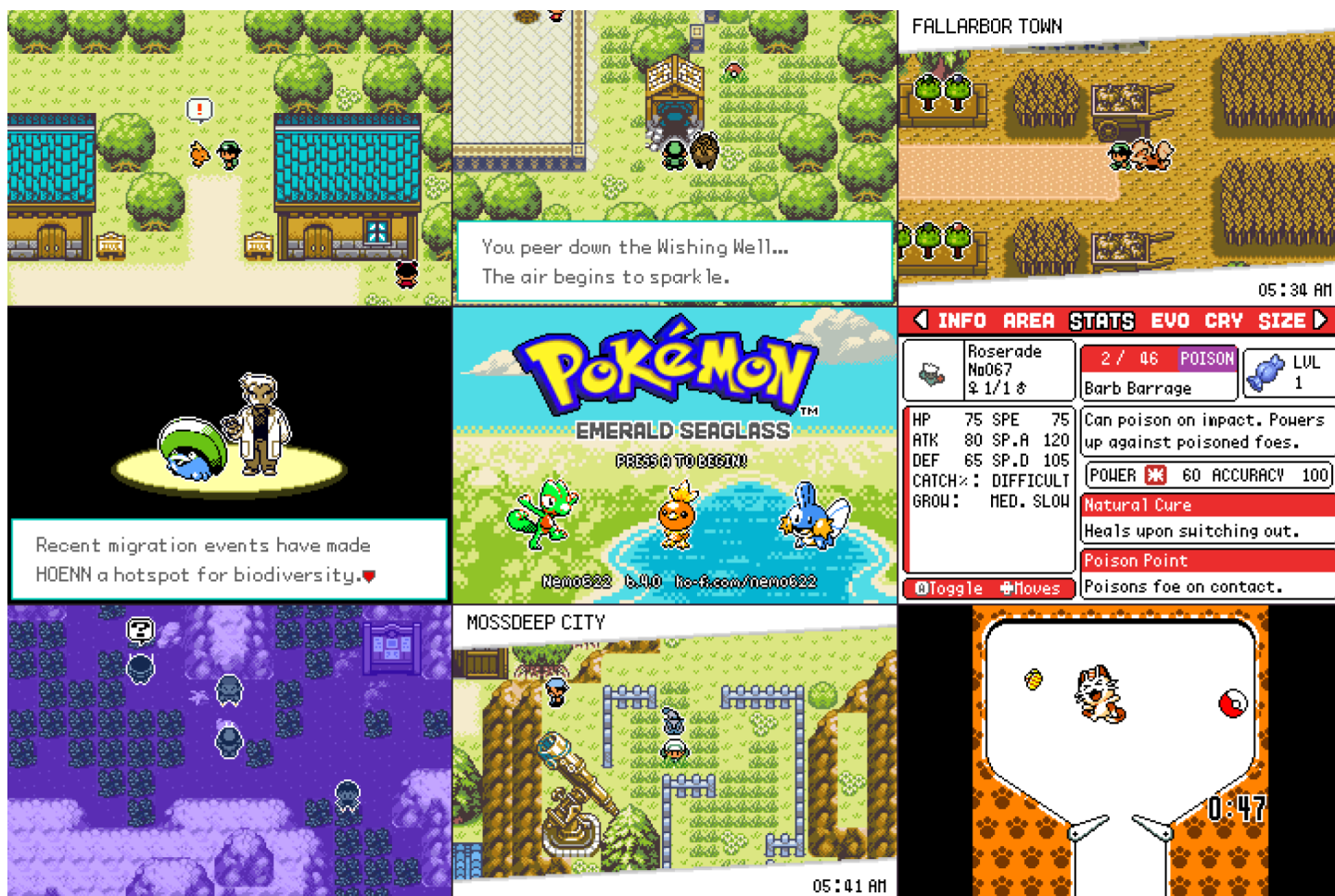


Pokémon Emerald Seaglass Documentation

More Information + Donations: <https://ko-fi.com/nemo622>

This document contains pretty much everything you need to know for an Emerald Seaglass playthrough! Below include details about features, wild encounters, Pokémon type changes, story changes, easter eggs, and more.

REMEMBER: the in-game PokéDex has been upgraded to show a ton more detailed information about Pokémon, including evolution methods and movesets! Please remember to use it!



How to Play

First, get a clean Pokémon Emerald rom and the Pokémon Emerald Seaglass patch. Visit [this site](#) to patch the rom, and the patched file you download should be good to play! :)

FEATURES

- Complete **visual overhaul**, thanks to [Zaebucca's](#) tiles!
 - Style resembles old 90's RPGs, like an upgraded Pokémon GSC style
 - Pokémon use GBC-style sprites, from Generation 2 and talented artists like [Egg](#)
 - Overworld NPCs have a more retro art style, with a white outline to make them pop!
 - Upgraded Pokédex with many helpful new features, inspired by HGSS dex but in GBC style
- New **additions to some maps** to increase interesting events
 - Minigames in more towns with fun rewards (more details below)
 - Helpful item merchants in a few towns, with stat-changing and evolution items
 - Pacifidlog Town is accessible from Slateport and has grass with unique Pokémon!
- All Pokémon from **Generations 1-3** are available, spread out enough to keep it from feeling bloated!
 - **Cross-gen evolutions** have also been added, up to Gen 9!
 - Pokémon use modified USUM movesets when applicable (many Pokémon also have more coverage moves and more interesting sets in general)
 - Almost all Pokémon have received some changes! From slight stat changes to new types, each Pokémon should feel more unique to use
 - Trainers use a wider variety of Pokémon (Team Aqua and Magma fights are finally interesting!)
 - Additional available Pokémon: Spiky-Ear Pichu, Tinkaton line, and Applin line (details on obtaining in documentation)
- Overworld **Following Pokémon!**
- Numerous upgrades to the battle system:
 - Changes from pokeemerald-expansion to update battle engine, such as Fairy type, Physical/Special split, etc.
 - **Party-wide EXP Share**, with soft level caps to balance this change
 - This is **NOT** a "difficulty hack"! These changes just cut down on some grind while still keeping a good balance
 - EXP. Share is given by Scott in Petalburg, just after Wally's catching tutorial
 - Soft **level cap** allows for you to reach the gym leader's max, then halves exp gain for the next few levels, then cuts it more
 - Battle Gimmick: Z-Power Ring and Z-Crystals can be obtained from the DEVON Corporation after delivering Steven's letter

- Completely optional and out of the way - if you don't like Z-Moves, don't even bother getting the Z-Ring!
- More **minigames** to break up Pokémon battles!
 - **SCUBA SAFARI**, Pacifidlog Town: A combination of the Safari Zone and Bug Catching Contest from Johto, with 200 steps or 5 encounters in a dedicated underwater area to find a high-scoring Pokémon. Various helpful rewards are provided, including the HM Waterfall. Pacifidlog Town is also accessible from Slateport through an NPC with a Kirlia by the Pokémon Center after beating Team Aqua in the Museum.
 - **PINBALL**, Mauville Game Corner and Mossdeep Game Corner: Four unique pinball games (SEEL, GENGAR, MEOWTH, and DIGLETT) are in both Game Corners. Beating the games award PINBALL POINTs, which can be used to get rare Pokéballs, items, and even some Alolan forms!
 - **CONTESTS**: The Contest Hall has been moved to Verdanturf Town, and the Verdanturf Battle Tent has been moved to Lilycove! This will let the player enter contests much earlier, hopefully engaging with them much more
 - An NPC in the Verdanturf Contest Hall can reset a Pokémon's SHEEN!
 - **RUSTBORO WISHING WELL**: On the east side of Rustboro City sits an old Wishing Well. Using a Wishing Star item at the well summons a random Pokémon, similar to Wonder Trade or a Gacha system!
- Various QoL Changes, including:
 - Type Effectiveness shown in battle
 - **HM System revamp**: if HM is in bag and the right badge is owned, Pokémon that can learn the HMs can naturally use them
 - Shiny odds 1/4096 by default, but **Shiny Charm is in Player PC** to increase odds (gives 5 extra rerolls!)
 - Second Shiny Charm, giving even more rerolls, available in Fortree City! Interact with all shrines from east to west in order, and the second Shiny Charm will be in the final shrine (left of the Pokémon Center)
 - Press R to toggle auto-run
 - Press A in Summary Screen to view IVs and EVs; All Pokémon have at least 2 perfect IV's
 - Legendaries can all be encountered, mostly before Elite Four - details in documentation

- Pokémon **Box Link**, allowing access to PC from anywhere (obtained from Scientist NPC in Slateport City Pokémon Center)
- **Cheat Codes** / Mystery Gift function! Interact with GameCube in Player's room
 - Codes can provide Rare Candies, Master Balls, and a few cool Pokémon (Codes listed in documentation!)
- Pokémon types shown in battle, and press the L button to show more move information!
- **Hard Mode**, disabling level caps, and more options can be toggled with the book on the player's desk in their room!

Pokémon Encounters and Types

Below is a table of all available Pokémon in Emerald Seaglass, along with their typing and locations. Note that many Pokémon have changed types to make them more interesting or fun to use.

All Generation 1-3 Pokémon are available, along with their cross-gen evolutions (Weavile, Annihilape, etc.)!

There are also some “easter egg” Pokémon, discussed below the table.

#	Pokémon Name	Type 1	Type 2	Location
1	Bulbasaur	Grass	Poison	Wild: 114
2	Ivysaur	Grass	Poison	Evolve Bulbasaur
3	Venusaur	Grass	Poison	Evolve Ivysaur
4	Charmander	Fire		Wild: Jagged Pass
5	Charmeleon	Fire		Evolve Charmander
6	Charizard	Fire	Flying	Evolve Charmeleon
7	Squirtle	Water		Surf: Petalburg
8	Wartortle	Water		Evolve Squirtle
9	Blastoise	Water		Evolve Wartortle
10	Caterpie	Bug		Wild: 103, Petalburg Woods
11	Metapod	Bug		Evolve Caterpie
12	Butterfree	Bug	Psychic	Wild: 127
13	Weedle	Bug	Poison	Wild: 103, Petalburg Woods
14	Kakuna	Bug	Poison	Evolve Weedle
15	Beedrill	Bug	Poison	Wild: 127

16	Pidgey	Flying		Wild: 104
17	Pidgeotto	Flying		Wild: 128
18	Pidgeot	Flying		Wild: 128
19	Rattata	Normal		Wild: Littleroot, 110
20	Raticate	Normal		Evolve Rattata
21	Spearow	Normal	Flying	Wild: Littleroot, 103
22	Fearow	Normal	Flying	Wild: 127
23	Ekans	Poison	Dark	Wild: 110, Pacifidlog
24	Arbok	Poison	Dark	Evolve Ekans
25	Pikachu	Electric		Wild: 110, Safari Zone SW, New Mauville
26	Raichu	Electric		Wild: New Mauville
27	Sandshrew	Ground		Wild: 106, 111, 113, Seafloor Cavern, Mirage Tower
28	Sandslash	Ground		Evolve Sandshrew
29	NidoranF	Poison		Wild: 116, Meteor Falls 1F
30	Nidorina	Poison		Wild: Meteor Falls 1F, Safari Zone SE
31	Nidoqueen	Poison	Ground	Wild: Seafloor Cavern
32	NidoranM	Poison		Wild: 116, Meteor Falls 1F
33	Nidorino	Poison		Wild: Meteor Falls 1F, Safari Zone SE
34	Nidoking	Poison	Ground	Wild: Seafloor Cavern
35	Clefairy	Fairy		Wild: 112, 115
36	Clefable	Fairy		Evolve Clefairy
37	Vulpix	Fire	Fairy	Wild: Dewford, 106, Mt. Pyre Exterior
38	Ninetales	Fire	Fairy	Evolve Vulpix
39	Jigglypuff	Normal	Fairy	Wild: 112
40	Wigglytuff	Normal	Fairy	Evolve Jigglypuff
41	Zubat	Poison	Flying	Wild: Granite Cave All Floors, Meteor Falls, Shoal Cave Low Tide, Shoal Cave Ice Room, Seafloor Cavern, Cave of Origin

42	Golbat	Poison	Flying	Wild: Meteor Falls, Shoal Cave Ice Room, Seafloor Cavern, Victory Road 1F/B1F/B2F, Cave of Origin, Sky Pillar
43	Oddish	Grass	Poison	Wild: 102, Pacifidlog
44	Gloom	Grass	Poison	Wild: 121
45	Vileplume	Grass	Poison	Wild: 127
46	Paras	Bug	Grass	Wild: 113, 115
47	Parasect	Bug	Ghost	Wild: 119, Safari Zone S
48	Venonat	Bug	Poison	Wild: 118
49	Venomoth	Bug	Poison	Wild: 120
50	Diglett	Ground		Wild: Granite Cave 1F, Fiery Path
51	Dugtrio	Ground		Evolve Diglett
52	Meowth	Normal		Wild: 104, Safari Zone S
53	Persian	Normal		Evolve Meowth
54	Psyduck	Water		Wild: 104, 106, 118. Fish: 109 (GR). Surf: Safari Zone NW. Pacifidlog Scuba Safari
55	Golduck	Water	Psychic	Evolve Psyduck
56	Mankey	Fighting		Wild: Rustboro, Pacifidlog, Jagged Pass
57	Primeape	Fighting		Wild: Safari Zone SE
58	Annihilape	Fighting	Ghost	Evolve Primeape
59	Growlithe	Fire		Wild: Rustboro, 106, Fiery Path
60	Arcanine	Fire		Evolve Growlithe
61	Poliwag	Water		Wild: 104. Pacifidlog Scuba Safari
62	Poliwhirl	Water		Wild: Safari Zone SE, Shoal Cave Low Tide
63	Poliwrath	Water	Fighting	Evolve Poliwrath
64	Abra	Psychic		Wild: 116, Granite Cave 1F
65	Kadabra	Psychic		Wild: Mt. Pyre Summit, Cave of Origin
66	Alakazam	Psychic		Evolve Kadabra
67	Machop	Fighting		Wild: Dewford, Granite Cave 1F/B1F, Fiery Path, Jagged Pass

68	Machoke	Fighting		Wild: Cave of Origin
69	Machamp	Fighting		Evolve Machop
70	Bellsprout	Grass	Poison	Wild: 102, Pacifidlog
71	Weepinbell	Grass	Poison	Wild: 121
72	Victreebel	Grass	Poison	Wild: 127
73	Tentacool	Water	Poison	Most Surf Locations, Old Rod fishing. Pacifidlog Scuba Safari
74	Tentacruel	Water	Poison	Surf: 131
75	Geodude	Rock	Ground	Wild: Granite Cave 1F/B1F, Magma Hideout. Most Rock Smash Rocks
76	Graveler	Rock	Ground	Wild: Safari Zone NE, Victory Road B2F, Magma Hideout
77	Golem	Rock	Ground	Evolve Graveler
78	Ponyta	Fire		Wild: 113, 123
79	Rapidash	Fire		Evolve Ponyta
80	Slowpoke	Water	Psychic	Pacifidlog Town. Fish: 107 (OR/GR) 109(GR). Surf: 122, Safari Zone SE. Pacifidlog Scuba Safari
81	Slowbro	Water	Psychic	Surf: Safari Zone SE
82	Magnemite	Electric	Steel	Wild: New Mauville
83	Magneton	Electric	Steel	Wild: New Mauville
84	Magnezone	Electric	Steel	Evolve Magneton
85	Farfetch'd	Fighting	Flying	Wild: Safari Zone SW, 127
86	Doduo	Ground	Flying	Wild: 117, 118, Safari Zone S
87	Dodrio	Ground	Flying	Wild: Safari Zone SE
88	Seel	Water	Ice	Fish: 118 (GR). Surf: 122, 125. Pacifidlog Scuba Safari
89	Dewgong	Water	Ice	Surf: 125. Pacifidlog Scuba Safari
90	Grimer	Poison		Wild: Fiery Path, Seafloor Cavern
91	Muk	Poison		Evolve Grimer
92	Shellder	Water		Wild: 106, Shoal Cave Low Tide. Fish: 114 (GR), 122 (GR/SR). Surf: Fortree, 124. Pacifidlog Scuba Safari
93	Cloyster	Water	Ice	Fish: 122 (SR)
94	Gastly	Ghost	Poison	Wild: Granite Cave B2F, Mt. Pyre Interior

95	Haunter	Ghost	Poison	Wild: Mt. Pyre Interior, Victory Road B2F
96	Gengar	Ghost	Poison	Evolve Haunter
97	Onix	Rock	Ground	Wild: Granite Cave Steven's Room, Safari Zone NE, Seafloor Cavern
98	Drowzee	Psychic		Wild: Littleroot, Jagged Pass, Safari Zone SW
99	Hypno	Psychic		Wild: Cave of Origin
100	Krabby	Water		Wild: 106. Fish: 104 (OR), 120 (GR/SR). Surf: 106. Pacifidlog Scuba Safari
101	Kingler	Water		Fish: 120 (SR)
102	Voltorb	Electric		Wild: 110, New Mauville
103	Electrode	Electric		Wild: New Mauville
104	Exeggcute	Grass	Psychic	Wild: 119, Safari Zone S
105	Exeggutor	Grass	Psychic	Wild: 119, 128
106	Cubone	Ground		Wild: Granite Cave B2F, Scorched Slab
107	Marowak	Ground		Wild: Scorched Slab
108	Hitmonlee	Fighting		Wild: Safari Zone N
109	Hitmonchan	Fighting		Wild: Safari Zone N
110	Lickitung	Normal		Wild: 115
111	Lickilicky	Normal		Evolve Lickitung
112	Koffing	Poison		Wild: Fiery Path
113	Weezing	Poison		Evolve Koffing
114	Rhyhorn	Ground	Rock	Wild: 111, 115, Safari Zone NW
115	Rhydon	Ground	Rock	Evolve Rhyhorn
116	Rhyperior	Ground	Rock	Evolve Rhydon
117	Happiny	Normal		Wild: 115
118	Chansey	Normal		Wild: 121, Victory Road 1F
119	Tangela	Grass		Wild: 117, 120
120	Tangrowth	Grass		Wild: 128
121	Kangaskhan	Normal		Wild: 115, 120

122	Horsea	Water		Fish: 106 (OR), 115 (GR). Surf: 115, 124. Pacifidlog Scuba Safari
123	Seadra	Water		Surf: 124
124	Goldeen	Water		Surf: 102. Fish in Most Ponds (OR/GR). Pacifidlog Scuba Safari
125	Seaking	Water		Fish: Safari Zone SW/NW (SR)
126	Staryu	Water		Surf: 107, 108, 109
127	Starmie	Water	Psychic	Surf: 109
128	Mime_Jr	Psychic	Fairy	Wild: Jagged Pass
129	Mr_Mime	Psychic	Fairy	Wild: Mt. Pyre Summit
130	Scyther	Bug	Flying	Wild: 119, Safari Zone NW, Pacifidlog
131	Jynx	Ice	Psychic	Wild: 121
132	Electabuzz	Electric		Wild: Safari Zone NE
133	Electivire	Electric	Fighting	Evolve Electabuzz
134	Magmar	Fire		Wild: Safari Zone NE
135	Magmortar	Fire	Dark	Evolve Magmar
136	Pinsir	Bug		Wild: 120, Safari Zone NW
137	Tauros	Normal		Wild: 121, Safari Zone SW
138	Magikarp	Water		Old Rod Fishing
139	Gyarados	Water	Flying	Surf: 122. Fish: 124 (SR). Pacifidlog Scuba Safari
140	Lapras	Water	Ice	Surf: 132, 133, 134. Pacifidlog Scuba Safari
141	Ditto	Normal		Wild: Mt. Pyre Summit, Desert Underpass
142	Eevee	Normal		Wild: Littleroot, 115
143	Vaporeon	Water		Evolve Eevee
144	Jolteon	Electric		Evolve Eevee
145	Flareon	Fire		Evolve Eevee
146	Leafeon	Grass		Evolve Eevee
147	Glaceon	Ice		Evolve Eevee
148	Sylveon	Fairy		Evolve Eevee

149	Porygon	Normal		Wild: New Mauville, Mossdeep
150	Omanyte	Rock	Water	Wild: Scorched Slab, Fish: Fortree (GR/SR). Pacifidlog Scuba Safari
151	Omastar	Rock	Water	Evolve Omanyte
152	Kabuto	Rock	Water	Wild: Scorched Slab, Fish: Fortree (GR/SR). Pacifidlog Scuba Safari
153	Kabutops	Rock	Water	Evolve Kabuto
154	Aerodactyl	Rock	Flying	Wild: Scorched Slab, 128
155	Munchlax	Normal		Wild: 112, 123
156	Snorlax	Normal		Wild: 123
157	Articuno	Ice	Flying	Event, Mt. Pyre Summit
158	Zapdos	Electric	Flying	Event, Mt. Pyre Summit
159	Moltres	Fire	Flying	Event, Mt. Pyre Summit
160	Dratini	Dragon		Fish: Meteor Falls
161	Dragonair	Dragon		Evolve Dratini
162	Dragonite	Dragon	Flying	Evolve Dragonair
163	Mewtwo	Psychic		Event, Granite Cave Steven's Room
164	Mew	Psychic		Event, Faraway Island
165	Chikorita	Grass		Wild: 110
166	Bayleef	Grass		Evolve Chikorita
167	Meganium	Grass	Fairy	Evolve Bayleef
168	Cyndaquil	Fire		Wild: Fiery Path
169	Quilava	Fire		Evolve Cyndaquil
170	Typhlosion	Fire		Evolve Quilava
171	Totodile	Water		Fish: Slateport (GR/SR). Surf: Slateport
172	Croconaw	Water		Fish: Slateport (SR)
173	Feraligatr	Water		Evolve Croconaw
174	Sentret	Normal		Wild: 101, 106
175	Furret	Normal		Wild: 118

176	Hoothoot	Normal	Flying	Wild: 101, 114
177	Noctowl	Ghost	Flying	Wild: 121, 128
178	Ledyba	Bug	Flying	Wild: Petalburg Woods
179	Ledian	Bug	Flying	Wild: 127
180	Spinarak	Bug	Poison	Wild: Petalburg Woods
181	Ariados	Bug	Poison	Wild: Safari Zone S, 128
182	Crobat	Poison	Flying	Evolve Golbat
183	Chinchou	Water	Electric	Fish: 115 (GR/SR). Surf: Fortree, Mossdeep. Wild: Underwater. Pacifidlog Scuba Safari
184	Lanturn	Water	Electric	Evolve Chinchou
185	Pichu	Electric		Wild: Petalburg Woods, 116, New Mauville
186	Cleffa	Fairy		Wild: Rustboro
187	Igglybuff	Normal	Fairy	Wild: Rustboro
188	Togepi	Fairy		Wild: 117
189	Togetic	Fairy	Flying	Evolve Togepi
190	Togekiss	Fairy	Flying	Evolve Togetic
191	Natu	Psychic	Flying	Wild: Littleroot, Pacifidlog, Safari Zone N
192	Xatu	Psychic	Flying	Wild: 120, Safari Zone N
193	Mareep	Electric		Wild: Littleroot, 110
194	Flaaffy	Electric		Wild: Mossdeep
195	Ampharos	Electric		Evolve Flaaffy
196	Bellossom	Grass	Fairy	Wild: 128
197	Marill	Water	Fairy	Wild: 104. Most Pond Surf Locations. Pacifidlog Scuba Safari
198	Azumarill	Water	Fairy	Surf: 120
199	Bonsly	Rock		Wild: 112
200	Sudowoodo	Rock		Wild: 128
201	Politoed	Water	Normal	Evolve Poliwhirl
202	Hoppip	Grass	Flying	Wild: 103
203	Skiploom	Grass	Flying	Wild: 121
204	Jumpluff	Grass	Flying	Wild: 127
205	Aipom	Normal		Wild: 116, 119, Safari Zone S

206	Ambipom	Normal		Wild: Safari Zone S
207	Sunkern	Grass		Wild: 102, Safari Zone SE, 128
208	Sunflora	Grass	Fire	Wild: 121, Safari Zone NE
209	Yanma	Bug	Flying	Wild: Littleroot, 104, Dewford, 118
210	Yanmega	Bug	Dragon	Evolve Yanma
211	Wooper	Water	Ground	Fish: Dewford (OR), 117 (GR). Surf: Safari Zone SE. Pacifidlog Scuba Safari
212	Quagsire	Water	Ground	Fish: 123 (GR/SR). Surf: Safari Zone SW. Pacifidlog Scuba Safari
213	Espeon	Psychic		Evolve Eevee
214	Umbreon	Dark		Evolve Eevee
215	Murkrow	Dark	Flying	Wild: 112, Jagged Pass, Mt. Pyre Summit
216	Honchkrow	Dark	Flying	Wild: Mt. Pyre Summit
217	Slowking	Water	Psychic	Surf: Safari Zone SE
218	Misdreavus	Ghost		Wild: Granite Cave B2F, Mt. Pyre Interior, Victory Road B2F
219	Mismagius	Ghost	Fairy	Wild: Victory Road B2F
220	Unown	Psychic		Wild: Mt. Pyre Exterior
221	Wobbuffet	Psychic		Wild: Safari Zone SW
222	Girafarig	Normal	Psychic	Wild: 119, Safari Zone SW/S
223	Farigiraf	Normal	Psychic	Evolve Girafarig
224	Pineco	Bug		Wild: 112, Safari Zone NW
225	Forretress	Bug	Steel	Evolve Pineco
226	Dunsparce	Normal		Wild: Safari Zone N/NE, Seafloor Cavern, Cave of Origin
227	Dundunsparce	Normal		Wild: Safari Zone NE, Cave of Origin
228	Gligar	Ground	Flying	Wild: 111, Fiery Path
229	Gliscor	Ground	Flying	Evolve Gligar
230	Steelix	Steel	Ground	Evolve Onix
231	Snubbull	Fairy		Wild: Rustboro Tunnel, Safari Zone NW
232	Granbull	Fairy	Fighting	Wild: Safari Zone NW

233	Qwilfish	Water	Poison	Fish: 119 (SR). Surf: 132, 133, 134. Pacifidlog Scuba Safari
234	Scizor	Bug	Steel	Evolve Scyther
	Kleavor	Bug	Rock	Evolve Scyther
235	Shuckle	Bug	Rock	Wild: Dewford. Surf: 123. Rock Smash: Safari Zone NE
236	Heracross	Bug	Fighting	Wild: Pacifidlog, 120, Safari Zone N
237	Sneasel	Dark	Ice	Wild: Mt. Pyre Summit, Mossdeep
238	Weavile	Dark	Ice	Evolve Sneasel
239	Teddiursa	Normal		Wild: Rustboro, 113
240	Ursaring	Normal		Wild: Safari Zone NE
241	Ursaluna	Ground	Normal	Evolve Ursaring
242	Slugma	Fire		Wild: Fiery Path, 113
243	Magcargo	Fire	Rock	Evolve Slugma
244	Swinub	Ice	Ground	Wild: Rusturf Tunnel, Mossdeep
245	Piloswine	Ice	Ground	Wild: Mossdeep, Shoal Cave Ice Room
246	Mamoswine	Ice	Ground	Evolve Piloswine
247	Corsola	Water	Rock	Wild: Dewford. Fish: Ever Grande (SR), Pacifidlog (SR). Surf: Pacifidlog. Pacifidlog Scuba Safari
248	Remoraidd	Water		Fish: 103 (OR), 111 (GR), Safari Zone SE(OR/SR). Surf: Fortree. Pacifidlog Scuba Safari
249	Octillery	Water	Fire	Fish: Safari Zone SE (SR). Surf: Safari Zone NW
250	Delibird	Ice	Flying	Wild: Shoal Cave Low Tide
251	Mantyke	Water	Flying	Surf: 105, 106. Pacifidlog Scuba Safari
252	Mantine	Water	Flying	Surf: 126, 127, 128
253	Skarmory	Steel	Flying	Wild: 113, Safari Zone N
254	Houndour	Dark	Fire	Wild: 112, Mt. Pyre Exterior
255	Houndoom	Dark	Fire	Wild: Magma Hideout
256	Kingdra	Water	Dragon	Fish: 132, 133, 134 (SR)
257	Phanpy	Ground		Wild: Littleroot, 111, Jagged Pass, Safari Zone N
258	Donphan	Ground		Evolve Phanpy
259	Porygon2	Normal		Evolve Porygon
260	PorygonZ	Normal	Electric	Evolve Porygon2

261	Stantler	Normal		Wild: 114, Safari Zone NE
262	Wyrdeer	Normal	Psychic	Wild: Safari Zone NE
263	Smeargle	Normal		Wild: 123, Artisan Cave
264	Tyrogue	Fighting		Wild: 117
265	Hitmontop	Fighting		Evolve Tyrogue
266	Smoochum	Ice	Psychic	Wild: 117
267	Elekid	Electric		Wild: 117
268	Magby	Fire		Wild: 117
269	Miltank	Normal		Wild: 114, 121
270	Blissey	Normal		Wild: Victory Road 1F
271	Raikou	Electric		Event, Shoal Cave Ice Room
272	Entei	Fire		Event, Shoal Cave Ice Room
273	Suicune	Water		Event, Shoal Cave Ice Room
274	Larvitar	Rock	Ground	Wild: Safari Zone NW, Seafloor Cavern
275	Pupitar	Rock	Ground	Wild: Seafloor Cavern
276	Tyranitar	Rock	Dark	Evolve Pupitar
277	Lugia	Psychic	Flying	Event, Navel Rock
278	Ho-oh	Fire	Flying	Event, Navel Rock
279	Celebi	Psychic	Grass	Event, Route 119
280	Treecko	Grass		Wild: Safari Zone SE
281	Grovyle	Grass	Dragon	Evolve Treecko
282	Sceptile	Grass	Dragon	Evolve Grovyle
283	Torchic	Fire		Wild: Safari Zone NW
284	Combusken	Fire	Fighting	Evolve Torchic
285	Blaziken	Fire	Fighting	Evolve Blaziken
286	Mudkip	Water		Wild: Safari Zone SW
287	Marshomp	Water	Ground	Evolve Mudkip
288	Swampert	Water	Ground	Evolve Marshomp
289	Poochyena	Dark		Wild: 101, 102

290	Mightyena	Dark		Wild: 120, Victory Road 1F
291	Zigzagoon	Normal		Wild: 101, 103, 118
292	Linoone	Normal		Wild: 118, 119
293	Wurmple	Bug		Wild: 101, 102, Petalburg Woods
294	Silcoon	Bug		Wild: Petalburg Woods
295	Beautifly	Bug	Flying	Wild: 123
296	Cascoon	Bug		Wild: Petalburg Woods
297	Dustox	Bug	Poison	Wild: 123
298	Lotad	Water	Grass	Wild: 102, 114, Surf 127. Pacifidlog Scuba Safari
299	Lombre	Water	Grass	Wild: 114
300	Ludicolo	Water	Grass	Evolve Lombre
301	Seedot	Grass		Wild: 102, 106
302	Nuzleaf	Grass	Dark	Wild: 113, Mossdeep
303	Shiftry	Grass	Dark	Evolve Nuzleaf
304	Tailow	Normal	Flying	Wild: 104, Rustboro, 116, Dewford
305	Swellow	Normal	Flying	Wild: 115, 127
306	Wingull	Water	Flying	Wild: 103, Dewford. Most Surf Locations
307	Pelipper	Water	Flying	Most Surf Locations
308	Ralts	Psychic	Fairy	Wild: 102
309	Kirlia	Psychic	Fairy	Wild: Victory Road 1F
310	Gardevoir	Psychic	Fairy	Evolve Kirlia
311	Gallade	Psychic	Fighting	Evolve Kirlia
312	Surskit	Bug	Water	Wild: 102, Pacifidlog. Surf: 119
313	Masquerain	Bug	Water	Wild: 119
314	Shroomish	Grass		Wild: Petalburg Woods
315	Breloom	Grass	Fighting	Evolve Shroomish
316	Slakoth	Normal		Wild: Petalburg Woods, Safari Zone SE
317	Vigoroth	Normal		Wild: Safari Zone SE
318	Slaking	Normal		Evolve Vigoroth
319	Nincada	Bug	Ground	Wild: Dewford, 116
320	Ninjask	Bug	Flying	Wild: Mt. Pyre Exterior

321	Shedinja	Bug	Ghost	Wild: Mt. Pyre Interior
322	Whismur	Normal		Wild: Rusturf Tunnel, Desert Underpass
323	Loudred	Normal		Wild: Victory Road 1F, Desert Underpass
324	Exploud	Normal		Evolve Loudred
325	Makuhita	Fighting		Wild: Granite Cave 1F/B1F
326	Hariyama	Fighting		Wild: Victory Road 1F/B1F
327	Azurill	Normal	Fairy	Wild: 102
328	Nosepass	Rock		Rock Smash: Granite Cave. Wild: Victory Road B1F. Pacifidlog Scuba Safari
329	Probopass	Rock	Steel	Wild: Victory Road B1F
330	Skitty	Normal		Wild: 116
331	Delcatty	Normal		Evolve Skitty
332	Sableye	Dark	Ghost	Wild: Granite Cave B1F/B2F, Victory Road B2F, Sky Pillar
333	Mawile	Steel	Fairy	Wild: Granite Cave B2F, Victory Road B1F
334	Aron	Steel	Rock	Wild: Granite Cave All Floors, Safari Zone N
335	Lairon	Steel	Rock	Wild: Safari Zone N, Victory Road 1F
336	Aggron	Steel	Rock	Evolve Lairon
337	Meditite	Fighting	Psychic	Wild: Rusturf Tunnel, 120
338	Medicham	Fighting	Psychic	Evolve Meditite
339	Electrike	Electric		Wild: 110, 118
340	Manectric	Electric		Wild: 118
341	Plusle	Electric		Wild: 110
342	Minun	Electric		Wild: 110
343	Volbeat	Bug	Electric	Wild: 117, 123
344	Illumise	Bug	Fairy	Wild: 117, 123
345	Budew	Grass	Poison	Wild: 117
346	Roselia	Grass	Poison	Wild: 123, Mossdeep
347	Roserade	Grass	Poison	Evolve Roselia
348	Gulpin	Poison		Wild: 110, Victory Road B1F

349	Swalot	Poison		Wild: Victory Road B1F
350	Carvanha	Water	Dark	Fish: 118, Fortree (GR/SR). Surf: 119
351	Sharpedo	Water	Dark	Fish: 118, 122, 124, and many other Ocean Locations (SR)
352	Wailmer	Water		Most Ocean Fishing Locations. Surf: Lilycove, 129. Pacifidlog Scuba Safari
353	Wailord	Water		Surf: Lilycove, 129
354	Numel	Fire	Ground	Wild: Granite Cave Steven's Room, 112, Jagged Pass
355	Camerupt	Fire	Ground	Wild: Magma Hideout
356	Torkoal	Fire		Wild: Fiery Path, Magma Hideout
357	Spoink	Psychic		Wild: Jagged Pass
358	Grumpig	Psychic		Wild: Victory Road B1F
359	Spinda	Normal		Wild: 113
360	Trapinch	Ground		Wild: Dewford, 111, Mirage Tower
361	Vibrava	Ground	Dragon	Wild: Mossdeep, Victory Road B1F
362	Flygon	Ground	Dragon	Wild: Victory Road B1F
363	Cacnea	Grass		Wild: 111
364	Cacturne	Grass	Dark	Evolve Cacnea
365	Swablu	Fairy	Flying	Wild: 114, 115, Surf 130, 131
366	Altaria	Dragon	Fairy	Surf: 130, 131. Wild: Sky Pillar 5F
367	Zangoose	Normal		Wild: 114
368	Seviper	Poison		Wild: 114
369	Lunatone	Rock	Psychic	Wild: Meteor Falls All Floors, Mossdeep
370	Solrock	Rock	Psychic	Wild: Meteor Falls All Floors, Mossdeep
371	Barboach	Water	Ground	Fish: 111 (GR/SR), 114 (OR/GR/SR). Surf: 114. Pacifidlog Scuba Safari
372	Whiscash	Water	Ground	Surf: 114. Pacifidlog Scuba Safari
373	Corphish	Water		Fish: 102, Petalburg (GR/SR), Mossdeep (GR). Pacifidlog Scuba Safari
374	Crawdaunt	Water	Dark	Fish: Mossdeep (SR)
375	Baltoy	Ground	Psychic	Wild: 111, Scorched Slab

376	Claydol	Ground	Psychic	Wild: Sky Pillar
377	Lileep	Rock	Grass	Wild: Cave of Origin. Restore Fossil. Pacifidlog Scuba Safari
378	Cradily	Rock	Grass	Evolve Lileep
379	Anorith	Rock	Bug	Wild: Cave of Origin. Restore Fossil. Pacifidlog Scuba Safari
380	Armaldo	Rock	Bug	Evolve Anorith
381	Feebas	Water		Fish: 119 (GR)
382	Milotic	Water	Fairy	Evolve Feebas
383	Castform	Normal		Weather Institute Event
384	Kecleon	Normal		Wild: 118, 119, 120
385	Shuppet	Ghost	Normal	Wild: Granite Cave B2F, 121, Mt. Pyre Interior, Mt. Pyre Exterior
386	Banette	Ghost	Normal	Wild: Victory Road B2F, Sky Pillar
387	Duskull	Ghost		Wild: 113, Mt. Pyre Interior
388	Dusclops	Ghost		Wild: Victory Road B2F
389	Dusknoir	Ghost		Evolve Dusclops
390	Tropius	Grass	Flying	Wild: 119
391	Chingling	Psychic	Steel	Wild: Rustboro
392	Chimecho	Psychic	Steel	Wild: Mt. Pyre Exterior, Mt. Pyre Summit
393	Absol	Dark		Wild: 120, Mt. Pyre Summit
394	Wynaut	Psychic		Wild: Rustboro
395	Snorunt	Ice		Wild: Rusturf Tunnel, Shoal Cave Ice Room
396	Glalie	Ice		Wild: Shoal Cave Ice Room, Victory Road B2F
397	Froslass	Ice	Ghost	Wild: Shoal Cave Ice Room, Victory Road B2F
398	Spheal	Ice	Water	Wild: Safari Zone SE, Shoal Cave Low Tide, Shoal Cave Ice Room. Pacifidlog Scuba Safari
399	Sealeo	Ice	Water	Wild: Safari Zone SE
400	Walrein	Ice	Water	Evolve Sealeo
401	Clamperl	Water		Wild: Underwater. Pacifidlog Scuba Safari

402	Huntail	Water		Fish: 128 (SR). Pacifidlog Scuba Safari
403	Gorebyss	Water		Fish: 128 (SR). Pacifidlog Scuba Safari
404	Relicanth	Water	Rock	Wild: Underwater. Pacifidlog Scuba Safari
405	Luvdisc	Water		Surf: 128, 130, 131. Fish: 128 (GR), Ever Grande City (GR/SR). Pacifidlog Scuba Safari
406	Bagon	Dragon		Wild: Meteor Falls All Floors
407	Shelgon	Dragon		Evolve Bagon
408	Salamence	Dragon	Flying	Evolve Bagon
409	Beldum	Steel	Psychic	Wild: New Mauville. Event from Steven.
410	Metang	Steel	Psychic	Evolve Beldum
411	Metagross	Steel	Psychic	Evolve Metang
412	Regirock	Rock		Event: Desert Ruins
413	Regice	Ice		Event: Island Cave
414	Registeel	Steel		Event: Ancient Tomb
415	Latias	Dragon	Psychic	Roaming after Elite Four
416	Latios	Dragon	Psychic	Roaming after Elite Four
417	Kyogre	Water		Story Event
418	Groudon	Ground		Story Event
419	Rayquaza	Dragon	Flying	Story Event
420	Jirachi	Steel	Psychic	Event, Mossdeep City
421	Deoxys	Psychic		Event, Birth Island

Extra, Easter Egg Pokémon Details

There are a few extra Pokémon not from the first 3 generations that can be obtained in this hack. I kept them pretty limited and out-of-the-way, as they're meant to be more like easter eggs to be discovered.

- Spiky Eared Pichu - From HGSS, and has higher stats and a unique moveset to make it (relatively) usable. Obtained from Professor Elm in Fallarbor Town after collecting 50 unique Pokémon.
- Tinkaton - Obtainable as a Tinkatink egg from a Team Aqua Grunt on Route 115 (South of Meteor Falls, North of Rustboro).

- Applin - Found in Littleroot Town. Evolution items (Tart, Sweet, and Candy Apples) found in Pacifidlog Town.

Legendary Encounter Details

All legendary Pokémon from the first 3 generations can be encountered in Pokémon Emerald Seaglass. Details can be read below, but if you'd prefer a spoiler-free experience, stick to the hints in the table above!

- **Jirachi** obtained by talking to the woman next to the White Rock, then interacting with Mossdeep White Rock with Wishing Star in bag

- **Kyogre**, **Groudon**, the **Regi Trio**, and **Rayquaza** are all encountered in their normal Emerald ways

Other legendaries, which were locked behind exclusive events or completely absent from vanilla Emerald, are now accessible through a storyline with a Sailor in Mossdeep, distinguished by a unique eyepatch and slightly different clothes. These should mostly be possible before the Elite Four!

- **Latios/Latias** found on Southern Island - Eon Ticket obtained by speaking to Mossdeep Sailor (distinguished by his eye patch, on hill in Mossdeep near large telescope) after beating the Mossdeep Gym. This also unlocks the SS Tidal ship and more legendary encounter quests. Which Lati is encountered is RANDOM, and it is reset with every Elite Four completion. If you're looking for a specific one, save the game BEFORE going to the island!!
- **Mew** found on Faraway Island - Old Sea Map obtained by speaking to Mossdeep Sailor with Pokédex entry for Rhydon (Encounter Lv. 30)
- **Ho-oh** and **Lugia** found on Navel Rock - Mystic Ticket from showing Mossdeep Sailor Pokédex entry for Octillery (Water/Fire Type) (Both encounters Lv. 50)
- **Deoxys** found on Birth Island - Aurora Ticket from showing Mossdeep Sailor Pokédex entry for Rayquaza (Lv. 70)

The following Legendaries found after completing Mossdeep Sailor's first 3 quests (triggered when he says he's "going exploring for more legendaries"):

- **Celebi** found on Route 119 - interact with Sailor in front of Birdhouse/Shrine North of the Weather Institute (Lv. 40)
- **Mewtwo** found in Steven's Room of Granite Cave - interact with Sailor in room (Lv. 80)

- **Raikou, Entei, and Suicune** are in the Shoal Cave Ice Room - interacting with Sailor summons one of the trio at random (Lv. 50), can be reset by defeating Elite Four again
- **Articuno, Zapdos, and Moltres** are on the summit of Mt. Pyre - interacting with the Sailor summons one of the trio at random (Lv. 50), can be reset by defeating Elite Four again

Important Item Locations

This category includes things like evolution items and helpful items that are a bit out of the way. If an item is not listed, it is likely available in the normal Emerald location!

Evolution Items

- Water Stone, Thunder Stone, Fire Stone, Sun Stone, and Moon Stone available at a Slateport City marketplace
- Leaf Stone, Ice Stone, Dawn Stone, Dusk Stone, and Shiny Stone available at Lavaridge Town Herb Shop
- King's Rock item on Route 106, just above Granite Cave entrance
- Dragon Scale item on Route 118
- Upgrade item in Weather Institute, Route 119
- Dubious Disc item in Team Aqua Hideout
- Metal Coat item available in Rusturf Tunnel and Abandoned Ship
- Razor Fang item on Route 119
- Razor Claw item on Route 121
- Prism Scale item on Route 127 (Can also evolve Feebas with 140 Beauty from contests)
- Black Augurite item on Route 119
- Tart Apple, Sweet Apple, and Candy Apple all available from apple seller in Pacifidlog Town
- Peat Block item in southern peninsula area of Lilycove
- Electirizer item in New Mauville (replaces Ultra Ball item on ground)
- Magmarizer item in Jagged Pass (replaces Burn Heal on ground)
- **ALL** evolution items available at a stand in Sootopolis City, North of the Pokémon Center

Helpful Key Items

- Pokémon Box Link available from a Scientist in the Slateport City Pokémon Center after beating Wattson

- Shiny Charm available in two places - first in Player's PC from the start of the game, second in Fortree City by completing a quest hinted at by an old man in one of the houses
 - Shiny rerolls stack with the second Shiny Charm! Having both doubles the rolls!
- Items related to Legendary Pokémon events (Old Sea Map for Mew, Mystic Ticket for Ho-oh/Lugia, and Aurora Ticket for Deoxys) available from Sailor with an eye patch in Mossdeep

Other Helpful Items

- Wishing Stars - 1 found on ground near Rustboro City Wishing Well, and some are given by a little girl in Rustboro and a Hiker in Granite Cave. They can be bought from an NPC on Mt. Chimney after clearing out Team Aqua/Magma, similar to the Lava Cookie old lady. A few are found across the region, mostly the western half of Hoenn.
- Nature Mints - bought in the Pretty Petal floral shop on Route 104, south of Rustboro
- Many important battle items like Ability Capsules, EXP Candies, Stat Feathers, Choice held items, and Stat Vitamins can be bought at the Happy Trainer Merchant Stand in Petalburg
 - Limited selection at first, but more unlocks with each badge

SCUBA SAFARI - Pacifidlog Town Diving Minigame

Pacifidlog Town has undergone some renovations to make it relevant to your adventure in Pokémon Emerald Seaglass! The biggest change is the addition of the Diving Minigame, accessed by speaking to the Sailor NPC on the eastern platform of Pacifidlog. To play this, you do not need the Dive HM! You are basically teleported to a patchwork of underwater areas with encounters of varying levels and species, playing a game combining aspects of the Safari zone and the Bug Catching contest of Johto.

Rules and Guidelines:

1. While underwater, you only have 200 "steps" (tiles to swim) before the game ends.
2. You only have 5 encounters total to capture a Pokémon for scoring. After 5 encounters, your time ends.
3. Pokémon are judged based on rarity, level, IVs, and remaining HP.
4. Different areas and patches of seagrass often have different encounter tables.

Score Calculation: $\text{Rarity Score} + (\text{Level} * 3) + (\text{HP IV} + \text{ATK IV} + \text{DEF IV} + \text{SP_ATK IV} + \text{SP_DEF IV} + \text{SPD IV}) + \text{Remaining HP} = \text{Score}$

(Example: Pokémon with a rarity score of 100, level 5, perfect 31 IVs in all stats, and with 25 HP remaining would be calculated as $100 + 15 + (31 * 6) + 25 = 326$.)

Rewards: The first time you play the minigame, setting your first high score, you receive the HM07 Waterfall. After this, rewards are randomly selected from a pool of treasures (shards, nuggets, pearls, etc.), evolution items, and other fun items. When a new high score is set, the player is rewarded with 5 Heart Scales and a random TM from a pool of good moves (Flamethrower, Dragon Claw, Thunderbolt, etc.).

PINBALL MINIGAME

Pinball machines are available to play in Mauville Game Corner and Mossdeep Game Corner! There are four different types of pinball games to play: Meowth Pinball, Gengar Pinball, Seel Pinball, and Diglett Pinball, all with different play styles.

Rewards: By winning a pinball game, you win 1 “Pinball Point”, which can be exchanged for rare items and Pokémon. In Mauville, you can exchange Pinball Points for apricorn (and other rare) Pokéballs and eggs of random Alolan forms! In Mossdeep, you can exchange Pinball Points for random rare items, and you can exchange money for more Points.

RUSTBORO CITY WISHING WELL

On the east side of Rustboro City, an old Wishing Well can be accessed. By throwing a Wishing Star down the well, a random Pokémon appears, similar to Wonder Trade or a Gacha system. If you’re lucky, you can get some pretty cool rare Pokémon early on like this!

DexNav

After obtaining the Pokédex from Professor Birch, your Mom will catch you leaving Littleroot and install the DexNav! Accessible in the Start Menu, the DexNav allows you to see how many Pokémon are in an area, and after seeing one for the first time, you can target them.

As you explore, occasionally (roughly every ~200 steps), the DexNav will detect a Pokémon nearby automatically for you to find. 50% of the time, these Pokémon are considered “Hidden Pokémon”, which can only be found through this method. No Pokémon are exclusive to being hidden, but they allow for more options in the early game, and more variety in wild encounters overall.

Many features of the ORAS DexNav have been ported over. You can chain Pokémon to increase shiny odds, find rare egg moves, and increase IVs. Use the “**JUSTSHOWME**” cheat code to see all DexNav Pokémon!

Mystery Gifts / Cheat Codes

In-game cheat codes exist to help give players with alternative play styles more options! These codes include rare candies, master balls, and other items that can help people avoid the grind. The codes are listed below:

- 9RARECANDY : Gives 99 Rare Candies every time it is entered
- MASTERBALL : Gives 99 Master Balls every time it is entered
- ILOVSPHEAL : Gives a Level 5 Spheal with optimized defensive stats. Has the moves Bouncy Bubble, Super Fang, Slack Off, and Freeze Dry. Fun alternative starter!
- ILOVEAIPOM : Gives a Level 5 Aipom with an Eviolite. Has the moves Dizzy Punch, Karate Chop, Victory Dance, and Bullet Punch. Probably very overpowered alternative starter, but hey, I'm the developer I get to play favorites
- ILOVEKANTO : Gives the Kanto starters, all at level 5
- ILOVEJOHTO : Gives Johto starters, all level 5
- ILOVEHOENN : Gives Hoenn starters, all level 5
- ILOVEAPPLE : Gives Level 5 Applin holding Syrupy Apple evolution item
- ILOVETINKA : Gives Level 5 Tinkatink holding a Nugget
- JUSTSHOWME: Automatically shows all Pokémon on the DexNav menu, whether or not the player has seen them. Also allows all Pokémon to be hunted before being encountered!
- WISHINGSTR: Gives 99 Wishing Stars to be used in the Rustboro Wishing Well
- GIMMENUGS!: Gives 99 Nuggets, effectively acting as infinite money

BELOW CODES ARE FOR **MONOTYPE RUNS** (or for those who want to use unique types from the start):

- "MONO BUG" - gives one random, first stage Bug-type Pokémon
- "MONO DARK" - gives one random, first stage Dark-type Pokémon
- "MONO DRAGN" - gives one random, first stage Dragon-type Pokémon
- "MONO ELECT" - gives one random, first stage Electric-type Pokémon
- "MONO FAIRY" - gives one random, first stage Fairy-type Pokémon
- "MONO FIGHT" - gives one random, first stage Fighting-type Pokémon
- "MONO FIRE" - gives one random, first stage Fire-type Pokémon
- "MONO FLYIN" - gives one random, first stage Flying-type Pokémon
- "MONO GHOST" - gives one random, first stage Ghost-type Pokémon
- "MONO GRASS" - gives one random, first stage Grass-type Pokémon

- “MONO GROUND” - gives one random, first stage Ground-type Pokémon
- “MONO ICE” - gives one random, first stage Ice-type Pokémon
- “MONO NORMAL” - gives one random, first stage Normal-type Pokémon
- “MONO POISON” - gives one random, first stage Poison-type Pokémon
- “MONO PSYCHIC” - gives one random, first stage Psychic-type Pokémon
- “MONO ROCK” - gives one random, first stage Rock-type Pokémon
- “MONO STEEL” - gives one random, first stage Steel-type Pokémon
- “MONO WATER” - gives one random, first stage Water-type Pokémon

Known Issues

Before discussing bugs in the Discord channel, please check to see if your problem is considered a known issue (meaning I know about it, and I am likely working on a fix!)

IMPORTANT ISSUES:

- Graphics flicker after every turn in battle
 - This is semi-intentional! Resetting the graphics prevents many freezes and move animation problems.
- DexNav can occasionally totally bug out the game, best to save before chaining
 - Cannot consistently replicate, seems to happen most often in caves?
- Level Reset Bug - seemingly for 1 battle, a Pokémon’s level is lowered, but they regain experience up to their normal level again after battle. Weird, and cannot be consistently replicated
- Safari Zone battles function as regular battles unintentionally

VISUAL ISSUES:

- PP number text is yellow when learning new move
- Swinub and Piloswine follower palettes bugged (Issue with pokeemerald-expansion: <https://github.com/rh-hideout/pokeemerald-expansion/issues/5147>)

OTHER ISSUES:

- Pinball physics are far from perfect, but tbh I think that adds to the charm lol
 - If it glitches out and freezes, press “Start” to force-leave the minigame

Credits

Please support everyone who made this possible!

- Tiles:
 - Most tiles by [Zaebucca](#) on itch.io and Twitter
 - Some buildings and other bits by [Arex](#) on itch.io
- Pokémon Sprites:
 - Most Generation 3 and 9 Pokémon sprites by [Egg](#) on Twitter
 - Many Generation 3 and other Pokémon sprites by [Nuukiie](#) on DeviantArt
 - Many Generation 4 sprites by ESY on DeviantArt
 - Some Hisuian Pokémon sprites (Kleavor and Ursaluna) by Katten and dwg1109 on DeviantArt
 - Generation 1-2 Pokémon and many UI sprites from Spriter's Resource GSC sprite sheets
 - Spiky-ear Pichu sprite based on Pichu devamp by Matdemo159 on DeviantArt
 - A few modified Gen 1-2 Pokémon sprites (Golduck, Aipom, Politoed) by Substitute
 - Hydrapple line sprites and various other gen 2 style sprites (Charizard, Dudunsparce, Porygon line) by SageDeoxys on Twitter
 - Alolan Sandshrew/Sandslash and Alolan Vulpix/Ninetales sprites by wittycrow on DeviantArt
- Overworld Sprites:
 - New player sprites by [Solo993 and GOLDHIBIKI](#) on DeviantArt
 - Some trainer sprites by leeseongjae620 on DeviantArt
- Overworld Pokémon Sprites:
 - Gen 1 and 2 overworld sprites by [Anima_nel](#) on itch.io!
 - [Megaman-Omega](#) on DeviantArt: Onix, Steelix, Lugia, Ho-oh, Lotad, Lombre, Ludicolo, Taillow, Swellow, Surskit, Masquerain, Shroomish, Breloom, Whismur, Loudred, Exploud, Makuhita, Hariyama, Sableye, Mawile, Aron, Lairon, Aggron, Volbeat, Illumise, Torkoal, Cacnea, Cacturne, Swablu, Altaria, Lileep, Cradily, Anorith, Armaldo, Feebas, Milotic, Shuppet, Banette, Duskull, Dusclops, Chimecho, Absol, Relicanth, Bagon, Salamence, Kyogre, Groudon, Rayquaza, Tangrowth, Electivire, Magmortar, Gliscor, Mamoswine, Gallade, Frolass, Eevee, Vaporeon, Jolteon, Flareon, Espeon, Umbreon, Leafeon, Glaceon, Sylveon
 - Eeveeee: Spink, Kleavor
 - SageDeoxys: Wyrdeer
 - .kedoshim: Ursaluna

- Mudskip: Applin
- Jaquellion: Dipplin, Hydrapple
- DarkusShadow: Tinkaton line sprites (GBA style, modified by Nemo622)
- Many others by resource from Mano_Emet on Discord, primarily derived from Megaman-Omega's public sprites (seriously, go support Megaman-Omega's work!)
- User Interface:
 - Party menu Pokémon icons by [EeVeeEe1999](#) on DeviantArt (Gen 3 icons) and Chamber, Solo0993, Blue Emerald, Lake, Neslug, and Pikachu25 (Most Gen 1-2 icons)
 - New battle backgrounds by Princess-Phoenix, Carchagui, and Aveontrainer on DeviantArt
 - Modified by PacoScarso to use fewer colors
 - Option to disable battle backgrounds by Mudskip (thank you!)
- Feature Branches and Other Ideas:
 - Huge thanks to the Rom Hacking Hideout and Team Aqua's Hideout communities
 - Credit to Saffron City TV (on YouTube) for her Hoenn Review videos! They inspired a lot of changes, most strongly the diving minigame idea!
 - ShantyTown and Mudskip for the Pinball minigame!
 - DexNav feature branch by ghoulslash
 - Type Icons in battle from psf and RavePossum
 - Start Menu Clock by Pawkkie