the Rocket grunts walking around the top left corner of Celadon City will now sell you 1000 coins at a time.



## Selling Pokémons

Find the house with the game corner CHIEF in Celadon City. Talk to him after beating the Elite-4 to find he's in some dire straits. He will offer to buy the Pokémons in your team's first slot. The value is based on the Pokémons' DVs, level, catch rate, and whether it is shiny or not.



## Mr. Fuji and the M.Gene

Put Mewtwo at the head of your party and talk to Mr. Fuji to get the new M.Gene consumable item. The M.Gene can be used on a Pokémon out of battle in order to re-randomize its DVs with above-average values. This constitutes a scrambling of DNA, so it may affect that Pokémon's sex and shiny status.

## Special Safari Event

A new NPC can be utilized in the Safari Zone Gate after beating the Elite-4. Talk to him to toggle special parameters that have the following effects on the Safari Zone:

- All Pokémons encountered will have above-average DVs.
- A rare chance for any non-legendary Pokémons to appear.

## Mirror Match Battle Generator

Pagliacco, a pokémaniac with a flair for theatrics, has been added to the north-south underground path. After the Elite-4 are beaten, he will offer to engage in a mirror match against your own party.

## Random Battle Generator

There is a sketchy guy added to the west-east underground path. After the Elite-4 are beaten, he will offer to engage you in randomized battles. Win 5 matches in a row against him without leaving the area to get more M.GENE items.

## Finding Mew

Mew is available to catch after viewing your completed Pokédex diploma in the Celadon Gamefreak building. Mew shows up on only one game map, it is level 70, and it is a random encounter. A message will hint that you are on the right game map. The random encounter for Mew only happens a single time. You have only one opportunity to catch it.



## The Secret of the Mist Stone

The MIST STONE is a consumable item that can be used on any Pokémon above level 30. It will max-out all the StatEXP of the Pokémon on which it is used. If all the StatEXP is already at max, then it will set all the DVs to maximum instead. But this assumes you are able to find the secret room for obtaining the stone in the first place. Here's a hint. There is a cave entrance hidden on the overworld just out of sight off the beaten path.



## Bill's Secret Garden

It is possible to get behind Bill's house if you show him a "new species" of Pokémon. The area behind this house will let you encounter rare Pokémon at level 5 such as the starters. These Pokémon have a 1-in-128 chance to be shiny.

## The Scourge of MissingNo.

MissingNo. can be activated after viewing your completed Pokédex diploma in the Celadon Gamfreak building. Talk to the old man in Viridian and watch his catching tutorial. Then start surfing up and down the east Cinnabar shore. Win or lose, you have to reactivate the battle via the old man. If you win the battle, the item in your 6th bag slot will be multiplied.

## The Scourge of MissingNo. Part II

An even harder MissingNo. battle can be challenged. It works the same as previous, except the player should start surfing up and down the east Seafoam shore. If you win the battle, the item in your 6th bag slot will be multiplied and a special flair will be added to your diploma.



## PRO-TIPS

### Gifts/Prizes/Trades

Pokémon that are given to you by NPCs have above-average DVs. This applies whether it is a gift, in-game trade, or a purchase. This means that prize Pokémons from the game corner will always have good stats. And buying a Magikarp from a shady figure might not be such a bad investment.

### Stock-Up on Items

Enemy trainers are more aggressive about attacking, so your team incurs more damage over time. Be sure to purchase a reasonable stock of healing items to counter the increased attrition.

真 Pokémon™

### Big EXP Gains

The Catch-Up Booster bonus compounds with other 1.5x EXP bonuses in the game. With this in mind, activate level-scaling and do trainer rematches with a traded Pokémon to gain loads of EXP.

### Training in Post-Game Without Battling

Here is an alternative to grinding out battles in the post-game. Catch some Pokémon. Sell them to the game corner chief. Buy rare candies and vitamins with the proceeds. Take note that vitamins are uncapped in the post-game for Pokémon above level 30. Use your purchases to train your team without battling.

# ITEM AND POKÉMON AVAILABILITY

## Expanded TM Availability

All TMs can be repurchased around the region. Don't be shy about using TMs acquired from NPCs and exploration.

### Viridian Mart

- Egg Bomb
- Softboiled

### Pewter Mart

- Pay Day
- Dream Eater

### Cerulean Mart

- Whirlwind
- Bide

### Vermilion Mart

- Water Gun
- Thunder Wave

### Lavender Mart

- Bubble Beam
- Dig
- Rest
- Rockslide

### Fuchsia Mart

- Teleport
- Mimic
- Swift
- Tri-Attack
- Substitute



### Celadon Mart 2F

- Double Team
- Reflect
- Razor Wind
- Horn Drill
- Dragon Rage
- Mega Punch
- Mega Kick
- Takedown
- Submission

### Celadon Mart 5F

- Body Slam
- Rage
- Self-Destruct

### Celadon Prize Corner

- Thunderbolt
- Hyper Beam
- Blizzard

### Saffron Mart

- Double-Edge
- Counter
- Seismic Toss
- Metronome

### Cinnabar Mart

- Swords Dance
- Toxic
- Ice Beam
- Mega Drain
- Skull Bash
- Psywave

### Indigo Mart

- Solar Beam
- Thunder
- Earthquake
- Fissure
- Psychic
- Fire Blast
- Sky Attack
- Explosion

## Changes to Item Locations

- Additional hidden potion in viridian city
- Added a hidden potion on route 22
- Added two hidden repels to pewter city
- Water Gun TM has been replaced by a super repel in Mt. Moon
- Water Gun TM is now found in the Pewter Museum
- Added a hidden great ball and pokedoll on route 6
- Added a hidden max revive on route 11
- Added a hidden ultra ball on route 8
- Added a hidden max revive and super potion in celadon city
- Hidden Hyper Beam TM on the vermilion dock
- Hidden nugget on the vermilion dock

## Changes to Mart Inventories



- Pewter city has ethers
- Cerulean mart sells escape rope per Yellow version
- Lavender town has max ethers
- Fuchsia mart sells hyper potions per Yellow version
- Saffron city has elixirs
- Cinnabar island has max elixirs

## Full Pokémon Availability

All Pokémon can be caught within a single game pak, but rarity and location sometimes differs with game pak version.

- route 22 super rod data has changed to give psyduck & poliwag
- sandshrew (5.1%) and ekans (5.1%) on route 3
- bulbasaur on route 4 (4.3%)
- squirtle on route 6 (4.3%)
- charmander on route 25 (4.3%)
- bellsprout (4.3%: red, blue-jp) or oddish (4.3%: blue, green) on route 24
- meowth (9.8%: red) or mankey (9.8%: blue, green, blue-jp) on route 5
- snorlax in digletts cave (5.1%)
- magnemite on route 10 (5.1%)
- cubone added to rock tunnel (5.1% floor 1 and 6.3% floor 2)
- vulpix (4.3%: red, blue-jp) or growlithe (4.3%: blue, green) on route 8
- ponyta on route 7 (9.8%)
- farfetch'd on route 12 (6.3%) and route 13 (4.3%)
- dodrio on route 17 (5.1%)
- version-swapped pinser/scyther in safari zone central-area
- lickitung (5.1% red, blue, green) in safari zone east
- kangaskhan (5.1% blue-jp) in safari zone east
- tauros (5.1% blue-jp) in safari zone north
- jynx (5.1% red, blue, green) in safari zone north
- mr mime in safari zone west (5.1%)
- lapras replaces krabby when using super rod in safari zone
- porygon in the power plant in red version (1.2%)
- electabuzz in power plant in all versions (9.4% red and 5.1% all others)
- magmar in pokemon mansion basement in all versions (4.3%)
- tentacruel on water routes 19, 20, and 21 (6.3%)
- seaking on water routes 19, 20, and 21 (4.3%)
- eevee on route 21 grass (5.5%)
- hitmonchan (5.1%) & hitmonlee (5.1%) in victory road 3f
- version-swapped sandshark/arbk in cerulean cave 1f

## BUILT-IN NUZLOCKE MODE

Toggle this mode in the extra options menu. This mode **DOES NOT** check if you have obtained Pokéballs yet. It is in full effect when toggled to ON.

### Rule 1: Pokémon Death

A Pokémon that faints is considered dead and can no longer be used. Revival items cannot be used in battle. If a battle ends with no forfeiture, all Pokémon with 0 HP are marked dead. If a battle ends in a forfeit, all Pokémon with 0 HP before the forfeit are marked dead. Pokémon marked as dead have \$05 written to their catch rate to permanently mark them. Even if they are traded back and forth, dead Pokémon remain marked while in nuzlocke mode.

Medicinal items will not work on Pokémon marked as dead, nor will Softboiled. Party healing (Mom, Pokémon Center, blacking out, etc.) makes a dead Pokémon effectively useless. To clarify, it gives a dead Pokémon 1 HP, the FRZ status, and 0 PP for all moves. This allows a player to continue the game with boxed Pokémon in case of a total party loss.

Note: Dead Pokémon transferred to Gen-2 games will be holding a Pokéball.

## Rule 2: Restricted Catching

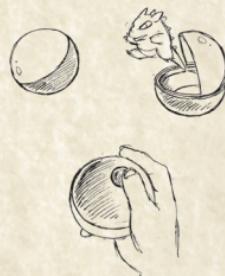
You can only catch the 1st wild Pokémons that you encounter in an area. An "area" is defined by the name displayed on the town map. You will be unable to throw balls in subsequent wild battles in that area. Static wild battles count for this as well.

Wild battles before you can get Pokéballs also count. In light of this, you may want to delay activating nuzlocke mode until Pokéballs are available.

Story wild battles (Old Man tutorial, Ghost Marowak, and Tower Ghosts) do not apply. Pokémons gained outside of battle (gifts, prizes, in-game trades, etc.) also do not apply.

## Rule 3 (Optional): Nicknaming

Nickname every Pokémons you obtain. You will always go straight to the nickname screen without a Yes/No prompt. You can still opt out of a nickname by leaving the entry field blank.



## Built-in exceptions: Clauses

**Shiny Clause:** Nothing prevents you from throwing balls to catch a wild shiny Pokémon.

**Duplication Clause:** Encountering a wild "owned" Pokémon will not activate Rule 2.

**Safari Clause:** Rule 2 resets for the Safari Zone area upon paying the entrance fee.

**Catch Clause:** Catching a Pokémon, even if owned, always activates Rule 2. Important for the Safari Zone and New Game+.

**Field Clause:** Dead Pokémon can still use field moves (HM moves, Teleport, etc.)

## Visual Aides

An Up-Down-Arrow symbol will display on the HUD of a wild Pokémon if a ball is allowed to be tossed. This symbol follows Rule 2 and any built-in exceptions previously described.



## Nuzlocke and Safari Zone

The Safari Zone is not inherently limited to a single catch opportunity in nuzlocke mode. Entering the Safari Zone gives the player an opportunity to catch 1 Pokémon per visit. This opportunity presents itself again each time the player pays the entry fee.

## Nuzlocke and New Game+

New Game+ preserves the Pokédex. This means the Duplication Clause will prevent Rule 2 from activating. In light of this, Rule 2 will always activate on an area upon the first catch made there.

## Dead Pokémons and Toggling Nuzlocke Mode

It is possible to cheat by turning off nuzlocke mode, healing a dead Pokémon, then turning it back on. If this is done, the healed Pokémon is still considered dead. This means that party-wide healing will make it useless and medicine still has no effect.

## Removing the Death Marker

The only way to unmark a Pokémon from being "dead" is by modifying its catch rate byte. This is usually done via the Gen-2 time capsule and trading it back without a hold item or a different hold item.

## GENE ENGINEERING POKÉMON

This process clones your 1st spot Pokémon and modifies it with DNA from your 2nd spot Pokémon. It does this by treating a Pokémon's two bytes of DV values as if they were two genes with two alleles each.

Gene-A has the Attack DV as its hi-side (dominant) allele and the Defense DV as its lo-side (recessive) allele.

Gene-B has the Speed DV as its hi-side (dominant) allele and the Special DV as its lo-side (recessive) allele.

The A-genes from the two donor Pokémon will be mixed to make the clone's A-gene.

The B-genes from the two donor Pokémon will be mixed to make the clone's B-gene.

Mixing two genes is done via Punnett Squares, and a random result is chosen based on its ratios.

A DV byte is assembled for each Punnett quadrant:

- ⇒ Dominant alleles make up the upper four bits.
- ⇒ Recessive alleles make up the lower four bits.
- ⇒ When there are two dominant or two recessive alleles...

Parent 1	Parent 2 A	Parent 2 a
A	A1A2 or A2A1	A1a2
a	A2a1	a1a2 or a2a1

Parent 1	Parent 2 B	Parent 2 b
B	B1B2 or B2B1	B1b2
b	B2b1	b1b2 or b2b1

A - Attack    a - Defense    B - Speed    b - Special

- \* Randomly choose one of the alleles to make up the upper four bits, changing to or staying dominant.
- \* The other allele will make up the lower four bits, changing to or staying recessive.

Talk to the new scientist in the fossil room of the Cinnabar Lab to get started. For a small fee, a gene sequence listing the clone's new DV values in order is randomly determined. If the clone's DVs are acceptable, you may pay a larger fee to gestate the clone.

Hint: This makes it possible to selectively breed for shiny Pokémons in a more realistic way.

# CHANGES TO TRAINERS

## Regular Trainer Changes

Certain Trainers have undergone slight roster changes so that all Pokémon can be seen under normal game settings.

- Lul 24 lass on route 8 exchanges two meowths for jigglypuff and eevee
- Lul 22 lass on route 8 exchanges one clefairy for clefable
- Lul 24 jr.trainer-f on route 13 exchanges one meowth for dratini
- Lul 36 super nerd in cinnabar gym exchanges one vulpix for a flareon
- Lul 21 engineer on route 11 exchanges his magnemite for a porygon
- Lul 18 engineer on route 11 exchanges two magnemites for ditto and electrode
- Lul 24 fisher on route 12 gains omanyte and kabuto
- Lul 35 beauty on route 20 swaps her seaking with a vaporeon
- Lul 20 rocker in vermillion gym replaces one voltorb with pikachu
- Lul 29 rocker on route 12 replaces his voltorb and electrode with electabuzz and jolteon
- Lul 48 juggler in victory road 2F replaces his mr. mime with tangela and golem
- Lul 34 juggler in Fuchsia gym with drowzee and kadabra replaced by cooltrainer-f with golbat and venomoth (easter egg)
- Lul 31 juggler in Fuchsia gym with drowzees and kadabras becomes lul 33 with oddish, gastly, venonat, and koffing
- Lul 38 juggler in Fuchsia gym exchanges his hypno for two exeggute
- Lul 36 blackbelt in the dojo exchanges his primape for poliwrath
- Dojo master increased to level 38

# Rival / Gym Leader Guide

## Route 22 Rival

- L9 pidgey - gust, sand attack
- pick one
  - \* L8 charmander - scratch, growl
  - \* L8 squirtle - tackle, tail whip, bubble
  - \* L8 bulbasaur - tackle, growl, leech seed

## Brock

- L12 geodude - tackle, defense curl
- L15 onix - tackle, screech, bind, bide



## Cerulean City Rival

- L18 pidgeotto - gust, sand attack, quick attack
- L15 abra - teleport, counter, tri attack
- L15 rattata - tackle, tail whip, quick attack, hyper fang
- pick one
  - \* L17 charmander - scratch, growl, ember, leer
  - \* L17 squirtle - tackle, tail whip, bubble, water gun
  - \* L17 bulbasaur - tackle, growl, leech seed, vine whip

## Misty

- L18 staryu - tackle, water gun
- L22 starmie - tackle, water gun, harden, bubblebeam

## SS Anne Rival

- L19 pidgeotto - gust, sand attack, quick attack
- L16 raticate - tackle, tail whip, quick attack, hyper fang
- L18 kadabra - teleport, kinesis, confusion, disable
- pick one
  - \* L20 charmeleon - scratch, growl, ember, leer
  - \* L20 wartortle - tackle, tail whip, bubble, water gun
  - \* L20 ivysaur - tackle, growl, leech seed, vine whip

## Surge

- L18 pikachu - thunder wave, quick attack, thundershock, double team
- L21 voltorb - tackle, screech, sonic boom
- L25 raichu - thunderbolt, tail whip, thunder wave, slam

## Pokémon Tower Rival

- L25 pidgeotto - gust, sand attack, quick attack
- L20 kadabra - teleport, kinesis, confusion, disable
- variant 1
  - \* L23 exeggute - barrage, hypnosis
  - \* L22 gyarados - bite, dragon rage, leer, hydro pump
  - \* L25 charmeleon - growl, ember, leer, rage
- variant 2
  - \* L23 growlithe bite, roar, ember, leer
  - \* L22 exeggute - barrage, hypnosis
  - \* L25 wartortle - tail whip, bubble, water gun, bite
- variant 1
  - \* L23 gyarados - bite, dragon rage, leer, hydro pump
  - \* L22 growlithe bite, roar, ember
  - \* L25 ivysaur - growl, leech seed, vine whip, poison powder



## Erika

- L29 tangela - constrict, bind, absorb, vine whip
- L33 victreebel - growth, sleep powder, wrap, razor leaf
- L33 vileplume - poison powder, mega drain, sleep powder, petal dance



## Koga

- L37 koffing - explosion, double-team, sludge, smokescreen
- L39 muk - disable, substitute, minimize, sludge
- L38 venonat - takedown, supersonic, mega drain, sleep powder
- L43 weezing - toxic, sludge, mimic, explosion

## Silph Co. Rival

- L37 pidgeot - wing attack, sand attack, quick attack, whirlwind
- L35 alakazam - psybeam, confusion, disable, recover
- variant 1
  - \* L38 exeggute - reflect, leech seed, poison powder, stun spore
  - \* L35 gyarados - bite, dragon rage, leer, hydro pump
  - \* L40 charizard - slash, ember, leer, rage
- variant 2
  - \* L38 growlithe - roar, ember, leer, takedown
  - \* L35 exeggute - hypnosis, reflect, leech seed, stun spore
  - \* L40 blastoise - bubble, water gun, bite, withdraw
- variant 3
  - \* L38 gyarados - bite, dragon rage, leer, hydro pump
  - \* L35 growlithe - roar, ember, leer, takedown
  - \* L40 venusaur - leech seed, vine whip, poison powder, razor leaf



## Sabrina

- L37 kadabra - reflect, disable, psybeam, recover
- L37 mr.mime - confusion, barrier, light screen, seismic toss
- L38 uenomoth - supersonic, leech life, stun spore, psybeam
- L43 alakazam - psywave, recover, psychic, reflect

## Blaine

- L40 ninetails - quick attack, swift, confuse ray, flamethrower
- L43 magmar - strength, counter, confuse ray, fire punch
- L43 rapidash - tail whip, stomp, double-edge, fire spin
- L47 arcanine - fire blast, bite, leer, takedown



## Giovanni

- L46 kangaskhan - earthquake, hyper beam, fissure, dizzy punch
- L45 dugtrio - fissure, dig, sand attack, slash
- L46 nidoqueen - earthquake, double kick, thunder, body slam
- L47 nidoking - earthquake, double kick, ice beam, thrash
- L52 rydon - rock slide, body slam, double team, earthquake



### Lorelei

- L54 dewgong - bubblebeam, aurora beam, rest, takedown
- L54 cloyster - clamp, supersonic, aurora beam, spike cannon
- L55 slowbro - surf, ice beam, amnesia, psychic
- L56 jynx - psychic, ice punch, lovely kiss, thrash
- L56 lapras - body slam, confuse ray, blizzard, hydro pump

### Bruno

- L53 onix - rock slide, screech, slam, dig
- L55 hitmonchan - ice punch, thunder punch, mega punch, submission
- L55 hitmonlee - rolling kick, focus energy, hi jump kick, mega kick
- L56 onix - bind, body slam, explosion, earthquake
- L58 machamp - earthquake, focus energy, seismic toss, submission

### Agatha

- L55 haunter - confuse ray, mimic, hypnosis, dream eater
- L56 gengar - confuse ray, substitute, thunderbolt, mega drain
- L56 golbat - screech, confuse ray, double edge, mega drain
- L58 arbok - earthquake, glare, screech, acid
- L60 gengar - confuse ray, psychic, hypnosis, dream eater

### Lance

- L58 gyarados - dragon rage, bite, hydro pump, hyperbeam
- L56 dragonair - thunder wave, reflect, thunderbolt, hyperbeam
- L56 dragonair - surf, body slam, ice beam, hyperbeam
- L60 aerodactyl - supersonic, fire blast, fly, hyperbeam
- L62 dragonite - blizzard, fire blast, thunder, hyperbeam

## Champion Rival

- L61 pidgeot - sky attack, tri-attack, mimic, double team
- L59 alakazam - thunderwave, recover, psychic, reflect
- L61 rhydon - thunderbolt, earthquake, rock slide, takedown
- variant 1
  - \* L61 exeggutor - leech seed, stomp, solar beam, hypnosis
  - \* L63 gyarados - ice beam, body slam, hydro pump, hyperbeam
  - \* L65 charizard - fly, slash, fire blast, fire spin
- variant 2
  - \* L61 arcanine - reflect, rest, double edge, flamethrower
  - \* L63 exeggutor - leech seed, stomp, solar beam, hypnosis
  - \* L65 blastoise - blizzard, reflect, skull bash, hydro pump
- variant 3
  - \* L61 gyarados - ice beam, body slam, hydro pump, hyperbeam
  - \* L63 arcanine - reflect, rest, double edge, flamethrower
  - \* L65 venusaur - razor leaf, toxic, sleep powder, solar beam



# CHANGES TO POKÉMON

## TM/HM Learnset Changes

- Charizard can learn FLY.
- Butterfree, Venonat, and Venomoth can learn FLASH.
- Diglett, Dugtrio, and Kabutops can learn CUT.

## Altered Level-Up Movelists

What follows is a list of Pokémons that have had moves added to their learn-lists or changed levels at which moves are learned.

### Arcanine

- L20, EMBER and BITE added
- L30, LEER added
- L40, TAKE DOWN added
- L50, FLAMETHROWER added

### Butterfree

- L10, CONFUSION
- L13, POISONPOWDER
- L14, STUN SPORE
- L15, SLEEP POWDER
- L18, SUPERSONIC
- L23, WHIRLWIND
- L28, GUST added

### Chansey

- L12, TAIL WHIP added

### Clefable

- L13, SING added
- L18, DOUBLESLAP added
- L24, MINIMIZE added
- L31, METRONOME added

### Cloyster

- L18, SUPERSONIC added
- L23, CLAMP added
- L30, WATER GUN added
- L39, AURORA BEAM added

## Cubone

- L13, TAIL WHIP added
- L16, HEADBUTT added

## Eevee

- L8, SAND ATTACK added
- L16, GROWL added
- L23, QUICK ATTACK
- L30, BITE
- L36, FOCUS ENERGY added
- L42, TAKE DOWN

## Electrode

- L29, LIGHT SCREEN and REFLECT

## Exeggutor

- L19, EGG BOMB added
- L25, REFLECT added
- L42, SOLARBEAM added
- L48, HYPNOSIS added

## Flareon

- L8, SAND ATTACK added
- L16, GROWL added
- L23, QUICK ATTACK
- L30, BITE added as extra instance
- L36, FIRE SPIN added as extra instance
- L47, SMOG added
- L52, FLAMETHROWER

## Geodude

- L29, BODY SLAM added

## Golem

- L29, BODY SLAM added

## Groudon

- L29, BODY SLAM added

## Jolteon

- L8, SAND ATTACK added
- L16, GROWL added
- L23, QUICK ATTACK
- L30, DOUBLE KICK added as extra instance
- L36, PIN MISSILE added as extra instance
- L40, DOUBLE KICK
- L42, THUNDER WAVE
- L52, THUNDER

## Kadabra

- L16, KINESIS and CONFUSION

## Kakuna

- L7, HARDEN added

## Koffing

- L42, MIMIC added
- L42, SLUDGE added as extra instance

## Mankey

- L9, LOW KICK added
- L45, SCREECH added

## Marowak

- L13, TAIL WHIP added
- L16, HEADBUTT added

## Metapod

- L7, HARDEN added

## Nidoking

- L12, DOUBLE KICK added
- L19, POISON STING

## Nidoqueen

- L12, DOUBLE KICK added
- L19, POISON STING

## Nidoran (female)

- L12, DOUBLE KICK
- L17, POISON STING
- L23, TAIL WHIP
- L30, BITE
- L38, FURY SWIPES

## Nidoran (male)

- L12, DOUBLE KICK
- L17, POISON STING
- L23, FOCUS ENERGY
- L30, FURY ATTACK
- L38, HORN DRILL

## Nidorina

- L12, DOUBLE KICK
- L19, POISON STING
- L27, TAIL WHIP
- L36, BITE
- L46, FURY SWIPES

## Nidorino

- L12, DOUBLE KICK
- L19, POISON STING
- L27, FOCUS ENERGY
- L36, FURY ATTACK
- L46, HORN DRILL

## Ninetales

- L20, QUICK ATTACK added
- L28, CONFUSE RAY added
- L36, FLAMETHROWER added
- L44, FIRE SPIN added

## Pikachu

- L6, TAIL WHIP added
- L8, THUNDER WAVE
- L11, QUICK ATTACK
- L11, THUNDERSHOCK added as an extra instance
- L15, DOUBLE TEAM added
- L20, SLAM added
- L26, THUNDERBOLT added
- L29, SWIFT
- L41, THUNDER
- L50, LIGHT SCREEN added

## Pinsir

- L21, BIND added

## Poliwrath

- L16, WATER GUN
- L19, HYPNOSIS
- L27, DOUBLESLAP added
- L35, SUBMISSION added
- L44, BUBBLEBEAM added

## Primeape

- L9, LOW KICK added
- L28, RAGE added
- L45, SCREECH added

## Raichu

- L11, TAIL WHIP added
- L13, THUNDER WAVE added
- L25, SLAM added
- L31, THUNDERBOLT added
- L46, THUNDER added
- L55, LIGHT SCREEN added

## Tangela

- L27, ABSORB
- L29, VINE WHIP added

## Scyther

- L50, WING ATTACK added

## Starmie

- L21, WATER GUN added
- L26, HARDEN added
- L31, RECOVER added
- L36, SWIFT added
- L46, BUBBLEBEAM added
- L51, REFLECT added

## Vaporeon

- L8, SAND ATTACK added
- L16, GROWL added
- L23, QUICK ATTACK
- L30, BITE added as extra instance
- L36, AURORA BEAM added
- L47, AURORA BEAM added as extra instance
- L52, HYDRO PUMP

## Venomoth

- L11, SUPERSONIC added
- L19, CONFUSION added
- L22, POISONPOWDER

## Venonat

- L11, SUPERSONIC added
- L19, CONFUSION added
- L22, POISONPOWDER

## Victreebel

- L18, POISONPOWDER
- L23, SLEEP POWDER
- L30, STUN SPORE added
- L37, ACID added
- L44, RAZOR LEAF added

## Vileplume

- L30, ACID added
- L40, PETAL DANCE added

## Voltorb

- L29, LIGHT SCREEN and REFLECT

## Weezing

- L45, MIMIC added
- L47, SLUDGE added as extra instance

## Wigglytuff

- L9, POUND added
- L14, DISABLE added
- L19, DEFENSE CURL added
- L24, SING added
- L29, DOUBLESLAP added
- L34, DISABLE added
- L39, BODY SLAM added



## CHEATS AND SECRETS

### Mew, Bill's Garden, and the Mist Stone

The secret room's entrance can be found off the south-east corner of Route 12. The journal inside will hint that Bill wants to see a New Species of Pokémon. If the Pokédex Diploma has been viewed, Mew can be encountered and caught on the lowest level of the Cerulean Cave. Show Mew to Bill, and he will let you into his secret garden. Return to the journal in the secret room, and you will receive a Mist Stone. Follow the path in the secret room, look for a hidden Nugget and Moon Stone, and exit into Diglett's Cave.

### Pikachu Learning Surf

Beat the SS. Anne post-game tournament with a Pikachu in your party. The Pikachu's catch rate byte will be modified, and it will be allowed to learn the Surf HM.

### Dragonite Learning Fly

Beat Lance with a Dragonite in your 1st party slot. The Dragonite's cry will play and its catch rate byte will be modified. It will now be allowed to learn the Fly HM.





## Psyduck Learning Amnesia

You must first have 151 Pokémons registered as owned in your Pokédex. Place a Psyduck in your 1st party slot then go talk to the Psyduck in Mr. Fuji's house. It will now try to learn the Amnesia move.

## Tutor for Event Moves

The man in the Mt. Moon Pokémon center will serve as a move tutor after buying the Magikarp from him. This is a throwback feature for certain Japan-only event Pokémons giveaways.

- Talk to him with Magikarp at the top of your party, and he will offer to teach it Dragon Rage for 5000 yen.
- Talk to him with Fearow or Rapidash at the top of your party, and he will offer to teach it Pay Day for 1000 yen.
- Talk to him with Pikachu at the top of your party that has an empty move slot, and he can teach it Fly for 2000 yen.

## The Surfboard

The truck at the Vermilion Dock holds the Surfboard hidden item. The surfboard substitutes for a Pokémon that knows how to Surf.

Schoolyard Rumor: When tossing a ball, try holding DOWN + B before the "[PLAYER] used [ITEM]" text finishes printing. Doing so will boost the catch rate.

## Strange Dittos

Use the super rod in the bottom of Cerulean Cave. You will fish up Dittos that are above level 100. These give the most EXP and StatEXP when knocked out.

## Better Chances for Shiny Pokémons

Having a level-100 Chansey at the top of your party will increase your shiny chances. Encountering a shiny is unaffected by repels. Place a level-100 Chansey at the top of your party and use a repel to effectively grind shiny Pokémons.

## Shiny Mercy

Playing with hard mode ON allows enemy trainer Pokémons to be shiny. If this happens to you, the next wild Pokémon you encounter will be shiny as a form of mercy.

## Cheat at the Slots

A Pokémon with Pay Day in the 1st party slot will play its cry when interacting with a lucky slot machine. A Pokémon with Pay Day in the 1st party slot will play its cry when a slot machine enters payout modes.

- 1 cry for a normal payout on the next pull
- 2 cries to signal the possibility of all 7s/bars on the next pull
- 3 cries to signal that super payout mode had been entered

## PERSONAL NOTES



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