Run ‘make’ in your shell

To add each card:

**Card Data /** - as far as I am aware there is no established maximum file size for this, but I cannot be certain. Don’t forget to make sure text pointers start with tx, and commands begin with dw.

**Effect Commands /** - The disassembly uses one file for this, another could be added, as the size of this file will having bearing on the size of the Effect Function file.

Many of the effect commands and the functions they call are effectively identical and can be combined. For example, Charmeleon, Arcanine and Flareon all have some version of the move Flamethrower, you may delete the specificity of ArcanineFlamethrowerEffectCommands, to FlamethrowerEffectCommands, deleting line of code from Effect Commands and several more from the functions they call. If you do this don’t forget to update the src/data/cards.asm file to adjust the card data to this change.

**Text\_offsets:** pointers for the text displays which contain the names of the messages which are later declared in src/texts/text(1-X).

**Card constants:** to be found under src/constants, declare the card names in capitals including numbers.

**Gfx /** - rgbfix will generate the required gfx and pal files if a png with the name called by src/data/cards.asm asks for it, make sure the pngs and pointers follo the ame naming convention (adding a 1 or 2 if there is more than one card of the same species in the project)

**Pointers**

**Names /**

**Effect Functions**

**Trainer Deck data** - if you change or delete a card, specifically its pointer, this document will need updating with that information, find and replace

**Trainer card data** – if you change or delete a card, specifically its pointer, this document will need updating with that information, find and replace

duel/ai/trainer\_cards.asm needs replacing with new card pointers

duel/ai/special\_attacks

duel/ai/attacks

duel/ai/energy

duel/ai/deck ai

src/data/auto\_deck\_card\_lists

Variables like *wDuelType* & *wPracticeDuelText* no longer exist. This is an issue I made for myself by trying to be too clever about deleting the tutorial, the solution will lie in finding where those variables are defined in the first place and restoring that file, it’s going to be a ball ache.

error: src/main.asm(10) -> src/engine/duel/core.asm(2894): Unknown symbol "wPracticeDuelTextY"

error: src/main.asm(10) -> src/engine/duel/core.asm(2889): Unknown symbol "wPracticeDuelTextPointer"

error: src/main.asm(10) -> src/engine/duel/core.asm(2840): Unknown symbol "wPracticeDuelTextY"

error: src/main.asm(10) -> src/engine/duel/core.asm(2819): Unknown symbol "wPracticeDuelTextY"

error: src/main.asm(10) -> src/engine/duel/core.asm(2815): Unknown symbol "wPracticeDuelTextPointer"

src/engine/duel/core.asm(2813): Unknown symbol "wPracticeDuelTextPointer"

error: src/main.asm(10) -> src/engine/duel/core.asm(2811): Unknown symbol "wPracticeDuelTextY"

error: src/main.asm(10) -> src/engine/duel/core.asm(2683): Unknown symbol "wPracticeDuelTurn"

error: src/main.asm(10) -> src/engine/duel/core.asm(2675): Unknown symbol "wPracticeDuelTurn"

error: src/main.asm(10) -> src/engine/duel/core.asm(2624): Unknown symbol "wPracticeDuelAction"

error: src/main.asm(10) -> src/engine/duel/core.asm(2621): Unknown symbol "wIsPracticeDuel"

error: src/main.asm(10) -> src/engine/duel/core.asm(2620): Unknown symbol "wPracticeDuelAction"

error: src/main.asm(10) -> src/engine/duel/core.asm(2182): Unknown symbol "wDuelType"

error: src/main.asm(10) -> src/engine/duel/core.asm(2157): Unknown symbol "wDuelType"

error: src/main.asm(10) -> src/engine/duel/core.asm(2007): Unknown symbol "wDuelType"

error: src/main.asm(10) -> src/engine/duel/core.asm(198): Unknown symbol "wDuelType"

rror: src/main.asm(10) -> src/engine/duel/core.asm(103): Unknown symbol "wIsPracticeDuel"

src/engine/duel/core.asm(94): Unknown symbol "wDuelType"

s/engine/duel/core.asm(51): Unknown symbol "wIsPracticeDuel"

Finally, it turns out that there is a file called text\_offsets which I am going to need to edit to update all of the pointers so they point to my new information. This is going to be a matter of finding **//**

Exactly what I changed and making sure it says ‘textpointer’ next to it. All the names etc will likely need pointers to work and all the things pointed to need that thing to exist or they make an error.

Fortunately editing only the card data means editing only text files 10-13.

Be aware that unlike effect commands, some move descriptions definitely need separate descriptions per species because they mention the Pokémon by name

*src/ text/ text\_offsets.asm* -> src/macros/data.asm::textpointer

I accidentally worked to only halfway through the constants and it threw out my estimation of what needed doing. Constants are the ultimate place where Unknown Symbols take their errors.

After I figured this out, running make generated a lot of errors where the constants were called from the replaced cards and needed to be find and replaced, this was also true of GFX commands and text commands like names and descriptions.

Apparently I still need to write Gigaspark’s effect commands.

error: src/main.asm(166) -> src/data/cards.asm(2636) -> src/macros/data.asm::tx(87): Unknown symbol "ArcanineName\_"

Added to text\_offsets resolved the above

error: src/main.asm(166) -> src/data/cards.asm(6058): Unknown symbol "NatuName"

reolved by changing the dw to tx

DeckNameTexts can be found at Text 3.

Text 1 has duel related displays such as “Damage Check!” information about what happens when coins are heads

**The demo is made!**

Hoppip needs to not do 0 damage with Sprout. It might be something to do with attack animations.

Same with all of the residual attacks.

Marill’s Bubblebomb description is appearing twice for some reason. Also it didn’t use its effect command at all.

Relatedly, Sentret is the Scoutaquarabbit Pokemon

Plus power didn’t work on Marill either, but it may not work for anyone?

Interestingly it only did 20 damage to Pikachu when it wasn’t boosted by plus power

Marill only took 10 damage from a 10 damage move it was weak to.

Azumarill’s Bubble Shower only did 10 damage to a Pok€mon

Wooper did 30 damage with its Slam

I might need to introduce AI Effect Functions

Next thing to do: attack anims

Going to reorder by type when mass introduction takes place

db 11, GRASS\_ENERGY

db 3, FIRE\_ENERGY

db 9, WATER\_ENERGY

db 2, BULBASAUR - HOPPIP

db 1, IVYSAUR - SKIPLOOM

db 1, VENUSAUR2 – JUMPLUFF

db 2, CATERPIE - WOOPER

db 1, METAPOD - QUAGSIRE

db 2, NIDORANF - GIRAFARIG

db 2, NIDORANM - SHUCKLE

db 1, NIDORINO -LEDYBA

db 1, TANGELA2 - STANTLER

db 1, FLAREON2 - HOOTHOOT

db 1, SEEL - SNUBBULL

db 1, DEWGONG - GRANBULL

db 2, KRABBY - NATU

db 1, KINGLER - XATU

db 2, GOLDEEN - SENTRET

db 1, SEAKING - FURRET

db 1, VAPOREON2 – ODDISH2

db 1, JIGGLYPUFF3 – CHIKORITA1

db 1, MEOWTH1 – CHIKORITA2

db 2, EEVEE - MARILL

db 1, KANGASKHAN – AZUMARILL

Hoppip1

Skiploom1

Jumpluff

Wooper1

Quagsire1

Girafarig1

Ledyba1

Snubbull1

Granbull

Sentret1

Furret

Hoothoot

Natu1

Xatu1

Chikorita1

Chikorita2

Marill1

Azumarill

Oddish2

4428)

db 10, FIRE\_ENERGY

db 8, LIGHTNING\_ENERGY

db 6, FIGHTING\_ENERGY

db 2, CHARMANDER – HOPPIP1

db 1, CHARMELEON – SKIPLOOM1

db 1, CHARIZARD – JUMPLUFF1

db 2, GROWLITHE – WOOPER1

db 1, ARCANINE2 – QUAGSIRE1

db 2, PONYTA - GIRAFARIG

db 1, MAGMAR1 – LEDYBA1

db 2, PIKACHU1 – SUBBULL1

db 1, RAICHU1 - GRANBULL

db 2, MAGNEMITE1 – SENTRET1

db 1, MAGNETON1 – FURRET

db 1, ZAPDOS2 – HOOTHOOT

db 2, DIGLETT – NATU1

db 1, DUGTRIO – XATU1

db 1, MACHOP – CHIKORITA1

db 1, MACHOKE – CHIKORITA2

db 2, RATTATA – MARILL1

db 1, RATICATE - AZUMARILL

db 1, MEOWTH1 – ODDISH2

db 1, PROFESSOR\_OAK

db 2, BILL

db 1, SWITCH

db 1, COMPUTER\_SEARCH

db 1, PLUSPOWER

db 2, POTION

db 2, FULL\_HEAL

db 0 ; end

tx CharmanderAndFriendsDeckName

To do sprout

Deleted bank1call DisplayCardDetailScreen

line 11360 Hoppip Sprout PutInPlayAreaEffect

Granbull Raging Charge

Snubbull will need the coin flip injected

It might be better to exclusively append the new Pokémon rather than replace the old ones -Constants

Bear in mind that effect commands which lead nowhere and effects which don’t exist both won’t compile.

Multiple occurrences of the same move under different names may be explained by the points in the comments or they might be explained by negligence.