

*The  
Ultimate  
Pokémon Codes  
Guide*

*Part I*

# *The Ultimate Pokémon Codes Guide*

## *Part I*

### **Special Thanks To:**

Bigsupes and Pittstonjoma for their work on hacking  
Pokémon codes.

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## 1.0 Introduction

Pokémon games use various methods for storing data to control game play. Through the use of devices such as the GameShark, these values can be changed in order to alter the way in which the game is played. In order to make full use of such a device and the many things that can be altered in the game it is important to understand a few basics on how data is stored and manipulated. The remainder of this chapter discusses two of the numbering systems used by computer systems for storing data. It ends with a quick look at the format of a GameShark code.

### 1.1 Using the Binary Numbering System

The traditional numbering system, known as the decimal numbering system, uses the characters 0 through 9 to represent the 10 possible values for a single digit. The name is derived from the fact that each digit represents a power of 10 from right to left commonly labeled as the 1's, 10's, 100's, and so forth. A computer system can only recognize 2 possible values for a single digit which is known as the binary numbering system. These values are 0 (also referred to as off) and 1 (also referred to as on). As with the decimal numbering system, when the final value is reached for a single digit the next one to the left is incremented and the current digit starts back at 0. A computer uses a block of 8 binary digits, known as a byte, to store values ranging from 0 to 255 in the decimal numbering system. For the remainder of this guide a byte will be referred to as a value. Here are the decimal equivalents for the 8 digits in a byte or value:

00000001 .....	1
00000010 .....	2
00000100 .....	4
00001000 .....	8
00010000 .....	16
00100000 .....	32
01000000 .....	64
10000000 .....	128

Because this can be a difficult numbering system to understand the remainder of this section will only discuss the conversion of a value in binary to the decimal numbering system using the equivalents listed above. The simple form is to add the decimal equivalents for the binary digits containing a 1. For example, the highest value an 8 digit binary number can contain is 255 decimal (written as 11111111). Since every digit is a one the resulting equation would be  $128+64+32+16+8+4+2+1=255$ . Now look at the binary number 10101100. Finding the decimal equivalents from left to right results in the equation  $128+32+8+4=172$ . Therefore, the decimal equivalent of the binary number 10101100 is 172. For converting decimal numbers to a binary format it is recommended using a scientific calculator as will be demonstrated in the next section.

### 1.2 Using the Hexidecimal Numbering System

The hexidecimal numbering system provides a link between the binary numbering system and the decimal numbering system. This numbering system uses the characters 0 through 9 and A through F to represent 16 possible values for a single digit. So how is this significant to the binary numbering system? A single hexidecimal digit contains all the possible values that can be represented by 4 binary digits. Therefore, it takes only 2 hexidecimal digits to represent the 8 digit binary byte or value. Here are the hexidecimal equivalents for all of the 4 digit binary combinations:

0000 .....	0	1000 .....	8
0001 .....	1	1001 .....	9
0010 .....	2	1010 .....	A
0011 .....	3	1011 .....	B
0100 .....	4	1100 .....	C
0101 .....	5	1101 .....	D
0110 .....	6	1110 .....	E
0111 .....	7	1111 .....	F

In the previous section, the binary number 10101100 was found to have the decimal equivalent 172. This same example can be converted to a hexadecimal number using the equivalents listed above. It is first necessary to split the number into two groups of 4 binary digits represented as 1010 and 1100. Now substitute the hexadecimal equivalents from the table above for each binary group to get the hexadecimal value AC. For the remainder of this guide all values will be listed in hexadecimal format. Rather than spending a great deal of time converting these values by substitution, a scientific calculator can be used to perform these conversions. Start by setting the mode of the calculator to the original numbering system. With the proper mode set, type in the value that is to be converted. While the value appears on the face of the calculator change the mode to the final numbering system. The resulting value on the face of the calculator should be the original number converted to the selected numbering system. Try using a scientific calculator to convert the binary number 10110011 to both decimal and hexadecimal format. The results should be 179 for the decimal numbering system and B3 for the hexadecimal numbering system. Now try the hexadecimal number 98 converted to both binary and decimal format. The results for this one should be 10011000 in the binary numbering system and 152 in the decimal numbering system.

### **1.3 What is a GameShark Code?**

A GameShark code is a string of characters used to change a single value in the Gameboy's memory area for the purpose of enhancing game play. The code contains three parts and usually appears in the format 01xxCDAB. The first part determines the code type and is commonly represented as the value 01. There is currently only one code type available on the GameShark for Gameboy system so any value may be used here. The next value in the code, represented in the example as xx, identifies the new value to be placed in the Gameboy's memory at the given address. The last and final part of the code identifies the address where the change will be made. A memory address requires 2 values represented in the example as CDAB. Possible memory address values used for storing game play data range from C000 to DFFF. The first two digits from left to right represent the high value of the address while the second two digits represent the low value. For the GameShark code these values are written low first and high last. As an example, if the value to change is located at memory address D0ED in the Gameboy system then the resulting code will be 01xxEDD0. Only the second part of the code will be of any importance when using the codes found throughout this guide. However, when hacking codes it is essential to understand what all three parts of the code are and how they work with the Gameboy system.

## 2.0 Pokémon Red/Blue

Released in 1998 (English Version), Pokémon Red/Blue make up the first two games in the Pokémon saga. Both of these games store data in identical format which results in GameShark codes that work correctly on both version of the game. The remainder of this chapter organizes these codes by the effect they have on altering game play.

### 2.1 The Six Members of the Pokémon Team

The player's Pokémon team makes up the single largest block of data in the entire game. There are 404 values used for storing the team. The entire block of data can be divided into four parts. The first part is a list of the current Pokémon in the order which they appear in the team. The second part makes up the statistical information for each of the Pokémon. The third and fourth part contain the Original Trainer's name as well as the Pokémon's nickname.

#### 2.1.1 Pokémon Team List

The player's team begins with a list made up of 8 values used to identify the Pokémon in order of appearance. The first value identifies the number of Pokémon in the team. The next up to 6 values represent each of the Pokémon by number (see Appendix A). The last Pokémon in the team is always followed by the value FF. Here are the codes:

Number of Pokémon in Team (use 06 for maximum) .....	01xx63D1
First Pokémon in Team (use FF for end-of-list) .....	01xx64D1
Second Pokémon in Team (use FF for end-of-list) .....	01xx65D1
Third Pokémon in Team (use FF for end-of-list).....	01xx66D1
Fourth Pokémon in Team (use FF for end-of-list) .....	01xx67D1
Fifth Pokémon in Team (use FF for end-of-list).....	01xx68D1
Sixth Pokémon in Team (use FF for end-of-list) .....	01xx69D1
End-of-List.....	01FF6AD1

#### 2.1.2 Pokémon Team Attacks and PP Availability

Each of the 6 Pokémon in the team may learn up to 4 attacks. Each of these attacks requires two values to represent both the attack by number and the available power points for that attack (see Appendix B). Power points can be increased up the three times through the use of the PP Up item. These increments are represented in the higher two bits of the value. The remaining lower six bits represent the number of power points currently available. To set the maximum natural value for power points use the value C0 in the power points code and then take the Pokémon to the nearest Pokémon Center to heal. Here are the codes:

<b>First Pokémon</b>	
Pokémon Attack #1 (use 00 for none) .....	01xx73D1
Pokémon Attack #2 (use 00 for none) .....	01xx74D1
Pokémon Attack #3 (use 00 for none) .....	01xx75D1
Pokémon Attack #4 (use 00 for none) .....	01xx76D1
Pokémon Attack PP #1 (use C0 for maximum) .....	01xx88D1
Pokémon Attack PP #2 (use C0 for maximum) .....	01xx89D1
Pokémon Attack PP #3 (use C0 for maximum) .....	01xx8AD1
Pokémon Attack PP #4 (use C0 for maximum) .....	01xx8BD1

**Second Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xx9FD1
Pokémon Attack #2 (use 00 for none) .....	01xxA0D1
Pokémon Attack #3 (use 00 for none) .....	01xxA1D1
Pokémon Attack #4 (use 00 for none) .....	01xxA2D1
Pokémon Attack PP #1 (use C0 for maximum) .....	01xxB4D1
Pokémon Attack PP #2 (use C0 for maximum) .....	01xxB5D1
Pokémon Attack PP #3 (use C0 for maximum) .....	01xxB6D1
Pokémon Attack PP #4 (use C0 for maximum) .....	01xxB7D1

**Third Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xxCBD1
Pokémon Attack #2 (use 00 for none) .....	01xxCCD1
Pokémon Attack #3 (use 00 for none) .....	01xxCDD1
Pokémon Attack #4 (use 00 for none) .....	01xxCED1
Pokémon Attack PP #1 (use C0 for maximum) .....	01xxE0D1
Pokémon Attack PP #2 (use C0 for maximum) .....	01xxE1D1
Pokémon Attack PP #3 (use C0 for maximum) .....	01xxE2D1
Pokémon Attack PP #4 (use C0 for maximum) .....	01xxE3D1

**Fourth Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xxF7D1
Pokémon Attack #2 (use 00 for none) .....	01xxF8D1
Pokémon Attack #3 (use 00 for none) .....	01xxF9D1
Pokémon Attack #4 (use 00 for none) .....	01xxFAD1
Pokémon Attack PP #1 (use C0 for maximum) .....	01xx0CD2
Pokémon Attack PP #2 (use C0 for maximum) .....	01xx0DD2
Pokémon Attack PP #3 (use C0 for maximum) .....	01xx0ED2
Pokémon Attack PP #4 (use C0 for maximum) .....	01xx0FD2

**Fifth Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xx23D2
Pokémon Attack #2 (use 00 for none) .....	01xx24D2
Pokémon Attack #3 (use 00 for none) .....	01xx25D2
Pokémon Attack #4 (use 00 for none) .....	01xx26D2
Pokémon Attack PP #1 (use C0 for maximum) .....	01xx38D2
Pokémon Attack PP #2 (use C0 for maximum) .....	01xx39D2
Pokémon Attack PP #3 (use C0 for maximum) .....	01xx3AD2
Pokémon Attack PP #4 (use C0 for maximum) .....	01xx3BD2

**Sixth Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xx4FD2
Pokémon Attack #2 (use 00 for none) .....	01xx50D2
Pokémon Attack #3 (use 00 for none) .....	01xx51D2
Pokémon Attack #4 (use 00 for none) .....	01xx52D2
Pokémon Attack PP #1 (use C0 for maximum) .....	01xx64D2
Pokémon Attack PP #2 (use C0 for maximum) .....	01xx65D2
Pokémon Attack PP #3 (use C0 for maximum) .....	01xx66D2
Pokémon Attack PP #4 (use C0 for maximum) .....	01xx67D2

**2.1.3 Pokémon Team Stats, Modifiers and Genetics**

Because of the complexity of this data there will not be much of an explanation here as to how these values work. When a Pokémon advances a level or is removed from a PC Box stats are recalculated based on the modifier and genetics values. During Pokémon battles the modifiers are incremented with experience. However, only the higher seven bits of the value are used to increase the corresponding statistic. Additionally, the value for genetics is also used as an extension to the modifiers even though the higher two bits determine gender. To calculate the maximum natural value for each statistic set the modifier value to FE 00 and the genetics value to FF FF. To give a Pokémon the female gender use the genetics value 3F FF (which will result in a decrease to the attack value). After using these codes the "PC Box Trick" can be used to recalculate stats. Here are the codes:



**First Pokémon**

Pokémon HP Modifier Hi (use FE for maximum) .....	01xx7CD1
Pokémon HP Modifier Lo (use 00 for maximum).....	01xx7DD1
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx7ED1
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx7FD1
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx80D1
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx81D1
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx82D1
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx83D1
Pokémon Special Modifier Hi (use FE for maximum).....	01xx84D1
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx85D1
Pokémon Genetics Hi (use FF for maximum) .....	01xx86D1
Pokémon Genetics Lo (use FF for maximum).....	01xx87D1
Pokémon HP Available Hi (use 03 for maximum).....	01xx6CD1
Pokémon HP Available Lo (use E7 for maximum).....	01xx6DD1
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx8DD1
Pokémon HP Maximum Lo (use E7 for maximum).....	01xx8ED1
Pokémon Attack Hi (use 03 for maximum) .....	01xx8FD1
Pokémon Attack Lo (use E7 for maximum).....	01xx90D1
Pokémon Defense Hi (use 03 for maximum).....	01xx91D1
Pokémon Defense Lo (use E7 for maximum).....	01xx92D1
Pokémon Speed Hi (use 03 for maximum) .....	01xx93D1
Pokémon Speed Lo (use E7 for maximum).....	01xx94D1
Pokémon Special Hi (use 03 for maximum) .....	01xx95D1
Pokémon Special Lo (use E7 for maximum).....	01xx96D1

**Second Pokémon**

Pokémon HP Modifier Hi (use FE for maximum) .....	01xxA8D1
Pokémon HP Modifier Lo (use 00 for maximum).....	01xxA9D1
Pokémon Attack Modifier Hi (use FE for maximum).....	01xxAAD1
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xxABD1
Pokémon Defense Modifier Hi (use FE for maximum).....	01xxACD1
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xxADD1
Pokémon Speed Modifier Hi (use FE for maximum).....	01xxAED1
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xxAFD1
Pokémon Special Modifier Hi (use FE for maximum).....	01xxB0D1
Pokémon Special Modifier Lo (use 00 for maximum).....	01xxB1D1
Pokémon Genetics Hi (use FF for maximum) .....	01xxB2D1
Pokémon Genetics Lo (use FF for maximum).....	01xxB3D1
Pokémon HP Available Hi (use 03 for maximum).....	01xx98D1
Pokémon HP Available Lo (use E7 for maximum).....	01xx99D1
Pokémon HP Maximum Hi (use 03 for maximum).....	01xxB9D1
Pokémon HP Maximum Lo (use E7 for maximum).....	01xxBAD1
Pokémon Attack Hi (use 03 for maximum) .....	01xxBBD1
Pokémon Attack Lo (use E7 for maximum).....	01xxBCD1
Pokémon Defense Hi (use 03 for maximum).....	01xxBDD1
Pokémon Defense Lo (use E7 for maximum).....	01xxBED1
Pokémon Speed Hi (use 03 for maximum) .....	01xxBFD1
Pokémon Speed Lo (use E7 for maximum).....	01xxC0D1
Pokémon Special Hi (use 03 for maximum) .....	01xxC1D1
Pokémon Special Lo (use E7 for maximum).....	01xxC2D1

**Third Pokémon**

Pokémon HP Modifier Hi (use FE for maximum) .....	01xxD4D1
Pokémon HP Modifier Lo (use 00 for maximum).....	01xxD5D1
Pokémon Attack Modifier Hi (use FE for maximum).....	01xxD6D1
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xxD7D1
Pokémon Defense Modifier Hi (use FE for maximum).....	01xxD8D1
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xxD9D1
Pokémon Speed Modifier Hi (use FE for maximum).....	01xxDAD1

Pokémon Speed Modifier Lo (use 00 for maximum) .....	01xxDBD1
Pokémon Special Modifier Hi (use FE for maximum) .....	01xxDCD1
Pokémon Special Modifier Lo (use 00 for maximum).....	01xxDDD1
Pokémon Genetics Hi (use FF for maximum) .....	01xxDED1
Pokémon Genetics Lo (use FF for maximum).....	01xxDFD1
Pokémon HP Available Hi (use 03 for maximum).....	01xxC4D1
Pokémon HP Available Lo (use E7 for maximum).....	01xxC5D1
Pokémon HP Maximum Hi (use 03 for maximum).....	01xxE5D1
Pokémon HP Maximum Lo (use E7 for maximum).....	01xxE6D1
Pokémon Attack Hi (use 03 for maximum) .....	01xxE7D1
Pokémon Attack Lo (use E7 for maximum).....	01xxE8D1
Pokémon Defense Hi (use 03 for maximum).....	01xxE9D1
Pokémon Defense Lo (use E7 for maximum).....	01xxEAD1
Pokémon Speed Hi (use 03 for maximum).....	01xxEBD1
Pokémon Speed Lo (use E7 for maximum).....	01xxECD1
Pokémon Special Hi (use 03 for maximum) .....	01xxEDD1
Pokémon Special Lo (use E7 for maximum).....	01xxEED1

#### Fourth Pokémon

Pokémon HP Modifier Hi (use FE for maximum) .....	01xx00D2
Pokémon HP Modifier Lo (use 00 for maximum).....	01xx01D2
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx02D2
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx03D2
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx04D2
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx05D2
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx06D2
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx07D2
Pokémon Special Modifier Hi (use FE for maximum).....	01xx08D2
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx09D2
Pokémon Genetics Hi (use FF for maximum) .....	01xx0AD2
Pokémon Genetics Lo (use FF for maximum).....	01xx0BD2
Pokémon HP Available Hi (use 03 for maximum).....	01xxF0D1
Pokémon HP Available Lo (use E7 for maximum).....	01xxF1D1
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx11D2
Pokémon HP Maximum Lo (use E7 for maximum).....	01xx12D2
Pokémon Attack Hi (use 03 for maximum) .....	01xx13D2
Pokémon Attack Lo (use E7 for maximum).....	01xx14D2
Pokémon Defense Hi (use 03 for maximum).....	01xx15D2
Pokémon Defense Lo (use E7 for maximum).....	01xx16D2
Pokémon Speed Hi (use 03 for maximum).....	01xx17D2
Pokémon Speed Lo (use E7 for maximum).....	01xx18D2
Pokémon Special Hi (use 03 for maximum) .....	01xx19D2
Pokémon Special Lo (use E7 for maximum).....	01xx1AD2

#### Fifth Pokémon

Pokémon HP Modifier Hi (use FE for maximum) .....	01xx2CD2
Pokémon HP Modifier Lo (use 00 for maximum).....	01xx2DD2
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx2ED2
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx2FD2
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx30D2
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx31D2
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx32D2
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx33D2
Pokémon Special Modifier Hi (use FE for maximum).....	01xx34D2
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx35D2
Pokémon Genetics Hi (use FF for maximum) .....	01xx36D2
Pokémon Genetics Lo (use FF for maximum).....	01xx37D2
Pokémon HP Available Hi (use 03 for maximum).....	01xx1CD2
Pokémon HP Available Lo (use E7 for maximum).....	01xx1DD2
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx3DD2

Pokémon HP Maximum Lo (use E7 for maximum).....	01xx3ED2
Pokémon Attack Hi (use 03 for maximum) .....	01xx3FD2
Pokémon Attack Lo (use E7 for maximum).....	01xx40D2
Pokémon Defense Hi (use 03 for maximum).....	01xx41D2
Pokémon Defense Lo (use E7 for maximum).....	01xx42D2
Pokémon Speed Hi (use 03 for maximum).....	01xx43D2
Pokémon Speed Lo (use E7 for maximum).....	01xx44D2
Pokémon Special Hi (use 03 for maximum).....	01xx45D2
Pokémon Special Lo (use E7 for maximum).....	01xx46D2

#### Sixth Pokémon

Pokémon HP Modifier Hi (use FE for maximum).....	01xx58D2
Pokémon HP Modifier Lo (use 00 for maximum).....	01xx59D2
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx5AD2
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx5BD2
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx5CD2
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx5DD2
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx5ED2
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx5FD2
Pokémon Special Modifier Hi (use FE for maximum).....	01xx60D2
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx61D2
Pokémon Genetics Hi (use FF for maximum).....	01xx62D2
Pokémon Genetics Lo (use FF for maximum).....	01xx63D2
Pokémon HP Available Hi (use 03 for maximum).....	01xx48D2
Pokémon HP Available Lo (use E7 for maximum).....	01xx49D2
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx69D2
Pokémon HP Maximum Lo (use E7 for maximum).....	01xx6AD2
Pokémon Attack Hi (use 03 for maximum) .....	01xx6BD2
Pokémon Attack Lo (use E7 for maximum).....	01xx6CD2
Pokémon Defense Hi (use 03 for maximum).....	01xx6DD2
Pokémon Defense Lo (use E7 for maximum).....	01xx6ED2
Pokémon Speed Hi (use 03 for maximum).....	01xx6FD2
Pokémon Speed Lo (use E7 for maximum).....	01xx70D2
Pokémon Special Hi (use 03 for maximum).....	01xx71D2
Pokémon Special Lo (use E7 for maximum).....	01xx72D2

### 2.1.4 Pokémon Team Experience and Level

Altering the experience and level of the 6 Pokémon in the team works much like altering the statistics and modifiers. When removing Pokémon from a PC box, the level is recalculated based on experience. Unlike the modifiers, there is no natural maximum value for experience since the relationship between experience and level may vary from one Pokémon to another. Here are the codes:

#### First Pokémon

Pokémon Experience Points #3 .....	01xx79D1
Pokémon Experience Points #2 .....	01xx7AD1
Pokémon Experience Points #1 .....	01xx7BD1
Pokémon Level (use 64 for maximum) .....	01xx8CD1

#### Second Pokémon

Pokémon Experience Points #3 .....	01xxA5D1
Pokémon Experience Points #2 .....	01xxA6D1
Pokémon Experience Points #1 .....	01xxA7D1
Pokémon Level (use 64 for maximum) .....	01xxB8D1

#### Third Pokémon

Pokémon Experience Points #3 .....	01xxD1D1
Pokémon Experience Points #2 .....	01xxD2D1
Pokémon Experience Points #1 .....	01xxD3D1
Pokémon Level (use 64 for maximum) .....	01xxE4D1

**Fourth Pokémon**

Pokémon Experience Points #3 .....	01xxFDD1
Pokémon Experience Points #2 .....	01xxFED1
Pokémon Experience Points #1 .....	01xxFFD1
Pokémon Level (use 64 for maximum) .....	01xx10D2

**Fifth Pokémon**

Pokémon Experience Points #3 .....	01xx29D2
Pokémon Experience Points #2 .....	01xx2AD2
Pokémon Experience Points #1 .....	01xx2BD2
Pokémon Level (use 64 for maximum) .....	01xx3CD2

**Sixth Pokémon**

Pokémon Experience Points #3 .....	01xx55D2
Pokémon Experience Points #2 .....	01xx56D2
Pokémon Experience Points #1 .....	01xx57D2
Pokémon Level (use 64 for maximum) .....	01xx68D2

**2.1.5 Pokémon Team Information**

Here is the last of the statistical information which can be altered for any of the 6 Pokémon in the team. This remaining information identifies the Pokemon's number, status, and the Original Trainer's number. Here are the codes:

**First Pokémon**

Pokémon Number .....	01xx6BD1
Pokémon Status (use 00 to heal) .....	01xx6FD1
Pokémon OT Number Hi .....	01xx77D1
Pokémon OT Number Lo .....	01xx78D1

**Second Pokémon**

Pokémon Number .....	01xx97D1
Pokémon Status (use 00 to heal) .....	01xx9BD1
Pokémon OT Number Hi .....	01xxA3D1
Pokémon OT Number Lo .....	01xxA4D1

**Third Pokémon**

Pokémon Number .....	01xxC3D1
Pokémon Status (use 00 to heal) .....	01xxC7D1
Pokémon OT Number Hi .....	01xxCFD1
Pokémon OT Number Lo .....	01xxD0D1

**Fourth Pokémon**

Pokémon Number .....	01xxEFD1
Pokémon Status (use 00 to heal) .....	01xxF3D1
Pokémon OT Number Hi .....	01xxFBD1
Pokémon OT Number Lo .....	01xxFCD1

**Fifth Pokémon**

Pokémon Number .....	01xx1BD2
Pokémon Status (use 00 to heal) .....	01xx1FD2
Pokémon OT Number Hi .....	01xx27D2
Pokémon OT Number Lo .....	01xx28D2

**Sixth Pokémon**

Pokémon Number .....	01xx47D2
Pokémon Status (use 00 to heal) .....	01xx4BD2
Pokémon OT Number Hi .....	01xx53D2
Pokémon OT Number Lo .....	01xx54D2

**2.1.6 Pokémon Team OT Names**

For each of the 6 Pokémon in the team, the game stores the name of the Original Trainer. Each trainer's name can be up to 7 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

**First Pokémon**

Pokémon OT Character #1 .....	01xx73D2
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx74D2
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx75D2
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx76D2
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx77D2
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx78D2
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx79D2
Pokémon OT End-of-Name.....	01507AD2
Pokémon OT Character (not used).....	01007BD2
Pokémon OT Character (not used).....	01007CD2
Pokémon OT Character (not used).....	01007DD2

**Second Pokémon**

Pokémon OT Character #1 .....	01xx7ED2
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx7FD2
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx80D2
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx81D2
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx82D2
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx83D2
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx84D2
Pokémon OT End-of-Name.....	015085D2
Pokémon OT Character (not used).....	010086D2
Pokémon OT Character (not used).....	010087D2
Pokémon OT Character (not used).....	010088D2

**Third Pokémon**

Pokémon OT Character #1 .....	01xx89D2
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx8AD2
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx8BD2
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx8CD2
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx8DD2
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx8ED2
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx8FD2
Pokémon OT End-of-Name.....	015090D2
Pokémon OT Character (not used).....	010091D2
Pokémon OT Character (not used).....	010092D2
Pokémon OT Character (not used).....	010093D2

**Fourth Pokémon**

Pokémon OT Character #1 .....	01xx94D2
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx95D2
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx96D2
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx97D2
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx98D2
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx99D2
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx9AD2
Pokémon OT End-of-Name.....	01509BD2
Pokémon OT Character (not used).....	01009CD2
Pokémon OT Character (not used).....	01009DD2
Pokémon OT Character (not used).....	01009ED2

**Fifth Pokémon**

Pokémon OT Character #1 .....	01xx9FD2
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxA0D2
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxA1D2
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxA2D2
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxA3D2
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxA4D2
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxA5D2
Pokémon OT End-of-Name.....	0150A6D2

Pokémon OT Character (not used).....	0100A7D2
Pokémon OT Character (not used).....	0100A8D2
Pokémon OT Character (not used).....	0100A9D2

#### **Sixth Pokémon**

Pokémon OT Character #1 .....	01xxAAD2
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxABD2
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxACD2
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxADD2
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxAED2
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxAFD2
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxB0D2
Pokémon OT End-of-Name.....	0150B1D2
Pokémon OT Character (not used).....	0100B2D2
Pokémon OT Character (not used).....	0100B3D2
Pokémon OT Character (not used).....	0100B4D2

### **2.1.7 Pokémon Team Nicknames**

In addition to the Original Trainer, the game stores nicknames for the 6 Pokémon in the team. Each nickname can be up to 10 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

#### **First Pokémon**

Pokémon Nickname Character #1 .....	01xxB5D2
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxB6D2
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxB7D2
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxB8D2
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxB9D2
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxBAD2
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxBBD2
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxBCD2
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxBDD2
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxBED2
Pokémon Nickname End-of-Name.....	0150BFD2

#### **Second Pokémon**

Pokémon Nickname Character #1 .....	01xxC0D2
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxC1D2
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxC2D2
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxC3D2
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxC4D2
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxC5D2
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxC6D2
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxC7D2
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxC8D2
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxC9D2
Pokémon Nickname End-of-Name.....	0150CAD2

#### **Third Pokémon**

Pokémon Nickname Character #1 .....	01xxCBD2
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxCCD2
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxCDD2
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxCED2
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxCFD2
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxD0D2
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxD1D2
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxD2D2
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxD3D2
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxD4D2
Pokémon Nickname End-of-Name.....	0150D5D2

**Fourth Pokémon**

Pokémon Nickname Character #1.....	01xxD6D2
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxD7D2
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxD8D2
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxD9D2
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxDAD2
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxDBD2
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxDCD2
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxDDD2
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxDED2
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxDFD2
Pokémon Nickname End-of-Name.....	0150E0D2

**Fifth Pokémon**

Pokémon Nickname Character #1.....	01xxE1D2
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxE2D2
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxE3D2
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxE4D2
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxE5D2
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxE6D2
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxE7D2
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxE8D2
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxE9D2
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxEAD2
Pokémon Nickname End-of-Name.....	0150EBD2

**Sixth Pokémon**

Pokémon Nickname Character #1.....	01xxECD2
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxEDD2
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxEED2
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxEFD2
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxF0D2
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxF1D2
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxF2D2
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxF3D2
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxF4D2
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxF5D2
Pokémon Nickname End-of-Name.....	0150F6D2

**2.2 Player's Name**

The player's name is the name selected at the beginning of the game. This is the same name used to identify the Original Trainer of the Pokémon in the team and in the PC. The name can be up to 7 values long (see Appendix D) and must end with the value 50 after the last character to end the name. Here are the codes:

Player's Name Character #1.....	01xx58D1
Player's Name Character #2 (use 50 for end-of-name).....	01xx59D1
Player's Name Character #3 (use 50 for end-of-name).....	01xx5AD1
Player's Name Character #4 (use 50 for end-of-name).....	01xx5BD1
Player's Name Character #5 (use 50 for end-of-name).....	01xx5CD1
Player's Name Character #6 (use 50 for end-of-name).....	01xx5DD1
Player's Name Character #7 (use 50 for end-of-name).....	01xx5ED1
Player's Name End-of-Name.....	01505FD1
Player's Name Character (not used).....	010060D1
Player's Name Character (not used).....	010061D1
Player's Name Character (not used).....	010062D1

### **2.3 Player's Identification**

The player's identification is the number generated at the beginning of the game to identify the player. Like the player's name, identification is used with each Pokémon to identify the Original Trainer. This number is stored as a hexadecimal number (see Section 1.2) containing two values. The range for player's identification is 1-65535 in decimal format. Here are the codes:

Player's Identification Hi ..... 01xx59D3  
 Player's Identification Lo..... 01xx5AD3

### **2.4 Player's Money and Coins**

A player's money and the coins in the coin case held by the player break all the traditional rules for data storage. Rather than use a hexadecimal format for storing this data each digit in the values represents the decimal digits in the displayed number. This means only the digits 0-9 can be used for the values in the codes. Here are the codes:

Player's Money #3 (use 99 for maximum) ..... 01xx47D3  
 Player's Money #2 (use 99 for maximum) ..... 01xx48D3  
 Player's Money #1 (use 99 for maximum) ..... 01xx49D3  
  
 Coins in Coin Case Hi (use 99 for maximum) ..... 01xxA4D5  
 Coins in Coin Case Lo (use 99 for maximum) ..... 01xxA5D5

### **2.5 Rival's Name**

Like the player, the rival was given a name at the start of the game. The rival's name can also be up to 7 values long with the value 50 after the last character to end the name. Here are the codes:

Rival's Name Character #1 ..... 01xx4AD3  
 Rival's Name Character #2 (use 50 for end-of-name) ..... 01xx4BD3  
 Rival's Name Character #3 (use 50 for end-of-name) ..... 01xx4CD3  
 Rival's Name Character #4 (use 50 for end-of-name) ..... 01xx4DD3  
 Rival's Name Character #5 (use 50 for end-of-name) ..... 01xx4ED3  
 Rival's Name Character #6 (use 50 for end-of-name) ..... 01xx4FD3  
 Rival's Name Character #7 (use 50 for end-of-name) ..... 01xx50D3  
 Rival's Name End-of-Name ..... 015051D3  
 Rival's Name Character (not used) ..... 010052D3  
 Rival's Name Character (not used) ..... 010053D3  
 Rival's Name Character (not used) ..... 010054D3

### **2.6 The PokéDEX**

To save space there are several areas that make use of the binary format (see Section 1.1) to store up to 8 entries in a single value. The PokéDEX is one of these areas for which 8 Pokémon can be identified within one value. Each Pokémon in the PokéDEX can either be 0 (disabled) or 1 (enabled). Identification starts from the lowest binary digit and works up to the highest binary digit in each value. The PokéDEX is made up of two lists. The first list identifies Pokémon seen by the player while the second list identifies Pokémon the player owns. A Pokémon's name appears in the PokéDEX whenever that Pokémon is enabled in the first list. The second list places a Poké Ball next to the name of those Pokémon that are enabled in the second list. It is important to make changes to both lists when adding Pokémon the player owns.



### **2.6.1 Seen by Player**

The first list in the PokéDEX identifies the Pokémon that have been seen by the player. The PokéDEX will display the name for every Pokémon that is enabled in this list. Here are the codes:

PokéDEX Seen 001-008 (use FF for ALL) .....	01xx0AD3
PokéDEX Seen 009-016 (use FF for ALL) .....	01xx0BD3
PokéDEX Seen 017-024 (use FF for ALL) .....	01xx0CD3
PokéDEX Seen 025-032 (use FF for ALL) .....	01xx0DD3
PokéDEX Seen 033-040 (use FF for ALL) .....	01xx0ED3
PokéDEX Seen 041-048 (use FF for ALL) .....	01xx0FD3
PokéDEX Seen 049-056 (use FF for ALL) .....	01xx10D3
PokéDEX Seen 057-064 (use FF for ALL) .....	01xx11D3
PokéDEX Seen 065-072 (use FF for ALL) .....	01xx12D3
PokéDEX Seen 073-080 (use FF for ALL) .....	01xx13D3
PokéDEX Seen 081-088 (use FF for ALL) .....	01xx14D3
PokéDEX Seen 089-096 (use FF for ALL) .....	01xx15D3
PokéDEX Seen 097-104 (use FF for ALL) .....	01xx16D3
PokéDEX Seen 105-112 (use FF for ALL) .....	01xx17D3
PokéDEX Seen 113-120 (use FF for ALL) .....	01xx18D3
PokéDEX Seen 121-128 (use FF for ALL) .....	01xx19D3
PokéDEX Seen 129-136 (use FF for ALL) .....	01xx1AD3
PokéDEX Seen 137-144 (use FF for ALL) .....	01xx1BD3
PokéDEX Seen 145-151 (use 7F for ALL) .....	01xx1CD3

### **2.6.2 Own by Player**

The second list in the PokéDEX identifies the Pokémon that the player owns. A Poké Ball will be placed next to the name for every Pokémon enabled in this list. Here are the codes:

PokéDEX Own 001-008 (use FF for ALL) .....	01xxF7D2
PokéDEX Own 009-016 (use FF for ALL) .....	01xxF8D2
PokéDEX Own 017-024 (use FF for ALL) .....	01xxF9D2
PokéDEX Own 025-032 (use FF for ALL) .....	01xxFAD2
PokéDEX Own 033-040 (use FF for ALL) .....	01xxFBD2
PokéDEX Own 041-048 (use FF for ALL) .....	01xxFCD2
PokéDEX Own 049-056 (use FF for ALL) .....	01xxFDD2
PokéDEX Own 057-064 (use FF for ALL) .....	01xxFED2
PokéDEX Own 065-072 (use FF for ALL) .....	01xxFFD2
PokéDEX Own 073-080 (use FF for ALL) .....	01xx00D3
PokéDEX Own 081-088 (use FF for ALL) .....	01xx01D3
PokéDEX Own 089-096 (use FF for ALL) .....	01xx02D3
PokéDEX Own 097-104 (use FF for ALL) .....	01xx03D3
PokéDEX Own 105-112 (use FF for ALL) .....	01xx04D3
PokéDEX Own 113-120 (use FF for ALL) .....	01xx05D3
PokéDEX Own 121-128 (use FF for ALL) .....	01xx06D3
PokéDEX Own 129-136 (use FF for ALL) .....	01xx07D3
PokéDEX Own 137-144 (use FF for ALL) .....	01xx08D3
PokéDEX Own 145-151 (use 7F for ALL) .....	01xx09D3

### **2.7 Badges Earned**

Like the PokéDEX, the 8 badges earned in the Kanto region are stored in a single value. To select specific badges, add together the desired values below to place in the code. Here are the values and code:

Boulder Badge.....	01	Soul Badge.....	10
Cascade Badge.....	02	Marsh Badge.....	20
Thunder Badge.....	04	Volcano Badge.....	40
Rainbow Badge.....	08	Earth Badge.....	80
Kanto Badges (use FF for ALL).....		01xx56D3	

## **2.8 Items in Pack**

There are 42 values used to identify the 20 possible items that can be held in the pack. It starts with a value that identifies the number of different items currently available. Each item after that requires two values to identify the items number (see Appendix C) and the quantity of that item. As with any data list the value FF must appear after the last item to end the list. Here are the codes:

Number of Items in Pack (use 14 for maximum).....	01xx1DD3
Item #1 Number (use FF for end-of-list).....	01xx1ED3
Item #1 Quantity (use 63 for maximum).....	01xx1FD3
Item #2 Number (use FF for end-of-list).....	01xx20D3
Item #2 Quantity (use 63 for maximum).....	01xx21D3
Item #3 Number (use FF for end-of-list).....	01xx22D3
Item #3 Quantity (use 63 for maximum).....	01xx23D3
Item #4 Number (use FF for end-of-list).....	01xx24D3
Item #4 Quantity (use 63 for maximum).....	01xx25D3
Item #5 Number (use FF for end-of-list).....	01xx26D3
Item #5 Quantity (use 63 for maximum).....	01xx27D3
Item #6 Number (use FF for end-of-list).....	01xx28D3
Item #6 Quantity (use 63 for maximum).....	01xx29D3
Item #7 Number (use FF for end-of-list).....	01xx2AD3
Item #7 Quantity (use 63 for maximum).....	01xx2BD3
Item #8 Number (use FF for end-of-list).....	01xx2CD3
Item #8 Quantity (use 63 for maximum).....	01xx2DD3
Item #9 Number (use FF for end-of-list).....	01xx2ED3
Item #9 Quantity (use 63 for maximum).....	01xx2FD3
Item #10 Number (use FF for end-of-list).....	01xx30D3
Item #10 Quantity (use 63 for maximum).....	01xx31D3
Item #11 Number (use FF for end-of-list).....	01xx32D3
Item #11 Quantity (use 63 for maximum).....	01xx33D3
Item #12 Number (use FF for end-of-list).....	01xx34D3
Item #12 Quantity (use 63 for maximum).....	01xx35D3
Item #13 Number (use FF for end-of-list).....	01xx36D3
Item #13 Quantity (use 63 for maximum).....	01xx37D3
Item #14 Number (use FF for end-of-list).....	01xx38D3
Item #14 Quantity (use 63 for maximum).....	01xx39D3
Item #15 Number (use FF for end-of-list).....	01xx3AD3
Item #15 Quantity (use 63 for maximum).....	01xx3BD3
Item #16 Number (use FF for end-of-list).....	01xx3CD3
Item #16 Quantity (use 63 for maximum).....	01xx3DD3
Item #17 Number (use FF for end-of-list).....	01xx3ED3
Item #17 Quantity (use 63 for maximum).....	01xx3FD3
Item #18 Number (use FF for end-of-list).....	01xx40D3
Item #18 Quantity (use 63 for maximum).....	01xx41D3
Item #19 Number (use FF for end-of-list).....	01xx42D3
Item #19 Quantity (use 63 for maximum).....	01xx43D3
Item #20 Number (use FF for end-of-list).....	01xx44D3
Item #20 Quantity (use 63 for maximum).....	01xx45D3
End-of-List.....	01FF46D3

## 2.9 Items in Player's PC

There are 102 values used to identify the 50 possible items that can be held in the player's PC. It starts with a value that identifies the number of different items currently available. Each item after that requires two values to identify the items number (see Appendix C) and the quantity of that item. As with any data list the value FF must appear after the last item to end the list. Here are the codes:

Number of Items in Player's PC (use 32 for maximum) .....	01xx3AD5
Item #1 Number (use FF for end-of-list).....	01xx3BD5
Item #1 Quantity (use 63 for maximum).....	01xx3CD5
Item #2 Number (use FF for end-of-list).....	01xx3DD5
Item #2 Quantity (use 63 for maximum).....	01xx3ED5
Item #3 Number (use FF for end-of-list).....	01xx3FD5
Item #3 Quantity (use 63 for maximum).....	01xx40D5
Item #4 Number (use FF for end-of-list).....	01xx41D5
Item #4 Quantity (use 63 for maximum).....	01xx42D5
Item #5 Number (use FF for end-of-list).....	01xx43D5
Item #5 Quantity (use 63 for maximum).....	01xx44D5
Item #6 Number (use FF for end-of-list).....	01xx45D5
Item #6 Quantity (use 63 for maximum).....	01xx46D5
Item #7 Number (use FF for end-of-list).....	01xx47D5
Item #7 Quantity (use 63 for maximum).....	01xx48D5
Item #8 Number (use FF for end-of-list).....	01xx49D5
Item #8 Quantity (use 63 for maximum).....	01xx4AD5
Item #9 Number (use FF for end-of-list).....	01xx4BD5
Item #9 Quantity (use 63 for maximum).....	01xx4CD5
Item #10 Number (use FF for end-of-list).....	01xx4DD5
Item #10 Quantity (use 63 for maximum).....	01xx4ED5
Item #11 Number (use FF for end-of-list).....	01xx4FD5
Item #11 Quantity (use 63 for maximum).....	01xx50D5
Item #12 Number (use FF for end-of-list).....	01xx51D5
Item #12 Quantity (use 63 for maximum).....	01xx52D5
Item #13 Number (use FF for end-of-list).....	01xx53D5
Item #13 Quantity (use 63 for maximum).....	01xx54D5
Item #14 Number (use FF for end-of-list).....	01xx55D5
Item #14 Quantity (use 63 for maximum).....	01xx56D5
Item #15 Number (use FF for end-of-list).....	01xx57D5
Item #15 Quantity (use 63 for maximum).....	01xx58D5
Item #16 Number (use FF for end-of-list).....	01xx59D5
Item #16 Quantity (use 63 for maximum).....	01xx5AD5
Item #17 Number (use FF for end-of-list).....	01xx5BD5
Item #17 Quantity (use 63 for maximum).....	01xx5CD5
Item #18 Number (use FF for end-of-list).....	01xx5DD5
Item #18 Quantity (use 63 for maximum).....	01xx5ED5
Item #19 Number (use FF for end-of-list).....	01xx5FD5
Item #19 Quantity (use 63 for maximum).....	01xx60D5
Item #20 Number (use FF for end-of-list).....	01xx61D5
Item #20 Quantity (use 63 for maximum).....	01xx62D5
Item #21 Number (use FF for end-of-list).....	01xx63D5
Item #21 Quantity (use 63 for maximum).....	01xx64D5
Item #22 Number (use FF for end-of-list).....	01xx65D5
Item #22 Quantity (use 63 for maximum).....	01xx66D5
Item #23 Number (use FF for end-of-list).....	01xx67D5
Item #23 Quantity (use 63 for maximum).....	01xx68D5
Item #24 Number (use FF for end-of-list).....	01xx69D5
Item #24 Quantity (use 63 for maximum).....	01xx6AD5

Item #25 Number (use FF for end-of-list).....	01xx6BD5
Item #25 Quantity (use 63 for maximum).....	01xx6CD5
Item #26 Number (use FF for end-of-list).....	01xx6DD5
Item #26 Quantity (use 63 for maximum).....	01xx6ED5
Item #27 Number (use FF for end-of-list).....	01xx6FD5
Item #27 Quantity (use 63 for maximum).....	01xx70D5
Item #28 Number (use FF for end-of-list).....	01xx71D5
Item #28 Quantity (use 63 for maximum).....	01xx72D5
Item #29 Number (use FF for end-of-list).....	01xx73D5
Item #29 Quantity (use 63 for maximum).....	01xx74D5
Item #30 Number (use FF for end-of-list).....	01xx75D5
Item #30 Quantity (use 63 for maximum).....	01xx76D5
Item #31 Number (use FF for end-of-list).....	01xx77D5
Item #31 Quantity (use 63 for maximum).....	01xx78D5
Item #32 Number (use FF for end-of-list).....	01xx79D5
Item #32 Quantity (use 63 for maximum).....	01xx7AD5
Item #33 Number (use FF for end-of-list).....	01xx7BD5
Item #33 Quantity (use 63 for maximum).....	01xx7CD5
Item #34 Number (use FF for end-of-list).....	01xx7DD5
Item #34 Quantity (use 63 for maximum).....	01xx7ED5
Item #35 Number (use FF for end-of-list).....	01xx7FD5
Item #35 Quantity (use 63 for maximum).....	01xx80D5
Item #36 Number (use FF for end-of-list).....	01xx81D5
Item #36 Quantity (use 63 for maximum).....	01xx82D5
Item #37 Number (use FF for end-of-list).....	01xx83D5
Item #37 Quantity (use 63 for maximum).....	01xx84D5
Item #38 Number (use FF for end-of-list).....	01xx85D5
Item #38 Quantity (use 63 for maximum).....	01xx86D5
Item #39 Number (use FF for end-of-list).....	01xx87D5
Item #39 Quantity (use 63 for maximum).....	01xx88D5
Item #40 Number (use FF for end-of-list).....	01xx89D5
Item #40 Quantity (use 63 for maximum).....	01xx8AD5
Item #41 Number (use FF for end-of-list).....	01xx8BD5
Item #41 Quantity (use 63 for maximum).....	01xx8CD5
Item #42 Number (use FF for end-of-list).....	01xx8DD5
Item #42 Quantity (use 63 for maximum).....	01xx8ED5
Item #43 Number (use FF for end-of-list).....	01xx8FD5
Item #43 Quantity (use 63 for maximum).....	01xx90D5
Item #44 Number (use FF for end-of-list).....	01xx91D5
Item #44 Quantity (use 63 for maximum).....	01xx92D5
Item #45 Number (use FF for end-of-list).....	01xx93D5
Item #45 Quantity (use 63 for maximum).....	01xx94D5
Item #46 Number (use FF for end-of-list).....	01xx95D5
Item #46 Quantity (use 63 for maximum).....	01xx96D5
Item #47 Number (use FF for end-of-list).....	01xx97D5
Item #47 Quantity (use 63 for maximum).....	01xx98D5
Item #48 Number (use FF for end-of-list).....	01xx99D5
Item #48 Quantity (use 63 for maximum).....	01xx9AD5
Item #49 Number (use FF for end-of-list).....	01xx9BD5
Item #49 Quantity (use 63 for maximum).....	01xx9CD5
Item #50 Number (use FF for end-of-list).....	01xx9DD5
Item #50 Quantity (use 63 for maximum).....	01xx9ED5
End-of-List.....	01FF9FD5

## 2.10 Safari Zone

The Safari Zone limits the time that can be spent collecting items and Pokémon. This can be overcome by using the time codes to reset the clock back to 500. There is also a limited number of Safari Balls available to capture Pokémon with. Use the code below to increase the number of balls left. Here are the codes:

Safari Timer Hi (use 01 for maximum) .....	01xx0DD7
Safari Timer Lo (use F4 for maximum).....	01xx0ED7
Safari Balls (use 63 for maximum).....	01xx47DA

## 2.11 Game Time Elapsed

While this data area does not provide any real benefit to game play it is a value that continually changes throughout the game. By providing the codes here in the guide it can be eliminated as a possibility during game code hacking. As with many other areas the values in this data area appear in hexadecimal format (see Section 1.2). Here are the codes:

Elapsed Time Hours Hi .....	01xx40DA
Elapsed Time Hours Lo.....	01xx41DA
Elapsed Time Minutes Hi.....	01xx42DA
Elapsed Time Minutes Lo.....	01xx43DA

## 2.12 The Six Members of the Trainer's Team

When encountering a trainer or gym leader the game creates a data structure for the opponent's Pokémon team similar to the one the player has. Because of the size of this data area the entire structure will not be included until Part II is released. In the meantime, here are the codes of interest when a battle is encountered. This structure is created by the game when the trainer or gym leader is introduced. Be sure to enable these codes before pressing A at the end of the opponent's introduction. Here are some important values and the codes:

Status=Sleep.....	01	Status=Freeze.....	20
Status=Poisson.....	08	Status=Paralyze.....	40
Status=Burn.....	10		

### **First Pokémon**

Pokémon HP Available Hi (use 00 for minimum).....	01xxA5D8
Pokémon HP Available Lo (use 01 for minimum) .....	01xxA6D8
Pokémon Status .....	01xxA8D8
Pokémon Attack Hi (use 00 for minimum).....	01xxC8D8
Pokémon Attack Lo (use 01 for minimum).....	01xxC9D8
Pokémon Defense Hi (use 00 for minimum).....	01xxCAD8
Pokémon Defense Lo (use 01 for minimum) .....	01xxCBD8
Pokémon Speed Hi (use 00 for minimum).....	01xxCCD8
Pokémon Speed Lo (use 01 for minimum) .....	01xxCDD8
Pokémon Special Hi (use 00 for minimum).....	01xxCED8
Pokémon Special Lo (use 01 for minimum).....	01xxCFD8

### **Second Pokémon**

Pokémon HP Available Hi (use 00 for minimum).....	01xxD1D8
Pokémon HP Available Lo (use 01 for minimum) .....	01xxD2D8
Pokémon Status .....	01xxD4D8
Pokémon Attack Hi (use 00 for minimum).....	01xxF4D8
Pokémon Attack Lo (use 01 for minimum).....	01xxF5D8
Pokémon Defense Hi (use 00 for minimum).....	01xxF6D8
Pokémon Defense Lo (use 01 for minimum) .....	01xxF7D8

Pokémon Speed Hi (use 00 for minimum).....	01xxF8D8
Pokémon Speed Lo (use 01 for minimum) .....	01xxF9D8
Pokémon Special Hi (use 00 for minimum).....	01xxFAD8
Pokémon Special Lo (use 01 for minimum).....	01xxFBD8
<b>Third Pokémon</b>	
Pokémon HP Available Hi (use 00 for minimum).....	01xxFDD8
Pokémon HP Available Lo (use 01 for minimum) .....	01xxFED8
Pokémon HP Status .....	01xx00D9
Pokémon Attack Hi (use 00 for minimum).....	01xx20D9
Pokémon Attack Lo (use 01 for minimum).....	01xx21D9
Pokémon Defense Hi (use 00 for minimum).....	01xx22D9
Pokémon Defense Lo (use 01 for minimum) .....	01xx23D9
Pokémon Speed Hi (use 00 for minimum).....	01xx24D9
Pokémon Speed Lo (use 01 for minimum) .....	01xx25D9
Pokémon Special Hi (use 00 for minimum).....	01xx26D9
Pokémon Special Lo (use 01 for minimum).....	01xx27D9
<b>Fourth Pokémon</b>	
Pokémon HP Available Hi (use 00 for minimum).....	01xx29D9
Pokémon HP Available Lo (use 01 for minimum) .....	01xx2AD9
Pokémon Status .....	01xx2CD9
Pokémon Attack Hi (use 00 for minimum).....	01xx4CD9
Pokémon Attack Lo (use 01 for minimum).....	01xx4DD9
Pokémon Defense Hi (use 00 for minimum).....	01xx4ED9
Pokémon Defense Lo (use 01 for minimum) .....	01xx4FD9
Pokémon Speed Hi (use 00 for minimum).....	01xx50D9
Pokémon Speed Lo (use 01 for minimum) .....	01xx51D9
Pokémon Special Hi (use 00 for minimum).....	01xx52D9
Pokémon Special Lo (use 01 for minimum).....	01xx53D9
<b>Fifth Pokémon</b>	
Pokémon HP Available Hi (use 00 for minimum).....	01xx55D9
Pokémon HP Available Lo (use 01 for minimum) .....	01xx56D9
Pokémon Status .....	01xx58D9
Pokémon Attack Hi (use 00 for minimum).....	01xx78D9
Pokémon Attack Lo (use 01 for minimum).....	01xx79D9
Pokémon Defense Hi (use 00 for minimum).....	01xx7AD9
Pokémon Defense Lo (use 01 for minimum) .....	01xx7BD9
Pokémon Speed Hi (use 00 for minimum).....	01xx7CD9
Pokémon Speed Lo (use 01 for minimum) .....	01xx7DD9
Pokémon Special Hi (use 00 for minimum).....	01xx7ED9
Pokémon Special Lo (use 01 for minimum).....	01xx7FD9
<b>Sixth Pokémon</b>	
Pokémon HP Available Hi (use 00 for minimum).....	01xx81D9
Pokémon HP Available Lo (use 01 for minimum) .....	01xx82D9
Pokémon Status .....	01xx84D9
Pokémon Attack Hi (use 00 for minimum).....	01xxA4D9
Pokémon Attack Lo (use 01 for minimum).....	01xxA5D9
Pokémon Defense Hi (use 00 for minimum).....	01xxA6D9
Pokémon Defense Lo (use 01 for minimum) .....	01xxA7D9
Pokémon Speed Hi (use 00 for minimum).....	01xxA8D9
Pokémon Speed Lo (use 01 for minimum) .....	01xxA9D9
Pokémon Special Hi (use 00 for minimum).....	01xxAAD9
Pokémon Special Lo (use 01 for minimum).....	01xxABD9

## **3.0 Pokémon Yellow**

Released in 1999 (English Version), Pokémon Yellow represents the trilogy game to Pokémon Red/Blue. Dubbed the "Pikachu Special Edition", this game has a slightly different layout and requires it's own section for GameShark codes. The remainder of this chapter organizes these codes by the effect they have on altering game play.

### **3.1 The Six Members of the Pokémon Team**

The player's Pokémon team makes up the single largest block of data in the entire game. There are 404 values used for storing the team. The entire block of data can be divided into four parts. The first part is a list of the current Pokémon in the order which they appear in the team. The second part makes up the statistical information for each of the Pokémon. The third and fourth part contain the Original Trainer's name as well as the Pokémon's nickname.

#### **3.1.1 Pokémon Team List**

The player's team begins with a list made up of 8 values used to identify the Pokémon in order of appearance. The first value identifies the number of Pokémon in the team. The next up to 6 values represent each of the Pokémon by number (see Appendix A). The last Pokémon in the team is always followed by the value FF. Here are the codes:

Number of Pokémon in Team (use 06 for maximum) .....	01xx62D1
First Pokémon in Team (use FF for end-of-list) .....	01xx63D1
Second Pokémon in Team (use FF for end-of-list) .....	01xx64D1
Third Pokémon in Team (use FF for end-of-list).....	01xx65D1
Fourth Pokémon in Team (use FF for end-of-list) .....	01xx66D1
Fifth Pokémon in Team (use FF for end-of-list).....	01xx67D1
Sixth Pokémon in Team (use FF for end-of-list) .....	01xx68D1
End-of-List.....	01FF69D1

#### **3.1.2 Pokémon Team Attacks and PP Availability**

Each of the 6 Pokémon in the team may learn up to 4 attacks. Each of these attacks requires two values to represent both the attack by number and the available power points for that attack (see Appendix B). Power points can be increased up the three times through the use of the PP Up item. These increments are represented in the higher two bits of the value. The remaining lower six bits represent the number of power points currently available. To set the maximum natural value for power points use the value C0 in the power points code and then take the Pokémon to the nearest Pokémon Center to heal. Here are the codes:

<b>First Pokémon</b>	
Pokémon Attack #1 (use 00 for none) .....	01xx72D1
Pokémon Attack #2 (use 00 for none) .....	01xx73D1
Pokémon Attack #3 (use 00 for none) .....	01xx74D1
Pokémon Attack #4 (use 00 for none) .....	01xx75D1
Pokémon Attack PP #1 (use C0 for maximum) .....	01xx87D1
Pokémon Attack PP #2 (use C0 for maximum) .....	01xx88D1
Pokémon Attack PP #3 (use C0 for maximum) .....	01xx89D1
Pokémon Attack PP #4 (use C0 for maximum) .....	01xx8AD1

**Second Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xx9ED1
Pokémon Attack #2 (use 00 for none) .....	01xx9FD1
Pokémon Attack #3 (use 00 for none) .....	01xxA0D1
Pokémon Attack #4 (use 00 for none) .....	01xxA1D1
Pokémon Attack PP #1 (use C0 for maximum) .....	01xxB3D1
Pokémon Attack PP #2 (use C0 for maximum) .....	01xxB4D1
Pokémon Attack PP #3 (use C0 for maximum) .....	01xxB5D1
Pokémon Attack PP #4 (use C0 for maximum) .....	01xxB6D1

**Third Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xxCAD1
Pokémon Attack #2 (use 00 for none) .....	01xxCBD1
Pokémon Attack #3 (use 00 for none) .....	01xxCCD1
Pokémon Attack #4 (use 00 for none) .....	01xxCDD1
Pokémon Attack PP #1 (use C0 for maximum) .....	01xxDFD1
Pokémon Attack PP #2 (use C0 for maximum) .....	01xxE0D1
Pokémon Attack PP #3 (use C0 for maximum) .....	01xxE1D1
Pokémon Attack PP #4 (use C0 for maximum) .....	01xxE2D1

**Fourth Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xxF6D1
Pokémon Attack #2 (use 00 for none) .....	01xxF7D1
Pokémon Attack #3 (use 00 for none) .....	01xxF8D1
Pokémon Attack #4 (use 00 for none) .....	01xxF9D1
Pokémon Attack PP #1 (use C0 for maximum) .....	01xx0BD2
Pokémon Attack PP #2 (use C0 for maximum) .....	01xx0CD2
Pokémon Attack PP #3 (use C0 for maximum) .....	01xx0DD2
Pokémon Attack PP #4 (use C0 for maximum) .....	01xx0ED2

**Fifth Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xx22D2
Pokémon Attack #2 (use 00 for none) .....	01xx23D2
Pokémon Attack #3 (use 00 for none) .....	01xx24D2
Pokémon Attack #4 (use 00 for none) .....	01xx25D2
Pokémon Attack PP #1 (use C0 for maximum) .....	01xx37D2
Pokémon Attack PP #2 (use C0 for maximum) .....	01xx38D2
Pokémon Attack PP #3 (use C0 for maximum) .....	01xx39D2
Pokémon Attack PP #4 (use C0 for maximum) .....	01xx3AD2

**Sixth Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xx4ED2
Pokémon Attack #2 (use 00 for none) .....	01xx4FD2
Pokémon Attack #3 (use 00 for none) .....	01xx50D2
Pokémon Attack #4 (use 00 for none) .....	01xx51D2
Pokémon Attack PP #1 (use C0 for maximum) .....	01xx63D2
Pokémon Attack PP #2 (use C0 for maximum) .....	01xx64D2
Pokémon Attack PP #3 (use C0 for maximum) .....	01xx65D2
Pokémon Attack PP #4 (use C0 for maximum) .....	01xx66D2

**3.1.3 Pokémon Team Stats, Modifiers and Genetics**

Because of the complexity of this data there will not be much of an explanation here as to how these values work. When a Pokémon advances a level or is removed from a PC Box stats are recalculated based on the modifier and genetics values. During Pokémon battles the modifiers are incremented with experience. However, only the higher seven bits of the value are used to increase the corresponding statistic. Additionally, the value for genetics is also used as an extension to the modifiers even though the higher two bits determine gender. To calculate the maximum natural value for each statistic set the modifier value to FE 00 and the genetics value to FF FF. To give a Pokémon the female gender use the genetics value 3F FF (which will result in a decrease to the attack value). After using these codes the "PC Box Trick" can be used to recalculate stats. Here are the codes:



**First Pokémon**

Pokémon HP Modifier Hi (use FE for maximum) .....	01xx7BD1
Pokémon HP Modifier Lo (use 00 for maximum).....	01xx7CD1
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx7DD1
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx7ED1
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx7FD1
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx80D1
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx81D1
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx82D1
Pokémon Special Modifier Hi (use FE for maximum).....	01xx83D1
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx84D1
Pokémon Genetics Hi (use FF for maximum) .....	01xx85D1
Pokémon Genetics Lo (use FF for maximum).....	01xx86D1
Pokémon HP Available Hi (use 03 for maximum).....	01xx6BD1
Pokémon HP Available Lo (use E7 for maximum).....	01xx6CD1
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx8CD1
Pokémon HP Maximum Lo (use E7 for maximum).....	01xx8DD1
Pokémon Attack Hi (use 03 for maximum) .....	01xx8ED1
Pokémon Attack Lo (use E7 for maximum).....	01xx8FD1
Pokémon Defense Hi (use 03 for maximum).....	01xx90D1
Pokémon Defense Lo (use E7 for maximum).....	01xx91D1
Pokémon Speed Hi (use 03 for maximum) .....	01xx92D1
Pokémon Speed Lo (use E7 for maximum).....	01xx93D1
Pokémon Special Hi (use 03 for maximum) .....	01xx94D1
Pokémon Special Lo (use E7 for maximum).....	01xx95D1

**Second Pokémon**

Pokémon HP Modifier Hi (use FE for maximum) .....	01xxA7D1
Pokémon HP Modifier Lo (use 00 for maximum).....	01xxA8D1
Pokémon Attack Modifier Hi (use FE for maximum).....	01xxA9D1
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xxAAD1
Pokémon Defense Modifier Hi (use FE for maximum).....	01xxABD1
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xxACD1
Pokémon Speed Modifier Hi (use FE for maximum).....	01xxADD1
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xxAED1
Pokémon Special Modifier Hi (use FE for maximum).....	01xxAFD1
Pokémon Special Modifier Lo (use 00 for maximum).....	01xxB0D1
Pokémon Genetics Hi (use FF for maximum) .....	01xxB1D1
Pokémon Genetics Lo (use FF for maximum).....	01xxB2D1
Pokémon HP Available Hi (use 03 for maximum).....	01xx97D1
Pokémon HP Available Lo (use E7 for maximum).....	01xx98D1
Pokémon HP Maximum Hi (use 03 for maximum).....	01xxB8D1
Pokémon HP Maximum Lo (use E7 for maximum).....	01xxB9D1
Pokémon Attack Hi (use 03 for maximum) .....	01xxBAD1
Pokémon Attack Lo (use E7 for maximum).....	01xxBBD1
Pokémon Defense Hi (use 03 for maximum).....	01xxBCD1
Pokémon Defense Lo (use E7 for maximum).....	01xxBDD1
Pokémon Speed Hi (use 03 for maximum) .....	01xxBED1
Pokémon Speed Lo (use E7 for maximum).....	01xxBFD1
Pokémon Special Hi (use 03 for maximum) .....	01xxC0D1
Pokémon Special Lo (use E7 for maximum).....	01xxC1D1

**Third Pokémon**

Pokémon HP Modifier Hi (use FE for maximum) .....	01xxD3D1
Pokémon HP Modifier Lo (use 00 for maximum).....	01xxD4D1
Pokémon Attack Modifier Hi (use FE for maximum).....	01xxD5D1
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xxD6D1
Pokémon Defense Modifier Hi (use FE for maximum).....	01xxD7D1
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xxD8D1
Pokémon Speed Modifier Hi (use FE for maximum).....	01xxD9D1

Pokémon Speed Modifier Lo (use 00 for maximum) .....	01xxDAD1
Pokémon Special Modifier Hi (use FE for maximum) .....	01xxDBD1
Pokémon Special Modifier Lo (use 00 for maximum).....	01xxDCD1
Pokémon Genetics Hi (use FF for maximum) .....	01xxDDD1
Pokémon Genetics Lo (use FF for maximum).....	01xxDED1
Pokémon HP Available Hi (use 03 for maximum).....	01xxC3D1
Pokémon HP Available Lo (use E7 for maximum).....	01xxC4D1
Pokémon HP Maximum Hi (use 03 for maximum).....	01xxE4D1
Pokémon HP Maximum Lo (use E7 for maximum).....	01xxE5D1
Pokémon Attack Hi (use 03 for maximum) .....	01xxE6D1
Pokémon Attack Lo (use E7 for maximum).....	01xxE7D1
Pokémon Defense Hi (use 03 for maximum).....	01xxE8D1
Pokémon Defense Lo (use E7 for maximum).....	01xxE9D1
Pokémon Speed Hi (use 03 for maximum).....	01xxEAD1
Pokémon Speed Lo (use E7 for maximum).....	01xxEBD1
Pokémon Special Hi (use 03 for maximum) .....	01xxECD1
Pokémon Special Lo (use E7 for maximum).....	01xxEDD1

#### Fourth Pokémon

Pokémon HP Modifier Hi (use FE for maximum) .....	01xxFFD1
Pokémon HP Modifier Lo (use 00 for maximum).....	01xx00D2
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx01D2
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx02D2
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx03D2
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx04D2
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx05D2
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx06D2
Pokémon Special Modifier Hi (use FE for maximum).....	01xx07D2
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx08D2
Pokémon Genetics Hi (use FF for maximum) .....	01xx09D2
Pokémon Genetics Lo (use FF for maximum).....	01xx0AD2
Pokémon HP Available Hi (use 03 for maximum).....	01xxEFD1
Pokémon HP Available Lo (use E7 for maximum).....	01xxF0D1
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx10D2
Pokémon HP Maximum Lo (use E7 for maximum).....	01xx11D2
Pokémon Attack Hi (use 03 for maximum) .....	01xx12D2
Pokémon Attack Lo (use E7 for maximum).....	01xx13D2
Pokémon Defense Hi (use 03 for maximum).....	01xx14D2
Pokémon Defense Lo (use E7 for maximum).....	01xx15D2
Pokémon Speed Hi (use 03 for maximum).....	01xx16D2
Pokémon Speed Lo (use E7 for maximum).....	01xx17D2
Pokémon Special Hi (use 03 for maximum) .....	01xx18D2
Pokémon Special Lo (use E7 for maximum).....	01xx19D2

#### Fifth Pokémon

Pokémon HP Modifier Hi (use FE for maximum) .....	01xx2BD2
Pokémon HP Modifier Lo (use 00 for maximum).....	01xx2CD2
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx2DD2
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx2ED2
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx2FD2
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx30D2
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx31D2
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx32D2
Pokémon Special Modifier Hi (use FE for maximum).....	01xx33D2
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx34D2
Pokémon Genetics Hi (use FF for maximum) .....	01xx35D2
Pokémon Genetics Lo (use FF for maximum).....	01xx36D2
Pokémon HP Available Hi (use 03 for maximum).....	01xx1BD2
Pokémon HP Available Lo (use E7 for maximum).....	01xx1CD2
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx3CD2

Pokémon HP Maximum Lo (use E7 for maximum).....	01xx3DD2
Pokémon Attack Hi (use 03 for maximum) .....	01xx3ED2
Pokémon Attack Lo (use E7 for maximum).....	01xx3FD2
Pokémon Defense Hi (use 03 for maximum).....	01xx40D2
Pokémon Defense Lo (use E7 for maximum).....	01xx41D2
Pokémon Speed Hi (use 03 for maximum).....	01xx42D2
Pokémon Speed Lo (use E7 for maximum).....	01xx43D2
Pokémon Special Hi (use 03 for maximum).....	01xx44D2
Pokémon Special Lo (use E7 for maximum).....	01xx45D2

#### Sixth Pokémon

Pokémon HP Modifier Hi (use FE for maximum).....	01xx57D2
Pokémon HP Modifier Lo (use 00 for maximum).....	01xx58D2
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx59D2
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx5AD2
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx5BD2
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx5CD2
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx5DD2
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx5ED2
Pokémon Special Modifier Hi (use FE for maximum).....	01xx5FD2
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx60D2
Pokémon Genetics Hi (use FF for maximum).....	01xx61D2
Pokémon Genetics Lo (use FF for maximum).....	01xx62D2
Pokémon HP Available Hi (use 03 for maximum).....	01xx47D2
Pokémon HP Available Lo (use E7 for maximum).....	01xx48D2
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx68D2
Pokémon HP Maximum Lo (use E7 for maximum).....	01xx69D2
Pokémon Attack Hi (use 03 for maximum) .....	01xx6AD2
Pokémon Attack Lo (use E7 for maximum).....	01xx6BD2
Pokémon Defense Hi (use 03 for maximum).....	01xx6CD2
Pokémon Defense Lo (use E7 for maximum).....	01xx6DD2
Pokémon Speed Hi (use 03 for maximum).....	01xx6ED2
Pokémon Speed Lo (use E7 for maximum).....	01xx6FD2
Pokémon Special Hi (use 03 for maximum).....	01xx70D2
Pokémon Special Lo (use E7 for maximum).....	01xx71D2

### 3.1.4 Pokémon Team Experience and Level

Altering the experience and level of the 6 Pokémon in the team works much like altering the statistics and modifiers. When removing Pokémon from a PC box, the level is recalculated based on experience. Unlike the modifiers, there is no natural maximum value for experience since the relationship between experience and level may vary from one Pokémon to another. Here are the codes:

#### First Pokémon

Pokémon Experience Points #3 .....	01xx78D1
Pokémon Experience Points #2 .....	01xx79D1
Pokémon Experience Points #1 .....	01xx7AD1
Pokémon Level (use 64 for maximum) .....	01xx8BD1

#### Second Pokémon

Pokémon Experience Points #3 .....	01xxA4D1
Pokémon Experience Points #2 .....	01xxA5D1
Pokémon Experience Points #1 .....	01xxA6D1
Pokémon Level (use 64 for maximum) .....	01xxB7D1

#### Third Pokémon

Pokémon Experience Points #3 .....	01xxD0D1
Pokémon Experience Points #2 .....	01xxD1D1
Pokémon Experience Points #1 .....	01xxD2D1
Pokémon Level (use 64 for maximum) .....	01xxE3D1

**Fourth Pokémon**

Pokémon Experience Points #3 .....	01xxFCD1
Pokémon Experience Points #2 .....	01xxFDD1
Pokémon Experience Points #1 .....	01xxFED1
Pokémon Level (use 64 for maximum) .....	01xx0FD2

**Fifth Pokémon**

Pokémon Experience Points #3 .....	01xx28D2
Pokémon Experience Points #2 .....	01xx29D2
Pokémon Experience Points #1 .....	01xx2AD2
Pokémon Level (use 64 for maximum) .....	01xx3BD2

**Sixth Pokémon**

Pokémon Experience Points #3 .....	01xx54D2
Pokémon Experience Points #2 .....	01xx55D2
Pokémon Experience Points #1 .....	01xx56D2
Pokémon Level (use 64 for maximum) .....	01xx67D2

**3.1.5 Pokémon Team Information**

Here is the last of the statistical information which can be altered for any of the 6 Pokémon in the team. This remaining information identifies the Pokemon's number, status, and the Original Trainer's number. Here are the codes:

**First Pokémon**

Pokémon Number .....	01xx6AD1
Pokémon Status (use 00 to heal) .....	01xx6ED1
Pokémon OT Number Hi .....	01xx76D1
Pokémon OT Number Lo .....	01xx77D1

**Second Pokémon**

Pokémon Number .....	01xx96D1
Pokémon Status (use 00 to heal) .....	01xx9AD1
Pokémon OT Number Hi .....	01xxA2D1
Pokémon OT Number Lo .....	01xxA3D1

**Third Pokémon**

Pokémon Number .....	01xxC2D1
Pokémon Status (use 00 to heal) .....	01xxC6D1
Pokémon OT Number Hi .....	01xxCED1
Pokémon OT Number Lo .....	01xxCFD1

**Fourth Pokémon**

Pokémon Number .....	01xxEED1
Pokémon Status (use 00 to heal) .....	01xxF2D1
Pokémon OT Number Hi .....	01xxFAD1
Pokémon OT Number Lo .....	01xxFBD1

**Fifth Pokémon**

Pokémon Number .....	01xx1AD2
Pokémon Status (use 00 to heal) .....	01xx1ED2
Pokémon OT Number Hi .....	01xx26D2
Pokémon OT Number Lo .....	01xx27D2

**Sixth Pokémon**

Pokémon Number .....	01xx46D2
Pokémon Status (use 00 to heal) .....	01xx4AD2
Pokémon OT Number Hi .....	01xx52D2
Pokémon OT Number Lo .....	01xx53D2

**3.1.6 Pokémon Team OT Names**

For each of the 6 Pokémon in the team, the game stores the name of the Original Trainer. Each trainer's name can be up to 7 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

**First Pokémon**

Pokémon OT Character #1 .....	01xx72D2
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx73D2
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx74D2
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx75D2
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx76D2
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx77D2
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx78D2
Pokémon OT End-of-Name.....	015079D2
Pokémon OT Character (not used).....	01007AD2
Pokémon OT Character (not used).....	01007BD2
Pokémon OT Character (not used).....	01007CD2

**Second Pokémon**

Pokémon OT Character #1 .....	01xx7DD2
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx7ED2
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx7FD2
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx80D2
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx81D2
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx82D2
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx83D2
Pokémon OT End-of-Name.....	015084D2
Pokémon OT Character (not used).....	010085D2
Pokémon OT Character (not used).....	010086D2
Pokémon OT Character (not used).....	010087D2

**Third Pokémon**

Pokémon OT Character #1 .....	01xx88D2
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx89D2
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx8AD2
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx8BD2
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx8CD2
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx8DD2
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx8ED2
Pokémon OT End-of-Name.....	01508FD2
Pokémon OT Character (not used).....	010090D2
Pokémon OT Character (not used).....	010091D2
Pokémon OT Character (not used).....	010092D2

**Fourth Pokémon**

Pokémon OT Character #1 .....	01xx93D2
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx94D2
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx95D2
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx96D2
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx97D2
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx98D2
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx99D2
Pokémon OT End-of-Name.....	01509AD2
Pokémon OT Character (not used).....	01009BD2
Pokémon OT Character (not used).....	01009CD2
Pokémon OT Character (not used).....	01009DD2

**Fifth Pokémon**

Pokémon OT Character #1 .....	01xx9ED2
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx9FD2
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxA0D2
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxA1D2
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxA2D2
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxA3D2
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxA4D2
Pokémon OT End-of-Name.....	0150A5D2
Pokémon OT Character (not used).....	0100A6D2

Pokémon OT Character (not used).....	0100A7D2
Pokémon OT Character (not used).....	0100A8D2

#### **Sixth Pokémon**

Pokémon OT Character #1 .....	01xxA9D2
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxAAD2
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxABD2
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxACD2
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxADD2
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxAED2
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxAFD2
Pokémon OT End-of-Name.....	0150B0D2
Pokémon OT Character (not used).....	0100B1D2
Pokémon OT Character (not used).....	0100B2D2
Pokémon OT Character (not used).....	0100B3D2

### **3.1.7 Pokémon Team Nicknames**

In addition to the Original Trainer, the game stores nicknames for the 6 Pokémon in the team. Each nickname can be up to 10 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

#### **First Pokémon**

Pokémon Nickname Character #1.....	01xxB4D2
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxB5D2
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxB6D2
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxB7D2
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxB8D2
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxB9D2
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxBAD2
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxBBD2
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxBCD2
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxBDD2
Pokémon Nickname End-of-Name.....	0150BED2

#### **Second Pokémon**

Pokémon Nickname Character #1.....	01xxBFD2
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxC0D2
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxC1D2
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxC2D2
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxC3D2
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxC4D2
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxC5D2
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxC6D2
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxC7D2
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxC8D2
Pokémon Nickname End-of-Name.....	0150C9D2

#### **Third Pokémon**

Pokémon Nickname Character #1.....	01xxCAD2
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxCBD2
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxCCD2
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxCDD2
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxCED2
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxCFD2
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxD0D2
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxD1D2
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxD2D2
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxD3D2
Pokémon Nickname End-of-Name.....	0150D4D2

**Fourth Pokémon**

Pokémon Nickname Character #1.....	01xxD5D2
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxD6D2
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxD7D2
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxD8D2
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxD9D2
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxDAD2
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxDBD2
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxDCD2
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxDDD2
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxDED2
Pokémon Nickname End-of-Name.....	0150DFD2

**Fifth Pokémon**

Pokémon Nickname Character #1.....	01xxE0D2
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxE1D2
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxE2D2
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxE3D2
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxE4D2
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxE5D2
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxE6D2
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxE7D2
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxE8D2
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxE9D2
Pokémon Nickname End-of-Name.....	0150EAD2

**Sixth Pokémon**

Pokémon Nickname Character #1.....	01xxEBD2
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxECD2
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxEDD2
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxEED2
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxEFD2
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxF0D2
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxF1D2
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxF2D2
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxF3D2
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxF4D2
Pokémon Nickname End-of-Name.....	0150F5D2

**3.2 Player's Name**

The player's name is the name selected at the beginning of the game. This is the same name used to identify the Original Trainer of the Pokémon in the team and in the PC. The name can be up to 7 values long (see Appendix D) and must end with the value 50 after the last character to end the name. Here are the codes:

Player's Name Character #1.....	01xx57D1
Player's Name Character #2 (use 50 for end-of-name).....	01xx58D1
Player's Name Character #3 (use 50 for end-of-name).....	01xx59D1
Player's Name Character #4 (use 50 for end-of-name).....	01xx5AD1
Player's Name Character #5 (use 50 for end-of-name).....	01xx5BD1
Player's Name Character #6 (use 50 for end-of-name).....	01xx5CD1
Player's Name Character #7 (use 50 for end-of-name).....	01xx5DD1
Player's Name End-of-Name.....	01505ED1
Player's Name Character (not used).....	01005FD1
Player's Name Character (not used).....	010060D1
Player's Name Character (not used).....	010061D1

### **3.3 Player's Identification**

The player's identification is the number generated at the beginning of the game to identify the player. Like the player's name, identification is used with each Pokémon to identify the Original Trainer. This number is stored as a hexadecimal number (see Section 1.2) containing two values. The range for player's identification is 1-65535 in decimal format. Here are the codes:

Player's Identification Hi..... 01xx58D3  
 Player's Identification Lo..... 01xx59D3

### **3.4 Player's Money and Coins**

A player's money and the coins in the coin case held by the player break all the traditional rules for data storage. Rather than use a hexadecimal format for storing this data each digit in the values represents the decimal digits in the displayed number. This means only the digits 0-9 can be used for the values in the codes. Here are the codes:

Player's Money #3 (use 99 for maximum)..... 01xx46D3  
 Player's Money #2 (use 99 for maximum)..... 01xx47D3  
 Player's Money #1 (use 99 for maximum)..... 01xx48D3  
 Coins in Coin Case Hi (use 99 for maximum)..... 01xxA3D5  
 Coins in Coin Case Lo (use 99 for maximum)..... 01xxA4D5

### **3.5 Rival's Name**

Like the player, the rival was given a name at the start of the game. The rival's name can also be up to 7 values long with the value 50 after the last character to end the name. Here are the codes:

Rival's Name Character #1 ..... 01xx49D3  
 Rival's Name Character #2 (use 50 for end-of-name)..... 01xx4AD3  
 Rival's Name Character #3 (use 50 for end-of-name)..... 01xx4BD3  
 Rival's Name Character #4 (use 50 for end-of-name)..... 01xx4CD3  
 Rival's Name Character #5 (use 50 for end-of-name)..... 01xx4DD3  
 Rival's Name Character #6 (use 50 for end-of-name)..... 01xx4ED3  
 Rival's Name Character #7 (use 50 for end-of-name)..... 01xx4FD3  
 Rival's Name End-of-Name..... 015050D3  
 Rival's Name Character (not used)..... 010051D3  
 Rival's Name Character (not used)..... 010052D3  
 Rival's Name Character (not used)..... 010053D3

### **3.6 The PokéDEX**

To save space there are several areas that make use of the binary format (see Section 1.1) to store up to 8 entries in a single value. The PokéDEX is one of these areas for which 8 Pokémon can be identified within one value. Each Pokémon in the PokéDEX can either be 0 (disabled) or 1 (enabled). Identification starts from the lowest binary digit and works up to the highest binary digit in each value. The PokéDEX is made up of two lists. The first list identifies Pokémon seen by the player while the second list identifies Pokémon the player owns. A Pokémon's name appears in the PokéDEX whenever that Pokémon is enabled in the first list. The second list places a Poké Ball next to the name of those Pokémon that are enabled in the second list. It is important to make changes to both lists when adding Pokémon the player owns.



### **3.6.1 Seen by Player**

The first list in the PokéDEX identifies the Pokémon that have been seen by the player. The PokéDEX will display the name for every Pokémon that is enabled in this list. Here are the codes:

PokéDEX Seen 001-008 (use FF for ALL) .....	01xx09D3
PokéDEX Seen 009-016 (use FF for ALL) .....	01xx0AD3
PokéDEX Seen 017-024 (use FF for ALL) .....	01xx0BD3
PokéDEX Seen 025-032 (use FF for ALL) .....	01xx0CD3
PokéDEX Seen 033-040 (use FF for ALL) .....	01xx0DD3
PokéDEX Seen 041-048 (use FF for ALL) .....	01xx0ED3
PokéDEX Seen 049-056 (use FF for ALL) .....	01xx0FD3
PokéDEX Seen 057-064 (use FF for ALL) .....	01xx10D3
PokéDEX Seen 065-072 (use FF for ALL) .....	01xx11D3
PokéDEX Seen 073-080 (use FF for ALL) .....	01xx12D3
PokéDEX Seen 081-088 (use FF for ALL) .....	01xx13D3
PokéDEX Seen 089-096 (use FF for ALL) .....	01xx14D3
PokéDEX Seen 097-104 (use FF for ALL) .....	01xx15D3
PokéDEX Seen 105-112 (use FF for ALL) .....	01xx16D3
PokéDEX Seen 113-120 (use FF for ALL) .....	01xx17D3
PokéDEX Seen 121-128 (use FF for ALL) .....	01xx18D3
PokéDEX Seen 129-136 (use FF for ALL) .....	01xx19D3
PokéDEX Seen 137-144 (use FF for ALL) .....	01xx1AD3
PokéDEX Seen 145-151 (use 7F for ALL) .....	01xx1BD3

### **3.6.2 Own by Player**

The second list in the PokéDEX identifies the Pokémon that the player owns. A Poké Ball will be placed next to the name for every Pokémon enabled in this list. Here are the codes:

PokéDEX Own 001-008 (use FF for ALL) .....	01xxF6D2
PokéDEX Own 009-016 (use FF for ALL) .....	01xxF7D2
PokéDEX Own 017-024 (use FF for ALL) .....	01xxF8D2
PokéDEX Own 025-032 (use FF for ALL) .....	01xxF9D2
PokéDEX Own 033-040 (use FF for ALL) .....	01xxFAD2
PokéDEX Own 041-048 (use FF for ALL) .....	01xxFBD2
PokéDEX Own 049-056 (use FF for ALL) .....	01xxFCD2
PokéDEX Own 057-064 (use FF for ALL) .....	01xxFDD2
PokéDEX Own 065-072 (use FF for ALL) .....	01xxFED2
PokéDEX Own 073-080 (use FF for ALL) .....	01xxFFD2
PokéDEX Own 081-088 (use FF for ALL) .....	01xx00D3
PokéDEX Own 089-096 (use FF for ALL) .....	01xx01D3
PokéDEX Own 097-104 (use FF for ALL) .....	01xx02D3
PokéDEX Own 105-112 (use FF for ALL) .....	01xx03D3
PokéDEX Own 113-120 (use FF for ALL) .....	01xx04D3
PokéDEX Own 121-128 (use FF for ALL) .....	01xx05D3
PokéDEX Own 129-136 (use FF for ALL) .....	01xx06D3
PokéDEX Own 137-144 (use FF for ALL) .....	01xx07D3
PokéDEX Own 145-151 (use 7F for ALL) .....	01xx08D3

### **3.7 Badges Earned**

Like the PokéDEX, the 8 badges earned in the Kanto region are stored in a single value. To select specific badges, add together the desired values below to place in the code. Here are the values and code:

Boulder Badge.....	01	Soul Badge.....	10
Cascade Badge.....	02	Marsh Badge.....	20
Thunder Badge.....	04	Volcano Badge.....	40
Rainbow Badge.....	08	Earth Badge.....	80
Kanto Badges (use FF for ALL).....		01xx55D3	

### **3.8 Items in Pack**

There are 42 values used to identify the 20 possible items that can be held in the pack. It starts with a value that identifies the number of different items currently available. Each item after that requires two values to identify the items number (see Appendix C) and the quantity of that item. As with any data list the value FF must appear after the last item to end the list. Here are the codes:

Number of Items in Pack (use 14 for maximum).....	01xx1CD3
Item #1 Number (use FF for end-of-list).....	01xx1DD3
Item #1 Quantity (use 63 for maximum).....	01xx1ED3
Item #2 Number (use FF for end-of-list).....	01xx1FD3
Item #2 Quantity (use 63 for maximum).....	01xx20D3
Item #3 Number (use FF for end-of-list).....	01xx21D3
Item #3 Quantity (use 63 for maximum).....	01xx22D3
Item #4 Number (use FF for end-of-list).....	01xx23D3
Item #4 Quantity (use 63 for maximum).....	01xx24D3
Item #5 Number (use FF for end-of-list).....	01xx25D3
Item #5 Quantity (use 63 for maximum).....	01xx26D3
Item #6 Number (use FF for end-of-list).....	01xx27D3
Item #6 Quantity (use 63 for maximum).....	01xx28D3
Item #7 Number (use FF for end-of-list).....	01xx29D3
Item #7 Quantity (use 63 for maximum).....	01xx2AD3
Item #8 Number (use FF for end-of-list).....	01xx2BD3
Item #8 Quantity (use 63 for maximum).....	01xx2CD3
Item #9 Number (use FF for end-of-list).....	01xx2DD3
Item #9 Quantity (use 63 for maximum).....	01xx2ED3
Item #10 Number (use FF for end-of-list).....	01xx2FD3
Item #10 Quantity (use 63 for maximum).....	01xx30D3
Item #11 Number (use FF for end-of-list).....	01xx31D3
Item #11 Quantity (use 63 for maximum).....	01xx32D3
Item #12 Number (use FF for end-of-list).....	01xx33D3
Item #12 Quantity (use 63 for maximum).....	01xx34D3
Item #13 Number (use FF for end-of-list).....	01xx35D3
Item #13 Quantity (use 63 for maximum).....	01xx36D3
Item #14 Number (use FF for end-of-list).....	01xx37D3
Item #14 Quantity (use 63 for maximum).....	01xx38D3
Item #15 Number (use FF for end-of-list).....	01xx39D3
Item #15 Quantity (use 63 for maximum).....	01xx3AD3
Item #16 Number (use FF for end-of-list).....	01xx3BD3
Item #16 Quantity (use 63 for maximum).....	01xx3CD3
Item #17 Number (use FF for end-of-list).....	01xx3DD3
Item #17 Quantity (use 63 for maximum).....	01xx3ED3
Item #18 Number (use FF for end-of-list).....	01xx3FD3
Item #18 Quantity (use 63 for maximum).....	01xx40D3
Item #19 Number (use FF for end-of-list).....	01xx41D3
Item #19 Quantity (use 63 for maximum).....	01xx42D3
Item #20 Number (use FF for end-of-list).....	01xx43D3
Item #20 Quantity (use 63 for maximum).....	01xx44D3
End-of-List.....	01FF45D3

### **3.9 Items in Player's PC**

There are 102 values used to identify the 50 possible items that can be held in the player's PC. It starts with a value that identifies the number of different items currently available. Each item after that requires two values to identify the items number (see Appendix C) and the quantity of that item. As with any data list the value FF must appear after the last item to end the list. Here are the codes:

Number of Items in Player's PC (use 32 for maximum) .....	01xx39D5
Item #1 Number (use FF for end-of-list) .....	01xx3AD5
Item #1 Quantity (use 63 for maximum).....	01xx3BD5
Item #2 Number (use FF for end-of-list).....	01xx3CD5
Item #2 Quantity (use 63 for maximum).....	01xx3DD5
Item #3 Number (use FF for end-of-list).....	01xx3ED5
Item #3 Quantity (use 63 for maximum).....	01xx3FD5
Item #4 Number (use FF for end-of-list).....	01xx40D5
Item #4 Quantity (use 63 for maximum).....	01xx41D5
Item #5 Number (use FF for end-of-list).....	01xx42D5
Item #5 Quantity (use 63 for maximum).....	01xx43D5
Item #6 Number (use FF for end-of-list).....	01xx44D5
Item #6 Quantity (use 63 for maximum).....	01xx45D5
Item #7 Number (use FF for end-of-list).....	01xx46D5
Item #7 Quantity (use 63 for maximum).....	01xx47D5
Item #8 Number (use FF for end-of-list).....	01xx48D5
Item #8 Quantity (use 63 for maximum).....	01xx49D5
Item #9 Number (use FF for end-of-list).....	01xx4AD5
Item #9 Quantity (use 63 for maximum).....	01xx4BD5
Item #10 Number (use FF for end-of-list).....	01xx4CD5
Item #10 Quantity (use 63 for maximum).....	01xx4DD5
Item #11 Number (use FF for end-of-list).....	01xx4ED5
Item #11 Quantity (use 63 for maximum).....	01xx4FD5
Item #12 Number (use FF for end-of-list).....	01xx50D5
Item #12 Quantity (use 63 for maximum).....	01xx51D5
Item #13 Number (use FF for end-of-list).....	01xx52D5
Item #13 Quantity (use 63 for maximum).....	01xx53D5
Item #14 Number (use FF for end-of-list).....	01xx54D5
Item #14 Quantity (use 63 for maximum).....	01xx55D5
Item #15 Number (use FF for end-of-list).....	01xx56D5
Item #15 Quantity (use 63 for maximum).....	01xx57D5
Item #16 Number (use FF for end-of-list).....	01xx58D5
Item #16 Quantity (use 63 for maximum).....	01xx59D5
Item #17 Number (use FF for end-of-list).....	01xx5AD5
Item #17 Quantity (use 63 for maximum).....	01xx5BD5
Item #18 Number (use FF for end-of-list).....	01xx5CD5
Item #18 Quantity (use 63 for maximum).....	01xx5DD5
Item #19 Number (use FF for end-of-list).....	01xx5ED5
Item #19 Quantity (use 63 for maximum).....	01xx5FD5
Item #20 Number (use FF for end-of-list).....	01xx60D5
Item #20 Quantity (use 63 for maximum).....	01xx61D5
Item #21 Number (use FF for end-of-list).....	01xx62D5
Item #21 Quantity (use 63 for maximum).....	01xx63D5
Item #22 Number (use FF for end-of-list).....	01xx64D5
Item #22 Quantity (use 63 for maximum).....	01xx65D5
Item #23 Number (use FF for end-of-list).....	01xx66D5
Item #23 Quantity (use 63 for maximum).....	01xx67D5
Item #24 Number (use FF for end-of-list).....	01xx68D5
Item #24 Quantity (use 63 for maximum).....	01xx69D5
Item #25 Number (use FF for end-of-list).....	01xx6AD5

Item #25 Quantity (use 63 for maximum).....	01xx6BD5
Item #26 Number (use FF for end-of-list).....	01xx6CD5
Item #26 Quantity (use 63 for maximum).....	01xx6DD5
Item #27 Number (use FF for end-of-list).....	01xx6ED5
Item #27 Quantity (use 63 for maximum).....	01xx6FD5
Item #28 Number (use FF for end-of-list).....	01xx70D5
Item #28 Quantity (use 63 for maximum).....	01xx71D5
Item #29 Number (use FF for end-of-list).....	01xx72D5
Item #29 Quantity (use 63 for maximum).....	01xx73D5
Item #30 Number (use FF for end-of-list).....	01xx74D5
Item #30 Quantity (use 63 for maximum).....	01xx75D5
Item #31 Number (use FF for end-of-list).....	01xx76D5
Item #31 Quantity (use 63 for maximum).....	01xx77D5
Item #32 Number (use FF for end-of-list).....	01xx78D5
Item #32 Quantity (use 63 for maximum).....	01xx79D5
Item #33 Number (use FF for end-of-list).....	01xx7AD5
Item #33 Quantity (use 63 for maximum).....	01xx7BD5
Item #34 Number (use FF for end-of-list).....	01xx7CD5
Item #34 Quantity (use 63 for maximum).....	01xx7DD5
Item #35 Number (use FF for end-of-list).....	01xx7ED5
Item #35 Quantity (use 63 for maximum).....	01xx7FD5
Item #36 Number (use FF for end-of-list).....	01xx80D5
Item #36 Quantity (use 63 for maximum).....	01xx81D5
Item #37 Number (use FF for end-of-list).....	01xx82D5
Item #37 Quantity (use 63 for maximum).....	01xx83D5
Item #38 Number (use FF for end-of-list).....	01xx84D5
Item #38 Quantity (use 63 for maximum).....	01xx85D5
Item #39 Number (use FF for end-of-list).....	01xx86D5
Item #39 Quantity (use 63 for maximum).....	01xx87D5
Item #40 Number (use FF for end-of-list).....	01xx88D5
Item #40 Quantity (use 63 for maximum).....	01xx89D5
Item #41 Number (use FF for end-of-list).....	01xx8AD5
Item #41 Quantity (use 63 for maximum).....	01xx8BD5
Item #42 Number (use FF for end-of-list).....	01xx8CD5
Item #42 Quantity (use 63 for maximum).....	01xx8DD5
Item #43 Number (use FF for end-of-list).....	01xx8ED5
Item #43 Quantity (use 63 for maximum).....	01xx8FD5
Item #44 Number (use FF for end-of-list).....	01xx90D5
Item #44 Quantity (use 63 for maximum).....	01xx91D5
Item #45 Number (use FF for end-of-list).....	01xx92D5
Item #45 Quantity (use 63 for maximum).....	01xx93D5
Item #46 Number (use FF for end-of-list).....	01xx94D5
Item #46 Quantity (use 63 for maximum).....	01xx95D5
Item #47 Number (use FF for end-of-list).....	01xx96D5
Item #47 Quantity (use 63 for maximum).....	01xx97D5
Item #48 Number (use FF for end-of-list).....	01xx98D5
Item #48 Quantity (use 63 for maximum).....	01xx99D5
Item #49 Number (use FF for end-of-list).....	01xx9AD5
Item #49 Quantity (use 63 for maximum).....	01xx9BD5
Item #50 Number (use FF for end-of-list).....	01xx9CD5
Item #50 Quantity (use 63 for maximum).....	01xx9DD5
End-of-List.....	01FF9ED5

### **3.10 Safari Zone**

The Safari Zone limits the time that can be spent collecting items and Pokémon. This can be overcome by using the time codes to reset the clock back to 500. There is also a limited number of Safari Balls available to capture Pokémon with. Use the code below to increase the number of balls left. Here are the codes:

Safari Timer Hi (use 01 for maximum) .....	01xx0CD7
Safari Timer Lo (use F4 for maximum).....	01xx0DD7
Safari Balls (use 63 for maximum).....	01xx46DA

### **3.11 Game Time Elapsed**

While this data area does not provide any real benefit to game play it is a value that continually changes throughout the game. By providing the codes here in the guide it can be eliminated as a possibility during game code hacking. As with many other areas the values in this data area appear in hexadecimal format (see Section 1.2). Here are the codes:

Elapsed Time Hours Hi .....	01xx3FDA
Elapsed Time Hours Lo.....	01xx40DA
Elapsed Time Minutes Hi.....	01xx41DA
Elapsed Time Minutes Lo.....	01xx42DA

### **3.12 The Six Members of the Trainer's Team**

When encountering a trainer or gym leader the game creates a data structure for the opponent's Pokémon team similar to the one the player has. Because of the size of this data area the entire structure will not be included until Part II is released. In the meantime, here are the codes of interest when a battle is encountered. This structure is created by the game when the trainer or gym leader is introduced. Be sure to enable these codes before pressing A at the end of the opponent's introduction. Here are some important values and the codes:

Status=Sleep.....	01	Status=Freeze.....	20
Status=Poisson.....	08	Status=Paralyze.....	40
Status=Burn.....	10		

#### **First Pokémon**

Pokémon HP Available Hi (use 00 for minimum).....	01xxA4D8
Pokémon HP Available Lo (use 01 for minimum) .....	01xxA5D8
Pokémon Status .....	01xxA7D8
Pokémon Attack Hi (use 00 for minimum).....	01xxC7D8
Pokémon Attack Lo (use 01 for minimum).....	01xxC8D8
Pokémon Defense Hi (use 00 for minimum).....	01xxC9D8
Pokémon Defense Lo (use 01 for minimum) .....	01xxCAD8
Pokémon Speed Hi (use 00 for minimum).....	01xxCBD8
Pokémon Speed Lo (use 01 for minimum) .....	01xxCCD8
Pokémon Special Hi (use 00 for minimum).....	01xxCDD8
Pokémon Special Lo (use 01 for minimum).....	01xxCED8

#### **Second Pokémon**

Pokémon HP Available Hi (use 00 for minimum).....	01xxD0D8
Pokémon HP Available Lo (use 01 for minimum) .....	01xxD1D8
Pokémon Status .....	01xxD3D8
Pokémon Attack Hi (use 00 for minimum).....	01xxF3D8
Pokémon Attack Lo (use 01 for minimum).....	01xxF4D8
Pokémon Defense Hi (use 00 for minimum).....	01xxF5D8
Pokémon Defense Lo (use 01 for minimum) .....	01xxF6D8

Pokémon Speed Hi (use 00 for minimum).....	01xxF7D8
Pokémon Speed Lo (use 01 for minimum) .....	01xxF8D8
Pokémon Special Hi (use 00 for minimum).....	01xxF9D8
Pokémon Special Lo (use 01 for minimum).....	01xxFAD8

**Third Pokémon**

Pokémon HP Available Hi (use 00 for minimum).....	01xxFCD8
Pokémon HP Available Lo (use 01 for minimum) .....	01xxFDD8
Pokémon HP Status .....	01xxFFD8
Pokémon Attack Hi (use 00 for minimum).....	01xx1FD9
Pokémon Attack Lo (use 01 for minimum).....	01xx20D9
Pokémon Defense Hi (use 00 for minimum).....	01xx21D9
Pokémon Defense Lo (use 01 for minimum) .....	01xx22D9
Pokémon Speed Hi (use 00 for minimum).....	01xx23D9
Pokémon Speed Lo (use 01 for minimum) .....	01xx24D9
Pokémon Special Hi (use 00 for minimum).....	01xx25D9
Pokémon Special Lo (use 01 for minimum).....	01xx26D9

**Fourth Pokémon**

Pokémon HP Available Hi (use 00 for minimum).....	01xx28D9
Pokémon HP Available Lo (use 01 for minimum) .....	01xx29D9
Pokémon Status .....	01xx2BD9
Pokémon Attack Hi (use 00 for minimum).....	01xx4BD9
Pokémon Attack Lo (use 01 for minimum).....	01xx4CD9
Pokémon Defense Hi (use 00 for minimum).....	01xx4DD9
Pokémon Defense Lo (use 01 for minimum) .....	01xx4ED9
Pokémon Speed Hi (use 00 for minimum).....	01xx4FD9
Pokémon Speed Lo (use 01 for minimum) .....	01xx50D9
Pokémon Special Hi (use 00 for minimum).....	01xx51D9
Pokémon Special Lo (use 01 for minimum).....	01xx52D9

**Fifth Pokémon**

Pokémon HP Available Hi (use 00 for minimum).....	01xx54D9
Pokémon HP Available Lo (use 01 for minimum) .....	01xx55D9
Pokémon Status .....	01xx57D9
Pokémon Attack Hi (use 00 for minimum).....	01xx77D9
Pokémon Attack Lo (use 01 for minimum).....	01xx78D9
Pokémon Defense Hi (use 00 for minimum).....	01xx79D9
Pokémon Defense Lo (use 01 for minimum) .....	01xx7AD9
Pokémon Speed Hi (use 00 for minimum).....	01xx7BD9
Pokémon Speed Lo (use 01 for minimum) .....	01xx7CD9
Pokémon Special Hi (use 00 for minimum).....	01xx7DD9
Pokémon Special Lo (use 01 for minimum).....	01xx7ED9

**Sixth Pokémon**

Pokémon HP Available Hi (use 00 for minimum).....	01xx80D9
Pokémon HP Available Lo (use 01 for minimum) .....	01xx81D9
Pokémon Status .....	01xx83D9
Pokémon Attack Hi (use 00 for minimum).....	01xxA3D9
Pokémon Attack Lo (use 01 for minimum).....	01xxA4D9
Pokémon Defense Hi (use 00 for minimum).....	01xxA5D9
Pokémon Defense Lo (use 01 for minimum) .....	01xxA6D9
Pokémon Speed Hi (use 00 for minimum).....	01xxA7D9
Pokémon Speed Lo (use 01 for minimum) .....	01xxA8D9
Pokémon Special Hi (use 00 for minimum).....	01xxA9D9
Pokémon Special Lo (use 01 for minimum).....	01xxAAD9

## 4.0 Pokémon Gold/Silver

Released in 2000 (English Version), Pokémon Gold/Silver represents the first two games in a new series of Pokémon games. These two games add another 100 Pokémon to the game as well as the Johto region where these two games begin. The remainder of this chapter organizes these codes by the effect they have on altering game play.

### 4.1 The Six Members of the Pokémon Team

The player's Pokémon team makes up the single largest block of data in the entire game. Even larger than the first three games, there are 428 values used for storing the team. The entire block of data can be divided into four parts. The first part is a list of the current Pokémon in the order which they appear in the team. The second part makes up the statistical information for each of the Pokémon. The third and fourth part contain the Original Trainer's name as well as the Pokémon's nickname.

#### 4.1.1 Pokémon Team List

The player's team begins with a list made up of 8 values used to identify the Pokémon in order of appearance. The first value identifies the number of Pokémon in the team. The next up to 6 values represent each of the Pokémon by number (see Appendix A). The last Pokémon in the team is always followed by the value FF. Here are the codes:

Number of Pokémon in Team (use 06 for maximum) .....	01xx22DA
First Pokémon in Team (use FF for end-of-list) .....	01xx23DA
Second Pokémon in Team (use FF for end-of-list) .....	01xx24DA
Third Pokémon in Team (use FF for end-of-list) .....	01xx25DA
Fourth Pokémon in Team (use FF for end-of-list) .....	01xx26DA
Fifth Pokémon in Team (use FF for end-of-list) .....	01xx27DA
Sixth Pokémon in Team (use FF for end-of-list) .....	01xx28DA
End-of-List .....	01FF29DA

#### 4.1.2 Pokémon Team Attacks and PP Availability

Each of the 6 Pokémon in the team may learn up to 4 attacks. Each of these attacks requires two values to represent both the attack by number and the available power points for that attack (see Appendix B). Power points can be increased up the three times through the use of the PP Up item. These increments are represented in the higher two bits of the value. The remaining lower six bits represent the number of power points currently available. To set the maximum natural value for power points use the value C0 in the power points code and then take the Pokémon to the nearest Pokémon Center to heal. Here are the codes:

<b>First Pokémon</b>	
Pokémon Attack #1 (use 00 for none) .....	01xx2CDA
Pokémon Attack #2 (use 00 for none) .....	01xx2DDA
Pokémon Attack #3 (use 00 for none) .....	01xx2EDA
Pokémon Attack #4 (use 00 for none) .....	01xx2FDA
Pokémon Attack PP #1 (use C0 for maximum) .....	01xx41DA
Pokémon Attack PP #2 (use C0 for maximum) .....	01xx42DA
Pokémon Attack PP #3 (use C0 for maximum) .....	01xx43DA
Pokémon Attack PP #4 (use C0 for maximum) .....	01xx44DA

**Second Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xx5CDA
Pokémon Attack #2 (use 00 for none) .....	01xx5DDA
Pokémon Attack #3 (use 00 for none) .....	01xx5EDA
Pokémon Attack #4 (use 00 for none) .....	01xx5FDA
Pokémon Attack PP #1 (use C0 for maximum) .....	01xx71DA
Pokémon Attack PP #2 (use C0 for maximum) .....	01xx72DA
Pokémon Attack PP #3 (use C0 for maximum) .....	01xx73DA
Pokémon Attack PP #4 (use C0 for maximum) .....	01xx74DA

**Third Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xx8CDA
Pokémon Attack #2 (use 00 for none) .....	01xx8DDA
Pokémon Attack #3 (use 00 for none) .....	01xx8EDA
Pokémon Attack #4 (use 00 for none) .....	01xx8FDA
Pokémon Attack PP #1 (use C0 for maximum) .....	01xxA1DA
Pokémon Attack PP #2 (use C0 for maximum) .....	01xxA2DA
Pokémon Attack PP #3 (use C0 for maximum) .....	01xxA3DA
Pokémon Attack PP #4 (use C0 for maximum) .....	01xxA4DA

**Fourth Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xxBCDA
Pokémon Attack #2 (use 00 for none) .....	01xxBDDA
Pokémon Attack #3 (use 00 for none) .....	01xxBEDA
Pokémon Attack #4 (use 00 for none) .....	01xxBFDA
Pokémon Attack PP #1 (use C0 for maximum) .....	01xxD1DA
Pokémon Attack PP #2 (use C0 for maximum) .....	01xxD2DA
Pokémon Attack PP #3 (use C0 for maximum) .....	01xxD3DA
Pokémon Attack PP #4 (use C0 for maximum) .....	01xxD4DA

**Fifth Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xxECDA
Pokémon Attack #2 (use 00 for none) .....	01xxEDDA
Pokémon Attack #3 (use 00 for none) .....	01xxEEDA
Pokémon Attack #4 (use 00 for none) .....	01xxEFDA
Pokémon Attack PP #1 (use C0 for maximum) .....	01xx01DB
Pokémon Attack PP #2 (use C0 for maximum) .....	01xx02DB
Pokémon Attack PP #3 (use C0 for maximum) .....	01xx03DB
Pokémon Attack PP #4 (use C0 for maximum) .....	01xx04DB

**Sixth Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xx1CDB
Pokémon Attack #2 (use 00 for none) .....	01xx1DDB
Pokémon Attack #3 (use 00 for none) .....	01xx1EDB
Pokémon Attack #4 (use 00 for none) .....	01xx1FDB
Pokémon Attack PP #1 (use C0 for maximum) .....	01xx31DB
Pokémon Attack PP #2 (use C0 for maximum) .....	01xx32DB
Pokémon Attack PP #3 (use C0 for maximum) .....	01xx33DB
Pokémon Attack PP #4 (use C0 for maximum) .....	01xx34DB

**4.1.3 Pokémon Team Stats, Modifiers and Genetics**

Because of the complexity of this data there will not be much of an explanation here as to how these values work. When a Pokémon advances a level or is removed from a PC Box stats are recalculated based on the modifier and genetics values. During Pokémon battles the modifiers are incremented with experience. However, only the higher seven bits of the value are used to increase the corresponding statistic. Additionally, the value for genetics is also used as an extension to the modifiers even though the higher two bits determine gender. To calculate the maximum natural value for each statistic set the modifier value to FE 00 and the genetics value to FF FF. To give a Pokémon the female gender use the genetics value 3F FF (which will result in a decrease to the attack value). After using these codes the "PC Box Trick" can be used to recalculate stats. Here are the codes:



**First Pokémon**

Pokémon HP Modifier Hi (use FE for maximum) .....	01xx35DA
Pokémon HP Modifier Lo (use 00 for maximum).....	01xx36DA
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx37DA
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx38DA
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx39DA
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx3ADA
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx3BDA
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx3CDA
Pokémon Special Modifier Hi (use FE for maximum).....	01xx3DDA
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx3EDA
Pokémon Genetics Hi (use EA for shiny) .....	01xx3FDA
Pokémon Genetics Lo (use AA for shiny).....	01xx40DA
Pokémon HP Available Hi (use 03 for maximum).....	01xx4CDA
Pokémon HP Available Lo (use E7 for maximum).....	01xx4DDA
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx4EDA
Pokémon HP Maximum Lo (use E7 for maximum).....	01xx4FDA
Pokémon Attack Hi (use 03 for maximum) .....	01xx50DA
Pokémon Attack Lo (use E7 for maximum).....	01xx51DA
Pokémon Defense Hi (use 03 for maximum).....	01xx52DA
Pokémon Defense Lo (use E7 for maximum).....	01xx53DA
Pokémon Speed Hi (use 03 for maximum) .....	01xx54DA
Pokémon Speed Lo (use E7 for maximum).....	01xx55DA
Pokémon Special Attack Hi (use 03 for maximum) .....	01xx56DA
Pokémon Special Attack Lo (use E7 for maximum).....	01xx57DA
Pokémon Special Defense Hi (use 03 for maximum).....	01xx58DA
Pokémon Special Defense Lo (use E7 for maximum).....	01xx59DA

**Second Pokémon**

Pokémon HP Modifier Hi (use FE for maximum) .....	01xx65DA
Pokémon HP Modifier Lo (use 00 for maximum).....	01xx66DA
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx67DA
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx68DA
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx69DA
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx6ADA
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx6BDA
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx6CDA
Pokémon Special Modifier Hi (use FE for maximum).....	01xx6DDA
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx6EDA
Pokémon Genetics Hi (use EA for shiny) .....	01xx6FDA
Pokémon Genetics Lo (use AA for shiny).....	01xx70DA
Pokémon HP Available Hi (use 03 for maximum).....	01xx7CDA
Pokémon HP Available Lo (use E7 for maximum).....	01xx7DDA
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx7EDA
Pokémon HP Maximum Lo (use E7 for maximum).....	01xx7FDA
Pokémon Attack Hi (use 03 for maximum) .....	01xx80DA
Pokémon Attack Lo (use E7 for maximum).....	01xx81DA
Pokémon Defense Hi (use 03 for maximum).....	01xx82DA
Pokémon Defense Lo (use E7 for maximum).....	01xx83DA
Pokémon Speed Hi (use 03 for maximum).....	01xx84DA
Pokémon Speed Lo (use E7 for maximum).....	01xx85DA
Pokémon Special Attack Hi (use 03 for maximum) .....	01xx86DA
Pokémon Special Attack Lo (use E7 for maximum).....	01xx87DA
Pokémon Special Defense Hi (use 03 for maximum).....	01xx88DA
Pokémon Special Defense Lo (use E7 for maximum).....	01xx89DA

**Third Pokémon**

Pokémon HP Modifier Hi (use FE for maximum) .....	01xx95DA
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Pokémon HP Modifier Lo (use 00 for maximum).....	01xx96DA
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx97DA
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx98DA
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx99DA
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx9ADA
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx9BDA
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx9CDA
Pokémon Special Modifier Hi (use FE for maximum).....	01xx9DDA
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx9EDA
Pokémon Genetics Hi (use EA for shiny).....	01xx9FDA
Pokémon Genetics Lo (use AA for shiny).....	01xxA0DA
Pokémon HP Available Hi (use 03 for maximum).....	01xxACDA
Pokémon HP Available Lo (use E7 for maximum).....	01xxADDA
Pokémon HP Maximum Hi (use 03 for maximum).....	01xxAEDA
Pokémon HP Maximum Lo (use E7 for maximum).....	01xxAFDA
Pokémon Attack Hi (use 03 for maximum).....	01xxB0DA
Pokémon Attack Lo (use E7 for maximum).....	01xxB1DA
Pokémon Defense Hi (use 03 for maximum).....	01xxB2DA
Pokémon Defense Lo (use E7 for maximum).....	01xxB3DA
Pokémon Speed Hi (use 03 for maximum).....	01xxB4DA
Pokémon Speed Lo (use E7 for maximum).....	01xxB5DA
Pokémon Special Attack Hi (use 03 for maximum).....	01xxB6DA
Pokémon Special Attack Lo (use E7 for maximum).....	01xxB7DA
Pokémon Special Defense Hi (use 03 for maximum).....	01xxB8DA
Pokémon Special Defense Lo (use E7 for maximum).....	01xxB9DA

#### Fourth Pokémon

Pokémon HP Modifier Hi (use FE for maximum).....	01xxC5DA
Pokémon HP Modifier Lo (use 00 for maximum).....	01xxC6DA
Pokémon Attack Modifier Hi (use FE for maximum).....	01xxC7DA
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xxC8DA
Pokémon Defense Modifier Hi (use FE for maximum).....	01xxC9DA
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xxCADA
Pokémon Speed Modifier Hi (use FE for maximum).....	01xxCBDA
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xxCCDA
Pokémon Special Modifier Hi (use FE for maximum).....	01xxCDDA
Pokémon Special Modifier Lo (use 00 for maximum).....	01xxCEDA
Pokémon Genetics Hi (use EA for shiny).....	01xxCFDA
Pokémon Genetics Lo (use AA for shiny).....	01xxD0DA
Pokémon HP Available Hi (use 03 for maximum).....	01xxDCDA
Pokémon HP Available Lo (use E7 for maximum).....	01xxDDDA
Pokémon HP Maximum Hi (use 03 for maximum).....	01xxDEDA
Pokémon HP Maximum Lo (use E7 for maximum).....	01xxDFDA
Pokémon Attack Hi (use 03 for maximum).....	01xxE0DA
Pokémon Attack Lo (use E7 for maximum).....	01xxE1DA
Pokémon Defense Hi (use 03 for maximum).....	01xxE2DA
Pokémon Defense Lo (use E7 for maximum).....	01xxE3DA
Pokémon Speed Hi (use 03 for maximum).....	01xxE4DA
Pokémon Speed Lo (use E7 for maximum).....	01xxE5DA
Pokémon Special Attack Hi (use 03 for maximum).....	01xxE6DA
Pokémon Special Attack Lo (use E7 for maximum).....	01xxE7DA
Pokémon Special Defense Hi (use 03 for maximum).....	01xxE8DA
Pokémon Special Defense Lo (use E7 for maximum).....	01xxE9DA

#### Fifth Pokémon

Pokémon HP Modifier Hi (use FE for maximum).....	01xxF5DA
Pokémon HP Modifier Lo (use 00 for maximum).....	01xxF6DA
Pokémon Attack Modifier Hi (use FE for maximum).....	01xxF7DA
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xxF8DA
Pokémon Defense Modifier Hi (use FE for maximum).....	01xxF9DA

Pokémon Defense Modifier Lo (use 00 for maximum) .....	01xxFADA
Pokémon Speed Modifier Hi (use FE for maximum) .....	01xxFBDA
Pokémon Speed Modifier Lo (use 00 for maximum) .....	01xxFCDA
Pokémon Special Modifier Hi (use FE for maximum) .....	01xxFDDA
Pokémon Special Modifier Lo (use 00 for maximum) .....	01xxFEDA
Pokémon Genetics Hi (use EA for shiny) .....	01xxFFDA
Pokémon Genetics Lo (use AA for shiny) .....	01xx00DB
Pokémon HP Available Hi (use 03 for maximum) .....	01xx0CDB
Pokémon HP Available Lo (use E7 for maximum) .....	01xx0DDB
Pokémon HP Maximum Hi (use 03 for maximum) .....	01xx0EDB
Pokémon HP Maximum Lo (use E7 for maximum) .....	01xx0FDB
Pokémon Attack Hi (use 03 for maximum) .....	01xx10DB
Pokémon Attack Lo (use E7 for maximum) .....	01xx11DB
Pokémon Defense Hi (use 03 for maximum) .....	01xx12DB
Pokémon Defense Lo (use E7 for maximum) .....	01xx13DB
Pokémon Speed Hi (use 03 for maximum) .....	01xx14DB
Pokémon Speed Lo (use E7 for maximum) .....	01xx15DB
Pokémon Special Attack Hi (use 03 for maximum) .....	01xx16DB
Pokémon Special Attack Lo (use E7 for maximum) .....	01xx17DB
Pokémon Special Defense Hi (use 03 for maximum) .....	01xx18DB
Pokémon Special Defense Lo (use E7 for maximum) .....	01xx19DB

#### **Sixth Pokémon**

Pokémon HP Modifier Hi (use FE for maximum) .....	01xx25DB
Pokémon HP Modifier Lo (use 00 for maximum) .....	01xx26DB
Pokémon Attack Modifier Hi (use FE for maximum) .....	01xx27DB
Pokémon Attack Modifier Lo (use 00 for maximum) .....	01xx28DB
Pokémon Defense Modifier Hi (use FE for maximum) .....	01xx29DB
Pokémon Defense Modifier Lo (use 00 for maximum) .....	01xx2ADB
Pokémon Speed Modifier Hi (use FE for maximum) .....	01xx2BDB
Pokémon Speed Modifier Lo (use 00 for maximum) .....	01xx2CDB
Pokémon Special Modifier Hi (use FE for maximum) .....	01xx2DDB
Pokémon Special Modifier Lo (use 00 for maximum) .....	01xx2EDB
Pokémon Genetics Hi (use EA for shiny) .....	01xx2FDB
Pokémon Genetics Lo (use AA for shiny) .....	01xx30DB
Pokémon HP Available Hi (use 03 for maximum) .....	01xx3CDB
Pokémon HP Available Lo (use E7 for maximum) .....	01xx3DDB
Pokémon HP Maximum Hi (use 03 for maximum) .....	01xx3EDB
Pokémon HP Maximum Lo (use E7 for maximum) .....	01xx3FDB
Pokémon Attack Hi (use 03 for maximum) .....	01xx40DB
Pokémon Attack Lo (use E7 for maximum) .....	01xx41DB
Pokémon Defense Hi (use 03 for maximum) .....	01xx42DB
Pokémon Defense Lo (use E7 for maximum) .....	01xx43DB
Pokémon Speed Hi (use 03 for maximum) .....	01xx44DB
Pokémon Speed Lo (use E7 for maximum) .....	01xx45DB
Pokémon Special Attack Hi (use 03 for maximum) .....	01xx46DB
Pokémon Special Attack Lo (use E7 for maximum) .....	01xx47DB
Pokémon Special Defense Hi (use 03 for maximum) .....	01xx48DB
Pokémon Special Defense Lo (use E7 for maximum) .....	01xx49DB

#### **4.1.4 Pokémon Team Experience and Level**

Altering the experience and level of the 6 Pokémon in the team works much like altering the statistics and modifiers. When removing Pokémon from a PC box, the level is recalculated based on experience. Unlike the modifiers, there is no natural maximum value for experience since the relationship between experience and level may vary from one Pokémon to another. Here are the codes:

<b>First Pokémon</b>	
Pokémon Experience Points #3 .....	01xx32DA
Pokémon Experience Points #2 .....	01xx33DA
Pokémon Experience Points #1 .....	01xx34DA
Pokémon Level (use 64 for maximum) .....	01xx49DA
<b>Second Pokémon</b>	
Pokémon Experience Points #3 .....	01xx62DA
Pokémon Experience Points #2 .....	01xx63DA
Pokémon Experience Points #1 .....	01xx64DA
Pokémon Level (use 64 for maximum) .....	01xx79DA
<b>Third Pokémon</b>	
Pokémon Experience Points #3 .....	01xx92DA
Pokémon Experience Points #2 .....	01xx93DA
Pokémon Experience Points #1 .....	01xx94DA
Pokémon Level (use 64 for maximum) .....	01xxA9DA
<b>Fourth Pokémon</b>	
Pokémon Experience Points #3 .....	01xxC2DA
Pokémon Experience Points #2 .....	01xxC3DA
Pokémon Experience Points #1 .....	01xxC4DA
Pokémon Level (use 64 for maximum) .....	01xxD9DA
<b>Fifth Pokémon</b>	
Pokémon Experience Points #3 .....	01xxF2DA
Pokémon Experience Points #2 .....	01xxF3DA
Pokémon Experience Points #1 .....	01xxF4DA
Pokémon Level (use 64 for maximum) .....	01xx09DB
<b>Sixth Pokémon</b>	
Pokémon Experience Points #3 .....	01xx22DB
Pokémon Experience Points #2 .....	01xx23DB
Pokémon Experience Points #1 .....	01xx24DB
Pokémon Level (use 64 for maximum) .....	01xx39DB

### **4.1.5 Pokémon Team Information**

Here is the last of the statistical information which can be altered for any of the 6 Pokémon in the team. This remaining information identifies the Pokemon's number, held item, the Original Trainer's number, loyalty, health, and status. Here are the codes:

<b>First Pokémon</b>	
Pokémon Number .....	01xx2ADA
Pokémon Held Item .....	01xx2BDA
Pokémon OT Number Hi .....	01xx30DA
Pokémon OT Number Lo .....	01xx31DA
Pokémon Loyalty (use FF to maximum) .....	01xx45DA
Pokémon Health (use 01 for PokéRUS) .....	01xx46DA
Pokémon Status (use 00 to heal) .....	01xx4ADA
<b>Second Pokémon</b>	
Pokémon Number .....	01xx5ADA
Pokémon Held Item .....	01xx5BDA
Pokémon OT Number Hi .....	01xx60DA
Pokémon OT Number Lo .....	01xx61DA
Pokémon Loyalty (use FF to maximum) .....	01xx75DA
Pokémon Health (use 01 for PokéRUS) .....	01xx76DA
Pokémon Status (use 00 to heal) .....	01xx7ADA
<b>Third Pokémon</b>	
Pokémon Number .....	01xx8ADA
Pokémon Held Item .....	01xx8BDA
Pokémon OT Number Hi .....	01xx90DA
Pokémon OT Number Lo .....	01xx91DA

Pokémon Loyalty (use FF to maximum).....	01xxA5DA
Pokémon Health (use 01 for PokéRUS) .....	01xxA6DA
Pokémon Status (use 00 to heal) .....	01xxAADA

**Fourth Pokémon**

Pokémon Number .....	01xxBADA
Pokémon Held Item .....	01xxBBDA
Pokémon OT Number Hi .....	01xxC0DA
Pokémon OT Number Lo .....	01xxC1DA
Pokémon Loyalty (use FF to maximum).....	01xxD5DA
Pokémon Health (use 01 for PokéRUS) .....	01xxD6DA
Pokémon Status (use 00 to heal) .....	01xxDADA

**Fifth Pokémon**

Pokémon Number .....	01xxEADA
Pokémon Held Item .....	01xxEBDA
Pokémon OT Number Hi .....	01xxF0DA
Pokémon OT Number Lo .....	01xxF1DA
Pokémon Loyalty (use FF to maximum).....	01xx05DB
Pokémon Health (use 01 for PokéRUS) .....	01xx06DB
Pokémon Status (use 00 to heal) .....	01xx0ADB

**Sixth Pokémon**

Pokémon Number .....	01xx1ADB
Pokémon Held Item .....	01xx1BDB
Pokémon OT Number Hi .....	01xx20DB
Pokémon OT Number Lo .....	01xx21DB
Pokémon Loyalty (use FF to maximum).....	01xx35DB
Pokémon Health (use 01 for PokéRUS) .....	01xx36DB
Pokémon Status (use 00 to heal) .....	01xx3ADB

**4.1.6 Pokémon Team OT Names**

For each of the 6 Pokémon in the team, the game stores the name of the Original Trainer. Each trainer's name can be up to 7 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

**First Pokémon**

Pokémon OT Character #1 .....	01xx4ADB
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx4BDB
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx4CDB
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx4ddb
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx4EDB
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx4FDB
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx50DB
Pokémon OT End-of-Name.....	015051DB
Pokémon OT Character (not used).....	010052DB
Pokémon OT Character (not used).....	010053DB
Pokémon OT Character (not used).....	010054DB

**Second Pokémon**

Pokémon OT Character #1 .....	01xx55DB
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx56DB
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx57DB
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx58DB
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx59DB
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx5ADB
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx5BDB
Pokémon OT End-of-Name.....	01505CDB
Pokémon OT Character (not used).....	01005ddb
Pokémon OT Character (not used).....	01005EDB
Pokémon OT Character (not used).....	01005FDB

**Third Pokémon**

Pokémon OT Character #1 .....	01xx60DB
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx61DB
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx62DB
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx63DB
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx64DB
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx65DB
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx66DB
Pokémon OT End-of-Name.....	015067DB
Pokémon OT Character (not used).....	010068DB
Pokémon OT Character (not used).....	010069DB
Pokémon OT Character (not used).....	01006ADB

**Fourth Pokémon**

Pokémon OT Character #1 .....	01xx6BDB
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx6CDB
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx6DDb
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx6EDB
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx6FDB
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx70DB
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx71DB
Pokémon OT End-of-Name.....	015072DB
Pokémon OT Character (not used).....	010073DB
Pokémon OT Character (not used).....	010074DB
Pokémon OT Character (not used).....	010075DB

**Fifth Pokémon**

Pokémon OT Character #1 .....	01xx76DB
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx77DB
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx78DB
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx79DB
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx7ADB
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx7BDB
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx7CDB
Pokémon OT End-of-Name.....	01507DDB
Pokémon OT Character (not used).....	01007EDB
Pokémon OT Character (not used).....	01007FDB
Pokémon OT Character (not used).....	010080DB

**Sixth Pokémon**

Pokémon OT Character #1 .....	01xx81DB
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx82DB
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx83DB
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx84DB
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx85DB
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx86DB
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx87DB
Pokémon OT End-of-Name.....	015088DB
Pokémon OT Character (not used).....	010089DB
Pokémon OT Character (not used).....	01008ADB
Pokémon OT Character (not used).....	01008BDB

**4.1.7 Pokémon Team Nicknames**

In addition to the Original Trainer, the game stores nicknames for the 6 Pokémon in the team. Each nickname can be up to 10 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

**First Pokémon**

Pokémon Nickname Character #1.....	01xx8CDB
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### Sixth Pokémon

Pokémon Nickname Character #1.....	01xxC3DB
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxC4DB
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxC5DB
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxC6DB
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxC7DB
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxC8DB
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxC9DB
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxCADB
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxCDBD
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxCCDB
Pokémon Nickname End-of-Name.....	0150CDD

## 4.2 Player's Name

The player's name is the name selected at the beginning of the game. This is the same name used to identify the Original Trainer of the Pokémon in the team and in the PC. The name can be up to 7 values long (see Appendix D) and must end with the value 50 after the last character to end the name. Here are the codes:

Player's Name Character #1.....	01xxA3D1
Player's Name Character #2 (use 50 for end-of-name).....	01xxA4D1
Player's Name Character #3 (use 50 for end-of-name).....	01xxA5D1
Player's Name Character #4 (use 50 for end-of-name).....	01xxA6D1
Player's Name Character #5 (use 50 for end-of-name).....	01xxA7D1
Player's Name Character #6 (use 50 for end-of-name).....	01xxA8D1
Player's Name Character #7 (use 50 for end-of-name).....	01xxA9D1
Player's Name End-of-Name.....	0150AAD1
Player's Name Character (not used).....	0100ABD1
Player's Name Character (not used).....	0100ACD1
Player's Name Character (not used).....	0100ADD1

## 4.3 Player's Identification

The player's identification is the number generated at the beginning of the game to identify the player. Like the player's name, identification is used with each Pokémon to identify the Original Trainer. This number is stored as a hexadecimal number (see Section 1.2) containing two values. The range for player's identification is 1-65535 in decimal format. Here are the codes:

Player's Identification Hi.....	01xxA1D1
Player's Identification Lo.....	01xxA2D1

## 4.4 Player's Money and Coins

The player's money and the coins in the coin case held by the player have been stored in the traditional hexadecimal format (see Section 1.2) with these two games. Values for these codes must be converted from a decimal format to a hexadecimal format before using. In addition, the player's mom can also hold some of the player's money. Here are the codes:

Player's Money #3 (use 0F for maximum).....	01xx73D5
Player's Money #2 (use 42 for maximum).....	01xx74D5
Player's Money #1 (use 3F for maximum).....	01xx75D5



Player's Money with Mom #3 (use 0F for maximum).....	01xx76D5
Player's Money with Mom #2 (use 42 for maximum).....	01xx77D5
Player's Money with Mom #1 (use 3F for maximum).....	01xx78D5
Coins in Coin Case Hi (use 27 for maximum) .....	01xx7AD5
Coins in Coin Case Lo (use 0F for maximum).....	01xx7BD5

## **4.5 Rival's Name**

Like the player, the rival was given a name at the start of the game. The rival's name can also be up to 7 values long with the value 50 after the last character to end the name. Here are the codes:

Rival's Name Character #1 .....	01xxB9D1
Rival's Name Character #2 (use 50 for end-of-name).....	01xxBAD1
Rival's Name Character #3 (use 50 for end-of-name).....	01xxBBD1
Rival's Name Character #4 (use 50 for end-of-name).....	01xxBCD1
Rival's Name Character #5 (use 50 for end-of-name).....	01xxBDD1
Rival's Name Character #6 (use 50 for end-of-name).....	01xxBED1
Rival's Name Character #7 (use 50 for end-of-name).....	01xxBFD1
Rival's Name End-of-Name.....	0150C0D1
Rival's Name Character (not used).....	0100C1D1
Rival's Name Character (not used).....	0100C2D1
Rival's Name Character (not used).....	0100C3D1

## **4.6 The PokéDEX**

To save space there are several areas that make use of the binary format (see Section 1.1) to store up to 8 entries in a single value. The PokéDEX is one of these areas for which 8 Pokémon can be identified within one value. Each Pokémon in the PokéDEX can either be 0 (disabled) or 1 (enabled). Identification starts from the lowest binary digit and works up to the highest binary digit in each value. The PokéDEX is made up of two lists. The first list identifies Pokémon seen by the player while the second list identifies Pokémon the player owns. A Pokémon's name appears in the PokéDEX whenever that Pokémon is enabled in the first list. The second list places a Poké Ball next to the name of those Pokémon that are enabled in the second list. It is important to make changes to both lists when adding Pokémon the player owns. A new third list added in Pokémon Gold/Silver provides for the storage of the 26 different Unown Pokémon. This list stores a value for each of the different Unown's captured for the 26 letters of the alphabet. The codes use the hexadecimal values 01-1A for these Pokémon.

### **4.6.1 Seen by Player**

The first list in the PokéDEX identifies the Pokémon that have been seen by the player. The PokéDEX will display the name for every Pokémon that is enabled in this list. Here are the codes:

PokéDEX Seen 001-008 (use FF for ALL) .....	01xx04DC
PokéDEX Seen 009-016 (use FF for ALL) .....	01xx05DC
PokéDEX Seen 017-024 (use FF for ALL) .....	01xx06DC
PokéDEX Seen 025-032 (use FF for ALL) .....	01xx07DC
PokéDEX Seen 033-040 (use FF for ALL) .....	01xx08DC
PokéDEX Seen 041-048 (use FF for ALL) .....	01xx09DC
PokéDEX Seen 049-056 (use FF for ALL) .....	01xx0ADC
PokéDEX Seen 057-064 (use FF for ALL) .....	01xx0BDC
PokéDEX Seen 065-072 (use FF for ALL) .....	01xx0CDC
PokéDEX Seen 073-080 (use FF for ALL) .....	01xx0DDC
PokéDEX Seen 081-088 (use FF for ALL) .....	01xx0EDC
PokéDEX Seen 089-096 (use FF for ALL) .....	01xx0FDC
PokéDEX Seen 097-104 (use FF for ALL) .....	01xx10DC

PokéDEX Seen 105-112 (use FF for ALL) .....	01xx11DC
PokéDEX Seen 113-120 (use FF for ALL) .....	01xx12DC
PokéDEX Seen 121-128 (use FF for ALL) .....	01xx13DC
PokéDEX Seen 129-136 (use FF for ALL) .....	01xx14DC
PokéDEX Seen 137-144 (use FF for ALL) .....	01xx15DC
PokéDEX Seen 145-152 (use FF for ALL) .....	01xx16DC
PokéDEX Seen 153-160 (use FF for ALL) .....	01xx17DC
PokéDEX Seen 161-168 (use FF for ALL) .....	01xx18DC
PokéDEX Seen 169-176 (use FF for ALL) .....	01xx19DC
PokéDEX Seen 177-184 (use FF for ALL) .....	01xx1ADC
PokéDEX Seen 185-192 (use FF for ALL) .....	01xx1BDC
PokéDEX Seen 193-200 (use FF for ALL) .....	01xx1CDC
PokéDEX Seen 201-208 (use FF for ALL) .....	01xx1DDC
PokéDEX Seen 209-216 (use FF for ALL) .....	01xx1EDC
PokéDEX Seen 217-224 (use FF for ALL) .....	01xx1FDC
PokéDEX Seen 225-232 (use FF for ALL) .....	01xx20DC
PokéDEX Seen 233-240 (use FF for ALL) .....	01xx21DC
PokéDEX Seen 241-248 (use FF for ALL) .....	01xx22DC
PokéDEX Seen 249-251 (use 07 for ALL) .....	01xx23DC

## **4.6.2 Own by Player**

The second list in the PokéDEX identifies the Pokémon that the player owns. A Poké Ball will be placed next to the name for every Pokémon enabled in this list. Here are the codes:

PokéDEX Own 001-008 (use FF for ALL) .....	01xxE4DB
PokéDEX Own 009-016 (use FF for ALL) .....	01xxE5DB
PokéDEX Own 017-024 (use FF for ALL) .....	01xxE6DB
PokéDEX Own 025-032 (use FF for ALL) .....	01xxE7DB
PokéDEX Own 033-040 (use FF for ALL) .....	01xxE8DB
PokéDEX Own 041-048 (use FF for ALL) .....	01xxE9DB
PokéDEX Own 049-056 (use FF for ALL) .....	01xxEADB
PokéDEX Own 057-064 (use FF for ALL) .....	01xxEBDB
PokéDEX Own 065-072 (use FF for ALL) .....	01xxECDB
PokéDEX Own 073-080 (use FF for ALL) .....	01xxEDDB
PokéDEX Own 081-088 (use FF for ALL) .....	01xxEEDB
PokéDEX Own 089-096 (use FF for ALL) .....	01xxEFDB
PokéDEX Own 097-104 (use FF for ALL) .....	01xxF0DB
PokéDEX Own 105-112 (use FF for ALL) .....	01xxF1DB
PokéDEX Own 113-120 (use FF for ALL) .....	01xxF2DB
PokéDEX Own 121-128 (use FF for ALL) .....	01xxF3DB
PokéDEX Own 129-136 (use FF for ALL) .....	01xxF4DB
PokéDEX Own 137-144 (use FF for ALL) .....	01xxF5DB
PokéDEX Own 145-152 (use FF for ALL) .....	01xxF6DB
PokéDEX Own 153-160 (use FF for ALL) .....	01xxF7DB
PokéDEX Own 161-168 (use FF for ALL) .....	01xxF8DB
PokéDEX Own 169-176 (use FF for ALL) .....	01xxF9DB
PokéDEX Own 177-184 (use FF for ALL) .....	01xxFADB
PokéDEX Own 185-192 (use FF for ALL) .....	01xxFBDB
PokéDEX Own 193-200 (use FF for ALL) .....	01xxFCDB
PokéDEX Own 201-208 (use FF for ALL) .....	01xxFDDB
PokéDEX Own 209-216 (use FF for ALL) .....	01xxFEDB
PokéDEX Own 217-224 (use FF for ALL) .....	01xxFFDB
PokéDEX Own 225-232 (use FF for ALL) .....	01xx00DC
PokéDEX Own 233-240 (use FF for ALL) .....	01xx01DC
PokéDEX Own 241-248 (use FF for ALL) .....	01xx02DC
PokéDEX Own 249-251 (use 07 for ALL) .....	01xx03DC

### **4.6.3 Unown Addition**

The third list in the PokéDEX identifies the different Unown Pokémon that have been captured. Each time a new Unown is captured the value of the Unown is added to the list. The values in this list identify only one Pokémon each. Here are the codes:

PokéDEX Unown Slot #1 (use 01 for A).....	01xx24DC
PokéDEX Unown Slot #2 (use 02 for B).....	01xx25DC
PokéDEX Unown Slot #3 (use 03 for C).....	01xx26DC
PokéDEX Unown Slot #4 (use 04 for D).....	01xx27DC
PokéDEX Unown Slot #5 (use 05 for E).....	01xx28DC
PokéDEX Unown Slot #6 (use 06 for F).....	01xx29DC
PokéDEX Unown Slot #7 (use 07 for G).....	01xx2ADC
PokéDEX Unown Slot #8 (use 08 for H).....	01xx2BDC
PokéDEX Unown Slot #9 (use 09 for I).....	01xx2CDC
PokéDEX Unown Slot #10 (use 0A for J).....	01xx2DDC
PokéDEX Unown Slot #11 (use 0B for K).....	01xx2EDC
PokéDEX Unown Slot #12 (use 0C for L).....	01xx2FDC
PokéDEX Unown Slot #13 (use 0D for M).....	01xx30DC
PokéDEX Unown Slot #14 (use 0E for N).....	01xx31DC
PokéDEX Unown Slot #15 (use 0F for O).....	01xx32DC
PokéDEX Unown Slot #16 (use 10 for P).....	01xx33DC
PokéDEX Unown Slot #17 (use 11 for Q).....	01xx34DC
PokéDEX Unown Slot #18 (use 12 for R).....	01xx35DC
PokéDEX Unown Slot #19 (use 13 for S).....	01xx36DC
PokéDEX Unown Slot #20 (use 14 for T).....	01xx37DC
PokéDEX Unown Slot #21 (use 15 for U).....	01xx38DC
PokéDEX Unown Slot #22 (use 16 for V).....	01xx39DC
PokéDEX Unown Slot #23 (use 17 for W).....	01xx3ADC
PokéDEX Unown Slot #24 (use 18 for X).....	01xx3BDC
PokéDEX Unown Slot #25 (use 19 for Y).....	01xx3CDC
PokéDEX Unown Slot #26 (use 1A for Z).....	01xx3DDC

### **4.7 Badges Earned**

Like the PokéDEX, the 8 badges earned in the Johto and Kanto regions are stored in single values. To select specific badges, add together the desired values below for the desired region and place it in the regions code. Here are the values and codes:

Zephyr Badge.....	01	Storm Badge.....	10
Hive Badge.....	02	Mineral Badge.....	20
Plain Badge.....	04	Glacier Badge.....	40
Fog Badge.....	08	Rising Badge.....	80
Johto Badges (use FF for ALL).....			01xx7CD5
Boulder Badge.....	01	Soul Badge.....	10
Cascade Badge.....	02	Marsh Badge.....	20
Thunder Badge.....	04	Volcano Badge.....	40
Rainbow Badge.....	08	Earth Badge.....	80
Kanto Badges (use FF for ALL).....			01xx7DD5

### **4.8 Items in Pack**

With the introduction to Pokémon Gold/Silver comes a new and improved pack containing 4 separate pockets. These pockets are labelled as the "Items Pocket", "Balls Pocket", "Key Items Pocket" and

"TM/HM Pocket". The "Items Pocket" works just like the pack in the previous three games and can hold up to 20 different items. The additional pockets can store up to 12 items in the "Balls Pocket", 25 items in the "Key Items Pocket", and any available TM/HM in the "TM/HM Pocket". When adding or changing items make sure to choose the correct pocket for the desired item.

### **4.8.1 The Pack - Items Pocket**

There are 42 values used to identify the 20 possible items that can be held in the Items Pocket. It starts with a value that identifies the number of different items currently available. Each item after that requires two values to identify the items number (see Appendix C) and the quantity of that item. As with any data list the value FF must appear after the last item to end the list. Here are the codes:

Number of Items in Pocket (use 14 for maximum).....	01xxB7D5
Item #1 Number (use FF for end-of-list).....	01xxB8D5
Item #1 Quantity (use 63 for maximum).....	01xxB9D5
Item #2 Number (use FF for end-of-list).....	01xxBAD5
Item #2 Quantity (use 63 for maximum).....	01xxBBD5
Item #3 Number (use FF for end-of-list).....	01xxBCD5
Item #3 Quantity (use 63 for maximum).....	01xxBDD5
Item #4 Number (use FF for end-of-list).....	01xxBED5
Item #4 Quantity (use 63 for maximum).....	01xxBFD5
Item #5 Number (use FF for end-of-list).....	01xxC0D5
Item #5 Quantity (use 63 for maximum).....	01xxC1D5
Item #6 Number (use FF for end-of-list).....	01xxC2D5
Item #6 Quantity (use 63 for maximum).....	01xxC3D5
Item #7 Number (use FF for end-of-list).....	01xxC4D5
Item #7 Quantity (use 63 for maximum).....	01xxC5D5
Item #8 Number (use FF for end-of-list).....	01xxC6D5
Item #8 Quantity (use 63 for maximum).....	01xxC7D5
Item #9 Number (use FF for end-of-list).....	01xxC8D5
Item #9 Quantity (use 63 for maximum).....	01xxC9D5
Item #10 Number (use FF for end-of-list).....	01xxCAD5
Item #10 Quantity (use 63 for maximum).....	01xxCBD5
Item #11 Number (use FF for end-of-list).....	01xxCCD5
Item #11 Quantity (use 63 for maximum).....	01xxCDD5
Item #12 Number (use FF for end-of-list).....	01xxCED5
Item #12 Quantity (use 63 for maximum).....	01xxCFD5
Item #13 Number (use FF for end-of-list).....	01xxD0D5
Item #13 Quantity (use 63 for maximum).....	01xxD1D5
Item #14 Number (use FF for end-of-list).....	01xxD2D5
Item #14 Quantity (use 63 for maximum).....	01xxD3D5
Item #15 Number (use FF for end-of-list).....	01xxD4D5
Item #15 Quantity (use 63 for maximum).....	01xxD5D5
Item #16 Number (use FF for end-of-list).....	01xxD6D5
Item #16 Quantity (use 63 for maximum).....	01xxD7D5
Item #17 Number (use FF for end-of-list).....	01xxD8D5
Item #17 Quantity (use 63 for maximum).....	01xxD9D5
Item #18 Number (use FF for end-of-list).....	01xxDAD5
Item #18 Quantity (use 63 for maximum).....	01xxDBD5
Item #19 Number (use FF for end-of-list).....	01xxDCD5
Item #19 Quantity (use 63 for maximum).....	01xxDDD5
Item #20 Number (use FF for end-of-list).....	01xxDED5
Item #20 Quantity (use 63 for maximum).....	01xxDFD5
End-of-List.....	01FFE0D5

### **4.8.2 The Pack - Balls Pocket**

There are 26 values used to identify the 12 possible items that can be held in the Balls Pocket. It starts with a value that identifies the number of different items currently available. Each item after that requires two values to identify the items number (see Appendix C) and the quantity of that item. As with any data list the value FF must appear after the last item to end the list. Here are the codes:

Number of Items in Pocket (use 0C for maximum).....	01xxFCD5
Item #1 Number (use FF for end-of-list).....	01xxFDD5
Item #1 Quantity (use 63 for maximum).....	01xxFED5
Item #2 Number (use FF for end-of-list).....	01xxFFD5
Item #2 Quantity (use 63 for maximum).....	01xx00D6
Item #3 Number (use FF for end-of-list).....	01xx01D6
Item #3 Quantity (use 63 for maximum).....	01xx02D6
Item #4 Number (use FF for end-of-list).....	01xx03D6
Item #4 Quantity (use 63 for maximum).....	01xx04D6
Item #5 Number (use FF for end-of-list).....	01xx05D6
Item #5 Quantity (use 63 for maximum).....	01xx06D6
Item #6 Number (use FF for end-of-list).....	01xx07D6
Item #6 Quantity (use 63 for maximum).....	01xx08D6
Item #7 Number (use FF for end-of-list).....	01xx09D6
Item #7 Quantity (use 63 for maximum).....	01xx0AD6
Item #8 Number (use FF for end-of-list).....	01xx0BD6
Item #8 Quantity (use 63 for maximum).....	01xx0CD6
Item #9 Number (use FF for end-of-list).....	01xx0DD6
Item #9 Quantity (use 63 for maximum).....	01xx0ED6
Item #10 Number (use FF for end-of-list).....	01xx0FD6
Item #10 Quantity (use 63 for maximum).....	01xx10D6
Item #11 Number (use FF for end-of-list).....	01xx11D6
Item #11 Quantity (use 63 for maximum).....	01xx12D6
Item #12 Number (use FF for end-of-list).....	01xx13D6
Item #12 Quantity (use 63 for maximum).....	01xx14D6
End-of-List.....	01FF15D6

### **4.8.3 The Pack - Key Items Pocket**

There are 27 values used to identify the 25 possible items that can be held in the Key Items Pocket. It starts with a value that identifies the number of different items currently available. Each item after that requires only one value to identify the items number (see Appendix C). As with any data list the value FF must appear after the last item to end the list. Here are the codes:

Number of Items in Pocket (use 19 for maximum).....	01xxE1D5
Item #1 Number (use FF for end-of-list).....	01xxE2D5
Item #2 Number (use FF for end-of-list).....	01xxE3D5
Item #3 Number (use FF for end-of-list).....	01xxE4D5
Item #4 Number (use FF for end-of-list).....	01xxE5D5
Item #5 Number (use FF for end-of-list).....	01xxE6D5
Item #6 Number (use FF for end-of-list).....	01xxE7D5
Item #7 Number (use FF for end-of-list).....	01xxE8D5
Item #8 Number (use FF for end-of-list).....	01xxE9D5
Item #9 Number (use FF for end-of-list).....	01xxEAD5
Item #10 Number (use FF for end-of-list).....	01xxEBD5
Item #11 Number (use FF for end-of-list).....	01xxECD5
Item #12 Number (use FF for end-of-list).....	01xxEDD5
Item #13 Number (use FF for end-of-list).....	01xxEED5
Item #14 Number (use FF for end-of-list).....	01xxEFD5
Item #15 Number (use FF for end-of-list).....	01xxF0D5

Item #16 Number (use FF for end-of-list).....	01xxF1D5
Item #17 Number (use FF for end-of-list).....	01xxF2D5
Item #18 Number (use FF for end-of-list).....	01xxF3D5
Item #19 Number (use FF for end-of-list).....	01xxF4D5
Item #20 Number (use FF for end-of-list).....	01xxF5D5
Item #21 Number (use FF for end-of-list).....	01xxF6D5
Item #22 Number (use FF for end-of-list).....	01xxF7D5
Item #23 Number (use FF for end-of-list).....	01xxF8D5
Item #24 Number (use FF for end-of-list).....	01xxF9D5
Item #25 Number (use FF for end-of-list).....	01xxFAD5
End-of-List.....	01FFFBD5

#### **4.8.4 The Pack - TM/HM Pocket**

There are 57 values used to identify the 50 TM's and 7 HM's that can be held in the TM/HM Pocket. Rather than store the item number and quantity for each one, this pocket uses a quantity value in the appropriate slot to identify the TM/HM. Here are the codes:

Slot #1 TM01 Quantity (use 00 for none).....	01xx7ED5
Slot #2 TM02 Quantity (use 00 for none).....	01xx7FD5
Slot #3 TM03 Quantity (use 00 for none).....	01xx80D5
Slot #4 TM04 Quantity (use 00 for none).....	01xx81D5
Slot #5 TM05 Quantity (use 00 for none).....	01xx82D5
Slot #6 TM06 Quantity (use 00 for none).....	01xx83D5
Slot #7 TM07 Quantity (use 00 for none).....	01xx84D5
Slot #8 TM08 Quantity (use 00 for none).....	01xx85D5
Slot #9 TM09 Quantity (use 00 for none).....	01xx86D5
Slot #10 TM10 Quantity (use 00 for none).....	01xx87D5
Slot #11 TM11 Quantity (use 00 for none).....	01xx88D5
Slot #12 TM12 Quantity (use 00 for none).....	01xx89D5
Slot #13 TM13 Quantity (use 00 for none).....	01xx8AD5
Slot #14 TM14 Quantity (use 00 for none).....	01xx8BD5
Slot #15 TM15 Quantity (use 00 for none).....	01xx8CD5
Slot #16 TM16 Quantity (use 00 for none).....	01xx8DD5
Slot #17 TM17 Quantity (use 00 for none).....	01xx8ED5
Slot #18 TM18 Quantity (use 00 for none).....	01xx8FD5
Slot #19 TM19 Quantity (use 00 for none).....	01xx90D5
Slot #20 TM20 Quantity (use 00 for none).....	01xx91D5
Slot #21 TM21 Quantity (use 00 for none).....	01xx92D5
Slot #22 TM22 Quantity (use 00 for none).....	01xx93D5
Slot #23 TM23 Quantity (use 00 for none).....	01xx94D5
Slot #24 TM24 Quantity (use 00 for none).....	01xx95D5
Slot #25 TM25 Quantity (use 00 for none).....	01xx96D5
Slot #26 TM26 Quantity (use 00 for none).....	01xx97D5
Slot #27 TM27 Quantity (use 00 for none).....	01xx98D5
Slot #28 TM28 Quantity (use 00 for none).....	01xx99D5
Slot #29 TM29 Quantity (use 00 for none).....	01xx9AD5
Slot #30 TM30 Quantity (use 00 for none).....	01xx9BD5
Slot #31 TM31 Quantity (use 00 for none).....	01xx9CD5
Slot #32 TM32 Quantity (use 00 for none).....	01xx9DD5
Slot #33 TM33 Quantity (use 00 for none).....	01xx9ED5
Slot #34 TM34 Quantity (use 00 for none).....	01xx9FD5
Slot #35 TM35 Quantity (use 00 for none).....	01xxA0D5
Slot #36 TM36 Quantity (use 00 for none).....	01xxA1D5
Slot #37 TM37 Quantity (use 00 for none).....	01xxA2D5
Slot #38 TM38 Quantity (use 00 for none).....	01xxA3D5
Slot #39 TM39 Quantity (use 00 for none).....	01xxA4D5

Slot #40 TM40 Quantity (use 00 for none).....	01xxA5D5
Slot #41 TM41 Quantity (use 00 for none).....	01xxA6D5
Slot #42 TM42 Quantity (use 00 for none).....	01xxA7D5
Slot #43 TM43 Quantity (use 00 for none).....	01xxA8D5
Slot #44 TM44 Quantity (use 00 for none).....	01xxA9D5
Slot #45 TM45 Quantity (use 00 for none).....	01xxAAD5
Slot #46 TM46 Quantity (use 00 for none).....	01xxABD5
Slot #47 TM47 Quantity (use 00 for none).....	01xxACD5
Slot #48 TM48 Quantity (use 00 for none).....	01xxADD5
Slot #49 TM49 Quantity (use 00 for none).....	01xxAED5
Slot #50 TM50 Quantity (use 00 for none).....	01xxAFD5
Slot #51 HM01 Quantity (use 00 for none).....	01xxB0D5
Slot #52 HM02 Quantity (use 00 for none).....	01xxB1D5
Slot #53 HM03 Quantity (use 00 for none).....	01xxB2D5
Slot #54 HM04 Quantity (use 00 for none).....	01xxB3D5
Slot #55 HM05 Quantity (use 00 for none).....	01xxB4D5
Slot #56 HM06 Quantity (use 00 for none).....	01xxB5D5
Slot #57 HM07 Quantity (use 00 for none).....	01xxB6D5

## **4.9 Items in Player's PC**

There are 102 values used to identify the 50 possible items that can be held in the player's PC. It starts with a value that identifies the number of different items currently available. Each item after that requires two values to identify the items number (see Appendix C) and the quantity of that item. As with any data list the value FF must appear after the last item to end the list. Here are the codes:

Number of Items in Player's PC (use 32 for maximum) .....	01xx16D6
Item #1 Number (use FF for end-of-list).....	01xx17D6
Item #1 Quantity (use 63 for maximum).....	01xx18D6
Item #2 Number (use FF for end-of-list).....	01xx19D6
Item #2 Quantity (use 63 for maximum).....	01xx1AD6
Item #3 Number (use FF for end-of-list).....	01xx1BD6
Item #3 Quantity (use 63 for maximum).....	01xx1CD6
Item #4 Number (use FF for end-of-list).....	01xx1DD6
Item #4 Quantity (use 63 for maximum).....	01xx1ED6
Item #5 Number (use FF for end-of-list).....	01xx1FD6
Item #5 Quantity (use 63 for maximum).....	01xx20D6
Item #6 Number (use FF for end-of-list).....	01xx21D6
Item #6 Quantity (use 63 for maximum).....	01xx22D6
Item #7 Number (use FF for end-of-list).....	01xx23D6
Item #7 Quantity (use 63 for maximum).....	01xx24D6
Item #8 Number (use FF for end-of-list).....	01xx25D6
Item #8 Quantity (use 63 for maximum).....	01xx26D6
Item #9 Number (use FF for end-of-list).....	01xx27D6
Item #9 Quantity (use 63 for maximum).....	01xx28D6
Item #10 Number (use FF for end-of-list).....	01xx29D6
Item #10 Quantity (use 63 for maximum).....	01xx2AD6
Item #11 Number (use FF for end-of-list).....	01xx2BD6
Item #11 Quantity (use 63 for maximum).....	01xx2CD6
Item #12 Number (use FF for end-of-list).....	01xx2DD6
Item #12 Quantity (use 63 for maximum).....	01xx2ED6
Item #13 Number (use FF for end-of-list).....	01xx2FD6
Item #13 Quantity (use 63 for maximum).....	01xx30D6
Item #14 Number (use FF for end-of-list).....	01xx31D6
Item #14 Quantity (use 63 for maximum).....	01xx32D6
Item #15 Number (use FF for end-of-list).....	01xx33D6
Item #15 Quantity (use 63 for maximum).....	01xx34D6

Item #16 Number (use FF for end-of-list).....	01xx35D6
Item #16 Quantity (use 63 for maximum).....	01xx36D6
Item #17 Number (use FF for end-of-list).....	01xx37D6
Item #17 Quantity (use 63 for maximum).....	01xx38D6
Item #18 Number (use FF for end-of-list).....	01xx39D6
Item #18 Quantity (use 63 for maximum).....	01xx3AD6
Item #19 Number (use FF for end-of-list).....	01xx3BD6
Item #19 Quantity (use 63 for maximum).....	01xx3CD6
Item #20 Number (use FF for end-of-list).....	01xx3DD6
Item #20 Quantity (use 63 for maximum).....	01xx3ED6
Item #21 Number (use FF for end-of-list).....	01xx3FD6
Item #21 Quantity (use 63 for maximum).....	01xx40D6
Item #22 Number (use FF for end-of-list).....	01xx41D6
Item #22 Quantity (use 63 for maximum).....	01xx42D6
Item #23 Number (use FF for end-of-list).....	01xx43D6
Item #23 Quantity (use 63 for maximum).....	01xx44D6
Item #24 Number (use FF for end-of-list).....	01xx45D6
Item #24 Quantity (use 63 for maximum).....	01xx46D6
Item #25 Number (use FF for end-of-list).....	01xx47D6
Item #25 Quantity (use 63 for maximum).....	01xx48D6
Item #26 Number (use FF for end-of-list).....	01xx49D6
Item #26 Quantity (use 63 for maximum).....	01xx4AD6
Item #27 Number (use FF for end-of-list).....	01xx4BD6
Item #27 Quantity (use 63 for maximum).....	01xx4CD6
Item #28 Number (use FF for end-of-list).....	01xx4DD6
Item #28 Quantity (use 63 for maximum).....	01xx4ED6
Item #29 Number (use FF for end-of-list).....	01xx4FD6
Item #29 Quantity (use 63 for maximum).....	01xx50D6
Item #30 Number (use FF for end-of-list).....	01xx51D6
Item #30 Quantity (use 63 for maximum).....	01xx52D6
Item #31 Number (use FF for end-of-list).....	01xx53D6
Item #31 Quantity (use 63 for maximum).....	01xx54D6
Item #32 Number (use FF for end-of-list).....	01xx55D6
Item #32 Quantity (use 63 for maximum).....	01xx56D6
Item #33 Number (use FF for end-of-list).....	01xx57D6
Item #33 Quantity (use 63 for maximum).....	01xx58D6
Item #34 Number (use FF for end-of-list).....	01xx59D6
Item #34 Quantity (use 63 for maximum).....	01xx5AD6
Item #35 Number (use FF for end-of-list).....	01xx5BD6
Item #35 Quantity (use 63 for maximum).....	01xx5CD6
Item #36 Number (use FF for end-of-list).....	01xx5DD6
Item #36 Quantity (use 63 for maximum).....	01xx5ED6
Item #37 Number (use FF for end-of-list).....	01xx5FD6
Item #37 Quantity (use 63 for maximum).....	01xx60D6
Item #38 Number (use FF for end-of-list).....	01xx61D6
Item #38 Quantity (use 63 for maximum).....	01xx62D6
Item #39 Number (use FF for end-of-list).....	01xx63D6
Item #39 Quantity (use 63 for maximum).....	01xx64D6
Item #40 Number (use FF for end-of-list).....	01xx65D6
Item #40 Quantity (use 63 for maximum).....	01xx66D6
Item #41 Number (use FF for end-of-list).....	01xx67D6
Item #41 Quantity (use 63 for maximum).....	01xx68D6
Item #42 Number (use FF for end-of-list).....	01xx69D6
Item #42 Quantity (use 63 for maximum).....	01xx6AD6
Item #43 Number (use FF for end-of-list).....	01xx6BD6
Item #43 Quantity (use 63 for maximum).....	01xx6CD6
Item #44 Number (use FF for end-of-list).....	01xx6DD6
Item #44 Quantity (use 63 for maximum).....	01xx6ED6



Item #45 Number (use FF for end-of-list).....	01xx6FD6
Item #45 Quantity (use 63 for maximum).....	01xx70D6
Item #46 Number (use FF for end-of-list).....	01xx71D6
Item #46 Quantity (use 63 for maximum).....	01xx72D6
Item #47 Number (use FF for end-of-list).....	01xx73D6
Item #47 Quantity (use 63 for maximum).....	01xx74D6
Item #48 Number (use FF for end-of-list).....	01xx75D6
Item #48 Quantity (use 63 for maximum).....	01xx76D6
Item #49 Number (use FF for end-of-list).....	01xx77D6
Item #49 Quantity (use 63 for maximum).....	01xx78D6
Item #50 Number (use FF for end-of-list).....	01xx79D6
Item #50 Quantity (use 63 for maximum).....	01xx7AD6
End-of-List.....	01FF7BD6

#### **4.10 Bug Catching Contest**

The Bug Catching Contest limits the time that can be spent locating and capturing bug type Pokémon. This can be overcome by using the time codes to reset the timer back to 20 minutes. There is also a limited number of Park Balls available to capture these Pokémon with. Use the code below to increase the number of balls left. Here are the codes:

Park Timer Minutes (use 14 for maximum).....	01xx93D1
Park Timer Seconds (use 00 for maximum).....	01xx94D1
Park Balls (use 63 for maximum).....	01xxC3D9

#### **4.11 Game Time Elapsed**

While this data area does not provide any real benefit to game play it is a value that continually changes throughout the game. By providing the codes here in the guide it can be eliminated as a possibility during game code hacking. As with many other areas the values in this data area appear in hexadecimal format (see Section 1.2). Here are the codes:

Elapsed Time Hours Hi.....	01xxEBD1
Elapsed Time Hours Lo.....	01xxECD1
Elapsed Time Minutes.....	01xxEDD1

#### **4.12 The Six Members of the Trainer's Team**

When encountering a trainer or gym leader the game creates a data structure for the opponent's Pokémon team similar to the one the player has. Because of the size of this data area the entire structure will not be included until Part II is released. In the meantime, here are the codes of interest when a battle is encountered. This structure is created by the game when the trainer or gym leader is introduced. Be sure to enable these codes before pressing A at the end of the opponent's introduction. Here are some important values and the codes:

Status=Sleep.....	01	Status=Freeze.....	20
Status=Poisson.....	08	Status=Paralyze.....	40
Status=Burn.....	10		

##### **First Pokémon**

Pokémon Status.....	01xx7DDD
Pokémon HP Available Hi (use 00 for minimum).....	01xx7FD6
Pokémon HP Available Lo (use 01 for minimum).....	01xx80DD
Pokémon Attack Hi (use 00 for minimum).....	01xx83DD
Pokémon Attack Lo (use 01 for minimum).....	01xx84DD

Pokémon Defense Hi (use 00 for minimum).....	01xx85DD
Pokémon Defense Lo (use 01 for minimum).....	01xx86DD
Pokémon Speed Hi (use 00 for minimum).....	01xx87DD
Pokémon Speed Lo (use 01 for minimum).....	01xx88DD
Pokémon Special Attack Hi (use 00 for minimum).....	01xx89DD
Pokémon Special Attack Lo (use 01 for minimum).....	01xx8ADD
Pokémon Special Defense Hi (use 00 for minimum).....	01xx8BDD
Pokémon Special Defense Lo (use 01 for minimum).....	01xx8CDD

#### Second Pokémon

Pokémon HP Available Hi (use 00 for minimum).....	01xxADDD
Pokémon HP Available Lo (use 01 for minimum).....	01xxAFDD
Pokémon Status .....	01xxB0DD
Pokémon Attack Hi (use 00 for minimum).....	01xxB3DD
Pokémon Attack Lo (use 01 for minimum).....	01xxB4DD
Pokémon Defense Hi (use 00 for minimum).....	01xxB5DD
Pokémon Defense Lo (use 01 for minimum).....	01xxB6DD
Pokémon Speed Hi (use 00 for minimum).....	01xxB7DD
Pokémon Speed Lo (use 01 for minimum).....	01xxB8DD
Pokémon Special Attack Hi (use 00 for minimum).....	01xxB9DD
Pokémon Special Attack Lo (use 01 for minimum).....	01xxBADD
Pokémon Special Defense Hi (use 00 for minimum).....	01xxBBDD
Pokémon Special Defense Lo (use 01 for minimum).....	01xxBCDD

#### Third Pokémon

Pokémon HP Available Hi (use 00 for minimum).....	01xxDDDD
Pokémon HP Available Lo (use 01 for minimum).....	01xxDFDD
Pokémon HP Status .....	01xxE0DD
Pokémon Attack Hi (use 00 for minimum).....	01xxE3DD
Pokémon Attack Lo (use 01 for minimum).....	01xxE4DD
Pokémon Defense Hi (use 00 for minimum).....	01xxE5DD
Pokémon Defense Lo (use 01 for minimum).....	01xxE6DD
Pokémon Speed Hi (use 00 for minimum).....	01xxE7DD
Pokémon Speed Lo (use 01 for minimum).....	01xxE8DD
Pokémon Special Attack Hi (use 00 for minimum).....	01xxE9DD
Pokémon Special Attack Lo (use 01 for minimum).....	01xxEADD
Pokémon Special Defense Hi (use 00 for minimum).....	01xxEBDD
Pokémon Special Defense Lo (use 01 for minimum).....	01xxECDD

#### Fourth Pokémon

Pokémon HP Available Hi (use 00 for minimum).....	01xx0DDE
Pokémon HP Available Lo (use 01 for minimum).....	01xx0FDE
Pokémon Status .....	01xx10DE
Pokémon Attack Hi (use 00 for minimum).....	01xx13DE
Pokémon Attack Lo (use 01 for minimum).....	01xx14DE
Pokémon Defense Hi (use 00 for minimum).....	01xx15DE
Pokémon Defense Lo (use 01 for minimum).....	01xx16DE
Pokémon Speed Hi (use 00 for minimum).....	01xx17DE
Pokémon Speed Lo (use 01 for minimum).....	01xx18DE
Pokémon Special Attack Hi (use 00 for minimum).....	01xx19DE
Pokémon Special Attack Lo (use 01 for minimum).....	01xx1ADE
Pokémon Special Defense Hi (use 00 for minimum).....	01xx1BDE
Pokémon Special Defense Lo (use 01 for minimum).....	01xx1CDE

#### Fifth Pokémon

Pokémon HP Available Hi (use 00 for minimum).....	01xx3DDE
Pokémon HP Available Lo (use 01 for minimum).....	01xx3FDE
Pokémon Status .....	01xx40DE
Pokémon Attack Hi (use 00 for minimum).....	01xx43DE
Pokémon Attack Lo (use 01 for minimum).....	01xx44DE
Pokémon Defense Hi (use 00 for minimum).....	01xx45DE
Pokémon Defense Lo (use 01 for minimum).....	01xx46DE

Pokémon Speed Hi (use 00 for minimum).....	01xx47DE
Pokémon Speed Lo (use 01 for minimum) .....	01xx48DE
Pokémon Special Attack Hi (use 00 for minimum).....	01xx49DE
Pokémon Special Attack Lo (use 01 for minimum).....	01xx4ADE
Pokémon Special Defense Hi (use 00 for minimum).....	01xx4BDE
Pokémon Special Defense Lo (use 01 for minimum) .....	01xx4CDE

**Sixth Pokémon**

Pokémon HP Available Hi (use 00 for minimum).....	01xx6DDE
Pokémon HP Available Lo (use 01 for minimum) .....	01xx6FDE
Pokémon Status .....	01xx70DE
Pokémon Attack Hi (use 00 for minimum).....	01xx73DE
Pokémon Attack Lo (use 01 for minimum).....	01xx74DE
Pokémon Defense Hi (use 00 for minimum).....	01xx75DE
Pokémon Defense Lo (use 01 for minimum) .....	01xx76DE
Pokémon Speed Hi (use 00 for minimum).....	01xx77DE
Pokémon Speed Lo (use 01 for minimum) .....	01xx78DE
Pokémon Special Attack Hi (use 00 for minimum).....	01xx79DE
Pokémon Special Attack Lo (use 01 for minimum).....	01xx7ADE
Pokémon Special Defense Hi (use 00 for minimum).....	01xx7BDE
Pokémon Special Defense Lo (use 01 for minimum) .....	01xx7CDE

## **5.0 Hacking Tips**

There are 8,192 possible codes for the data area alone in any Gameboy Color game. Less than 50% of these have been identified for the five Pokémon games leaving many still to be found. In addition to entering and using codes the GameShark has features for finding new codes. A hacker is someone who uses such devices to search for and test new codes which can then be posted for others to use. This guide provides some helpful tips on using the GameShark device to locate new codes for Gameboy Color games.

### **5.1 Finding Codes for Unknown Values**

Many codes are found through the use of the unknown value search. In many cases the value stored by the game may not be known. The only information that is known about the value is whether it remains the same or whether it changes. This feature is available on both the GameShark Pro v3.0 and the GameShark v3.1. Before starting an unknown value search it is important to think ahead. Plan on being able to increase and decrease the value several times playing the game in order to eliminate as many codes as possible. Now begin the game and perform the following steps to start the unknown value search.

#### **GameShark Pro v3.0**

- GameShark Main Menu (press the GameShark button on top of the unit for the menu)
- Code Generator (select this option for the search features)
- Start Generator (select this option to enable the search)
- Enter Codes (now return to playing the game)

#### **GameShark v3.1**

- GameShark In-Game Menu (press the GameShark button on top of the unit for the menu)
- Game Trainer (select this option for the search features)
- Unknown Value (select this option to search unknown values)
- Start (select this option to enable the search)
- Return To Game (select this option to start playing the game)

The GameShark will only allow displaying a small number of codes so it is important to eliminate as many codes as possible. Start by changing things other than the value of interest and periodically perform the following steps.

#### **GameShark Pro v3.0**

- GameShark Main Menu (press the GameShark button on top of the unit for the menu)
- Code Generator (select this option for the search features)
- Equal Icon (select this icon to eliminate all values that have changed)
- Enter Codes (now return to playing the game)

#### **GameShark v3.1**

- GameShark In-Game Menu (press the GameShark button on top of the unit for the menu)
- Equal To Last (select this option to eliminate all values that have changed)
- Return To Game (select this option to continue playing the game)

To narrow the results even further start changing the value of interest through game play avoiding as many other changes as possible and follow these steps.

#### **GameShark Pro v3.0**

- GameShark Main Menu (press the GameShark button on top of the unit for the menu)
- Code Generator (select this option for the search features)
- Greater Icon (if the value of interest has increased)
- Less Icon (if the value of interest has decreased)
- Enter Codes (now return to playing the game)

#### **GameShark v3.1**

- GameShark In-Game Menu (press the GameShark button on top of the unit for the menu)
- Greater Than Last (if the value of interest has increased)
- Less Than Last (if the value of interest has decreased)

- Different To Last (if the value of interest has made an unknown change)
- Return To Game (select this option to continue playing the game)

Once the number of codes has been reduced to a reasonable amount use the "View Results" option from the menu to see the remaining codes. Keep a list of all the codes already known for the game available since it can be used to eliminate some of the results. Write down the codes that remain and begin testing by using only one code at a time. Substitute values into the code and see if the desired results appear in the game. Once the correct code has been found remember to add it to the list of known codes for future reference.

## **5.2 Finding Codes for Known Values**

Available only in the GameShark v3.1 is a new feature to search for known values. This feature gives instant results and can save a lot of time when the value being searched for is known. Follow these steps to get a list of possible codes.

- GameShark In-Game Menu (press the GameShark button on top of the unit for the menu)
- Game Trainer (select this option for the search features)
- Known Value (select this option to search known values)
- Search Value (select this option to start search)
- Enter Search Value (use the keypad to enter the search value)
- View Results (select this option to list the results of the search)

Now write down all the possible codes and eliminate any that appear in the list of known codes for the game. Try each of the remaining codes testing only one code at a time. Substitute values into the code and see if the desired results appear in the game. Once the correct code has been found remember to add it to the list of known codes for future reference.

## **5.3 Using the Snapshot Feature**

Another new feature of the GameShark v3.1 is the ability to capture the data in the Gameboy system to a file on a PC system. For an experienced hacker these files can also be used to hack new codes. The object is to make a snapshot before and after the desired value has changed. Using file comparison tools the two snapshots can be compared for changes. Of course, the key to using this method is knowing where the Gameboy's memory area starts in the snapshot file. Here are the addresses for the start of memory:

Pokémon Snapshot with Game Save ..... 00014013  
 Pokémon Snapshot without Game Save ..... 0000C013

## **5.4 Hacking Challenge**

In "The Ultimate Pokémon Codes Guide - Part II" will be a table for restoring the various Item Balls found throughout the games. Item Balls are stored in a binary format much like the badges earned in the game. A binary digit in the value is set to 1 when the player retrieves the ball. Setting the digit back to 0 causes the Item Ball to return in the game. This is a good example for the use of the unknown value search since there is no way to predict what the old or new values will be. The only thing known about the value is that it always increases when a ball has been retrieved. The values for Item Balls are stored closely within the same area of memory. This makes it easy to eliminate any codes that don't fall near the ones already found. To start things off, the first Item Balls seen in any of the five Pokémon games are the ones on the table in the lab. Here are the codes:

### **Pokémon Red/Blue**

Table in Professor's Lab - Left Ball (add 08 for retrieved)..... 01xxABD5  
 Table in Professor's Lab - Center Ball (add 10 for retrieved)..... 01xxABD5  
 Table in Professor's Lab - Right Ball (add 20 for retrieved)..... 01xxABD5

### **Pokémon Gold/Silver**

Table in Professor's Lab - Left Ball (add 01 for retrieved)..... 01xx7FD8  
 Table in Professor's Lab - Center Ball (add 02 for retrieved)..... 01xx7FD8  
 Table in Professor's Lab - Right Ball (add 04 for retrieved)..... 01xx7FD8

## 6.0 Secret Codes

Up until this point all the codes for the Pokémon games have been designed for making changes that fall within the guidelines of the game. The codes that follow are designed for breaking the rules to change the way in which the game is played. The first section is entitled "Public Domain" and contains codes widely know throughout the Internet by numerous GameShark users. The two sections that follow present codes hacked by two great GameShark hackers and are the property of those hackers. They have been included in this guide through the express permission of the hackers named in those sections.

### 6.1 Public Domain

"I didn't get my GameShark until March of this year. Through the inspiration of great hackers such as Bigsupes and Pittstonjoma I have been collecting and hacking codes for all the Pokémon games. I have put together this guide in an effort to help those who are just getting started. Because of the enormous number of codes available I had to break this guide up into two parts. I designed Part I to include all the codes of interest to the beginner who is just starting to use their GameShark with the Pokémon games. Part II will include codes of interest to the intermediate user. For those advanced users, they will still have to rely on the Internet and the many good hackers out there that will continue to create new codes for these games."

**GSAttack**

#### **RED/BLUE**

Surfing the edge of Cinnabar Island in Pokémon Red/Blue has been a well known trick for catching such Pokémon as those in the Safari Zone. How does this trick work? The game stores a list of the 10 wild Pokémon and their levels which it randomly chooses from wherever wild Pokémon are found. It then uses a single value to enable or disable battles with them. Here is a great trick for encountering wild Pokémon inside a Pokémon Center. Use the codes below to change the list of Pokémon and their levels then save the game while in the center. Now start the game back up with the single code to enable battles with wild Pokémon. If a battle does not occur after some time of moving around then set the switch to disable and enable the code once again. Here are the codes:

First Wild Pokémon Level (use 64 for maximum) .....	01xx88D8
First Wild Pokémon Number.....	01xx89D8
Second Wild Pokémon Level (use 64 for maximum).....	01xx8AD8
Second Wild Pokémon Number.....	01xx8BD8
Third Wild Pokémon Level (use 64 for maximum).....	01xx8CD8
Third Wild Pokémon Number .....	01xx8DD8
Fourth Wild Pokémon Level (use 64 for maximum).....	01xx8ED8
Fourth Wild Pokémon Number.....	01xx8FD8
Fifth Wild Pokémon Level (use 64 for maximum).....	01xx90D8
Fifth Wild Pokémon Number .....	01xx91D8
Sixth Wild Pokémon Level (use 64 for maximum) .....	01xx92D8
Sixth Wild Pokémon Number.....	01xx93D8
Seventh Wild Pokémon Level (use 64 for maximum).....	01xx94D8
Seventh Wild Pokémon Number.....	01xx95D8
Eighth Wild Pokémon Level (use 64 for maximum).....	01xx96D8
Eighth Wild Pokémon Number.....	01xx97D8
Ninth Wild Pokémon Level (use 64 for maximum).....	01xx98D8
Ninth Wild Pokémon Number .....	01xx99D8
Tenth Wild Pokémon Level (use 64 for maximum) .....	01xx9AD8
Tenth Wild Pokémon Number .....	01xx9BD8

Enable Wild Pokémon Battles ..... 010A87D8

Set a trainers/gym leaders team to have only one Pokémon. Be sure to enable these codes before pressing A at the end of the opponent's introduction. Here are the two codes needed:

Number of Pokémon in Team (use 06 for maximum) ..... 01019CD8  
 Second Pokémon in Team (use FF for end-of-list) ..... 01FF9ED8

Due to popular demand the code for catching a trainers/gym leaders Pokémon has been included in this guide. Regardless of the rumors, there is nothing special about these Pokémon that make them any different than catching them in the wild. Using this code is therefore not recommended! When the code is being used there are certain things that must be kept in mind. Do not enable the code until the battle with the desired Pokémon has started. Once the battle has started enable the code and then set the switch back to disable. The battle with the trainer/gym leader will end once the Pokémon has been captured or defeated and no money will be awarded for the victory. This also makes it impossible to catch more than one Pokémon from any trainer/gym leader. Here is the code:

Catch Pokémon from Trainer/Gym Leader..... 010157D0

### YELLOW

Surfing the edge of Cinnabar Island has been removed with the creation of Pokémon Yellow. However, it is still possible to perform the same GameShark code trick to enable battles inside the Pokémon Center. The game stores a list of the 10 wild Pokémon and their levels which it randomly chooses from wherever wild Pokémon are found. It then uses a single value to enable or disable battles with them. Here is a great trick for encountering wild Pokémon inside a Pokémon Center. Use the codes below to change the list of Pokémon and their levels then save the game while in the center. Now start the game back up with the single code to enable battles with wild Pokémon. If a battle does not occur after some time of moving around then set the switch to disable and enable the code once again. Here are the codes:

First Wild Pokémon Level (use 64 for maximum) ..... 01xx87D8  
 First Wild Pokémon Number..... 01xx88D8  
 Second Wild Pokémon Level (use 64 for maximum) ..... 01xx89D8  
 Second Wild Pokémon Number..... 01xx8AD8  
 Third Wild Pokémon Level (use 64 for maximum)..... 01xx8BD8  
 Third Wild Pokémon Number ..... 01xx8CD8  
 Fourth Wild Pokémon Level (use 64 for maximum) ..... 01xx8DD8  
 Fourth Wild Pokémon Number..... 01xx8ED8  
 Fifth Wild Pokémon Level (use 64 for maximum)..... 01xx8FD8  
 Fifth Wild Pokémon Number ..... 01xx90D8  
 Sixth Wild Pokémon Level (use 64 for maximum) ..... 01xx91D8  
 Sixth Wild Pokémon Number..... 01xx92D8  
 Seventh Wild Pokémon Level (use 64 for maximum) ..... 01xx93D8  
 Seventh Wild Pokémon Number..... 01xx94D8  
 Eighth Wild Pokémon Level (use 64 for maximum) ..... 01xx95D8  
 Eighth Wild Pokémon Number..... 01xx96D8  
 Ninth Wild Pokémon Level (use 64 for maximum)..... 01xx97D8  
 Ninth Wild Pokémon Number ..... 01xx98D8  
 Tenth Wild Pokémon Level (use 64 for maximum) ..... 01xx99D8  
 Tenth Wild Pokémon Number..... 01xx9AD8

Enable Wild Pokémon Battles ..... 010A86D8

Set a trainers/gym leaders team to have only one Pokémon. Be sure to enable these codes before pressing A at the end of the opponent's introduction. Here are the two codes needed:

Number of Pokémon in Team (use 06 for maximum) ..... 01019BD8  
 Second Pokémon in Team (use FF for end-of-list) ..... 01FF9DD8

Due to popular demand the code for catching a trainers/gym leaders Pokémon has been included in this guide. Regardless of the rumors, there is nothing special about these Pokémon that make them any different than catching them in the wild. Using this code is therefore not recommended! When the code is being used there are certain things that must be kept in mind. Do not enable the code until the battle with the desired Pokémon has started. Once the battle has started enable the code and then set the switch back to disable. The battle with the trainer/gym leader will end once the Pokémon has been captured or defeated and no money will be awarded for the victory. This also makes it impossible to catch more than one Pokémon from any trainer/gym leader. Here is the code:

Catch Pokémon from Trainer/Gym Leader..... 010156D0

**GOLD/SILVER**

Catching wild Pokémon on Pokémon Gold/Silver has become somewhat easier than the previous three games. When walking through grassy areas, wild battles become enabled. Upon stumbling across one of these wild Pokémon the game places the number and level in two different locations shown below. Once the battle has started the game creates additional data for the battling Pokémon which can also be changed through the GameShark. Here are the codes:

Wild Pokémon Level ..... 01xx40D0  
 Wild Pokémon Number..... 01xxEDD0

Battling Pokémon Held Item ..... 01xxF0D0  
 Battling Pokémon Status ..... 01xxFDD0  
 Battling Pokémon HP Available Hi (use 00 for minimum)..... 01xxFFD0  
 Battling Pokémon HP Available Lo (use 01 for minimum) ..... 01xx00D1  
 Battling Pokémon Attack Hi (use 00 for minimum)..... 01xx03D1  
 Battling Pokémon Attack Lo (use 01 for minimum)..... 01xx04D1  
 Battling Pokémon Defense Hi (use 00 for minimum)..... 01xx05D1  
 Battling Pokémon Defense Lo (use 01 for minimum) ..... 01xx06D1  
 Battling Pokémon Speed Hi (use 00 for minimum)..... 01xx07D1  
 Battling Pokémon Speed Lo (use 01 for minimum) ..... 01xx08D1  
 Battling Pokémon Special Attack Hi (use 00 for minimum)..... 01xx09D1  
 Battling Pokémon Special Attack Lo (use 01 for minimum)..... 01xx0AD1  
 Battling Pokémon Special Defense Hi (use 00 for minimum)..... 01xx0BD1  
 Battling Pokémon Special Defense Lo (use 01 for minimum) ..... 01xx0CD1

Set a trainers/gym leaders team to have only one Pokémon. Be sure to enable these codes before pressing A at the end of the opponent's introduction. Here are the two codes needed:

Number of Pokémon in Team (use 06 for maximum) ..... 010155DD  
 Second Pokémon in Team (use FF for end-of-list) ..... 01FF57DD

Due to popular demand the code for catching a trainers/gym leaders Pokémon has been included in this guide. Regardless of the rumors, there is nothing special about these Pokémon that make them any different than catching them in the wild. Using this code is therefore not recommended! When the code is being used there are certain things that must be kept in mind. Do not enable the code until the battle with the desired Pokémon has started. Once the battle has started enable the code and then set the switch back to disable. The battle with the trainer/gym leader will end once the Pokémon has been captured or defeated and no money will be awarded for the victory. This also makes it impossible to catch more than one Pokémon from any trainer/gym leader. Here is the code:

Catch Pokémon from Trainer/Gym Leader..... 010116D1



## **6.2 Codes by Bigsupes**

"I would like to thank a few people. I would like to thank Interact for making a great device, Nintendo for making a game that is just so much fun to hack, The members of Pokeraage, Gamefaqs, Gamewinners, and Pokemasters. But most importantly the people that I would like to thank are the people at Gameshark.com. The members of Gameshark have been so nice and so respectful."

**Bigsupes**

### **GOLD/SILVER**

Here is the ever popular "Bigsupes's Pokémon Creator Code" found in Chapter 5 of Bigsupes collection of codes for Pokémon Gold/Silver. Please remember that these codes are for entertainment purposes only and should not be used by serious gamers.

Pokémon's Height - 1 (use FF for Mewthree).....	01xx39C4
Pokémon's Height - 2 (use F6 for Mewthree).....	01xx3BC4
Pokémon's Height - 3 (use FD for Mewthree).....	01xx3CC4
Pokémon's Weight - 1 (use F9 for Mewthree).....	01xx60C4
Pokémon's Weight - 2 (use F9 for Mewthree).....	01xx61C4
Pokémon's Weight - 3 (use FE for Mewthree).....	01xx62C4
Pokémon's Name - 1 (use 8C for Mewthree).....	01xxE5C3
Pokémon's Name - 2 (use 84 for Mewthree).....	01xxE6C3
Pokémon's Name - 3 (use 96 for Mewthree).....	01xxE7C3
Pokémon's Name - 4 (use 93 for Mewthree).....	01xxE8C3
Pokémon's Name - 5 (use 87 for Mewthree).....	01xxE9C3
Pokémon's Name - 6 (use 91 for Mewthree).....	01xxEAC3
Pokémon's Name - 7 (use 84 for Mewthree).....	01xxEBC3
Pokémon's Name - 8 (use 84 for Mewthree).....	01xxECC3
Pokémon's Nickname - 1 (use 82 for Mewthree).....	01xx0DC4
Pokémon's Nickname - 2 (use 8B for Mewthree).....	01xx0EC4
Pokémon's Nickname - 3 (use 8E for Mewthree).....	01xx0FC4
Pokémon's Nickname - 4 (use 8D for Mewthree).....	01xx10C4
Pokémon's Nickname - 5 (use 84 for Mewthree).....	01xx11C4
Pokémon's Nickname - 6 (use 7F for Mewthree).....	01xx12C4
Pokémon's Nickname - 7 (use 7F for Mewthree).....	01xx13C4
Pokémon's Nickname - 8 (use 7F for Mewthree).....	01xx14C4
Pokémon's Nickname - 9 (use 7F for Mewthree).....	01xx15C4
Pokémon's Number - 1 (use F9 for Mewthree).....	01xx44C4
Pokémon's Number - 2 (use F6 for Mewthree).....	01xx45C4
Pokémon's Number - 3 (use F6 for Mewthree).....	01xx46C4
Pokémon's Cry - 1 (use 63 for Mewthree).....	01xx17C1
Pokémon's Cry - 2 (use 96 for Mewthree).....	01xx04D0
PokéDEX Entry - 1 (use 93 for Mewthree).....	01xx7EC4
PokéDEX Entry - 2 (use A7 for Mewthree).....	01xx7FC4
PokéDEX Entry - 3 (use A8 for Mewthree).....	01xx80C4
PokéDEX Entry - 4 (use BD for Mewthree).....	01xx81C4
PokéDEX Entry - 5 (use 7F for Mewthree).....	01xx82C4
PokéDEX Entry - 6 (use AF for Mewthree).....	01xx83C4
PokéDEX Entry - 7 (use AE for Mewthree).....	01xx84C4
PokéDEX Entry - 8 (use AA for Mewthree).....	01xx85C4
PokéDEX Entry - 9 (use A4 for Mewthree).....	01xx86C4
PokéDEX Entry - 10 (use AC for Mewthree).....	01xx87C4
PokéDEX Entry - 11 (use AE for Mewthree).....	01xx88C4
PokéDEX Entry - 12 (use AD for Mewthree).....	01xx89C4
PokéDEX Entry - 13 (use 7F for Mewthree).....	01xx8AC4
PokéDEX Entry - 14 (use A2 for Mewthree).....	01xx8BC4

PokéDEX Entry - 15 (use A0 for Mewthree).....	01xx8CC4
PokéDEX Entry - 16 (use AD for Mewthree).....	01xx8DC4
PokéDEX Entry - 17 (use 7F for Mewthree).....	01xx8EC4
PokéDEX Entry - 18 (use 7F for Mewthree).....	01xx8FC4
PokéDEX Entry - 19 (use AE for Mewthree).....	01xxA6C4
PokéDEX Entry - 20 (use AD for Mewthree).....	01xxA7C4
PokéDEX Entry - 21 (use AB for Mewthree).....	01xxA8C4
PokéDEX Entry - 22 (use B8 for Mewthree).....	01xxA9C4
PokéDEX Entry - 23 (use 7F for Mewthree).....	01xxAAC4
PokéDEX Entry - 24 (use A1 for Mewthree).....	01xxABC4
PokéDEX Entry - 25 (use A4 for Mewthree).....	01xxACC4
PokéDEX Entry - 26 (use 7F for Mewthree).....	01xxADC4
PokéDEX Entry - 27 (use A7 for Mewthree).....	01xxAEC4
PokéDEX Entry - 28 (use A0 for Mewthree).....	01xxAFC4
PokéDEX Entry - 29 (use AD for Mewthree).....	01xxB0C4
PokéDEX Entry - 30 (use A3 for Mewthree).....	01xxB1C4
PokéDEX Entry - 31 (use AB for Mewthree).....	01xxB2C4
PokéDEX Entry - 32 (use A4 for Mewthree).....	01xxB3C4
PokéDEX Entry - 33 (use A3 for Mewthree).....	01xxB4C4
PokéDEX Entry - 34 (use 7F for Mewthree).....	01xxB5C4
PokéDEX Entry - 35 (use A1 for Mewthree).....	01xxB6C4
PokéDEX Entry - 36 (use B8 for Mewthree).....	01xxB7C4
PokéDEX Entry - 37 (use B3 for Mewthree).....	01xxCEC4
PokéDEX Entry - 38 (use A7 for Mewthree).....	01xxCFC4
PokéDEX Entry - 39 (use A4 for Mewthree).....	01xxD0C4
PokéDEX Entry - 40 (use 7F for Mewthree).....	01xxD1C4
PokéDEX Entry - 41 (use A4 for Mewthree).....	01xxD2C4
PokéDEX Entry - 42 (use AB for Mewthree).....	01xxD3C4
PokéDEX Entry - 43 (use A8 for Mewthree).....	01xxD4C4
PokéDEX Entry - 44 (use B3 for Mewthree).....	01xxD5C4
PokéDEX Entry - 45 (use A4 for Mewthree).....	01xxD6C4
PokéDEX Entry - 46 (use 7F for Mewthree).....	01xxD7C4
PokéDEX Entry - 47 (use 7F for Mewthree).....	01xxD8C4
PokéDEX Entry - 48 (use A5 for Mewthree).....	01xxD9C4
PokéDEX Entry - 49 (use A4 for Mewthree).....	01xxDAC4
PokéDEX Entry - 50 (use B6 for Mewthree).....	01xxDBC4
PokéDEX Entry - 51 (use 7F for Mewthree).....	01xxDCC4
PokéDEX Entry - 52 (use 7F for Mewthree).....	01xxDDC4
Pokémon's Nickname - 1 (use 8C for Mewthree).....	01xxD0C3
Pokémon's Nickname - 2 (use 84 for Mewthree).....	01xxD1C3
Pokémon's Nickname - 3 (use 96 for Mewthree).....	01xxD2C3
Pokémon's Nickname - 4 (use 93 for Mewthree).....	01xxD3C3
Pokémon's Nickname - 5 (use 87 for Mewthree).....	01xxD4C3
Pokémon's Nickname - 6 (use 91 for Mewthree).....	01xxD5C3
Pokémon's Nickname - 7 (use 84 for Mewthree).....	01xxD6C3
Pokémon's Nickname - 8 (use 84 for Mewthree).....	01xxD7C3
Pokémon's Nickname - 9 (use E0 for Mewthree).....	01xxD8C3
Pokémon's Name - 1 (use 8C for Mewthree).....	01xxFAC3
Pokémon's Name - 2 (use 84 for Mewthree).....	01xxFBC3
Pokémon's Name - 3 (use 96 for Mewthree).....	01xxFCC3
Pokémon's Name - 4 (use 93 for Mewthree).....	01xxFDC3
Pokémon's Name - 5 (use 87 for Mewthree).....	01xxFEC3
Pokémon's Name - 6 (use 91 for Mewthree).....	01xxFFC3
Pokémon's Name - 7 (use 84 for Mewthree).....	01xx00C4
Pokémon's Name - 8 (use 84 for Mewthree).....	01xx01C4
Pokémon's Number - 1 (use F9 for Mewthree).....	01xxAAC3
Pokémon's Number - 2 (use F6 for Mewthree).....	01xxABC3

Pokémon's Number - 3 (use F6 for Mewthree).....	01xxACC4
Pokémon's Type - 1 (use 84 for Mewthree).....	01xxCDC4
Pokémon's Type - 2 (use 95 for Mewthree).....	01xxCEC4
Pokémon's Type - 3 (use 88 for Mewthree).....	01xxCFC4
Pokémon's Type - 4 (use 8B for Mewthree).....	01xxD0C4
Pokémon's Type - 5 (use 7F for Mewthree).....	01xxD1C4
Pokémon's Type - 6 (use 7F for Mewthree).....	01xxD2C4
Pokémon's Type - 7 (use 7F for Mewthree).....	01xxD3C4
Pokémon's Type - 8 (use 8F for Mewthree).....	01xxE1C4
Pokémon's Type - 9 (use 92 for Mewthree).....	01xxE2C4
Pokémon's Type - 10 (use 98 for Mewthree).....	01xxE3C4
Pokémon's Type - 11 (use 82 for Mewthree).....	01xxE4C4
Pokémon's Type - 12 (use 87 for Mewthree).....	01xxE5C4
Pokémon's Type - 13 (use 88 for Mewthree).....	01xxE6C4
Pokémon's Type - 14 (use 82 for Mewthree).....	01xxE7C4
Pokémon's Type - 15 (use 7F for Mewthree).....	01xxE8C4

### **6.3 Codes by Pittstonjoma**

"I started hacking codes about 7 months ago. At first I had absolutely no faith in myself, but I decided not to give up, because I am not the type of person to give up. Every time I kept trying to hack codes I was more and more successful. Remember that practice makes perfect and never to give up and you can accomplish most anything. Now go climb Mount Everest!"

**Pittstonjoma**

#### **GOLD/SILVER**

Here is the ever popular "Pittstonjoma's Parts In Battle" found in Chapter 3 of Pittstonjoma's collection of codes for Pokémon Gold/Silver. Please remember that these codes are for entertainment purposes only and should not be used by serious gamers.

Parts In Battle - 1 (try different values for different effects).....	91xx1AC4
Parts In Battle - 2 (try different values for different effects).....	91xx1BC4
Parts In Battle - 3 (try different values for different effects).....	91xx1CC4
Parts In Battle - 4 (try different values for different effects).....	91xx1DC4
Parts In Battle - 5 (try different values for different effects).....	91xx1EC4
Parts In Battle - 6 (try different values for different effects).....	91xx1FC4
Parts In Battle - 7 (try different values for different effects).....	91xx2EC4
Parts In Battle - 8 (try different values for different effects).....	91xx2FC4
Parts In Battle - 9 (try different values for different effects).....	91xx30C4
Parts In Battle - 10 (try different values for different effects).....	91xx31C4
Parts In Battle - 11 (try different values for different effects).....	91xx32C4
Parts In Battle - 12 (try different values for different effects).....	91xx33C4
Parts In Battle - 13 (try different values for different effects).....	91xx42C4
Parts In Battle - 14 (try different values for different effects).....	91xx43C4
Parts In Battle - 15 (try different values for different effects).....	91xx44C4
Parts In Battle - 16 (try different values for different effects).....	91xx45C4
Parts In Battle - 17 (try different values for different effects).....	91xx46C4
Parts In Battle - 18 (try different values for different effects).....	91xx47C4
Parts In Battle - 19 (try different values for different effects).....	91xx56C4
Parts In Battle - 20 (try different values for different effects).....	91xx57C4
Parts In Battle - 21 (try different values for different effects).....	91xx58C4
Parts In Battle - 22 (try different values for different effects).....	91xx59C4
Parts In Battle - 23 (try different values for different effects).....	91xx5AC4
Parts In Battle - 24 (try different values for different effects).....	91xx5BC4
Parts In Battle - 25 (try different values for different effects).....	91xx6AC4

Parts In Battle - 26 (try different values for different effects) .....	91xx6BC4
Parts In Battle - 27 (try different values for different effects) .....	91xx6CC4
Parts In Battle - 28 (try different values for different effects) .....	91xx6DC4
Parts In Battle - 29 (try different values for different effects) .....	91xx6EC4
Parts In Battle - 30 (try different values for different effects) .....	91xx6FC4
Parts In Battle - 31 (try different values for different effects) .....	91xx7EC4
Parts In Battle - 32 (try different values for different effects) .....	91xx7FC4
Parts In Battle - 33 (try different values for different effects) .....	91xx80C4
Parts In Battle - 34 (try different values for different effects) .....	91xx81C4
Parts In Battle - 35 (try different values for different effects) .....	91xx82C4
Parts In Battle - 36 (try different values for different effects) .....	91xx83C4

## **6.4 Coming Attractions**

The release of Part II will be available in late August and will contain the more advanced codes to the five Pokémon games found in this guide. Included will be codes for Item Balls, battle trainers and gym leaders again, and more. Also to be included will be the newly released Pokémon Crystal codes. Pokémon Crystal will contain all the codes seen in this guide for Gold/Silver as well as the advanced codes in Part II.

## **Appendix A: Pokémon Table**

The following table contains the hexadecimal values used in all the codes that identify Pokémon by number. Make sure to use the proper table when locating Pokémon values for a code.

### **Pokémon Red/Blue/Yellow**

001 Bulbasaur.....	99	050 Diglett.....	3B
002 Ivysaur.....	09	051 Dugtrio.....	76
003 Venusaur.....	9A	052 Meowth.....	4D
004 Charmander.....	B0	053 Persian.....	90
005 Charmeleon.....	B2	054 Psyduck.....	2F
006 Charizard.....	B4	055 Golduck.....	80
007 Squirtle.....	B1	056 Mankey.....	39
008 Wartortle.....	B3	057 Primeape.....	75
009 Blastoise.....	1C	058 Growlithe.....	21
010 Caterpie.....	7B	059 Arcanine.....	14
011 Metapod.....	7C	060 Poliwhag.....	47
012 Butterfree.....	7D	061 Poliwhirl.....	6E
013 Weedle.....	70	062 Poliwrath.....	6F
014 Kakuna.....	71	063 Abra.....	94
015 Beedrill.....	72	064 Kadabra.....	26
016 Pidgey.....	24	065 Alakazam.....	95
017 Pidgeotto.....	96	066 Machop.....	6A
018 Pidgeot.....	97	067 Machoke.....	29
019 Rattata.....	A5	068 Machop.....	7E
020 Raticate.....	A6	069 Bellsprout.....	BC
021 Spearow.....	05	070 Weepinbell.....	BD
022 Fearow.....	23	071 Victreebel.....	BE
023 Ekans.....	6C	072 Tentacool.....	18
024 Arbok.....	2D	073 Tentacruel.....	9B
025 Pikachu.....	54	074 Geodude.....	A9
026 Raichu.....	55	075 Graveler.....	27
027 Sandshrew.....	60	076 Golem.....	31
028 Sandslash.....	61	077 Ponyta.....	A3
029 Nidoran.....	0F	078 Rapidash.....	A4
030 Nidorina.....	A8	079 Slowpoke.....	25
031 Nidoqueen.....	10	080 Slowbro.....	08
032 Nidoran.....	03	081 Magnemite.....	AD
033 Nidorino.....	A7	082 Magneton.....	36
034 Nidoking.....	07	083 Farfetch'd.....	40
035 Clefairy.....	04	084 Doduo.....	46
036 Clefable.....	8E	085 Dodrio.....	74
037 Vulpix.....	52	086 Seel.....	3A
038 Ninetales.....	53	087 Dewgong.....	78
039 Jigglypuff.....	64	088 Grimer.....	0D
040 Wigglytuff.....	65	089 Muk.....	88
041 Zubat.....	6B	090 Shellder.....	17
042 Golbat.....	82	091 Cloyster.....	8B
043 Oddish.....	B9	092 Gastly.....	19
044 Gloom.....	BA	093 Haunter.....	93
045 Vileplume.....	BB	094 Gengar.....	0E
046 Paras.....	6D	095 Onix.....	22
047 Parasect.....	2E	096 Drowzee.....	30
048 Venonat.....	41	097 Hypno.....	81
049 Venomoth.....	77	098 Krabby.....	4E

099 Kingler .....	8A	127 Pinsir.....	1D
100 Voltorb.....	06	128 Tauros .....	3C
101 Electrode .....	8D	129 Magikarp.....	85
102 Exeggcute .....	0C	130 Gyarados.....	16
103 Exeggutor .....	0A	131 Lapras .....	13
104 Cubone .....	11	132 Ditto.....	4C
105 Marowak .....	91	133 Eevee .....	66
106 Hitmonlee.....	2B	134 Vaporeon.....	69
107 Hitmonchan .....	2C	135 Jolteon .....	68
108 Lickitung .....	0B	136 Flareon.....	67
109 Koffing.....	37	137 Porygon.....	AA
110 Weezing.....	8F	138 Omanyte.....	62
111 Rhyhorn.....	12	139 Omastar.....	63
112 Rhydon .....	01	140 Kabuto .....	5A
113 Chansey .....	28	141 Kabutops.....	5B
114 Tangela.....	1E	142 Aerodactyl.....	AB
115 Kangaskhan .....	02	143 Snorlax.....	84
116 Horsea .....	5C	144 Articuno.....	4A
117 Seadra.....	5D	145 Zapdos .....	4B
118 Goldeen .....	9D	146 Moltres.....	49
119 Seaking.....	9E	147 Dratini.....	58
120 Staryu .....	1B	148 Dragonair .....	59
121 Starmie .....	98	149 Dragonite .....	42
122 Mr. Mime .....	2A	150 Mewtwo.....	83
123 Scyther .....	1A	151 Mew.....	15
124 Jynx.....	48		
125 Electabuzz .....	35	000 Missing No.....	B6
126 Magmar .....	33		

### Pokémon Gold/Silver

001 Bulbasaur.....	01	029 Nidoran .....	1D
002 Ivysaur.....	02	030 Nidorina .....	1E
003 Venusaur .....	03	031 Nidoqueen.....	1F
004 Charmander .....	04	032 Nidoran .....	20
005 Charmeleon .....	05	033 Nidorino.....	21
006 Charizard.....	06	034 Nidoking .....	22
007 Squirtle .....	07	035 Clefairy .....	23
008 Wartortle .....	08	036 Clefable.....	24
009 Blastoise .....	09	037 Vulpix .....	25
010 Caterpie .....	0A	038 Ninetales .....	26
011 Metapod .....	0B	039 Jigglypuff .....	27
012 Butterfree.....	0C	040 Wigglytuff.....	28
013 Weedle .....	0D	041 Zubat.....	29
014 Kakuna .....	0E	042 Golbat .....	2A
015 Beedrill.....	0F	043 Oddish .....	2B
016 Pidgey.....	10	044 Gloom .....	2C
017 Pidgeotto .....	11	045 Vileplume .....	2D
018 Pidgeot .....	12	046 Paras .....	2E
019 Rattata .....	13	047 Parasect.....	2F
020 Raticate .....	14	048 Venonat .....	30
021 Spearow .....	15	049 Venomoth.....	31
022 Fearow.....	16	050 Diglett.....	32
023 Ekans.....	17	051 Dugtrio.....	33
024 Arbok .....	18	052 Meowth.....	34
025 Pikachu.....	19	053 Persian .....	35
026 Raichu .....	1A	054 Psyduck.....	36
027 Sandshrew .....	1B	055 Golduck .....	37
028 Sandslash.....	1C	056 Mankey .....	38

057 Primeape.....	39	115 Kangaskhan.....	73
058 Growlithe.....	3A	116 Horsea.....	74
059 Arcanine.....	3B	117 Seadra.....	75
060 Poliwhag.....	3C	118 Goldeen.....	76
061 Poliwhirl.....	3D	119 Seaking.....	77
062 Poliwrath.....	3E	120 Staryu.....	78
063 Abra.....	3F	121 Starmie.....	79
064 Kadabra.....	40	122 Mr. Mime.....	7A
065 Alakazam.....	41	123 Scyther.....	7B
066 Machop.....	42	124 Jynx.....	7C
067 Machoke.....	43	125 Electabuzz.....	7D
068 Machop.....	44	126 Magmar.....	7E
069 Bellsprout.....	45	127 Pinsir.....	7F
070 Weepinbell.....	46	128 Tauros.....	80
071 Victreebel.....	47	129 Magikarp.....	81
072 Tentacool.....	48	130 Gyarados.....	82
073 Tentacruel.....	49	131 Lapras.....	83
074 Geodude.....	4A	132 Ditto.....	84
075 Graveler.....	4B	133 Eevee.....	85
076 Golem.....	4C	134 Vaporeon.....	86
077 Ponyta.....	4D	135 Jolteon.....	87
078 Rapidash.....	4E	136 Flareon.....	88
079 Slowpoke.....	4F	137 Porygon.....	89
080 Slowbro.....	50	138 Omanyte.....	8A
081 Magnemite.....	51	139 Omastar.....	8B
082 Magnetron.....	52	140 Kabuto.....	8C
083 Farfetch'd.....	53	141 Kabutops.....	8D
084 Doduo.....	54	142 Aerodactyl.....	8E
085 Dodrio.....	55	143 Snorlax.....	8F
086 Seel.....	56	144 Articuno.....	90
087 Dewgong.....	57	145 Zapdos.....	91
088 Grimer.....	58	146 Moltres.....	92
089 Muk.....	59	147 Dratini.....	93
090 Shellder.....	5A	148 Dragonair.....	94
091 Cloyster.....	5B	149 Dragonite.....	95
092 Gastly.....	5C	150 Mewtwo.....	96
093 Haunter.....	5D	151 Mew.....	97
094 Gengar.....	5E	152 Chikorita.....	98
095 Onix.....	5F	153 Bayleef.....	99
096 Drowzee.....	60	154 Meganium.....	9A
097 Hypno.....	61	155 Cyndaquil.....	9B
098 Krabby.....	62	156 Quilava.....	9C
099 Kingler.....	63	157 Typhlosion.....	9D
100 Voltorb.....	64	158 Totodile.....	9E
101 Electrode.....	65	159 Croconaw.....	9F
102 Exeggcute.....	66	160 Feraligatr.....	A0
103 Exeggutor.....	67	161 Sentret.....	A1
104 Cubone.....	68	162 Furret.....	A2
105 Marowak.....	69	163 Hoothoot.....	A3
106 Hitmonlee.....	6A	164 Noctowl.....	A4
107 Hitmonchan.....	6B	165 Ledyba.....	A5
108 Lickitung.....	6C	166 Ledian.....	A6
109 Koffing.....	6D	167 Spinarak.....	A7
110 Weezing.....	6E	168 Ariados.....	A8
111 Rhyhorn.....	6F	169 Crobat.....	A9
112 Rhydon.....	70	170 Chinchou.....	AA
113 Chansey.....	71	171 Lanturn.....	AB
114 Tangela.....	72	172 Pichu.....	AC

173 Cleffa .....	AD	214 Heracross .....	D6
174 Igglybuff.....	AE	215 Sneasel.....	D7
175 Togepi .....	AF	216 Teddiursa .....	D8
176 Togetic .....	B0	217 Ursaring .....	D9
177 Natu .....	B1	218 Slugma.....	DA
178 Xatu .....	B2	219 Magcargo .....	DB
179 Mareep .....	B3	220 Swinub.....	DC
180 Flaaffy .....	B4	221 Piloswine .....	DD
181 Ampharos .....	B5	222 Corsola.....	DE
182 Bellossom.....	B6	223 Remoraid .....	DF
183 Marill .....	B7	224 Octillery.....	E0
184 Azumarill.....	B8	225 Delibird.....	E1
185 Sudowoodo.....	B9	226 Mantine.....	E2
186 Politoed .....	BA	227 Skarmory.....	E3
187 Hoppip.....	BB	228 Houndour .....	E4
188 Skiploom .....	BC	229 Houndoom.....	E5
189 Jumpluff .....	BD	230 Kingdra .....	E6
190 Aipom .....	BE	231 Phanpy .....	E7
191 Sunkern .....	BF	232 Donphan.....	E8
192 Sunflora.....	C0	233 Porygon 2.....	E9
193 Yanma.....	C1	234 Stantler.....	EA
194 Wooper.....	C2	235 Smeargle .....	EB
195 Quagsire .....	C3	236 Tyrogue.....	EC
196 Espeon.....	C4	237 Hitmontop.....	ED
197 Umbreon.....	C5	238 Smoochum .....	EE
198 Murkrow.....	C6	239 Elekid .....	EF
199 Slowking .....	C7	240 Magby .....	F0
200 Misdreavus .....	C8	241 Miltank .....	F1
201 Unown.....	C9	242 Blissey .....	F2
202 Wobuffet.....	CA	243 Raikou .....	F3
203 Girafarig .....	CB	244 Entei .....	F4
204 Pineco.....	CC	245 Suicune .....	F5
205 Forretress.....	CD	246 Larvitar .....	F6
206 Dunsparce.....	CE	247 Pupitar .....	F7
207 Gligar .....	CF	248 Tyranitar .....	F8
208 Steelix .....	D0	249 Lugia.....	F9
209 Snubbull .....	D1	250 Ho-oh.....	FA
210 Granbull .....	D2	251 Celebi .....	FB
211 Qwilfish.....	D3	??? Egg .....	FD
212 Scizor .....	D4		
213 Shuckle.....	D5		



## **Appendix B: Attacks Table**

The following table contains the hexadecimal values used in all the codes that identify Pokémon attacks. There are two values in the table for each attack. The first value represents the attack by number while the second value represents base PP.

### All Games

Absorb.....	47/14	Doubleslap.....	03/0A
Acid.....	33/1E	Dragon Breath (G/S Only).....	E1/14
Acid Armor.....	97/28	Dragon Rage.....	52/0A
Aeroblast (G/S Only).....	B1/05	Dream Eater.....	8A/0F
Agility.....	61/1E	Drill Peck.....	41/14
Amnesia.....	85/14	Dynamic Punch (G/S Only).....	DF/05
Ancient Power (G/S Only).....	F6/05	Earthquake.....	59/0A
Attract (G/S Only).....	D5/0F	Egg Bomb.....	79/0A
Aurora Beam.....	3E/14	Ember.....	34/19
Barrage.....	8C/14	Encore (G/S Only).....	E3/05
Barrier.....	70/1E	Endure (G/S Only).....	CB/0A
Baton Pass (G/S Only).....	E2/28	Explosion.....	99/05
Beat Up (G/S Only).....	FB/0A	Extreme Speed (G/S Only).....	F5/05
Belly Drum (G/S Only).....	BB/0A	Faint Attack (G/S Only).....	B9/14
Bind.....	14/14	False Swipe (G/S Only).....	CE/28
Bite.....	2C/19	Fire Blast.....	7E/05
Blizzard.....	3B/05	Fire Punch.....	07/0F
Body Slam.....	22/0F	Fire Spin.....	53/0F
Bone Club.....	7D/14	Fissure.....	5A/05
Bone Rush (G/S Only).....	C6/0A	Flail (G/S Only).....	AF/0F
Bonemerang.....	9B/0A	Flame Thrower.....	35/0F
Bubble.....	91/1E	Flame Wheel (G/S Only).....	AC/19
Bubblebeam.....	3D/14	Flash.....	94/14
Charm (G/S Only).....	CC/14	Fly.....	13/0F
Clamp.....	80/0A	Focus Energy.....	74/1E
Comet Punch.....	04/0F	Foresight (G/S Only).....	C1/28
Confuse Ray.....	6D/0A	Frustration (G/S Only).....	DA/14
Confusion.....	5D/19	Fury Attack.....	1F/14
Constrict.....	84/23	Fury Cutter (G/S Only).....	D2/14
Conversion.....	A0/1E	Fury Swipes.....	9A/0F
Conversion2 (G/S Only).....	B0/1E	Future Sight (G/S Only).....	F8/0F
Cotton Spore (G/S Only).....	B2/28	Giga Drain (G/S Only).....	CA/05
Counter.....	44/14	Glare.....	89/1E
Crabhammer.....	98/0A	Growl.....	2D/28
Cross Chop (G/S Only).....	EE/05	Growth.....	4A/28
Crunch (G/S Only).....	F2/0F	Guillotine.....	0C/05
Curse (G/S Only).....	AE/0A	Gust.....	10/23
Cut.....	0F/1E	Harden.....	6A/1E
Defense Curl.....	6F/28	Haze.....	72/1E
Destiny Bond (G/S Only).....	C2/05	Headbutt.....	1D/0F
Detect (G/S Only).....	C5/05	Heal Bell (G/S Only).....	D7/05
Dig.....	5B/0A	Hi Jump Kick.....	88/14
Disable.....	32/14	Hidden Power (G/S Only).....	ED/0F
Dizzy Punch.....	92/0A	Horn Attack.....	1E/19
Double Kick.....	18/1E	Horn Drill.....	20/05
Double Team.....	68/0F	Hydro Pump.....	38/05
Double-Edge.....	26/0F	Hyper Beam.....	3F/05

Hyper Fang.....	9E/0F	Pursuit (G/S Only).....	E4/14
Hypnosis.....	5F/14	Quick Attack.....	62/1E
Ice Beam.....	3A/0A	Rage.....	63/14
Ice Punch.....	08/0F	Rain Dance (G/S Only).....	F0/05
Icy Wind (G/S Only).....	C4/0F	Rapid Spin (G/S Only).....	E5/28
Iron Tail (G/S Only).....	E7/0F	Razor Leaf.....	4B/19
Jump Kick.....	1A/19	Razor Wind.....	0D/0A
Karate Chop.....	02/19	Recover.....	69/14
Kinesis.....	86/0F	Reflect.....	73/14
Leech Life.....	8D/0F	Rest.....	9C/0A
Leech Seed.....	49/0A	Return (G/S Only).....	D8/14
Leer.....	2B/1E	Reversal (G/S Only).....	B3/0F
Lick.....	7A/1E	Roar.....	2E/14
Light Screen.....	71/1E	Rock Slide.....	9D/0A
Lock-On (G/S Only).....	C7/05	Rock Smash (G/S Only).....	F9/0F
Lovely Kiss.....	8E/0A	Rock Throw.....	58/0F
Low Kick.....	43/14	Rolling Kick.....	1B/0F
Mach Punch (G/S Only).....	B7/1E	Rollout (G/S Only).....	CD/14
Magnitude (G/S Only).....	DE/1E	Sacred Fire (G/S Only).....	DD/05
Mean Look (G/S Only).....	D4/05	Safeguard (G/S Only).....	DB/19
Meditate.....	60/28	Sand-Attack.....	1C/0F
Mega Drain.....	48/0A	Sandstorm (G/S Only).....	C9/0A
Mega Kick.....	19/05	Scary Face (G/S Only).....	B8/0A
Mega Punch.....	05/14	Scratch.....	0A/23
Megahorn (G/S Only).....	E0/0A	Screech.....	67/28
Metal Claw (G/S Only).....	E8/23	Seismic Toss.....	45/14
Metronome.....	76/0A	Self Destruct.....	78/05
Milk Drink (G/S Only).....	D0/0A	Shadow Ball (G/S Only).....	F7/0F
Mimic.....	66/0A	Sharpen.....	9F/1E
Mind Reader (G/S Only).....	AA/05	Sing.....	2F/0F
Minimize.....	6B/14	Sketch (G/S Only).....	A6/01
Mirror Coat (G/S Only).....	F3/14	Skull Bash.....	82/0F
Mirror Move.....	77/14	Sky Attack.....	8F/05
Mist.....	36/1E	Slam.....	15/14
Moonlight (G/S Only).....	EC/05	Slash.....	A3/14
Morning Sun (G/S Only).....	EA/05	Sleep Powder.....	4F/0F
Mud-Slap (G/S Only).....	BD/0A	Sleep Talk (G/S Only).....	D6/0A
Night Shade.....	65/0F	Sludge.....	7C/14
Nightmare (G/S Only).....	AB/0F	Sludge Bomb (G/S Only).....	BC/0A
Octazooka (G/S Only).....	BE/0A	Smog.....	7B/14
Outrage (G/S Only).....	C8/0F	Smokescreen.....	6C/14
Pain Split (G/S Only).....	DC/14	Snore (G/S Only).....	AD/0F
Pay Day.....	06/14	Soft Boiled.....	87/0A
Peck.....	40/23	Solarbeam.....	4C/0A
Perish Song (G/S Only).....	C3/05	Sonicboom.....	31/14
Petal Dance.....	50/14	Spark (G/S Only).....	D1/14
Pin Missile.....	2A/14	Spider Web (G/S Only).....	A9/0A
Poison Gas.....	8B/28	Spike Cannon.....	83/0F
Poison Powder.....	4D/23	Spikes (G/S Only).....	BF/14
Poison Sting.....	28/23	Spite (G/S Only).....	B4/0A
Pound.....	01/23	Splash.....	96/28
Powder Snow (G/S Only).....	B5/19	Spore.....	93/0F
Present (G/S Only).....	D9/0F	Steel Wing (G/S Only).....	D3/19
Protect (G/S Only).....	B6/0A	Stomp.....	17/14
Psybeam.....	3C/14	Strength.....	46/0F
Psych Up (G/S Only).....	F4/0A	String Shot.....	51/28
Psychic.....	5E/0A	Struggle.....	A5/0A
Psywave.....	95/0F	Stun Spore.....	4E/1E

Submission.....	42/19	Thunder Wave.....	56/14
Substitute .....	A4/0A	Thunderbolt .....	55/0F
Sunny Day (G/S Only).....	F1/05	Thundershock.....	54/1E
Super Fang .....	A2/0A	Toxic .....	5C/0A
Supersonic.....	30/14	Transform .....	90/0A
Surf.....	39/0F	Tri Attack .....	A1/0A
Swagger (G/S Only).....	CF/0F	Triple Kick (G/S Only).....	A7/0A
Sweet Kiss (G/S Only).....	BA/0A	Twineedle .....	29/14
Sweet Scent (G/S Only) .....	E6/14	Twister (G/S Only).....	EF/14
Swift .....	81/14	Vicegrip .....	0B/1E
Swords Dance.....	0E/1E	Vine Whip .....	16/0A
Synthesis (G/S Only) .....	EB/05	Vital Throw (G/S Only).....	E9/0A
Tackle .....	21/23	Water Gun .....	37/19
Tail Whip .....	27/1E	Waterfall.....	7F/0F
Take Down.....	24/14	Whirlpool (G/S Only).....	FA/0F
Teleport.....	64/14	Whirlwind.....	12/14
Thief (G/S Only).....	A8/0A	Wing Attack.....	11/23
Thrash .....	25/14	Withdraw .....	6E/28
Thunder.....	57/0A	Wrap.....	23/14
Thunder Punch .....	09/0F	Zap Cannon (G/S Only).....	C0/05

## **Appendix C: Items Table**

The following table contains the hexadecimal values used in all the codes that identify items by number. Make sure to use the proper table when locating item values for a code.

### **Pokémon Red/Blue/Yellow**

Antidote .....	0B	Potion .....	14
Awakening .....	0E	PP Up .....	4F
Bicycle .....	06	Protein .....	24
Bike Voucher.....	2D	Rare Candy .....	28
Burn Heal .....	0C	Repel .....	1E
Calcium.....	27	Revive .....	35
Carbos .....	26	S.S. Ticket .....	3F
Card Key .....	30	Safari Ball.....	08
Coin Case .....	45	Secret Key.....	2B
Coin(s) .....	3B	Silph Scope .....	48
Dire Hit .....	3A	Soda Pop.....	3D
Dome Fossil .....	29	Super Potion.....	13
Elixer .....	52	Super Repel.....	38
Escape Rope .....	1D	Super Rod .....	4E
Ether .....	50	Thunder Stone.....	21
Experience All.....	4B	Town Map .....	05
Fire Stone .....	20	Ultra Ball .....	02
Fresh Water .....	3C	Water Stone .....	22
Full Heal .....	34	X Accuracy .....	2E
Full Restore.....	10	X Attack .....	41
Gold Teeth .....	40	X Defend .....	42
Good Rod .....	4D	X Special .....	44
Great Ball .....	03	X Speed .....	43
Guard Special .....	37	TM01-Mega Punch.....	C9
Helix Fossil .....	2A	TM02-Razor Wind .....	CA
HP Up .....	23	TM03-Swords Dance.....	CB
Hyper Potion .....	12	TM04-Whirlwind.....	CC
Ice Heal .....	0D	TM05-Mega Kick.....	CD
Iron .....	25	TM06-Toxic.....	CE
Item Finder.....	47	TM07-Horn Drill.....	CF
Leaf Stone .....	2F	TM08-Body Slam.....	D0
Lemonade.....	3E	TM09-Take Down.....	D1
Lift Key.....	4A	TM10-Double-Edge .....	D2
Master Ball.....	01	TM11-Bubblebeam .....	D3
Max Elixer .....	53	TM12-Water Gun.....	D4
Max Ether.....	51	TM13-Ice Beam .....	D5
Max Potion.....	11	TM14-Blizzard.....	D6
Max Repel.....	39	TM15-Hyper Beam .....	D7
Max Revive.....	36	TM16-Pay Day.....	D8
Moon Stone.....	0A	TM17-Submission.....	D9
Nugget.....	31	TM18-Counter .....	DA
Oak's Parcel.....	46	TM19-Seismic Toss .....	DB
Old Amber .....	1F	TM20-Rage.....	DC
Old Rod.....	4C	TM21-Mega Drain .....	DD
Paralyze Heal.....	0F	TM22-Solarbeam .....	DE
Poké Ball.....	04	TM23-Dragon Rage.....	DF
PokéDEX .....	09	TM24-Thunderbolt.....	E0
Poké Doll .....	33	TM25-Thunder.....	E1
Poké Flute .....	49	TM26-Earthquake .....	E2

TM27-Fissure.....	E3	TM44-Rest.....	F4
TM28-Dig.....	E4	TM45-Thunder Wave.....	F5
TM29-Psychic.....	E5	TM46-Psywave.....	F6
TM30-Teleport.....	E6	TM47-Explosion.....	F7
TM31-Mimic.....	E7	TM48-Rock Slide.....	F8
TM32-Double Team.....	E8	TM49-Tri Attack.....	F9
TM33-Reflect.....	E9	TM50-Substitute.....	FA
TM34-Bide.....	EA	TM51-Cut.....	FB
TM35-Metronome.....	EB	TM52-Fly.....	FC
TM36-Self Destruct.....	EC	TM53-Surf.....	FD
TM37-Egg Bomb.....	ED	TM54-Strength.....	FE
TM38-Fire Blast.....	EE	HM01-Cut.....	C4
TM39-Swift.....	EF	HM02-Fly.....	C5
TM40-Skull Bash.....	F0	HM03-Surf.....	C6
TM41-Softboiled.....	F1	HM04-Strength.....	C7
TM42-Dream Eater.....	F2	HM05-Flash.....	C8
TM43-Sky Attack.....	F3		

### Pokémon Gold/Silver

Amulet Coin.....	5B	Flower Mail.....	9E
Antidote.....	09	Focus Band.....	77
Awakening.....	0C	Fresh Water.....	2E
Basement Key.....	85	Friend Ball.....	A4
Berry.....	AD	Full Heal.....	26
Berry Juice.....	8B	Full Restore.....	0E
Berserk Gene.....	98	Gold Berry.....	AE
Bicycle.....	07	Gold Leaf.....	4B
Big Mushroom.....	57	Good Rod.....	3B
Big Pearl.....	6F	Gorgeous Box.....	A8
Bitter Berry.....	53	Great Ball.....	04
Black Belt.....	62	Green Apricorn.....	5D
Black Glasses.....	66	Guard Special.....	29
Black Apricorn.....	63	Hard Stone.....	7D
Blue Apricorn.....	59	Heal Powder.....	7B
Bluesky Mail.....	BB	Heavy Ball.....	9D
Brick Piece.....	B4	HP Up.....	1A
Bright Powder.....	03	Hyper Potion.....	10
Burn Heal.....	0A	Ice Berry.....	50
Burnt Berry.....	4F	Ice Heal.....	0B
Calcium.....	1F	Iron.....	1C
Carbos.....	1D	Item Finder.....	37
Card Key.....	7F	King's Rock.....	52
Charcoal.....	8A	Leaf Stone.....	22
Cleanse Tag.....	5E	Leftovers.....	92
Coin Case.....	36	Lemonade.....	30
Dire Hit.....	2C	Level Ball.....	9F
Dragon Fang.....	90	Light Ball.....	A3
Dragon Scale.....	97	Liteblue Mail.....	B6
Elixer.....	41	Lost Item.....	82
Energy Powder.....	79	Love Ball.....	A6
Energy Root.....	7A	Lovely Mail.....	B8
Eon Mail.....	B9	Lucky Egg.....	7E
Escape Rope.....	13	Lucky Punch.....	1E
Ether.....	3F	Lure Ball.....	A0
Everstone.....	70	Machine Part.....	80
Experience Share.....	39	Magnet.....	6C
Fast Ball.....	A1	Master Ball.....	01
Fire Stone.....	16	Max Elixer.....	15

Max Ether.....	40	Spell Tag.....	71
Max Potion.....	0F	Squirt Bottle.....	AF
Max Repel.....	2B	Star Piece.....	84
Max Revive.....	28	Stardust.....	83
Metal Coat.....	8F	Stick.....	69
Metal Powder.....	23	Sun Stone.....	A9
Mint Berry.....	6D	Super Potion.....	11
Miracle Seed.....	75	Super Repel.....	2A
Mirage Mail.....	BD	Super Rod.....	3D
Moomoo Milk.....	48	Surf Mail.....	B5
Moon Ball.....	A5	Thick Club.....	76
Moon Stone.....	08	Thunder Stone.....	17
Morph Mail.....	BA	Tiny Mushroom.....	56
Music Mail.....	BC	Twisted Spoon.....	60
Mystery Berry.....	96	Ultra Ball.....	02
Mystery Egg.....	45	Up-Grade.....	AC
Mystic Water.....	5F	Water Stone.....	18
Nevermelt Ice.....	6B	White Apricorn.....	61
Normal Box.....	A7	X Accuracy.....	21
Nugget.....	24	X Attack.....	31
Old Rod.....	3A	X Defend.....	33
Paralyze Heal.....	0D	X Special.....	35
Park Ball.....	B1	X Speed.....	34
Pass.....	86	Yellow Apricorn.....	5C
Pearl.....	6E	TM01-Dynamic Punch.....	BF
Pink Bow.....	68	TM02-Headbutt.....	C0
Pink Apricorn.....	65	TM03-Curse.....	C1
Poison Barb.....	51	TM04-Rollout.....	C2
Poké Ball.....	05	TM05-Roar.....	C4
Poké Doll.....	25	TM06-Toxic.....	C5
Polkadot Bow.....	AA	TM07-Zap Cannon.....	C6
Portrait Mail.....	B7	TM08-Rock Smash.....	C7
Potion.....	12	TM09-Psych Up.....	C8
PP Up.....	3E	TM10-Hidden Power.....	C9
Protein.....	1B	TM11-Sunny Day.....	CA
Paralyze Cure Berry.....	4E	TM12-Sweet Scent.....	CB
Poison Cure Berry.....	4A	TM13-Snore.....	CC
Quick Claw.....	49	TM14-Blizzard.....	CD
Rage Candy Bar.....	72	TM15-Hyper Beam.....	CE
Rainbow Wing.....	B2	TM16-Icy Wind.....	CF
Rare Candy.....	20	TM17-Protect.....	D0
Red Apricorn.....	55	TM18-Rain Dance.....	D1
Red Scale.....	42	TM19-Giga Drain.....	D2
Repel.....	14	TM20-Endure.....	D3
Revival Herb.....	7C	TM21-Frustration.....	D4
Revive.....	27	TM22-Solarbeam.....	D5
S.S. Ticket.....	44	TM23-Iron Tail.....	D6
Sacred Ash.....	9C	TM24-Dragonbreath.....	D7
Scope Lens.....	8C	TM25-Thunder.....	D8
Secret Potion.....	43	TM26-Earthquake.....	D9
Sharp Beak.....	4D	TM27-Return.....	DA
Silver Leaf.....	3C	TM28-Dig.....	DB
Silver Powder.....	58	TM29-Psychic.....	DD
Silver Wing.....	47	TM30-Shadow Ball.....	DE
Slowpoke Tail.....	67	TM31-Mud-Slap.....	DF
Smoke Ball.....	6A	TM32-Double Team.....	E0
Soda Pop.....	2F	TM33-Ice Punch.....	E1
Soft Sand.....	4C	TM34-Swagger.....	E2

TM35-Sleep Talk.....	E3	TM47-Iron Wing.....	EF
TM36-Sludge Bomb.....	E4	TM48-Fire Punch.....	F0
TM37-Sandstorm.....	E5	TM49-Fury Cutter.....	F1
TM38-Fire Blast.....	E6	TM50-Nitemare.....	F2
TM39-Swift.....	E7	HM01-Cut.....	F3
TM40-Defense Curl.....	E8	HM02-Fly.....	F4
TM41-Thunder Punch.....	E9	HM03-Surf.....	F5
TM42-Dream Eater.....	EA	HM04-Strength.....	F6
TM43-Detect.....	EB	HM05-Flash.....	F7
TM44-Rest.....	EC	HM06-Whirlpool.....	F8
TM45-Attract.....	ED	HM07-Waterfall.....	F9
TM46-Thief.....	EE		

## **Appendix D: Font Table**

The following table contains the hexadecimal values that make up the viewable characters available within the games. All string values must end with the {EOL} character found at the bottom of this table.

### **All Games**

{space}.....	7F	[.....	9E	's.....	BD
A.....	80	].....	9F	't.....	BE
B.....	81	a.....	A0	'v.....	BF
C.....	82	b.....	A1	'.....	E0
D.....	83	c.....	A2	PK.....	E1
E.....	84	d.....	A3	MN.....	E2
F.....	85	e.....	A4	-.....	E3
G.....	86	f.....	A5	'r.....	E4
H.....	87	g.....	A6	'm.....	E5
I.....	88	h.....	A7	?.....	E6
J.....	89	i.....	A8	!.....	E7
K.....	8A	j.....	A9	{male}.....	EF
L.....	8B	k.....	AA	{money}.....	F0
M.....	8C	l.....	AB	×.....	F1
N.....	8D	m.....	AC	.....	F2
O.....	8E	n.....	AD	/.....	F3
P.....	8F	o.....	AE	,.....	F4
Q.....	90	p.....	AF	{female}.....	F5
R.....	91	q.....	B0	0.....	F6
S.....	92	r.....	B1	1.....	F7
T.....	93	s.....	B2	2.....	F8
U.....	94	t.....	B3	3.....	F9
V.....	95	u.....	B4	4.....	FA
W.....	96	v.....	B5	5.....	FB
X.....	97	w.....	B6	6.....	FC
Y.....	98	x.....	B7	7.....	FD
Z.....	99	y.....	B8	8.....	FE
(.....	9A	z.....	B9	9.....	FF
).....	9B	é.....	BA		
.....	9C	'd.....	BB	{EOL}.....	50
.....	9D	l.....	BC		



## **Appendix E: Web Links**

Here are some valuable websites for codes and information on the five Pokémon games currently released for Gameboy Color. A few discussion boards have also been included for reaching other GameShark users.

### **Official GameShark Web Sites**

**GameShark Homepage** ..... <http://www.gameshark.com/>  
**GameShark Discussion Board**..... <http://ubb.gameshark.com/>

### **Other Web Sites**

**GameShark Central** ..... <http://www.gscentral.com/>  
**The Game Software Code Creators Club** ..... <http://www.cmgsccc.com/>  
**The PokéMasters**..... <http://pokemon.vgf.com/>  
**PokéRAGE** ..... <http://www.pokerage.com/>

### **GSAttack@**

**Unofficial Shark Hack Site**..... <http://www.eef3soft.com/gameshark/>  
**EZBoard** ..... <http://pub72.ezboard.com/bsharkersnewworldorder>

### **Bigsupes@**

**PokéRAGE** ..... <http://www.pokerage.com/>  
**PokéRAGE UBB** ..... <http://ubb.pokerage.com/>

### **Pittstonjoma@**

**Sharker's New World Order**..... <http://www.stormpages.com/jolenemania/>  
**EZBoard** ..... <http://pub72.ezboard.com/bsharkersnewworldorder>

*The  
Ultimate  
Pokémon Codes  
Guide*

*Part II*

***The Ultimate Pokémon Codes Guide***  
***Part II***

**Special Thanks To:**

**Published by**  
GSAttack

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## 7.0 Pokémon Crystal

Released in 2001 (English Version), Pokémon Crystal represents the trilogy game to Pokémon Gold/Silver. Much like Pokémon Yellow, this game combines the features of the first two games with some additionally added new ones. The remainder of this chapter organizes these codes by the effect they have on altering game play.

### 7.1 The Six Members of the Pokémon Team

The player's Pokémon team makes up the single largest block of data in the entire game. Even larger than the first three games, there are 428 values used for storing the team. The entire block of data can be divided into four parts. The first part is a list of the current Pokémon in the order which they appear in the team. The second part makes up the statistical information for each of the Pokémon. The third and fourth part contain the Original Trainer's name as well as the Pokémon's nickname.

#### 7.1.1 Pokémon Team List

The player's team begins with a list made up of 8 values used to identify the Pokémon in order of appearance. The first value identifies the number of Pokémon in the team. The next up to 6 values represent each of the Pokémon by number (see Appendix A). The last Pokémon in the team is always followed by the value FF. Here are the codes:

Number of Pokémon in Team (use 06 for maximum) .....	01xxD7DC
First Pokémon in Team (use FF for end-of-list) .....	01xxD8DC
Second Pokémon in Team (use FF for end-of-list) .....	01xxD9DC
Third Pokémon in Team (use FF for end-of-list) .....	01xxDADC
Fourth Pokémon in Team (use FF for end-of-list) .....	01xxDBDC
Fifth Pokémon in Team (use FF for end-of-list) .....	01xxDCDC
Sixth Pokémon in Team (use FF for end-of-list) .....	01xxDDDC
End-of-List .....	01FFDEDC

#### 7.1.2 Pokémon Team Attacks and PP Availability

Each of the 6 Pokémon in the team may learn up to 4 attacks. Each of these attacks requires two values to represent both the attack by number and the available power points for that attack (see Appendix B). Power points can be increased up the three times through the use of the PP Up item. These increments are represented in the higher two bits of the value. The remaining lower six bits represent the number of power points currently available. To set the maximum natural value for power points use the value C0 in the power points code and then take the Pokémon to the nearest Pokémon Center to heal. Here are the codes:

<b>First Pokémon</b>	
Pokémon Attack #1 (use 00 for none) .....	01xxE1DC
Pokémon Attack #2 (use 00 for none) .....	01xxE2DC
Pokémon Attack #3 (use 00 for none) .....	01xxE3DC
Pokémon Attack #4 (use 00 for none) .....	01xxE4DC
Pokémon Attack PP #1 (use C0 for maximum) .....	01xxF6DC
Pokémon Attack PP #2 (use C0 for maximum) .....	01xxF7DC
Pokémon Attack PP #3 (use C0 for maximum) .....	01xxF8DC
Pokémon Attack PP #4 (use C0 for maximum) .....	01xxF9DC

**Second Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xx11DD
Pokémon Attack #2 (use 00 for none) .....	01xx12DD
Pokémon Attack #3 (use 00 for none) .....	01xx13DD
Pokémon Attack #4 (use 00 for none) .....	01xx14DD
Pokémon Attack PP #1 (use C0 for maximum) .....	01xx26DD
Pokémon Attack PP #2 (use C0 for maximum) .....	01xx27DD
Pokémon Attack PP #3 (use C0 for maximum) .....	01xx28DD
Pokémon Attack PP #4 (use C0 for maximum) .....	01xx29DD

**Third Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xx41DD
Pokémon Attack #2 (use 00 for none) .....	01xx42DD
Pokémon Attack #3 (use 00 for none) .....	01xx43DD
Pokémon Attack #4 (use 00 for none) .....	01xx44DD
Pokémon Attack PP #1 (use C0 for maximum) .....	01xx56DD
Pokémon Attack PP #2 (use C0 for maximum) .....	01xx57DD
Pokémon Attack PP #3 (use C0 for maximum) .....	01xx58DD
Pokémon Attack PP #4 (use C0 for maximum) .....	01xx59DD

**Fourth Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xx71DD
Pokémon Attack #2 (use 00 for none) .....	01xx72DD
Pokémon Attack #3 (use 00 for none) .....	01xx73DD
Pokémon Attack #4 (use 00 for none) .....	01xx74DD
Pokémon Attack PP #1 (use C0 for maximum) .....	01xx86DD
Pokémon Attack PP #2 (use C0 for maximum) .....	01xx87DD
Pokémon Attack PP #3 (use C0 for maximum) .....	01xx88DD
Pokémon Attack PP #4 (use C0 for maximum) .....	01xx89DD

**Fifth Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xxA1DD
Pokémon Attack #2 (use 00 for none) .....	01xxA2DD
Pokémon Attack #3 (use 00 for none) .....	01xxA3DD
Pokémon Attack #4 (use 00 for none) .....	01xxA4DD
Pokémon Attack PP #1 (use C0 for maximum) .....	01xxB6DD
Pokémon Attack PP #2 (use C0 for maximum) .....	01xxB7DD
Pokémon Attack PP #3 (use C0 for maximum) .....	01xxB8DD
Pokémon Attack PP #4 (use C0 for maximum) .....	01xxB9DD

**Sixth Pokémon**

Pokémon Attack #1 (use 00 for none) .....	01xxD1DD
Pokémon Attack #2 (use 00 for none) .....	01xxD2DD
Pokémon Attack #3 (use 00 for none) .....	01xxD3DD
Pokémon Attack #4 (use 00 for none) .....	01xxD4DD
Pokémon Attack PP #1 (use C0 for maximum) .....	01xxE6DD
Pokémon Attack PP #2 (use C0 for maximum) .....	01xxE7DD
Pokémon Attack PP #3 (use C0 for maximum) .....	01xxE8DD
Pokémon Attack PP #4 (use C0 for maximum) .....	01xxE9DD

**7.1.3 Pokémon Team Stats, Modifiers and Genetics**

Because of the complexity of this data there will not be much of an explanation here as to how these values work. When a Pokémon advances a level or is removed from a PC Box stats are recalculated based on the modifier and genetics values. During Pokémon battles the modifiers are incremented with experience. However, only the higher seven bits of the value are used to increase the corresponding statistic. Additionally, the value for genetics is also used as an extension to the modifiers even though the higher two bits determine gender. To calculate the maximum natural value for each statistic set the modifier value to FE 00 and the genetics value to FF FF. To give a Pokémon the female gender use the genetics value 3F FF (which will result in a decrease to the attack value). After using these codes the "PC Box Trick" can be used to recalculate stats. Here are the codes:

**First Pokémon**

Pokémon HP Modifier Hi (use FE for maximum) .....	01xxEADC
Pokémon HP Modifier Lo (use 00 for maximum).....	01xxEBDC
Pokémon Attack Modifier Hi (use FE for maximum).....	01xxECDC
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xxEDDC
Pokémon Defense Modifier Hi (use FE for maximum).....	01xxEEDC
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xxEFDC
Pokémon Speed Modifier Hi (use FE for maximum).....	01xxF0DC
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xxF1DC
Pokémon Special Modifier Hi (use FE for maximum).....	01xxF2DC
Pokémon Special Modifier Lo (use 00 for maximum).....	01xxF3DC
Pokémon Genetics Hi (use EA for shiny) .....	01xxF4DC
Pokémon Genetics Lo (use AA for shiny).....	01xxF5DC
Pokémon HP Available Hi (use 03 for maximum).....	01xx01DD
Pokémon HP Available Lo (use E7 for maximum).....	01xx02DD
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx03DD
Pokémon HP Maximum Lo (use E7 for maximum).....	01xx04DD
Pokémon Attack Hi (use 03 for maximum) .....	01xx05DD
Pokémon Attack Lo (use E7 for maximum).....	01xx06DD
Pokémon Defense Hi (use 03 for maximum).....	01xx07DD
Pokémon Defense Lo (use E7 for maximum).....	01xx08DD
Pokémon Speed Hi (use 03 for maximum) .....	01xx09DD
Pokémon Speed Lo (use E7 for maximum).....	01xx0ADD
Pokémon Special Attack Hi (use 03 for maximum).....	01xx0BDD
Pokémon Special Attack Lo (use E7 for maximum).....	01xx0CDD
Pokémon Special Defense Hi (use 03 for maximum).....	01xx0DDD
Pokémon Special Defense Lo (use E7 for maximum).....	01xx0EDD

**Second Pokémon**

Pokémon HP Modifier Hi (use FE for maximum) .....	01xx1ADD
Pokémon HP Modifier Lo (use 00 for maximum).....	01xx1BDD
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx1CDD
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx1DDD
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx1EDD
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx1FDD
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx20DD
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx21DD
Pokémon Special Modifier Hi (use FE for maximum).....	01xx22DD
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx23DD
Pokémon Genetics Hi (use EA for shiny) .....	01xx24DD
Pokémon Genetics Lo (use AA for shiny).....	01xx25DD
Pokémon HP Available Hi (use 03 for maximum).....	01xx31DD
Pokémon HP Available Lo (use E7 for maximum).....	01xx32DD
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx33DD
Pokémon HP Maximum Lo (use E7 for maximum).....	01xx34DD
Pokémon Attack Hi (use 03 for maximum) .....	01xx35DD
Pokémon Attack Lo (use E7 for maximum).....	01xx36DD
Pokémon Defense Hi (use 03 for maximum).....	01xx37DD
Pokémon Defense Lo (use E7 for maximum).....	01xx38DD
Pokémon Speed Hi (use 03 for maximum).....	01xx39DD
Pokémon Speed Lo (use E7 for maximum).....	01xx3ADD
Pokémon Special Attack Hi (use 03 for maximum).....	01xx3BDD
Pokémon Special Attack Lo (use E7 for maximum).....	01xx3CDD
Pokémon Special Defense Hi (use 03 for maximum).....	01xx3DDD
Pokémon Special Defense Lo (use E7 for maximum).....	01xx3EDD

**Third Pokémon**

Pokémon HP Modifier Hi (use FE for maximum) .....	01xx4ADD
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Pokémon HP Modifier Lo (use 00 for maximum).....	01xx4BDD
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx4CDD
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx4DDD
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx4EDD
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx4FDD
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx50DD
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx51DD
Pokémon Special Modifier Hi (use FE for maximum).....	01xx52DD
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx53DD
Pokémon Genetics Hi (use EA for shiny).....	01xx54DD
Pokémon Genetics Lo (use AA for shiny).....	01xx55DD
Pokémon HP Available Hi (use 03 for maximum).....	01xx61DD
Pokémon HP Available Lo (use E7 for maximum).....	01xx62DD
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx63DD
Pokémon HP Maximum Lo (use E7 for maximum).....	01xx64DD
Pokémon Attack Hi (use 03 for maximum).....	01xx65DD
Pokémon Attack Lo (use E7 for maximum).....	01xx66DD
Pokémon Defense Hi (use 03 for maximum).....	01xx67DD
Pokémon Defense Lo (use E7 for maximum).....	01xx68DD
Pokémon Speed Hi (use 03 for maximum).....	01xx69DD
Pokémon Speed Lo (use E7 for maximum).....	01xx6ADD
Pokémon Special Attack Hi (use 03 for maximum).....	01xx6BDD
Pokémon Special Attack Lo (use E7 for maximum).....	01xx6CDD
Pokémon Special Defense Hi (use 03 for maximum).....	01xx6DDD
Pokémon Special Defense Lo (use E7 for maximum).....	01xx6EDD

#### Fourth Pokémon

Pokémon HP Modifier Hi (use FE for maximum).....	01xx7ADD
Pokémon HP Modifier Lo (use 00 for maximum).....	01xx7BDD
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx7CDD
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx7DDD
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx7EDD
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx7FDD
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx80DD
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx81DD
Pokémon Special Modifier Hi (use FE for maximum).....	01xx82DD
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx83DD
Pokémon Genetics Hi (use EA for shiny).....	01xx84DD
Pokémon Genetics Lo (use AA for shiny).....	01xx85DD
Pokémon HP Available Hi (use 03 for maximum).....	01xx91DD
Pokémon HP Available Lo (use E7 for maximum).....	01xx92DD
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx93DD
Pokémon HP Maximum Lo (use E7 for maximum).....	01xx94DD
Pokémon Attack Hi (use 03 for maximum).....	01xx95DD
Pokémon Attack Lo (use E7 for maximum).....	01xx96DD
Pokémon Defense Hi (use 03 for maximum).....	01xx97DD
Pokémon Defense Lo (use E7 for maximum).....	01xx98DD
Pokémon Speed Hi (use 03 for maximum).....	01xx99DD
Pokémon Speed Lo (use E7 for maximum).....	01xx9ADD
Pokémon Special Attack Hi (use 03 for maximum).....	01xx9BDD
Pokémon Special Attack Lo (use E7 for maximum).....	01xx9CDD
Pokémon Special Defense Hi (use 03 for maximum).....	01xx9DDD
Pokémon Special Defense Lo (use E7 for maximum).....	01xx9EDD

#### Fifth Pokémon

Pokémon HP Modifier Hi (use FE for maximum).....	01xxAADD
Pokémon HP Modifier Lo (use 00 for maximum).....	01xxABDD
Pokémon Attack Modifier Hi (use FE for maximum).....	01xxACDD
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xxADDD
Pokémon Defense Modifier Hi (use FE for maximum).....	01xxAEDD

Pokémon Defense Modifier Lo (use 00 for maximum) .....	01xxAFDD
Pokémon Speed Modifier Hi (use FE for maximum) .....	01xxB0DD
Pokémon Speed Modifier Lo (use 00 for maximum) .....	01xxB1DD
Pokémon Special Modifier Hi (use FE for maximum) .....	01xxB2DD
Pokémon Special Modifier Lo (use 00 for maximum) .....	01xxB3DD
Pokémon Genetics Hi (use EA for shiny) .....	01xxB4DD
Pokémon Genetics Lo (use AA for shiny) .....	01xxB5DD
Pokémon HP Available Hi (use 03 for maximum) .....	01xxC1DD
Pokémon HP Available Lo (use E7 for maximum) .....	01xxC2DD
Pokémon HP Maximum Hi (use 03 for maximum) .....	01xxC3DD
Pokémon HP Maximum Lo (use E7 for maximum) .....	01xxC4DD
Pokémon Attack Hi (use 03 for maximum) .....	01xxC5DD
Pokémon Attack Lo (use E7 for maximum) .....	01xxC6DD
Pokémon Defense Hi (use 03 for maximum) .....	01xxC7DD
Pokémon Defense Lo (use E7 for maximum) .....	01xxC8DD
Pokémon Speed Hi (use 03 for maximum) .....	01xxC9DD
Pokémon Speed Lo (use E7 for maximum) .....	01xxCADD
Pokémon Special Attack Hi (use 03 for maximum) .....	01xxCBDD
Pokémon Special Attack Lo (use E7 for maximum) .....	01xxCCDD
Pokémon Special Defense Hi (use 03 for maximum) .....	01xxCDDDD
Pokémon Special Defense Lo (use E7 for maximum) .....	01xxCEDD

#### **Sixth Pokémon**

Pokémon HP Modifier Hi (use FE for maximum) .....	01xxDADD
Pokémon HP Modifier Lo (use 00 for maximum) .....	01xxDBDD
Pokémon Attack Modifier Hi (use FE for maximum) .....	01xxDCDD
Pokémon Attack Modifier Lo (use 00 for maximum) .....	01xxDDDD
Pokémon Defense Modifier Hi (use FE for maximum) .....	01xxDEDD
Pokémon Defense Modifier Lo (use 00 for maximum) .....	01xxDFDD
Pokémon Speed Modifier Hi (use FE for maximum) .....	01xxE0DD
Pokémon Speed Modifier Lo (use 00 for maximum) .....	01xxE1DD
Pokémon Special Modifier Hi (use FE for maximum) .....	01xxE2DD
Pokémon Special Modifier Lo (use 00 for maximum) .....	01xxE3DD
Pokémon Genetics Hi (use EA for shiny) .....	01xxE4DD
Pokémon Genetics Lo (use AA for shiny) .....	01xxE5DD
Pokémon HP Available Hi (use 03 for maximum) .....	01xxF1DD
Pokémon HP Available Lo (use E7 for maximum) .....	01xxF2DD
Pokémon HP Maximum Hi (use 03 for maximum) .....	01xxF3DD
Pokémon HP Maximum Lo (use E7 for maximum) .....	01xxF4DD
Pokémon Attack Hi (use 03 for maximum) .....	01xxF5DD
Pokémon Attack Lo (use E7 for maximum) .....	01xxF6DD
Pokémon Defense Hi (use 03 for maximum) .....	01xxF7DD
Pokémon Defense Lo (use E7 for maximum) .....	01xxF8DD
Pokémon Speed Hi (use 03 for maximum) .....	01xxF9DD
Pokémon Speed Lo (use E7 for maximum) .....	01xxFADD
Pokémon Special Attack Hi (use 03 for maximum) .....	01xxFBDD
Pokémon Special Attack Lo (use E7 for maximum) .....	01xxFCDD
Pokémon Special Defense Hi (use 03 for maximum) .....	01xxFDDDD
Pokémon Special Defense Lo (use E7 for maximum) .....	01xxFEDD

### **7.1.4 Pokémon Team Experience and Level**

Altering the experience and level of the 6 Pokémon in the team works much like altering the statistics and modifiers. When removing Pokémon from a PC box, the level is recalculated based on experience. Unlike the modifiers, there is no natural maximum value for experience since the relationship between experience and level may vary from one Pokémon to another. Here are the codes:

<b>First Pokémon</b>	
Pokémon Experience Points #3 .....	01xxE7DC
Pokémon Experience Points #2 .....	01xxE8DC
Pokémon Experience Points #1 .....	01xxE9DC
Pokémon Level (use 64 for maximum) .....	01xxFEDC
<b>Second Pokémon</b>	
Pokémon Experience Points #3 .....	01xx17DD
Pokémon Experience Points #2 .....	01xx18DD
Pokémon Experience Points #1 .....	01xx19DD
Pokémon Level (use 64 for maximum) .....	01xx2EDD
<b>Third Pokémon</b>	
Pokémon Experience Points #3 .....	01xx47DD
Pokémon Experience Points #2 .....	01xx48DD
Pokémon Experience Points #1 .....	01xx49DD
Pokémon Level (use 64 for maximum) .....	01xx5EDD
<b>Fourth Pokémon</b>	
Pokémon Experience Points #3 .....	01xx77DD
Pokémon Experience Points #2 .....	01xx78DD
Pokémon Experience Points #1 .....	01xx79DD
Pokémon Level (use 64 for maximum) .....	01xx8EDD
<b>Fifth Pokémon</b>	
Pokémon Experience Points #3 .....	01xxA7DD
Pokémon Experience Points #2 .....	01xxA8DD
Pokémon Experience Points #1 .....	01xxA9DD
Pokémon Level (use 64 for maximum) .....	01xxBEDD
<b>Sixth Pokémon</b>	
Pokémon Experience Points #3 .....	01xxD7DD
Pokémon Experience Points #2 .....	01xxD8DD
Pokémon Experience Points #1 .....	01xxD9DD
Pokémon Level (use 64 for maximum) .....	01xxEEDD

### **7.1.5 Pokémon Team Information**

Here is the last of the statistical information which can be altered for any of the 6 Pokémon in the team. This remaining information identifies the Pokemon's number, held item, the Original Trainer's number, loyalty, health, and status. Here are the codes:

<b>First Pokémon</b>	
Pokémon Number .....	01xxDFDC
Pokémon Held Item .....	01xxE0DC
Pokémon OT Number Hi .....	01xxE5DC
Pokémon OT Number Lo .....	01xxE6DC
Pokémon Loyalty (use FF to maximum) .....	01xxFADC
Pokémon Health (use 01 for PokéRUS) .....	01xxFBDC
Pokémon Status (use 00 to heal) .....	01xxFFDC
<b>Second Pokémon</b>	
Pokémon Number .....	01xx0FDD
Pokémon Held Item .....	01xx10DD
Pokémon OT Number Hi .....	01xx15DD
Pokémon OT Number Lo .....	01xx16DD
Pokémon Loyalty (use FF to maximum) .....	01xx2ADD
Pokémon Health (use 01 for PokéRUS) .....	01xx2BDD
Pokémon Status (use 00 to heal) .....	01xx2FDD
<b>Third Pokémon</b>	
Pokémon Number .....	01xx3FDD
Pokémon Held Item .....	01xx40DD
Pokémon OT Number Hi .....	01xx45DD
Pokémon OT Number Lo .....	01xx46DD

Pokémon Loyalty (use FF to maximum).....	01xx5ADD
Pokémon Health (use 01 for PokéRUS) .....	01xx5BDD
Pokémon Status (use 00 to heal) .....	01xx5FDD

**Fourth Pokémon**

Pokémon Number .....	01xx6FDD
Pokémon Held Item .....	01xx70DD
Pokémon OT Number Hi .....	01xx75DD
Pokémon OT Number Lo .....	01xx76DD
Pokémon Loyalty (use FF to maximum).....	01xx8ADD
Pokémon Health (use 01 for PokéRUS) .....	01xx8BDD
Pokémon Status (use 00 to heal) .....	01xx8FDD

**Fifth Pokémon**

Pokémon Number .....	01xx9FDD
Pokémon Held Item .....	01xxA0DD
Pokémon OT Number Hi .....	01xxA5DD
Pokémon OT Number Lo .....	01xxA6DD
Pokémon Loyalty (use FF to maximum).....	01xxBADD
Pokémon Health (use 01 for PokéRUS) .....	01xxBBDD
Pokémon Status (use 00 to heal) .....	01xxBFDD

**Sixth Pokémon**

Pokémon Number .....	01xxCFDD
Pokémon Held Item .....	01xxD0DD
Pokémon OT Number Hi .....	01xxD5DD
Pokémon OT Number Lo .....	01xxD6DD
Pokémon Loyalty (use FF to maximum).....	01xxEADD
Pokémon Health (use 01 for PokéRUS) .....	01xxEBDD
Pokémon Status (use 00 to heal) .....	01xxEFDD

**7.1.6 Pokémon Team OT Names**

For each of the 6 Pokémon in the team, the game stores the name of the Original Trainer. Each trainer's name can be up to 7 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

**First Pokémon**

Pokémon OT Character #1 .....	01xxFFDD
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx00DE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx01DE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx02DE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx03DE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx04DE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx05DE
Pokémon OT End-of-Name.....	015006DE
Pokémon OT Character (not used).....	010007DE
Pokémon OT Character (not used).....	010008DE
Pokémon OT Character (not used).....	010009DE

**Second Pokémon**

Pokémon OT Character #1 .....	01xx0ADE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx0BDE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx0CDE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx0DDE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx0EDE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx0FDE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx10DE
Pokémon OT End-of-Name.....	015011DE
Pokémon OT Character (not used).....	010012DE
Pokémon OT Character (not used).....	010013DE
Pokémon OT Character (not used).....	010014DE

**Third Pokémon**

Pokémon OT Character #1 .....	01xx15DE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx16DE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx17DE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx18DE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx19DE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx1ADE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx1BDE
Pokémon OT End-of-Name.....	01501CDE
Pokémon OT Character (not used).....	01001DDE
Pokémon OT Character (not used).....	01001EDE
Pokémon OT Character (not used).....	01001FDE

**Fourth Pokémon**

Pokémon OT Character #1 .....	01xx20DE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx21DE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx22DE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx23DE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx24DE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx25DE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx26DE
Pokémon OT End-of-Name.....	015027DE
Pokémon OT Character (not used).....	010028DE
Pokémon OT Character (not used).....	010029DE
Pokémon OT Character (not used).....	01002ADE

**Fifth Pokémon**

Pokémon OT Character #1 .....	01xx2BDE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx2CDE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx2DDE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx2EDE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx2FDE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx30DE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx31DE
Pokémon OT End-of-Name.....	015032DE
Pokémon OT Character (not used).....	010033DE
Pokémon OT Character (not used).....	010034DE
Pokémon OT Character (not used).....	010035DE

**Sixth Pokémon**

Pokémon OT Character #1 .....	01xx36DE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx37DE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx38DE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx39DE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx3ADE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx3BDE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx3CDE
Pokémon OT End-of-Name.....	01503DDE
Pokémon OT Character (not used).....	01003EDE
Pokémon OT Character (not used).....	01003FDE
Pokémon OT Character (not used).....	010040DE

**7.1.7 Pokémon Team Nicknames**

In addition to the Original Trainer, the game stores nicknames for the 6 Pokémon in the team. Each nickname can be up to 10 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

**First Pokémon**

Pokémon Nickname Character #1.....	01xx41DE
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### Sixth Pokémon

Pokémon Nickname Character #1.....	01xx78DE
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx79DE
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx7ADE
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx7BDE
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx7CDE
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx7DDE
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx7EDE
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx7FDE
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx80DE
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx81DE
Pokémon Nickname End-of-Name.....	015082DE

## 7.2 Player's Name

The player's name is the name selected at the beginning of the game. This is the same name used to identify the Original Trainer of the Pokémon in the team and in the PC. The name can be up to 7 values long (see Appendix D) and must end with the value 50 after the last character to end the name. Here are the codes:

Player's Name Character #1.....	01xx7DD4
Player's Name Character #2 (use 50 for end-of-name).....	01xx7ED4
Player's Name Character #3 (use 50 for end-of-name).....	01xx7FD4
Player's Name Character #4 (use 50 for end-of-name).....	01xx80D4
Player's Name Character #5 (use 50 for end-of-name).....	01xx81D4
Player's Name Character #6 (use 50 for end-of-name).....	01xx82D4
Player's Name Character #7 (use 50 for end-of-name).....	01xx83D4
Player's Name End-of-Name.....	015084D4
Player's Name Character (not used).....	010085D4
Player's Name Character (not used).....	010086D4
Player's Name Character (not used).....	010087D4

## 7.3 Player's Identification

The player's identification is the number generated at the beginning of the game to identify the player. Like the player's name, identification is used with each Pokémon to identify the Original Trainer. This number is stored as a hexadecimal number (see Section 1.2) containing two values. The range for player's identification is 1-65535 in decimal format. Here are the codes:

Player's Identification Hi.....	01xx7BD4
Player's Identification Lo.....	01xx7CD4

## 7.4 Player's Money and Coins

The player's money and the coins in the coin case held by the player have been stored in the traditional hexadecimal format (see Section 1.2) with these two games. Values for these codes must be converted from a decimal format to a hexadecimal format before using. In addition, the player's mom can also hold some of the player's money. Here are the codes:

Player's Money #3 (use 0F for maximum).....	01xx4ED8
Player's Money #2 (use 42 for maximum).....	01xx4FD8
Player's Money #1 (use 3F for maximum).....	01xx50D8

Player's Money with Mom #3 (use 0F for maximum).....	01xx51D8
Player's Money with Mom #2 (use 42 for maximum).....	01xx52D8
Player's Money with Mom #1 (use 3F for maximum).....	01xx53D8
Coins in Coin Case Hi (use 27 for maximum) .....	01xx55D8
Coins in Coin Case Lo (use 0F for maximum).....	01xx56D8

## **7.5 Rival's Name**

Like the player, the rival was given a name at the start of the game. The rival's name can also be up to 7 values long with the value 50 after the last character to end the name. Here are the codes:

Rival's Name Character #1 .....	01xx93D4
Rival's Name Character #2 (use 50 for end-of-name).....	01xx94D4
Rival's Name Character #3 (use 50 for end-of-name).....	01xx95D4
Rival's Name Character #4 (use 50 for end-of-name).....	01xx96D4
Rival's Name Character #5 (use 50 for end-of-name).....	01xx97D4
Rival's Name Character #6 (use 50 for end-of-name).....	01xx98D4
Rival's Name Character #7 (use 50 for end-of-name).....	01xx99D4
Rival's Name End-of-Name.....	01509AD4
Rival's Name Character (not used).....	01009BD4
Rival's Name Character (not used).....	01009CD4
Rival's Name Character (not used).....	01009DD4

## **7.6 The PokéDEX**

To save space there are several areas that make use of the binary format (see Section 1.1) to store up to 8 entries in a single value. The PokéDEX is one of these areas for which 8 Pokémon can be identified within one value. Each Pokémon in the PokéDEX can either be 0 (disabled) or 1 (enabled). Identification starts from the lowest binary digit and works up to the highest binary digit in each value. The PokéDEX is made up of two lists. The first list identifies Pokémon seen by the player while the second list identifies Pokémon the player owns. A Pokémon's name appears in the PokéDEX whenever that Pokémon is enabled in the first list. The second list places a Poké Ball next to the name of those Pokémon that are enabled in the second list. It is important to make changes to both lists when adding Pokémon the player owns. A new third list added in Pokémon Crystal provides for the storage of the 26 different Unown Pokémon. This list stores a value for each of the different Unown's captured for the 26 letters of the alphabet. The codes use the hexadecimal values 01-1A for these Pokémon.

### **7.6.1 Seen by Player**

The first list in the PokéDEX identifies the Pokémon that have been seen by the player. The PokéDEX will display the name for every Pokémon that is enabled in this list. Here are the codes:

PokéDEX Seen 001-008 (use FF for ALL) .....	01xxB9DE
PokéDEX Seen 009-016 (use FF for ALL) .....	01xxBADE
PokéDEX Seen 017-024 (use FF for ALL) .....	01xxBBDE
PokéDEX Seen 025-032 (use FF for ALL) .....	01xxBCDE
PokéDEX Seen 033-040 (use FF for ALL) .....	01xxBDDE
PokéDEX Seen 041-048 (use FF for ALL) .....	01xxBEDE
PokéDEX Seen 049-056 (use FF for ALL) .....	01xxBFDE
PokéDEX Seen 057-064 (use FF for ALL) .....	01xxC0DE
PokéDEX Seen 065-072 (use FF for ALL) .....	01xxC1DE
PokéDEX Seen 073-080 (use FF for ALL) .....	01xxC2DE
PokéDEX Seen 081-088 (use FF for ALL) .....	01xxC3DE
PokéDEX Seen 089-096 (use FF for ALL) .....	01xxC4DE
PokéDEX Seen 097-104 (use FF for ALL) .....	01xxC5DE



PokéDEX Seen 105-112 (use FF for ALL) .....	01xxC6DE
PokéDEX Seen 113-120 (use FF for ALL) .....	01xxC7DE
PokéDEX Seen 121-128 (use FF for ALL) .....	01xxC8DE
PokéDEX Seen 129-136 (use FF for ALL) .....	01xxC9DE
PokéDEX Seen 137-144 (use FF for ALL) .....	01xxCADE
PokéDEX Seen 145-152 (use FF for ALL) .....	01xxCBDE
PokéDEX Seen 153-160 (use FF for ALL) .....	01xxCCDE
PokéDEX Seen 161-168 (use FF for ALL) .....	01xxCDDE
PokéDEX Seen 169-176 (use FF for ALL) .....	01xxCEDE
PokéDEX Seen 177-184 (use FF for ALL) .....	01xxCFDE
PokéDEX Seen 185-192 (use FF for ALL) .....	01xxD0DE
PokéDEX Seen 193-200 (use FF for ALL) .....	01xxD1DE
PokéDEX Seen 201-208 (use FF for ALL) .....	01xxD2DE
PokéDEX Seen 209-216 (use FF for ALL) .....	01xxD3DE
PokéDEX Seen 217-224 (use FF for ALL) .....	01xxD4DE
PokéDEX Seen 225-232 (use FF for ALL) .....	01xxD5DE
PokéDEX Seen 233-240 (use FF for ALL) .....	01xxD6DE
PokéDEX Seen 241-248 (use FF for ALL) .....	01xxD7DE
PokéDEX Seen 249-251 (use 07 for ALL) .....	01xxD8DE

## **7.6.2 Own by Player**

The second list in the PokéDEX identifies the Pokémon that the player owns. A Poké Ball will be placed next to the name for every Pokémon enabled in this list. Here are the codes:

PokéDEX Own 001-008 (use FF for ALL) .....	01xx99DE
PokéDEX Own 009-016 (use FF for ALL) .....	01xx9ADE
PokéDEX Own 017-024 (use FF for ALL) .....	01xx9BDE
PokéDEX Own 025-032 (use FF for ALL) .....	01xx9CDE
PokéDEX Own 033-040 (use FF for ALL) .....	01xx9DDE
PokéDEX Own 041-048 (use FF for ALL) .....	01xx9EDE
PokéDEX Own 049-056 (use FF for ALL) .....	01xx9FDE
PokéDEX Own 057-064 (use FF for ALL) .....	01xxA0DE
PokéDEX Own 065-072 (use FF for ALL) .....	01xxA1DE
PokéDEX Own 073-080 (use FF for ALL) .....	01xxA2DE
PokéDEX Own 081-088 (use FF for ALL) .....	01xxA3DE
PokéDEX Own 089-096 (use FF for ALL) .....	01xxA4DE
PokéDEX Own 097-104 (use FF for ALL) .....	01xxA5DE
PokéDEX Own 105-112 (use FF for ALL) .....	01xxA6DE
PokéDEX Own 113-120 (use FF for ALL) .....	01xxA7DE
PokéDEX Own 121-128 (use FF for ALL) .....	01xxA8DE
PokéDEX Own 129-136 (use FF for ALL) .....	01xxA9DE
PokéDEX Own 137-144 (use FF for ALL) .....	01xxAADE
PokéDEX Own 145-152 (use FF for ALL) .....	01xxABDE
PokéDEX Own 153-160 (use FF for ALL) .....	01xxACDE
PokéDEX Own 161-168 (use FF for ALL) .....	01xxADDE
PokéDEX Own 169-176 (use FF for ALL) .....	01xxAEDE
PokéDEX Own 177-184 (use FF for ALL) .....	01xxAFDE
PokéDEX Own 185-192 (use FF for ALL) .....	01xxB0DE
PokéDEX Own 193-200 (use FF for ALL) .....	01xxB1DE
PokéDEX Own 201-208 (use FF for ALL) .....	01xxB2DE
PokéDEX Own 209-216 (use FF for ALL) .....	01xxB3DE
PokéDEX Own 217-224 (use FF for ALL) .....	01xxB4DE
PokéDEX Own 225-232 (use FF for ALL) .....	01xxB5DE
PokéDEX Own 233-240 (use FF for ALL) .....	01xxB6DE
PokéDEX Own 241-248 (use FF for ALL) .....	01xxB7DE
PokéDEX Own 249-251 (use 07 for ALL) .....	01xxB8DE

### **7.6.3 Unown Addition**

The third list in the PokéDEX identifies the different Unown Pokémon that have been captured. Each time a new Unown is captured the value of the Unown is added to the list. The values in this list identify only one Pokémon each. Here are the codes:

PokéDEX Unown Slot #1 (use 01 for A).....	01xxD9DE
PokéDEX Unown Slot #2 (use 02 for B).....	01xxDADE
PokéDEX Unown Slot #3 (use 03 for C).....	01xxDBDE
PokéDEX Unown Slot #4 (use 04 for D).....	01xxDCDE
PokéDEX Unown Slot #5 (use 05 for E).....	01xxDDDE
PokéDEX Unown Slot #6 (use 06 for F).....	01xxDEDE
PokéDEX Unown Slot #7 (use 07 for G).....	01xxDFDE
PokéDEX Unown Slot #8 (use 08 for H).....	01xxE0DE
PokéDEX Unown Slot #9 (use 09 for I).....	01xxE1DE
PokéDEX Unown Slot #10 (use 0A for J).....	01xxE2DE
PokéDEX Unown Slot #11 (use 0B for K).....	01xxE3DE
PokéDEX Unown Slot #12 (use 0C for L).....	01xxE4DE
PokéDEX Unown Slot #13 (use 0D for M).....	01xxE5DE
PokéDEX Unown Slot #14 (use 0E for N).....	01xxE6DE
PokéDEX Unown Slot #15 (use 0F for O).....	01xxE7DE
PokéDEX Unown Slot #16 (use 10 for P).....	01xxE8DE
PokéDEX Unown Slot #17 (use 11 for Q).....	01xxE9DE
PokéDEX Unown Slot #18 (use 12 for R).....	01xxEADE
PokéDEX Unown Slot #19 (use 13 for S).....	01xxEBDE
PokéDEX Unown Slot #20 (use 14 for T).....	01xxECDE
PokéDEX Unown Slot #21 (use 15 for U).....	01xxEDDE
PokéDEX Unown Slot #22 (use 16 for V).....	01xxEEDDE
PokéDEX Unown Slot #23 (use 17 for W).....	01xxEFDE
PokéDEX Unown Slot #24 (use 18 for X).....	01xxF0DE
PokéDEX Unown Slot #25 (use 19 for Y).....	01xxF1DE
PokéDEX Unown Slot #26 (use 1A for Z).....	01xxF2DE

### **7.7 Badges Earned**

Like the PokéDEX, the 8 badges earned in the Johto and Kanto regions are stored in single values. To select specific badges, add together the desired values below for the desired region and place it in the regions code. Here are the values and codes:

Zephyr Badge.....	01	Storm Badge.....	10
Hive Badge.....	02	Mineral Badge.....	20
Plain Badge.....	04	Glacier Badge.....	40
Fog Badge.....	08	Rising Badge.....	80
Johto Badges (use FF for ALL).....			01xx57D8
Boulder Badge.....	01	Soul Badge.....	10
Cascade Badge.....	02	Marsh Badge.....	20
Thunder Badge.....	04	Volcano Badge.....	40
Rainbow Badge.....	08	Earth Badge.....	80
Kanto Badges (use FF for ALL).....			01xx58D8

### **7.8 Items in Pack**

With the introduction to Pokémon Crystal comes a new and improved pack containing 4 separate pockets. These pockets are labelled as the "Items Pocket", "Balls Pocket", "Key Items Pocket" and "TM/HM

Pocket". The "Items Pocket" works just like the pack in the previous three games and can hold up to 20 different items. The additional pockets can store up to 12 items in the "Balls Pocket", 25 items in the "Key Items Pocket", and any available TM/HM in the "TM/HM Pocket". When adding or changing items make sure to choose the correct pocket for the desired item.

### **7.8.1 The Pack - Items Pocket**

There are 42 values used to identify the 20 possible items that can be held in the Items Pocket. It starts with a value that identifies the number of different items currently available. Each item after that requires two values to identify the items number (see Appendix C) and the quantity of that item. As with any data list the value FF must appear after the last item to end the list. Here are the codes:

Number of Items in Pocket (use 14 for maximum).....	01xx92D8
Item #1 Number (use FF for end-of-list).....	01xx93D8
Item #1 Quantity (use 63 for maximum).....	01xx94D8
Item #2 Number (use FF for end-of-list).....	01xx95D8
Item #2 Quantity (use 63 for maximum).....	01xx96D8
Item #3 Number (use FF for end-of-list).....	01xx97D8
Item #3 Quantity (use 63 for maximum).....	01xx98D8
Item #4 Number (use FF for end-of-list).....	01xx99D8
Item #4 Quantity (use 63 for maximum).....	01xx9AD8
Item #5 Number (use FF for end-of-list).....	01xx9BD8
Item #5 Quantity (use 63 for maximum).....	01xx9CD8
Item #6 Number (use FF for end-of-list).....	01xx9DD8
Item #6 Quantity (use 63 for maximum).....	01xx9ED8
Item #7 Number (use FF for end-of-list).....	01xx9FD8
Item #7 Quantity (use 63 for maximum).....	01xxA0D8
Item #8 Number (use FF for end-of-list).....	01xxA1D8
Item #8 Quantity (use 63 for maximum).....	01xxA2D8
Item #9 Number (use FF for end-of-list).....	01xxA3D8
Item #9 Quantity (use 63 for maximum).....	01xxA4D8
Item #10 Number (use FF for end-of-list).....	01xxA5D8
Item #10 Quantity (use 63 for maximum).....	01xxA6D8
Item #11 Number (use FF for end-of-list).....	01xxA7D8
Item #11 Quantity (use 63 for maximum).....	01xxA8D8
Item #12 Number (use FF for end-of-list).....	01xxA9D8
Item #12 Quantity (use 63 for maximum).....	01xxAAD8
Item #13 Number (use FF for end-of-list).....	01xxABD8
Item #13 Quantity (use 63 for maximum).....	01xxACD8
Item #14 Number (use FF for end-of-list).....	01xxADD8
Item #14 Quantity (use 63 for maximum).....	01xxAED8
Item #15 Number (use FF for end-of-list).....	01xxAFD8
Item #15 Quantity (use 63 for maximum).....	01xxB0D8
Item #16 Number (use FF for end-of-list).....	01xxB1D8
Item #16 Quantity (use 63 for maximum).....	01xxB2D8
Item #17 Number (use FF for end-of-list).....	01xxB3D8
Item #17 Quantity (use 63 for maximum).....	01xxB4D8
Item #18 Number (use FF for end-of-list).....	01xxB5D8
Item #18 Quantity (use 63 for maximum).....	01xxB6D8
Item #19 Number (use FF for end-of-list).....	01xxB7D8
Item #19 Quantity (use 63 for maximum).....	01xxB8D8
Item #20 Number (use FF for end-of-list).....	01xxB9D8
Item #20 Quantity (use 63 for maximum).....	01xxBAD8
End-of-List.....	01FFBBD8

### **7.8.2 The Pack - Balls Pocket**

There are 26 values used to identify the 12 possible items that can be held in the Balls Pocket. It starts with a value that identifies the number of different items currently available. Each item after that requires two values to identify the items number (see Appendix C) and the quantity of that item. As with any data list the value FF must appear after the last item to end the list. Here are the codes:

Number of Items in Pocket (use 0C for maximum).....	01xxD7D8
Item #1 Number (use FF for end-of-list).....	01xxD8D8
Item #1 Quantity (use 63 for maximum).....	01xxD9D8
Item #2 Number (use FF for end-of-list).....	01xxDAD8
Item #2 Quantity (use 63 for maximum).....	01xxDBD8
Item #3 Number (use FF for end-of-list).....	01xxDCD8
Item #3 Quantity (use 63 for maximum).....	01xxDDD8
Item #4 Number (use FF for end-of-list).....	01xxDED8
Item #4 Quantity (use 63 for maximum).....	01xxDFD8
Item #5 Number (use FF for end-of-list).....	01xxE0D8
Item #5 Quantity (use 63 for maximum).....	01xxE1D8
Item #6 Number (use FF for end-of-list).....	01xxE2D8
Item #6 Quantity (use 63 for maximum).....	01xxE3D8
Item #7 Number (use FF for end-of-list).....	01xxE4D8
Item #7 Quantity (use 63 for maximum).....	01xxE5D8
Item #8 Number (use FF for end-of-list).....	01xxE6D8
Item #8 Quantity (use 63 for maximum).....	01xxE7D8
Item #9 Number (use FF for end-of-list).....	01xxE8D8
Item #9 Quantity (use 63 for maximum).....	01xxE9D8
Item #10 Number (use FF for end-of-list).....	01xxEAD8
Item #10 Quantity (use 63 for maximum).....	01xxEBD8
Item #11 Number (use FF for end-of-list).....	01xxECD8
Item #11 Quantity (use 63 for maximum).....	01xxEDD8
Item #12 Number (use FF for end-of-list).....	01xxEED8
Item #12 Quantity (use 63 for maximum).....	01xxEFD8
End-of-List.....	01FFF0D8

### **7.8.3 The Pack - Key Items Pocket**

There are 27 values used to identify the 25 possible items that can be held in the Key Items Pocket. It starts with a value that identifies the number of different items currently available. Each item after that requires only one value to identify the items number (see Appendix C). As with any data list the value FF must appear after the last item to end the list. Here are the codes:

Number of Items in Pocket (use 19 for maximum).....	01xxBCD8
Item #1 Number (use FF for end-of-list).....	01xxBDD8
Item #2 Number (use FF for end-of-list).....	01xxBED8
Item #3 Number (use FF for end-of-list).....	01xxBFD8
Item #4 Number (use FF for end-of-list).....	01xxC0D8
Item #5 Number (use FF for end-of-list).....	01xxC1D8
Item #6 Number (use FF for end-of-list).....	01xxC2D8
Item #7 Number (use FF for end-of-list).....	01xxC3D8
Item #8 Number (use FF for end-of-list).....	01xxC4D8
Item #9 Number (use FF for end-of-list).....	01xxC5D8
Item #10 Number (use FF for end-of-list).....	01xxC6D8
Item #11 Number (use FF for end-of-list).....	01xxC7D8
Item #12 Number (use FF for end-of-list).....	01xxC8D8
Item #13 Number (use FF for end-of-list).....	01xxC9D8
Item #14 Number (use FF for end-of-list).....	01xxCAD8
Item #15 Number (use FF for end-of-list).....	01xxCBD8

Item #16 Number (use FF for end-of-list).....	01xxCCD8
Item #17 Number (use FF for end-of-list).....	01xxCDD8
Item #18 Number (use FF for end-of-list).....	01xxCED8
Item #19 Number (use FF for end-of-list).....	01xxCFD8
Item #20 Number (use FF for end-of-list).....	01xxD0D8
Item #21 Number (use FF for end-of-list).....	01xxD1D8
Item #22 Number (use FF for end-of-list).....	01xxD2D8
Item #23 Number (use FF for end-of-list).....	01xxD3D8
Item #24 Number (use FF for end-of-list).....	01xxD4D8
Item #25 Number (use FF for end-of-list).....	01xxD5D8
End-of-List.....	01FFD6D8

### **7.8.4 The Pack - TM/HM Pocket**

There are 57 values used to identify the 50 TM's and 7 HM's that can be held in the TM/HM Pocket. Rather than store the item number and quantity for each one, this pocket uses a quantity value in the appropriate slot to identify the TM/HM. Here are the codes:

Slot #1 TM01 Quantity (use 00 for none).....	01xx59D8
Slot #2 TM02 Quantity (use 00 for none).....	01xx5AD8
Slot #3 TM03 Quantity (use 00 for none).....	01xx5BD8
Slot #4 TM04 Quantity (use 00 for none).....	01xx5CD8
Slot #5 TM05 Quantity (use 00 for none).....	01xx5DD8
Slot #6 TM06 Quantity (use 00 for none).....	01xx5ED8
Slot #7 TM07 Quantity (use 00 for none).....	01xx5FD8
Slot #8 TM08 Quantity (use 00 for none).....	01xx60D8
Slot #9 TM09 Quantity (use 00 for none).....	01xx61D8
Slot #10 TM10 Quantity (use 00 for none).....	01xx62D8
Slot #11 TM11 Quantity (use 00 for none).....	01xx63D8
Slot #12 TM12 Quantity (use 00 for none).....	01xx64D8
Slot #13 TM13 Quantity (use 00 for none).....	01xx65D8
Slot #14 TM14 Quantity (use 00 for none).....	01xx66D8
Slot #15 TM15 Quantity (use 00 for none).....	01xx67D8
Slot #16 TM16 Quantity (use 00 for none).....	01xx68D8
Slot #17 TM17 Quantity (use 00 for none).....	01xx69D8
Slot #18 TM18 Quantity (use 00 for none).....	01xx6AD8
Slot #19 TM19 Quantity (use 00 for none).....	01xx6BD8
Slot #20 TM20 Quantity (use 00 for none).....	01xx6CD8
Slot #21 TM21 Quantity (use 00 for none).....	01xx6DD8
Slot #22 TM22 Quantity (use 00 for none).....	01xx6ED8
Slot #23 TM23 Quantity (use 00 for none).....	01xx6FD8
Slot #24 TM24 Quantity (use 00 for none).....	01xx70D8
Slot #25 TM25 Quantity (use 00 for none).....	01xx71D8
Slot #26 TM26 Quantity (use 00 for none).....	01xx72D8
Slot #27 TM27 Quantity (use 00 for none).....	01xx73D8
Slot #28 TM28 Quantity (use 00 for none).....	01xx74D8
Slot #29 TM29 Quantity (use 00 for none).....	01xx75D8
Slot #30 TM30 Quantity (use 00 for none).....	01xx76D8
Slot #31 TM31 Quantity (use 00 for none).....	01xx77D8
Slot #32 TM32 Quantity (use 00 for none).....	01xx78D8
Slot #33 TM33 Quantity (use 00 for none).....	01xx79D8
Slot #34 TM34 Quantity (use 00 for none).....	01xx7AD8
Slot #35 TM35 Quantity (use 00 for none).....	01xx7BD8
Slot #36 TM36 Quantity (use 00 for none).....	01xx7CD8
Slot #37 TM37 Quantity (use 00 for none).....	01xx7DD8
Slot #38 TM38 Quantity (use 00 for none).....	01xx7ED8
Slot #39 TM39 Quantity (use 00 for none).....	01xx7FD8

Slot #40 TM40 Quantity (use 00 for none).....	01xx80D8
Slot #41 TM41 Quantity (use 00 for none).....	01xx81D8
Slot #42 TM42 Quantity (use 00 for none).....	01xx82D8
Slot #43 TM43 Quantity (use 00 for none).....	01xx83D8
Slot #44 TM44 Quantity (use 00 for none).....	01xx84D8
Slot #45 TM45 Quantity (use 00 for none).....	01xx85D8
Slot #46 TM46 Quantity (use 00 for none).....	01xx86D8
Slot #47 TM47 Quantity (use 00 for none).....	01xx87D8
Slot #48 TM48 Quantity (use 00 for none).....	01xx88D8
Slot #49 TM49 Quantity (use 00 for none).....	01xx89D8
Slot #50 TM50 Quantity (use 00 for none).....	01xx8AD8
Slot #51 HM01 Quantity (use 00 for none).....	01xx8BD8
Slot #52 HM02 Quantity (use 00 for none).....	01xx8CD8
Slot #53 HM03 Quantity (use 00 for none).....	01xx8DD8
Slot #54 HM04 Quantity (use 00 for none).....	01xx8ED8
Slot #55 HM05 Quantity (use 00 for none).....	01xx8FD8
Slot #56 HM06 Quantity (use 00 for none).....	01xx90D8
Slot #57 HM07 Quantity (use 00 for none).....	01xx91D8

## **7.9 Items in Player's PC**

There are 102 values used to identify the 50 possible items that can be held in the player's PC. It starts with a value that identifies the number of different items currently available. Each item after that requires two values to identify the items number (see Appendix C) and the quantity of that item. As with any data list the value FF must appear after the last item to end the list. Here are the codes:

Number of Items in Player's PC (use 32 for maximum) .....	01xxF1D8
Item #1 Number (use FF for end-of-list).....	01xxF2D8
Item #1 Quantity (use 63 for maximum).....	01xxF3D8
Item #2 Number (use FF for end-of-list).....	01xxF4D8
Item #2 Quantity (use 63 for maximum).....	01xxF5D8
Item #3 Number (use FF for end-of-list).....	01xxF6D8
Item #3 Quantity (use 63 for maximum).....	01xxF7D8
Item #4 Number (use FF for end-of-list).....	01xxF8D8
Item #4 Quantity (use 63 for maximum).....	01xxF9D8
Item #5 Number (use FF for end-of-list).....	01xxFAD8
Item #5 Quantity (use 63 for maximum).....	01xxFBD8
Item #6 Number (use FF for end-of-list).....	01xxFCD8
Item #6 Quantity (use 63 for maximum).....	01xxFDD8
Item #7 Number (use FF for end-of-list).....	01xxFED8
Item #7 Quantity (use 63 for maximum).....	01xxFFD8
Item #8 Number (use FF for end-of-list).....	01xx00D9
Item #8 Quantity (use 63 for maximum).....	01xx01D9
Item #9 Number (use FF for end-of-list).....	01xx02D9
Item #9 Quantity (use 63 for maximum).....	01xx03D9
Item #10 Number (use FF for end-of-list).....	01xx04D9
Item #10 Quantity (use 63 for maximum).....	01xx05D9
Item #11 Number (use FF for end-of-list).....	01xx06D9
Item #11 Quantity (use 63 for maximum).....	01xx07D9
Item #12 Number (use FF for end-of-list).....	01xx08D9
Item #12 Quantity (use 63 for maximum).....	01xx09D9
Item #13 Number (use FF for end-of-list).....	01xx0AD9
Item #13 Quantity (use 63 for maximum).....	01xx0BD9
Item #14 Number (use FF for end-of-list).....	01xx0CD9
Item #14 Quantity (use 63 for maximum).....	01xx0DD9
Item #15 Number (use FF for end-of-list).....	01xx0ED9
Item #15 Quantity (use 63 for maximum).....	01xx0FD9

Item #16 Number (use FF for end-of-list).....	01xx10D9
Item #16 Quantity (use 63 for maximum).....	01xx11D9
Item #17 Number (use FF for end-of-list).....	01xx12D9
Item #17 Quantity (use 63 for maximum).....	01xx13D9
Item #18 Number (use FF for end-of-list).....	01xx14D9
Item #18 Quantity (use 63 for maximum).....	01xx15D9
Item #19 Number (use FF for end-of-list).....	01xx16D9
Item #19 Quantity (use 63 for maximum).....	01xx17D9
Item #20 Number (use FF for end-of-list).....	01xx18D9
Item #20 Quantity (use 63 for maximum).....	01xx19D9
Item #21 Number (use FF for end-of-list).....	01xx1AD9
Item #21 Quantity (use 63 for maximum).....	01xx1BD9
Item #22 Number (use FF for end-of-list).....	01xx1CD9
Item #22 Quantity (use 63 for maximum).....	01xx1DD9
Item #23 Number (use FF for end-of-list).....	01xx1ED9
Item #23 Quantity (use 63 for maximum).....	01xx1FD9
Item #24 Number (use FF for end-of-list).....	01xx20D9
Item #24 Quantity (use 63 for maximum).....	01xx21D9
Item #25 Number (use FF for end-of-list).....	01xx22D9
Item #25 Quantity (use 63 for maximum).....	01xx23D9
Item #26 Number (use FF for end-of-list).....	01xx24D9
Item #26 Quantity (use 63 for maximum).....	01xx25D9
Item #27 Number (use FF for end-of-list).....	01xx26D9
Item #27 Quantity (use 63 for maximum).....	01xx27D9
Item #28 Number (use FF for end-of-list).....	01xx28D9
Item #28 Quantity (use 63 for maximum).....	01xx29D9
Item #29 Number (use FF for end-of-list).....	01xx2AD9
Item #29 Quantity (use 63 for maximum).....	01xx2BD9
Item #30 Number (use FF for end-of-list).....	01xx2CD9
Item #30 Quantity (use 63 for maximum).....	01xx2DD9
Item #31 Number (use FF for end-of-list).....	01xx2ED9
Item #31 Quantity (use 63 for maximum).....	01xx2FD9
Item #32 Number (use FF for end-of-list).....	01xx30D9
Item #32 Quantity (use 63 for maximum).....	01xx31D9
Item #33 Number (use FF for end-of-list).....	01xx32D9
Item #33 Quantity (use 63 for maximum).....	01xx33D9
Item #34 Number (use FF for end-of-list).....	01xx34D9
Item #34 Quantity (use 63 for maximum).....	01xx35D9
Item #35 Number (use FF for end-of-list).....	01xx36D9
Item #35 Quantity (use 63 for maximum).....	01xx37D9
Item #36 Number (use FF for end-of-list).....	01xx38D9
Item #36 Quantity (use 63 for maximum).....	01xx39D9
Item #37 Number (use FF for end-of-list).....	01xx3AD9
Item #37 Quantity (use 63 for maximum).....	01xx3BD9
Item #38 Number (use FF for end-of-list).....	01xx3CD9
Item #38 Quantity (use 63 for maximum).....	01xx3DD9
Item #39 Number (use FF for end-of-list).....	01xx3ED9
Item #39 Quantity (use 63 for maximum).....	01xx3FD9
Item #40 Number (use FF for end-of-list).....	01xx40D9
Item #40 Quantity (use 63 for maximum).....	01xx41D9
Item #41 Number (use FF for end-of-list).....	01xx42D9
Item #41 Quantity (use 63 for maximum).....	01xx43D9
Item #42 Number (use FF for end-of-list).....	01xx44D9
Item #42 Quantity (use 63 for maximum).....	01xx45D9
Item #43 Number (use FF for end-of-list).....	01xx46D9
Item #43 Quantity (use 63 for maximum).....	01xx47D9
Item #44 Number (use FF for end-of-list).....	01xx48D9
Item #44 Quantity (use 63 for maximum).....	01xx49D9

Item #45 Number (use FF for end-of-list).....	01xx4AD9
Item #45 Quantity (use 63 for maximum).....	01xx4BD9
Item #46 Number (use FF for end-of-list).....	01xx4CD9
Item #46 Quantity (use 63 for maximum).....	01xx4DD9
Item #47 Number (use FF for end-of-list).....	01xx4ED9
Item #47 Quantity (use 63 for maximum).....	01xx4FD9
Item #48 Number (use FF for end-of-list).....	01xx50D9
Item #48 Quantity (use 63 for maximum).....	01xx51D9
Item #49 Number (use FF for end-of-list).....	01xx52D9
Item #49 Quantity (use 63 for maximum).....	01xx53D9
Item #50 Number (use FF for end-of-list).....	01xx54D9
Item #50 Quantity (use 63 for maximum).....	01xx55D9
End-of-List.....	01FF56D9

### **7.10 Bug Catching Contest**

The Bug Catching Contest limits the time that can be spent locating and capturing bug type Pokémon. This can be overcome by using the time codes to reset the timer back to 20 minutes. There is also a limited number of Park Balls available to capture these Pokémon with. Use the code below to increase the number of balls left. Here are the codes:

Park Timer Minutes (use 14 for maximum).....	01xx6CD4
Park Timer Seconds (use 00 for maximum).....	01xx6DD4
Park Balls (use 63 for maximum).....	01xx79DC

### **7.11 Game Time Elapsed**

While this data area does not provide any real benefit to game play it is a value that continually changes throughout the game. By providing the codes here in the guide it can be eliminated as a possibility during game code hacking. As with many other areas the values in this data area appear in hexadecimal format (see Section 1.2). Here are the codes:

Elapsed Time Hours Hi.....	01xxC4D4
Elapsed Time Hours Lo.....	01xxC5D4
Elapsed Time Minutes.....	01xxC6D4



## **8.0 More Pokémon Red/Blue**

Pokémon Red/Blue, the first and second games in the Pokémon saga, contain a great deal of information which can be changed through the use of GameShark codes. This chapter picks up where the previous chapter on Pokémon Red/Blue left off. Even with the completion of this chapter there are still many more codes to be found by the more advanced GameShark user.

### **8.1 The Six Members of the Trainer's Team**

As mentioned before, a player's Pokémon team makes up the single largest block of data in the entire game. During encounters with other trainers, gym leaders, and opponents during game link the Pokémon game creates a data block for the opposing team similar to the player's team. The following four sections identify the four areas of information in this data block.

#### **8.1.1 Trainer's Team List**

A trainer's team begins with a list made up of 8 values used to identify the Pokémon in order of appearance. The first value identifies the number of Pokémon in the team. The next up to 6 values represent each of the Pokémon by number (see Appendix A). The last Pokémon in the team is always followed by the value FF. Here are the codes:

Number of Pokémon in Team (use 01 for minimum).....	01xx9CD8
First Pokémon in Team (use FF for end-of-list) .....	01xx9DD8
Second Pokémon in Team (use FF for end-of-list) .....	01xx9ED8
Third Pokémon in Team (use FF for end-of-list).....	01xx9FD8
Fourth Pokémon in Team (use FF for end-of-list) .....	01xxA0D8
Fifth Pokémon in Team (use FF for end-of-list).....	01xxA1D8
Sixth Pokémon in Team (use FF for end-of-list) .....	01xxA2D8
End-of-List.....	01FFA3D8

#### **8.1.2 Trainer's Team Information**

In a previous chapter, the player's Pokémon team information was broken down into several categories with some comments on how to use the codes for each one. Since the trainer's Pokémon team works just like the player's all the codes are grouped together by Pokémon in this section. Here are the codes:

<b>First Pokémon</b>	
Pokémon Number.....	01xxA4D8
Pokémon HP Available Hi (use 00 for minimum).....	01xxA5D8
Pokémon HP Available Lo (use 01 for minimum) .....	01xxA6D8
Pokémon Status (use 01 to sleep).....	01xxA8D8
Pokémon Attack #1 (use 00 for none) .....	01xxACD8
Pokémon Attack #2 (use 00 for none) .....	01xxADD8
Pokémon Attack #3 (use 00 for none) .....	01xxAED8
Pokémon Attack #4 (use 00 for none) .....	01xxAFD8
Pokémon OT Number Hi .....	01xxB0D8
Pokémon OT Number Lo .....	01xxB1D8
Pokémon Experience Points #3 .....	01xxB2D8
Pokémon Experience Points #2 .....	01xxB3D8
Pokémon Experience Points #1 .....	01xxB4D8
Pokémon HP Modifier Hi (use 00 for minimum).....	01xxB5D8
Pokémon HP Modifier Lo (use 00 for minimum) .....	01xxB6D8
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xxB7D8

Pokémon Attack Modifier Lo (use 00 for minimum).....	01xxB8D8
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xxB9D8
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xxBAD8
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xxBBD8
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xxBCD8
Pokémon Special Modifier Hi (use 00 for minimum).....	01xxBDD8
Pokémon Special Modifier Lo (use 00 for minimum).....	01xxBED8
Pokémon Genetics Hi (use 00 for minimum).....	01xxBFD8
Pokémon Genetics Lo (use 00 for minimum).....	01xxC0D8
Pokémon Attack PP #1 (use 00 for minimum).....	01xxC1D8
Pokémon Attack PP #2 (use 00 for minimum).....	01xxC2D8
Pokémon Attack PP #3 (use 00 for minimum).....	01xxC3D8
Pokémon Attack PP #4 (use 00 for minimum).....	01xxC4D8
Pokémon Level (use 01 for minimum).....	01xxC5D8
Pokémon HP Maximum Hi.....	01xxC6D8
Pokémon HP Maximum Lo.....	01xxC7D8
Pokémon Attack Hi (use 00 for minimum).....	01xxC8D8
Pokémon Attack Lo (use 01 for minimum).....	01xxC9D8
Pokémon Defense Hi (use 00 for minimum).....	01xxCAD8
Pokémon Defense Lo (use 01 for minimum).....	01xxCBD8
Pokémon Speed Hi (use 00 for minimum).....	01xxCCD8
Pokémon Speed Lo (use 01 for minimum).....	01xxCDD8
Pokémon Special Hi (use 00 for minimum).....	01xxCED8
Pokémon Special Lo (use 01 for minimum).....	01xxCFD8

#### Second Pokémon

Pokémon Number.....	01xxD0D8
Pokémon HP Available Hi (use 00 for minimum).....	01xxD1D8
Pokémon HP Available Lo (use 01 for minimum).....	01xxD2D8
Pokémon Status (use 01 to sleep).....	01xxD4D8
Pokémon Attack #1 (use 00 for none).....	01xxD8D8
Pokémon Attack #2 (use 00 for none).....	01xxD9D8
Pokémon Attack #3 (use 00 for none).....	01xxDAD8
Pokémon Attack #4 (use 00 for none).....	01xxDBD8
Pokémon OT Number Hi.....	01xxDCD8
Pokémon OT Number Lo.....	01xxDDD8
Pokémon Experience Points #3.....	01xxDED8
Pokémon Experience Points #2.....	01xxDFD8
Pokémon Experience Points #1.....	01xxE0D8
Pokémon HP Modifier Hi (use 00 for minimum).....	01xxE1D8
Pokémon HP Modifier Lo (use 00 for minimum).....	01xxE2D8
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xxE3D8
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xxE4D8
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xxE5D8
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xxE6D8
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xxE7D8
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xxE8D8
Pokémon Special Modifier Hi (use 00 for minimum).....	01xxE9D8
Pokémon Special Modifier Lo (use 00 for minimum).....	01xxEAD8
Pokémon Genetics Hi (use 00 for minimum).....	01xxEBD8
Pokémon Genetics Lo (use 00 for minimum).....	01xxECD8
Pokémon Attack PP #1 (use 00 for minimum).....	01xxEDD8
Pokémon Attack PP #2 (use 00 for minimum).....	01xxEED8
Pokémon Attack PP #3 (use 00 for minimum).....	01xxEFD8
Pokémon Attack PP #4 (use 00 for minimum).....	01xxF0D8
Pokémon Level (use 01 for minimum).....	01xxF1D8
Pokémon HP Maximum Hi.....	01xxF2D8
Pokémon HP Maximum Lo.....	01xxF3D8
Pokémon Attack Hi (use 00 for minimum).....	01xxF4D8

Pokémon Attack Lo (use 01 for minimum).....	01xxF5D8
Pokémon Defense Hi (use 00 for minimum).....	01xxF6D8
Pokémon Defense Lo (use 01 for minimum).....	01xxF7D8
Pokémon Speed Hi (use 00 for minimum).....	01xxF8D8
Pokémon Speed Lo (use 01 for minimum).....	01xxF9D8
Pokémon Special Hi (use 00 for minimum).....	01xxFAD8
Pokémon Special Lo (use 01 for minimum).....	01xxFBD8

**Third Pokémon**

Pokémon Number.....	01xxFCD8
Pokémon HP Available Hi (use 00 for minimum).....	01xxFDD8
Pokémon HP Available Lo (use 01 for minimum).....	01xxFED8
Pokémon Status (use 01 to sleep).....	01xx00D9
Pokémon Attack #1 (use 00 for none).....	01xx04D9
Pokémon Attack #2 (use 00 for none).....	01xx05D9
Pokémon Attack #3 (use 00 for none).....	01xx06D9
Pokémon Attack #4 (use 00 for none).....	01xx07D9
Pokémon OT Number Hi.....	01xx08D9
Pokémon OT Number Lo.....	01xx09D9
Pokémon Experience Points #3.....	01xx0AD9
Pokémon Experience Points #2.....	01xx0BD9
Pokémon Experience Points #1.....	01xx0CD9
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx0DD9
Pokémon HP Modifier Lo (use 00 for minimum).....	01xx0ED9
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx0FD9
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx10D9
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx11D9
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx12D9
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx13D9
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx14D9
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx15D9
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx16D9
Pokémon Genetics Hi (use 00 for minimum).....	01xx17D9
Pokémon Genetics Lo (use 00 for minimum).....	01xx18D9
Pokémon Attack PP #1 (use 00 for minimum).....	01xx19D9
Pokémon Attack PP #2 (use 00 for minimum).....	01xx1AD9
Pokémon Attack PP #3 (use 00 for minimum).....	01xx1BD9
Pokémon Attack PP #4 (use 00 for minimum).....	01xx1CD9
Pokémon Level (use 01 for minimum).....	01xx1DD9
Pokémon HP Maximum Hi.....	01xx1ED9
Pokémon HP Maximum Lo.....	01xx1FD9
Pokémon Attack Hi (use 00 for minimum).....	01xx20D9
Pokémon Attack Lo (use 01 for minimum).....	01xx21D9
Pokémon Defense Hi (use 00 for minimum).....	01xx22D9
Pokémon Defense Lo (use 01 for minimum).....	01xx23D9
Pokémon Speed Hi (use 00 for minimum).....	01xx24D9
Pokémon Speed Lo (use 01 for minimum).....	01xx25D9
Pokémon Special Hi (use 00 for minimum).....	01xx26D9
Pokémon Special Lo (use 01 for minimum).....	01xx27D9

**Fourth Pokémon**

Pokémon Number.....	01xx28D9
Pokémon HP Available Hi (use 00 for minimum).....	01xx29D9
Pokémon HP Available Lo (use 01 for minimum).....	01xx2AD9
Pokémon Status (use 01 to sleep).....	01xx2CD9
Pokémon Attack #1 (use 00 for none).....	01xx30D9
Pokémon Attack #2 (use 00 for none).....	01xx31D9
Pokémon Attack #3 (use 00 for none).....	01xx32D9
Pokémon Attack #4 (use 00 for none).....	01xx33D9
Pokémon OT Number Hi.....	01xx34D9

Pokémon OT Number Lo .....	01xx35D9
Pokémon Experience Points #3 .....	01xx36D9
Pokémon Experience Points #2 .....	01xx37D9
Pokémon Experience Points #1 .....	01xx38D9
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx39D9
Pokémon HP Modifier Lo (use 00 for minimum) .....	01xx3AD9
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx3BD9
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx3CD9
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx3DD9
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx3ED9
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx3FD9
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx40D9
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx41D9
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx42D9
Pokémon Genetics Hi (use 00 for minimum).....	01xx43D9
Pokémon Genetics Lo (use 00 for minimum) .....	01xx44D9
Pokémon Attack PP #1 (use 00 for minimum).....	01xx45D9
Pokémon Attack PP #2 (use 00 for minimum).....	01xx46D9
Pokémon Attack PP #3 (use 00 for minimum).....	01xx47D9
Pokémon Attack PP #4 (use 00 for minimum).....	01xx48D9
Pokémon Level (use 01 for minimum).....	01xx49D9
Pokémon HP Maximum Hi .....	01xx4AD9
Pokémon HP Maximum Lo.....	01xx4BD9
Pokémon Attack Hi (use 00 for minimum).....	01xx4CD9
Pokémon Attack Lo (use 01 for minimum).....	01xx4DD9
Pokémon Defense Hi (use 00 for minimum).....	01xx4ED9
Pokémon Defense Lo (use 01 for minimum).....	01xx4FD9
Pokémon Speed Hi (use 00 for minimum).....	01xx50D9
Pokémon Speed Lo (use 01 for minimum) .....	01xx51D9
Pokémon Special Hi (use 00 for minimum).....	01xx52D9
Pokémon Special Lo (use 01 for minimum).....	01xx53D9

#### Fifth Pokémon

Pokémon Number .....	01xx54D9
Pokémon HP Available Hi (use 00 for minimum).....	01xx55D9
Pokémon HP Available Lo (use 01 for minimum) .....	01xx56D9
Pokémon Status (use 01 to sleep).....	01xx58D9
Pokémon Attack #1 (use 00 for none).....	01xx5CD9
Pokémon Attack #2 (use 00 for none) .....	01xx5DD9
Pokémon Attack #3 (use 00 for none).....	01xx5ED9
Pokémon Attack #4 (use 00 for none).....	01xx5FD9
Pokémon OT Number Hi .....	01xx60D9
Pokémon OT Number Lo .....	01xx61D9
Pokémon Experience Points #3 .....	01xx62D9
Pokémon Experience Points #2 .....	01xx63D9
Pokémon Experience Points #1 .....	01xx64D9
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx65D9
Pokémon HP Modifier Lo (use 00 for minimum) .....	01xx66D9
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx67D9
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx68D9
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx69D9
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx6AD9
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx6BD9
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx6CD9
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx6DD9
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx6ED9
Pokémon Genetics Hi (use 00 for minimum).....	01xx6FD9
Pokémon Genetics Lo (use 00 for minimum) .....	01xx70D9
Pokémon Attack PP #1 (use 00 for minimum).....	01xx71D9

Pokémon Attack PP #2 (use 00 for minimum).....	01xx72D9
Pokémon Attack PP #3 (use 00 for minimum).....	01xx73D9
Pokémon Attack PP #4 (use 00 for minimum).....	01xx74D9
Pokémon Level (use 01 for minimum).....	01xx75D9
Pokémon HP Maximum Hi .....	01xx76D9
Pokémon HP Maximum Lo .....	01xx77D9
Pokémon Attack Hi (use 00 for minimum).....	01xx78D9
Pokémon Attack Lo (use 01 for minimum).....	01xx79D9
Pokémon Defense Hi (use 00 for minimum).....	01xx7AD9
Pokémon Defense Lo (use 01 for minimum) .....	01xx7BD9
Pokémon Speed Hi (use 00 for minimum).....	01xx7CD9
Pokémon Speed Lo (use 01 for minimum) .....	01xx7DD9
Pokémon Special Hi (use 00 for minimum).....	01xx7ED9
Pokémon Special Lo (use 01 for minimum).....	01xx7FD9

#### Sixth Pokémon

Pokémon Number.....	01xx80D9
Pokémon HP Available Hi (use 00 for minimum).....	01xx81D9
Pokémon HP Available Lo (use 01 for minimum) .....	01xx82D9
Pokémon Status (use 01 to sleep).....	01xx84D9
Pokémon Attack #1 (use 00 for none).....	01xx88D9
Pokémon Attack #2 (use 00 for none).....	01xx89D9
Pokémon Attack #3 (use 00 for none).....	01xx8AD9
Pokémon Attack #4 (use 00 for none) .....	01xx8BD9
Pokémon OT Number Hi .....	01xx8CD9
Pokémon OT Number Lo .....	01xx8DD9
Pokémon Experience Points #3 .....	01xx8ED9
Pokémon Experience Points #2 .....	01xx8FD9
Pokémon Experience Points #1 .....	01xx90D9
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx91D9
Pokémon HP Modifier Lo (use 00 for minimum) .....	01xx92D9
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx93D9
Pokémon Attack Modifier Lo (use 00 for minimum) .....	01xx94D9
Pokémon Defense Modifier Hi (use 00 for minimum) .....	01xx95D9
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx96D9
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx97D9
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx98D9
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx99D9
Pokémon Special Modifier Lo (use 00 for minimum) .....	01xx9AD9
Pokémon Genetics Hi (use 00 for minimum).....	01xx9BD9
Pokémon Genetics Lo (use 00 for minimum) .....	01xx9CD9
Pokémon Attack PP #1 (use 00 for minimum).....	01xx9DD9
Pokémon Attack PP #2 (use 00 for minimum).....	01xx9ED9
Pokémon Attack PP #3 (use 00 for minimum).....	01xx9FD9
Pokémon Attack PP #4 (use 00 for minimum).....	01xxA0D9
Pokémon Level (use 01 for minimum).....	01xxA1D9
Pokémon HP Maximum Hi .....	01xxA2D9
Pokémon HP Maximum Lo.....	01xxA3D9
Pokémon Attack Hi (use 00 for minimum).....	01xxA4D9
Pokémon Attack Lo (use 01 for minimum).....	01xxA5D9
Pokémon Defense Hi (use 00 for minimum).....	01xxA6D9
Pokémon Defense Lo (use 01 for minimum) .....	01xxA7D9
Pokémon Speed Hi (use 00 for minimum).....	01xxA8D9
Pokémon Speed Lo (use 01 for minimum) .....	01xxA9D9
Pokémon Special Hi (use 00 for minimum).....	01xxAAD9
Pokémon Special Lo (use 01 for minimum).....	01xxABD9

### **8.1.3 Trainer's Team OT Names**

When a trainer or gym leader is encountered in the game, the player's name is used as the Original Trainer for each of the six Pokémon. An opponent during game link will contain an actual Original Trainer name for each Pokémon. Here are the codes:

#### **First Pokémon**

Pokémon OT Character #1 .....	01xxACD9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxADD9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxAED9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxAFD9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxB0D9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxB1D9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxB2D9
Pokémon OT End-of-Name.....	0150B3D9
Pokémon OT Character (not used).....	0100B4D9
Pokémon OT Character (not used).....	0100B5D9
Pokémon OT Character (not used).....	0100B6D9

#### **Second Pokémon**

Pokémon OT Character #1 .....	01xxB7D9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxB8D9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxB9D9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxBAD9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxBBD9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxBCD9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxBDD9
Pokémon OT End-of-Name.....	0150BED9
Pokémon OT Character (not used).....	0100BFD9
Pokémon OT Character (not used).....	0100C0D9
Pokémon OT Character (not used).....	0100C1D9

#### **Third Pokémon**

Pokémon OT Character #1 .....	01xxC2D9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxC3D9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxC4D9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxC5D9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxC6D9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxC7D9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxC8D9
Pokémon OT End-of-Name.....	0150C9D9
Pokémon OT Character (not used).....	0100CAD9
Pokémon OT Character (not used).....	0100CBD9
Pokémon OT Character (not used).....	0100CCD9

#### **Fourth Pokémon**

Pokémon OT Character #1 .....	01xxCDD9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxCED9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxCFD9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxD0D9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxD1D9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxD2D9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxD3D9
Pokémon OT End-of-Name.....	0150D4D9
Pokémon OT Character (not used).....	0100D5D9
Pokémon OT Character (not used).....	0100D6D9
Pokémon OT Character (not used).....	0100D7D9

#### **Fifth Pokémon**

Pokémon OT Character #1 .....	01xxD8D9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxD9D9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxDAD9

Pokémon OT Character #4 (use 50 for end-of-name).....	01xxDBD9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxDCD9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxDDD9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxDED9
Pokémon OT End-of-Name.....	0150DFD9
Pokémon OT Character (not used).....	0100E0D9
Pokémon OT Character (not used).....	0100E1D9
Pokémon OT Character (not used).....	0100E2D9

#### Sixth Pokémon

Pokémon OT Character #1 .....	01xxE3D9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxE4D9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxE5D9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxE6D9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxE7D9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxE8D9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxE9D9
Pokémon OT End-of-Name.....	0150EAD9
Pokémon OT Character (not used).....	0100EBD9
Pokémon OT Character (not used).....	0100ECD9
Pokémon OT Character (not used).....	0100EDD9

### 8.1.4 Trainer's Team Nicknames

In addition to the Original Trainer, the game stores nicknames for the 6 Pokémon in the team. Each nickname can be up to 10 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

#### First Pokémon

Pokémon Nickname Character #1 .....	01xxEED9
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxEFD9
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxF0D9
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxF1D9
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxF2D9
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxF3D9
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxF4D9
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxF5D9
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxF6D9
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxF7D9
Pokémon Nickname End-of-Name.....	0150F8D9

#### Second Pokémon

Pokémon Nickname Character #1 .....	01xxF9D9
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxFAD9
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxFBD9
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxFCD9
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxFDD9
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxFED9
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxFFD9
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx00DA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx01DA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx02DA
Pokémon Nickname End-of-Name.....	015003DA

#### Third Pokémon

Pokémon Nickname Character #1 .....	01xx04DA
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx05DA
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx06DA
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx07DA
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx08DA
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx09DA

Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx0ADA
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx0BDA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx0CDA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx0DDA
Pokémon Nickname End-of-Name.....	01500EDA

#### **Fourth Pokémon**

Pokémon Nickname Character #1.....	01xx0FDA
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx10DA
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx11DA
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx12DA
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx13DA
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx14DA
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx15DA
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx16DA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx17DA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx18DA
Pokémon Nickname End-of-Name.....	015019DA

#### **Fifth Pokémon**

Pokémon Nickname Character #1.....	01xx1ADA
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx1BDA
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx1CDA
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx1DDA
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx1EDA
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx1FDA
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx20DA
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx21DA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx22DA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx23DA
Pokémon Nickname End-of-Name.....	015024DA

#### **Sixth Pokémon**

Pokémon Nickname Character #1.....	01xx25DA
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx26DA
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx27DA
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx28DA
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx29DA
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx2ADA
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx2BDA
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx2CDA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx2DDA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx2EDA
Pokémon Nickname End-of-Name.....	01502FDA

## **8.2 Battling Trainers/Gym Leaders**

In progress...

## **8.3 Item Balls**

In progress...



## **9.0 More Pokémon Yellow**

Pokémon Yellow, the third game in the Pokémon saga, contains a great deal of information which can be changed through the use of GameShark codes. This chapter picks up where the previous chapter on Pokémon Yellow left off. Even with the completion of this chapter there are still many more codes to be found by the more advanced GameShark user.

### **9.1 The Six Members of the Trainer's Team**

As mentioned before, a player's Pokémon team makes up the single largest block of data in the entire game. During encounters with other trainers, gym leaders, and opponents during game link the Pokémon game creates a data block for the opposing team similar to the player's team. The following four sections identify the four areas of information in this data block.

#### **9.1.1 Trainer's Team List**

A trainer's team begins with a list made up of 8 values used to identify the Pokémon in order of appearance. The first value identifies the number of Pokémon in the team. The next up to 6 values represent each of the Pokémon by number (see Appendix A). The last Pokémon in the team is always followed by the value FF. Here are the codes:

Number of Pokémon in Team (use 01 for minimum).....	01xx9BD8
First Pokémon in Team (use FF for end-of-list) .....	01xx9CD8
Second Pokémon in Team (use FF for end-of-list) .....	01xx9DD8
Third Pokémon in Team (use FF for end-of-list).....	01xx9ED8
Fourth Pokémon in Team (use FF for end-of-list) .....	01xx9FD8
Fifth Pokémon in Team (use FF for end-of-list).....	01xxA0D8
Sixth Pokémon in Team (use FF for end-of-list) .....	01xxA1D8
End-of-List.....	01FFA2D8

#### **9.1.2 Trainer's Team Information**

In a previous chapter, the player's Pokémon team information was broken down into several categories with some comments on how to use the codes for each one. Since the trainer's Pokémon team works just like the player's all the codes are grouped together by Pokémon in this section. Here are the codes:

##### **First Pokémon**

Pokémon Number.....	01xxA3D8
Pokémon HP Available Hi (use 00 for minimum).....	01xxA4D8
Pokémon HP Available Lo (use 01 for minimum) .....	01xxA5D8
Pokémon Status (use 01 to sleep).....	01xxA7D8
Pokémon Attack #1 (use 00 for none) .....	01xxABD8
Pokémon Attack #2 (use 00 for none) .....	01xxACD8
Pokémon Attack #3 (use 00 for none) .....	01xxADD8
Pokémon Attack #4 (use 00 for none) .....	01xxAED8
Pokémon OT Number Hi .....	01xxAFD8
Pokémon OT Number Lo .....	01xxB0D8
Pokémon Experience Points #3 .....	01xxB1D8
Pokémon Experience Points #2 .....	01xxB2D8
Pokémon Experience Points #1 .....	01xxB3D8
Pokémon HP Modifier Hi (use 00 for minimum).....	01xxB4D8
Pokémon HP Modifier Lo (use 00 for minimum) .....	01xxB5D8
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xxB6D8

Pokémon Attack Modifier Lo (use 00 for minimum)	01xxB7D8
Pokémon Defense Modifier Hi (use 00 for minimum)	01xxB8D8
Pokémon Defense Modifier Lo (use 00 for minimum)	01xxB9D8
Pokémon Speed Modifier Hi (use 00 for minimum)	01xxBAD8
Pokémon Speed Modifier Lo (use 00 for minimum)	01xxBBD8
Pokémon Special Modifier Hi (use 00 for minimum)	01xxBCD8
Pokémon Special Modifier Lo (use 00 for minimum)	01xxBDD8
Pokémon Genetics Hi (use 00 for minimum)	01xxBED8
Pokémon Genetics Lo (use 00 for minimum)	01xxBFD8
Pokémon Attack PP #1 (use 00 for minimum)	01xxC0D8
Pokémon Attack PP #2 (use 00 for minimum)	01xxC1D8
Pokémon Attack PP #3 (use 00 for minimum)	01xxC2D8
Pokémon Attack PP #4 (use 00 for minimum)	01xxC3D8
Pokémon Level (use 01 for minimum)	01xxC4D8
Pokémon HP Maximum Hi	01xxC5D8
Pokémon HP Maximum Lo	01xxC6D8
Pokémon Attack Hi (use 00 for minimum)	01xxC7D8
Pokémon Attack Lo (use 01 for minimum)	01xxC8D8
Pokémon Defense Hi (use 00 for minimum)	01xxC9D8
Pokémon Defense Lo (use 01 for minimum)	01xxCAD8
Pokémon Speed Hi (use 00 for minimum)	01xxCBD8
Pokémon Speed Lo (use 01 for minimum)	01xxCCD8
Pokémon Special Hi (use 00 for minimum)	01xxCDD8
Pokémon Special Lo (use 01 for minimum)	01xxCED8

#### Second Pokémon

Pokémon Number	01xxCFD8
Pokémon HP Available Hi (use 00 for minimum)	01xxD0D8
Pokémon HP Available Lo (use 01 for minimum)	01xxD1D8
Pokémon Status (use 01 to sleep)	01xxD3D8
Pokémon Attack #1 (use 00 for none)	01xxD7D8
Pokémon Attack #2 (use 00 for none)	01xxD8D8
Pokémon Attack #3 (use 00 for none)	01xxD9D8
Pokémon Attack #4 (use 00 for none)	01xxDAD8
Pokémon OT Number Hi	01xxDBD8
Pokémon OT Number Lo	01xxDCD8
Pokémon Experience Points #3	01xxDDD8
Pokémon Experience Points #2	01xxDED8
Pokémon Experience Points #1	01xxDFD8
Pokémon HP Modifier Hi (use 00 for minimum)	01xxE0D8
Pokémon HP Modifier Lo (use 00 for minimum)	01xxE1D8
Pokémon Attack Modifier Hi (use 00 for minimum)	01xxE2D8
Pokémon Attack Modifier Lo (use 00 for minimum)	01xxE3D8
Pokémon Defense Modifier Hi (use 00 for minimum)	01xxE4D8
Pokémon Defense Modifier Lo (use 00 for minimum)	01xxE5D8
Pokémon Speed Modifier Hi (use 00 for minimum)	01xxE6D8
Pokémon Speed Modifier Lo (use 00 for minimum)	01xxE7D8
Pokémon Special Modifier Hi (use 00 for minimum)	01xxE8D8
Pokémon Special Modifier Lo (use 00 for minimum)	01xxE9D8
Pokémon Genetics Hi (use 00 for minimum)	01xxEAD8
Pokémon Genetics Lo (use 00 for minimum)	01xxEBD8
Pokémon Attack PP #1 (use 00 for minimum)	01xxECD8
Pokémon Attack PP #2 (use 00 for minimum)	01xxEDD8
Pokémon Attack PP #3 (use 00 for minimum)	01xxEED8
Pokémon Attack PP #4 (use 00 for minimum)	01xxEFD8
Pokémon Level (use 01 for minimum)	01xxF0D8
Pokémon HP Maximum Hi	01xxF1D8
Pokémon HP Maximum Lo	01xxF2D8
Pokémon Attack Hi (use 00 for minimum)	01xxF3D8

Pokémon Attack Lo (use 01 for minimum).....	01xxF4D8
Pokémon Defense Hi (use 00 for minimum).....	01xxF5D8
Pokémon Defense Lo (use 01 for minimum).....	01xxF6D8
Pokémon Speed Hi (use 00 for minimum).....	01xxF7D8
Pokémon Speed Lo (use 01 for minimum).....	01xxF8D8
Pokémon Special Hi (use 00 for minimum).....	01xxF9D8
Pokémon Special Lo (use 01 for minimum).....	01xxFAD8

### Third Pokémon

Pokémon Number.....	01xxFBD8
Pokémon HP Available Hi (use 00 for minimum).....	01xxFCD8
Pokémon HP Available Lo (use 01 for minimum).....	01xxFDD8
Pokémon Status (use 01 to sleep).....	01xxFFD8
Pokémon Attack #1 (use 00 for none).....	01xx03D9
Pokémon Attack #2 (use 00 for none).....	01xx04D9
Pokémon Attack #3 (use 00 for none).....	01xx05D9
Pokémon Attack #4 (use 00 for none).....	01xx06D9
Pokémon OT Number Hi.....	01xx07D9
Pokémon OT Number Lo.....	01xx08D9
Pokémon Experience Points #3.....	01xx09D9
Pokémon Experience Points #2.....	01xx0AD9
Pokémon Experience Points #1.....	01xx0BD9
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx0CD9
Pokémon HP Modifier Lo (use 00 for minimum).....	01xx0DD9
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx0ED9
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx0FD9
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx10D9
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx11D9
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx12D9
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx13D9
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx14D9
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx15D9
Pokémon Genetics Hi (use 00 for minimum).....	01xx16D9
Pokémon Genetics Lo (use 00 for minimum).....	01xx17D9
Pokémon Attack PP #1 (use 00 for minimum).....	01xx18D9
Pokémon Attack PP #2 (use 00 for minimum).....	01xx19D9
Pokémon Attack PP #3 (use 00 for minimum).....	01xx1AD9
Pokémon Attack PP #4 (use 00 for minimum).....	01xx1BD9
Pokémon Level (use 01 for minimum).....	01xx1CD9
Pokémon HP Maximum Hi.....	01xx1DD9
Pokémon HP Maximum Lo.....	01xx1ED9
Pokémon Attack Hi (use 00 for minimum).....	01xx1FD9
Pokémon Attack Lo (use 01 for minimum).....	01xx20D9
Pokémon Defense Hi (use 00 for minimum).....	01xx21D9
Pokémon Defense Lo (use 01 for minimum).....	01xx22D9
Pokémon Speed Hi (use 00 for minimum).....	01xx23D9
Pokémon Speed Lo (use 01 for minimum).....	01xx24D9
Pokémon Special Hi (use 00 for minimum).....	01xx25D9
Pokémon Special Lo (use 01 for minimum).....	01xx26D9

### Fourth Pokémon

Pokémon Number.....	01xx27D9
Pokémon HP Available Hi (use 00 for minimum).....	01xx28D9
Pokémon HP Available Lo (use 01 for minimum).....	01xx29D9
Pokémon Status (use 01 to sleep).....	01xx2BD9
Pokémon Attack #1 (use 00 for none).....	01xx2FD9
Pokémon Attack #2 (use 00 for none).....	01xx30D9
Pokémon Attack #3 (use 00 for none).....	01xx31D9
Pokémon Attack #4 (use 00 for none).....	01xx32D9
Pokémon OT Number Hi.....	01xx33D9

Pokémon OT Number Lo .....	01xx34D9
Pokémon Experience Points #3 .....	01xx35D9
Pokémon Experience Points #2 .....	01xx36D9
Pokémon Experience Points #1 .....	01xx37D9
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx38D9
Pokémon HP Modifier Lo (use 00 for minimum).....	01xx39D9
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx3AD9
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx3BD9
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx3CD9
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx3DD9
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx3ED9
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx3FD9
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx40D9
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx41D9
Pokémon Genetics Hi (use 00 for minimum).....	01xx42D9
Pokémon Genetics Lo (use 00 for minimum).....	01xx43D9
Pokémon Attack PP #1 (use 00 for minimum).....	01xx44D9
Pokémon Attack PP #2 (use 00 for minimum).....	01xx45D9
Pokémon Attack PP #3 (use 00 for minimum).....	01xx46D9
Pokémon Attack PP #4 (use 00 for minimum).....	01xx47D9
Pokémon Level (use 01 for minimum).....	01xx48D9
Pokémon HP Maximum Hi .....	01xx49D9
Pokémon HP Maximum Lo.....	01xx4AD9
Pokémon Attack Hi (use 00 for minimum).....	01xx4BD9
Pokémon Attack Lo (use 01 for minimum).....	01xx4CD9
Pokémon Defense Hi (use 00 for minimum).....	01xx4DD9
Pokémon Defense Lo (use 01 for minimum).....	01xx4ED9
Pokémon Speed Hi (use 00 for minimum).....	01xx4FD9
Pokémon Speed Lo (use 01 for minimum).....	01xx50D9
Pokémon Special Hi (use 00 for minimum).....	01xx51D9
Pokémon Special Lo (use 01 for minimum).....	01xx52D9

#### Fifth Pokémon

Pokémon Number .....	01xx53D9
Pokémon HP Available Hi (use 00 for minimum).....	01xx54D9
Pokémon HP Available Lo (use 01 for minimum).....	01xx55D9
Pokémon Status (use 01 to sleep).....	01xx57D9
Pokémon Attack #1 (use 00 for none).....	01xx5BD9
Pokémon Attack #2 (use 00 for none).....	01xx5CD9
Pokémon Attack #3 (use 00 for none).....	01xx5DD9
Pokémon Attack #4 (use 00 for none).....	01xx5ED9
Pokémon OT Number Hi .....	01xx5FD9
Pokémon OT Number Lo .....	01xx60D9
Pokémon Experience Points #3 .....	01xx61D9
Pokémon Experience Points #2 .....	01xx62D9
Pokémon Experience Points #1 .....	01xx63D9
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx64D9
Pokémon HP Modifier Lo (use 00 for minimum).....	01xx65D9
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx66D9
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx67D9
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx68D9
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx69D9
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx6AD9
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx6BD9
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx6CD9
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx6DD9
Pokémon Genetics Hi (use 00 for minimum).....	01xx6ED9
Pokémon Genetics Lo (use 00 for minimum).....	01xx6FD9
Pokémon Attack PP #1 (use 00 for minimum).....	01xx70D9

Pokémon Attack PP #2 (use 00 for minimum)	01xx71D9
Pokémon Attack PP #3 (use 00 for minimum)	01xx72D9
Pokémon Attack PP #4 (use 00 for minimum)	01xx73D9
Pokémon Level (use 01 for minimum)	01xx74D9
Pokémon HP Maximum Hi	01xx75D9
Pokémon HP Maximum Lo	01xx76D9
Pokémon Attack Hi (use 00 for minimum)	01xx77D9
Pokémon Attack Lo (use 01 for minimum)	01xx78D9
Pokémon Defense Hi (use 00 for minimum)	01xx79D9
Pokémon Defense Lo (use 01 for minimum)	01xx7AD9
Pokémon Speed Hi (use 00 for minimum)	01xx7BD9
Pokémon Speed Lo (use 01 for minimum)	01xx7CD9
Pokémon Special Hi (use 00 for minimum)	01xx7DD9
Pokémon Special Lo (use 01 for minimum)	01xx7ED9

#### Sixth Pokémon

Pokémon Number	01xx7FD9
Pokémon HP Available Hi (use 00 for minimum)	01xx80D9
Pokémon HP Available Lo (use 01 for minimum)	01xx81D9
Pokémon Status (use 01 to sleep)	01xx83D9
Pokémon Attack #1 (use 00 for none)	01xx87D9
Pokémon Attack #2 (use 00 for none)	01xx88D9
Pokémon Attack #3 (use 00 for none)	01xx89D9
Pokémon Attack #4 (use 00 for none)	01xx8AD9
Pokémon OT Number Hi	01xx8BD9
Pokémon OT Number Lo	01xx8CD9
Pokémon Experience Points #3	01xx8DD9
Pokémon Experience Points #2	01xx8ED9
Pokémon Experience Points #1	01xx8FD9
Pokémon HP Modifier Hi (use 00 for minimum)	01xx90D9
Pokémon HP Modifier Lo (use 00 for minimum)	01xx91D9
Pokémon Attack Modifier Hi (use 00 for minimum)	01xx92D9
Pokémon Attack Modifier Lo (use 00 for minimum)	01xx93D9
Pokémon Defense Modifier Hi (use 00 for minimum)	01xx94D9
Pokémon Defense Modifier Lo (use 00 for minimum)	01xx95D9
Pokémon Speed Modifier Hi (use 00 for minimum)	01xx96D9
Pokémon Speed Modifier Lo (use 00 for minimum)	01xx97D9
Pokémon Special Modifier Hi (use 00 for minimum)	01xx98D9
Pokémon Special Modifier Lo (use 00 for minimum)	01xx99D9
Pokémon Genetics Hi (use 00 for minimum)	01xx9AD9
Pokémon Genetics Lo (use 00 for minimum)	01xx9BD9
Pokémon Attack PP #1 (use 00 for minimum)	01xx9CD9
Pokémon Attack PP #2 (use 00 for minimum)	01xx9DD9
Pokémon Attack PP #3 (use 00 for minimum)	01xx9ED9
Pokémon Attack PP #4 (use 00 for minimum)	01xx9FD9
Pokémon Level (use 01 for minimum)	01xxA0D9
Pokémon HP Maximum Hi	01xxA1D9
Pokémon HP Maximum Lo	01xxA2D9
Pokémon Attack Hi (use 00 for minimum)	01xxA3D9
Pokémon Attack Lo (use 01 for minimum)	01xxA4D9
Pokémon Defense Hi (use 00 for minimum)	01xxA5D9
Pokémon Defense Lo (use 01 for minimum)	01xxA6D9
Pokémon Speed Hi (use 00 for minimum)	01xxA7D9
Pokémon Speed Lo (use 01 for minimum)	01xxA8D9
Pokémon Special Hi (use 00 for minimum)	01xxA9D9
Pokémon Special Lo (use 01 for minimum)	01xxAAD9

### 9.1.3 Trainer's Team OT Names

When a trainer or gym leader is encountered in the game, the player's name is used as the Original Trainer for each of the six Pokémon. An opponent during game link will contain an actual Original Trainer name for each Pokémon. Here are the codes:

<b>First Pokémon</b>	
Pokémon OT Character #1 .....	01xxABD9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxACD9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxADD9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxAED9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxAFD9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxB0D9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxB1D9
Pokémon OT End-of-Name.....	0150B2D9
Pokémon OT Character (not used).....	0100B3D9
Pokémon OT Character (not used).....	0100B4D9
Pokémon OT Character (not used).....	0100B5D9
<b>Second Pokémon</b>	
Pokémon OT Character #1 .....	01xxB6D9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxB7D9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxB8D9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxB9D9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxBAD9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxBBD9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxBCD9
Pokémon OT End-of-Name.....	0150BDD9
Pokémon OT Character (not used).....	0100BED9
Pokémon OT Character (not used).....	0100BFD9
Pokémon OT Character (not used).....	0100C0D9
<b>Third Pokémon</b>	
Pokémon OT Character #1 .....	01xxC1D9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxC2D9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxC3D9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxC4D9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxC5D9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxC6D9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxC7D9
Pokémon OT End-of-Name.....	0150C8D9
Pokémon OT Character (not used).....	0100C9D9
Pokémon OT Character (not used).....	0100CAD9
Pokémon OT Character (not used).....	0100CBD9
<b>Fourth Pokémon</b>	
Pokémon OT Character #1 .....	01xxCCD9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxCDD9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxCED9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxCFD9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxD0D9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxD1D9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxD2D9
Pokémon OT End-of-Name.....	0150D3D9
Pokémon OT Character (not used).....	0100D4D9
Pokémon OT Character (not used).....	0100D5D9
Pokémon OT Character (not used).....	0100D6D9
<b>Fifth Pokémon</b>	
Pokémon OT Character #1 .....	01xxD7D9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxD8D9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxD9D9

Pokémon OT Character #4 (use 50 for end-of-name).....	01xxDAD9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxDBD9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxDCD9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxDDD9
Pokémon OT End-of-Name.....	0150DED9
Pokémon OT Character (not used).....	0100DFD9
Pokémon OT Character (not used).....	0100E0D9
Pokémon OT Character (not used).....	0100E1D9

#### **Sixth Pokémon**

Pokémon OT Character #1 .....	01xxE2D9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxE3D9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxE4D9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxE5D9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxE6D9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxE7D9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxE8D9
Pokémon OT End-of-Name.....	0150E9D9
Pokémon OT Character (not used).....	0100EAD9
Pokémon OT Character (not used).....	0100EBD9
Pokémon OT Character (not used).....	0100ECD9

### **9.1.4 Trainer's Team Nicknames**

In addition to the Original Trainer, the game stores nicknames for the 6 Pokémon in the team. Each nickname can be up to 10 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

#### **First Pokémon**

Pokémon Nickname Character #1 .....	01xxEDD9
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxEED9
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxEFD9
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxF0D9
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxF1D9
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxF2D9
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxF3D9
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxF4D9
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxF5D9
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxF6D9
Pokémon Nickname End-of-Name.....	0150F7D9

#### **Second Pokémon**

Pokémon Nickname Character #1 .....	01xxF8D9
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxF9D9
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxFAD9
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxFBD9
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxFCD9
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxFDD9
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxFED9
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxFFD9
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx00DA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx01DA
Pokémon Nickname End-of-Name.....	015002DA

#### **Third Pokémon**

Pokémon Nickname Character #1 .....	01xx03DA
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx04DA
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx05DA
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx06DA
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx07DA
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx08DA

Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx09DA
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx0ADA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx0BDA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx0CDA
Pokémon Nickname End-of-Name.....	01500DDA

#### **Fourth Pokémon**

Pokémon Nickname Character #1.....	01xx0EDA
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx0FDA
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx10DA
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx11DA
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx12DA
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx13DA
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx14DA
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx15DA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx16DA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx17DA
Pokémon Nickname End-of-Name.....	015018DA

#### **Fifth Pokémon**

Pokémon Nickname Character #1.....	01xx19DA
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx1ADA
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx1BDA
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx1CDA
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx1DDA
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx1EDA
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx1FDA
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx20DA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx21DA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx22DA
Pokémon Nickname End-of-Name.....	015023DA

#### **Sixth Pokémon**

Pokémon Nickname Character #1.....	01xx24DA
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx25DA
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx26DA
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx27DA
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx28DA
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx29DA
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx2ADA
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx2BDA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx2CDA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx2DDA
Pokémon Nickname End-of-Name.....	01502EDA

## **9.2 Battling Trainers/Gym Leaders**

In progress...

## **9.3 Item Balls**

In progress...



## **10.0 More Pokémon Gold/Silver**

Pokémon Gold/Silver, the fourth and fifth games in the Pokémon saga, contain a great deal of information which can be changed through the use of GameShark codes. This chapter picks up where the previous chapter on Pokémon Gold/Silver left off. Even with the completion of this chapter there are still many more codes to be found by the more advanced GameShark user.

### **10.1 The Six Members of the Trainer's Team**

As mentioned before, a player's Pokémon team makes up the single largest block of data in the entire game. During encounters with other trainers, gym leaders, and opponents during game link the Pokémon game creates a data block for the opposing team similar to the player's team. The following four sections identify the four areas of information in this data block.

#### **10.1.1 Trainer's Team List**

A trainer's team begins with a list made up of 8 values used to identify the Pokémon in order of appearance. The first value identifies the number of Pokémon in the team. The next up to 6 values represent each of the Pokémon by number (see Appendix A). The last Pokémon in the team is always followed by the value FF. Here are the codes:

Number of Pokémon in Team (use 01 for minimum).....	01xx55DD
First Pokémon in Team (use FF for end-of-list) .....	01xx56DD
Second Pokémon in Team (use FF for end-of-list) .....	01xx57DD
Third Pokémon in Team (use FF for end-of-list).....	01xx58DD
Fourth Pokémon in Team (use FF for end-of-list) .....	01xx59DD
Fifth Pokémon in Team (use FF for end-of-list).....	01xx5ADD
Sixth Pokémon in Team (use FF for end-of-list) .....	01xx5BDD
End-of-List.....	01FF5CDD

#### **10.1.2 Trainer's Team Information**

In a previous chapter, the player's Pokémon team information was broken down into several categories with some comments on how to use the codes for each one. Since the trainer's Pokémon team works just like the player's all the codes are grouped together by Pokémon in this section. Here are the codes:

##### **First Pokémon**

Pokémon Number .....	01xx5DDD
Pokémon Held Item .....	01xx5EDD
Pokémon Attack #1 (use 00 for none) .....	01xx5FDD
Pokémon Attack #2 (use 00 for none) .....	01xx60DD
Pokémon Attack #3 (use 00 for none) .....	01xx61DD
Pokémon Attack #4 (use 00 for none) .....	01xx62DD
Pokémon OT Number Hi .....	01xx63DD
Pokémon OT Number Lo .....	01xx64DD
Pokémon Experience Points #3 .....	01xx65DD
Pokémon Experience Points #2 .....	01xx66DD
Pokémon Experience Points #1 .....	01xx67DD
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx68DD
Pokémon HP Modifier Lo (use 00 for minimum) .....	01xx69DD
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx6ADD
Pokémon Attack Modifier Lo (use 00 for minimum) .....	01xx6BDD
Pokémon Defense Modifier Hi (use 00 for minimum) .....	01xx6CDD

Pokémon Defense Modifier Lo (use 00 for minimum)	01xx6DDD
Pokémon Speed Modifier Hi (use 00 for minimum)	01xx6EDD
Pokémon Speed Modifier Lo (use 00 for minimum)	01xx6FDD
Pokémon Special Modifier Hi (use 00 for minimum)	01xx70DD
Pokémon Special Modifier Lo (use 00 for minimum)	01xx71DD
Pokémon Genetics Hi (use 00 for minimum)	01xx72DD
Pokémon Genetics Lo (use 00 for minimum)	01xx73DD
Pokémon Attack PP #1 (use 00 for minimum)	01xx74DD
Pokémon Attack PP #2 (use 00 for minimum)	01xx75DD
Pokémon Attack PP #3 (use 00 for minimum)	01xx76DD
Pokémon Attack PP #4 (use 00 for minimum)	01xx77DD
Pokémon Loyalty (use 01 to minimum)	01xx78DD
Pokémon Health (use 01 for PokéRUS)	01xx79DD
Pokémon Level (use 01 for minimum)	01xx7CDD
Pokémon Status (use 01 to sleep)	01xx7DDD
Pokémon HP Available Hi (use 00 for minimum)	01xx7FDD
Pokémon HP Available Lo (use 01 for minimum)	01xx80DD
Pokémon HP Maximum Hi	01xx81DD
Pokémon HP Maximum Lo	01xx82DD
Pokémon Attack Hi (use 00 for minimum)	01xx83DD
Pokémon Attack Lo (use 01 for minimum)	01xx84DD
Pokémon Defense Hi (use 00 for minimum)	01xx85DD
Pokémon Defense Lo (use 01 for minimum)	01xx86DD
Pokémon Speed Hi (use 00 for minimum)	01xx87DD
Pokémon Speed Lo (use 01 for minimum)	01xx88DD
Pokémon Special Attack Hi (use 00 for minimum)	01xx89DD
Pokémon Special Attack Lo (use 01 for minimum)	01xx8ADD
Pokémon Special Defense Hi (use 00 for minimum)	01xx8BDD
Pokémon Special Defense Lo (use 01 for minimum)	01xx8CDD

### Second Pokémon

Pokémon Number	01xx8DDD
Pokémon Held Item	01xx8EDD
Pokémon Attack #1 (use 00 for none)	01xx8FDD
Pokémon Attack #2 (use 00 for none)	01xx90DD
Pokémon Attack #3 (use 00 for none)	01xx91DD
Pokémon Attack #4 (use 00 for none)	01xx92DD
Pokémon OT Number Hi	01xx93DD
Pokémon OT Number Lo	01xx94DD
Pokémon Experience Points #3	01xx95DD
Pokémon Experience Points #2	01xx96DD
Pokémon Experience Points #1	01xx97DD
Pokémon HP Modifier Hi (use 00 for minimum)	01xx98DD
Pokémon HP Modifier Lo (use 00 for minimum)	01xx99DD
Pokémon Attack Modifier Hi (use 00 for minimum)	01xx9ADD
Pokémon Attack Modifier Lo (use 00 for minimum)	01xx9BDD
Pokémon Defense Modifier Hi (use 00 for minimum)	01xx9CDD
Pokémon Defense Modifier Lo (use 00 for minimum)	01xx9DDD
Pokémon Speed Modifier Hi (use 00 for minimum)	01xx9EDD
Pokémon Speed Modifier Lo (use 00 for minimum)	01xx9FDD
Pokémon Special Modifier Hi (use 00 for minimum)	01xxA0DD
Pokémon Special Modifier Lo (use 00 for minimum)	01xxA1DD
Pokémon Genetics Hi (use 00 for minimum)	01xxA2DD
Pokémon Genetics Lo (use 00 for minimum)	01xxA3DD
Pokémon Attack PP #1 (use 00 for minimum)	01xxA4DD
Pokémon Attack PP #2 (use 00 for minimum)	01xxA5DD
Pokémon Attack PP #3 (use 00 for minimum)	01xxA6DD
Pokémon Attack PP #4 (use 00 for minimum)	01xxA7DD
Pokémon Loyalty (use 01 to minimum)	01xxA8DD

Pokémon Health (use 01 for PokéRUS) .....	01xxA9DD
Pokémon Level (use 01 for minimum) .....	01xxACDD
Pokémon Status (use 01 to sleep) .....	01xxADDD
Pokémon HP Available Hi (use 00 for minimum) .....	01xxAFDD
Pokémon HP Available Lo (use 01 for minimum) .....	01xxB0DD
Pokémon HP Maximum Hi .....	01xxB1DD
Pokémon HP Maximum Lo .....	01xxB2DD
Pokémon Attack Hi (use 00 for minimum) .....	01xxB3DD
Pokémon Attack Lo (use 01 for minimum) .....	01xxB4DD
Pokémon Defense Hi (use 00 for minimum) .....	01xxB5DD
Pokémon Defense Lo (use 01 for minimum) .....	01xxB6DD
Pokémon Speed Hi (use 00 for minimum) .....	01xxB7DD
Pokémon Speed Lo (use 01 for minimum) .....	01xxB8DD
Pokémon Special Attack Hi (use 00 for minimum) .....	01xxB9DD
Pokémon Special Attack Lo (use 01 for minimum) .....	01xxBADD
Pokémon Special Defense Hi (use 00 for minimum) .....	01xxBBDD
Pokémon Special Defense Lo (use 01 for minimum) .....	01xxBCDD

**Third Pokémon**

Pokémon Number .....	01xxBDDD
Pokémon Held Item .....	01xxBEDD
Pokémon Attack #1 (use 00 for none) .....	01xxBFDD
Pokémon Attack #2 (use 00 for none) .....	01xxC0DD
Pokémon Attack #3 (use 00 for none) .....	01xxC1DD
Pokémon Attack #4 (use 00 for none) .....	01xxC2DD
Pokémon OT Number Hi .....	01xxC3DD
Pokémon OT Number Lo .....	01xxC4DD
Pokémon Experience Points #3 .....	01xxC5DD
Pokémon Experience Points #2 .....	01xxC6DD
Pokémon Experience Points #1 .....	01xxC7DD
Pokémon HP Modifier Hi (use 00 for minimum) .....	01xxC8DD
Pokémon HP Modifier Lo (use 00 for minimum) .....	01xxC9DD
Pokémon Attack Modifier Hi (use 00 for minimum) .....	01xxCADD
Pokémon Attack Modifier Lo (use 00 for minimum) .....	01xxCBDD
Pokémon Defense Modifier Hi (use 00 for minimum) .....	01xxCCDD
Pokémon Defense Modifier Lo (use 00 for minimum) .....	01xxCDDDD
Pokémon Speed Modifier Hi (use 00 for minimum) .....	01xxCEDD
Pokémon Speed Modifier Lo (use 00 for minimum) .....	01xxCFDD
Pokémon Special Modifier Hi (use 00 for minimum) .....	01xxD0DD
Pokémon Special Modifier Lo (use 00 for minimum) .....	01xxD1DD
Pokémon Genetics Hi (use 00 for minimum) .....	01xxD2DD
Pokémon Genetics Lo (use 00 for minimum) .....	01xxD3DD
Pokémon Attack PP #1 (use 00 for minimum) .....	01xxD4DD
Pokémon Attack PP #2 (use 00 for minimum) .....	01xxD5DD
Pokémon Attack PP #3 (use 00 for minimum) .....	01xxD6DD
Pokémon Attack PP #4 (use 00 for minimum) .....	01xxD7DD
Pokémon Loyalty (use 01 to minimum) .....	01xxD8DD
Pokémon Health (use 01 for PokéRUS) .....	01xxD9DD
Pokémon Level (use 01 for minimum) .....	01xxDCDD
Pokémon Status (use 01 to sleep) .....	01xxDDDD
Pokémon HP Available Hi (use 00 for minimum) .....	01xxDFDD
Pokémon HP Available Lo (use 01 for minimum) .....	01xxE0DD
Pokémon HP Maximum Hi .....	01xxE1DD
Pokémon HP Maximum Lo .....	01xxE2DD
Pokémon Attack Hi (use 00 for minimum) .....	01xxE3DD
Pokémon Attack Lo (use 01 for minimum) .....	01xxE4DD
Pokémon Defense Hi (use 00 for minimum) .....	01xxE5DD
Pokémon Defense Lo (use 01 for minimum) .....	01xxE6DD
Pokémon Speed Hi (use 00 for minimum) .....	01xxE7DD

Pokémon Speed Lo (use 01 for minimum) .....	01xxE8DD
Pokémon Special Attack Hi (use 00 for minimum).....	01xxE9DD
Pokémon Special Attack Lo (use 01 for minimum).....	01xxEADD
Pokémon Special Defense Hi (use 00 for minimum).....	01xxEBDD
Pokémon Special Defense Lo (use 01 for minimum) .....	01xxECDD

#### Fourth Pokémon

Pokémon Number .....	01xxEDDD
Pokémon Held Item .....	01xxEEDD
Pokémon Attack #1 (use 00 for none) .....	01xxEFDD
Pokémon Attack #2 (use 00 for none).....	01xxF0DD
Pokémon Attack #3 (use 00 for none) .....	01xxF1DD
Pokémon Attack #4 (use 00 for none).....	01xxF2DD
Pokémon OT Number Hi .....	01xxF3DD
Pokémon OT Number Lo .....	01xxF4DD
Pokémon Experience Points #3 .....	01xxF5DD
Pokémon Experience Points #2 .....	01xxF6DD
Pokémon Experience Points #1 .....	01xxF7DD
Pokémon HP Modifier Hi (use 00 for minimum).....	01xxF8DD
Pokémon HP Modifier Lo (use 00 for minimum).....	01xxF9DD
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xxFADD
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xxFBDD
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xxFCDD
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xxFDDD
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xxFEDD
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xxFFDD
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx00DE
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx01DE
Pokémon Genetics Hi (use 00 for minimum).....	01xx02DE
Pokémon Genetics Lo (use 00 for minimum) .....	01xx03DE
Pokémon Attack PP #1 (use 00 for minimum).....	01xx04DE
Pokémon Attack PP #2 (use 00 for minimum).....	01xx05DE
Pokémon Attack PP #3 (use 00 for minimum).....	01xx06DE
Pokémon Attack PP #4 (use 00 for minimum).....	01xx07DE
Pokémon Loyalty (use 01 to minimum) .....	01xx08DE
Pokémon Health (use 01 for PokéRUS) .....	01xx09DE
Pokémon Level (use 01 for minimum) .....	01xx0CDE
Pokémon Status (use 01 to sleep).....	01xx0DDE
Pokémon HP Available Hi (use 00 for minimum).....	01xx0FDE
Pokémon HP Available Lo (use 01 for minimum).....	01xx10DE
Pokémon HP Maximum Hi .....	01xx11DE
Pokémon HP Maximum Lo.....	01xx12DE
Pokémon Attack Hi (use 00 for minimum).....	01xx13DE
Pokémon Attack Lo (use 01 for minimum).....	01xx14DE
Pokémon Defense Hi (use 00 for minimum).....	01xx15DE
Pokémon Defense Lo (use 01 for minimum) .....	01xx16DE
Pokémon Speed Hi (use 00 for minimum).....	01xx17DE
Pokémon Speed Lo (use 01 for minimum) .....	01xx18DE
Pokémon Special Attack Hi (use 00 for minimum).....	01xx19DE
Pokémon Special Attack Lo (use 01 for minimum).....	01xx1ADE
Pokémon Special Defense Hi (use 00 for minimum).....	01xx1BDE
Pokémon Special Defense Lo (use 01 for minimum).....	01xx1CDE

#### Fifth Pokémon

Pokémon Number .....	01xx1DDE
Pokémon Held Item .....	01xx1EDE
Pokémon Attack #1 (use 00 for none) .....	01xx1FDE
Pokémon Attack #2 (use 00 for none).....	01xx20DE
Pokémon Attack #3 (use 00 for none) .....	01xx21DE
Pokémon Attack #4 (use 00 for none).....	01xx22DE

Pokémon OT Number Hi .....	01xx23DE
Pokémon OT Number Lo .....	01xx24DE
Pokémon Experience Points #3 .....	01xx25DE
Pokémon Experience Points #2 .....	01xx26DE
Pokémon Experience Points #1 .....	01xx27DE
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx28DE
Pokémon HP Modifier Lo (use 00 for minimum).....	01xx29DE
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx2ADE
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx2BDE
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx2CDE
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx2DDE
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx2EDE
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx2FDE
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx30DE
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx31DE
Pokémon Genetics Hi (use 00 for minimum).....	01xx32DE
Pokémon Genetics Lo (use 00 for minimum).....	01xx33DE
Pokémon Attack PP #1 (use 00 for minimum).....	01xx34DE
Pokémon Attack PP #2 (use 00 for minimum).....	01xx35DE
Pokémon Attack PP #3 (use 00 for minimum).....	01xx36DE
Pokémon Attack PP #4 (use 00 for minimum).....	01xx37DE
Pokémon Loyalty (use 01 to minimum).....	01xx38DE
Pokémon Health (use 01 for PokéRUS).....	01xx39DE
Pokémon Level (use 01 for minimum).....	01xx3CDE
Pokémon Status (use 01 to sleep).....	01xx3DDE
Pokémon HP Available Hi (use 00 for minimum).....	01xx3FDE
Pokémon HP Available Lo (use 01 for minimum).....	01xx40DE
Pokémon HP Maximum Hi .....	01xx41DE
Pokémon HP Maximum Lo.....	01xx42DE
Pokémon Attack Hi (use 00 for minimum).....	01xx43DE
Pokémon Attack Lo (use 01 for minimum).....	01xx44DE
Pokémon Defense Hi (use 00 for minimum).....	01xx45DE
Pokémon Defense Lo (use 01 for minimum).....	01xx46DE
Pokémon Speed Hi (use 00 for minimum).....	01xx47DE
Pokémon Speed Lo (use 01 for minimum).....	01xx48DE
Pokémon Special Attack Hi (use 00 for minimum).....	01xx49DE
Pokémon Special Attack Lo (use 01 for minimum).....	01xx4ADE
Pokémon Special Defense Hi (use 00 for minimum).....	01xx4BDE
Pokémon Special Defense Lo (use 01 for minimum).....	01xx4CDE

#### Sixth Pokémon

Pokémon Number .....	01xx4DDE
Pokémon Held Item .....	01xx4EDE
Pokémon Attack #1 (use 00 for none).....	01xx4FDE
Pokémon Attack #2 (use 00 for none).....	01xx50DE
Pokémon Attack #3 (use 00 for none).....	01xx51DE
Pokémon Attack #4 (use 00 for none).....	01xx52DE
Pokémon OT Number Hi .....	01xx53DE
Pokémon OT Number Lo .....	01xx54DE
Pokémon Experience Points #3 .....	01xx55DE
Pokémon Experience Points #2 .....	01xx56DE
Pokémon Experience Points #1 .....	01xx57DE
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx58DE
Pokémon HP Modifier Lo (use 00 for minimum).....	01xx59DE
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx5ADE
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx5BDE
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx5CDE
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx5DDE
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx5EDE

Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx5FDE
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx60DE
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx61DE
Pokémon Genetics Hi (use 00 for minimum).....	01xx62DE
Pokémon Genetics Lo (use 00 for minimum).....	01xx63DE
Pokémon Attack PP #1 (use 00 for minimum).....	01xx64DE
Pokémon Attack PP #2 (use 00 for minimum).....	01xx65DE
Pokémon Attack PP #3 (use 00 for minimum).....	01xx66DE
Pokémon Attack PP #4 (use 00 for minimum).....	01xx67DE
Pokémon Loyalty (use 01 to minimum).....	01xx68DE
Pokémon Health (use 01 for PokéRUS).....	01xx69DE
Pokémon Level (use 01 for minimum).....	01xx6CDE
Pokémon Status (use 01 to sleep).....	01xx6DDE
Pokémon HP Available Hi (use 00 for minimum).....	01xx6FDE
Pokémon HP Available Lo (use 01 for minimum).....	01xx70DE
Pokémon HP Maximum Hi.....	01xx71DE
Pokémon HP Maximum Lo.....	01xx72DE
Pokémon Attack Hi (use 00 for minimum).....	01xx73DE
Pokémon Attack Lo (use 01 for minimum).....	01xx74DE
Pokémon Defense Hi (use 00 for minimum).....	01xx75DE
Pokémon Defense Lo (use 01 for minimum).....	01xx76DE
Pokémon Speed Hi (use 00 for minimum).....	01xx77DE
Pokémon Speed Lo (use 01 for minimum).....	01xx78DE
Pokémon Special Attack Hi (use 00 for minimum).....	01xx79DE
Pokémon Special Attack Lo (use 01 for minimum).....	01xx7ADE
Pokémon Special Defense Hi (use 00 for minimum).....	01xx7BDE
Pokémon Special Defense Lo (use 01 for minimum).....	01xx7CDE

### **10.1.3 Trainer's Team OT Names**

When a trainer or gym leader is encountered in the game, the player's name is used as the Original Trainer for each of the six Pokémon. An opponent during game link will contain an actual Original Trainer name for each Pokémon. Here are the codes:

#### **First Pokémon**

Pokémon OT Character #1.....	01xx7DDE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx7EDE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx7FDE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx80DE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx81DE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx82DE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx83DE
Pokémon OT End-of-Name.....	015084DE
Pokémon OT Character (not used).....	010085DE
Pokémon OT Character (not used).....	010086DE
Pokémon OT Character (not used).....	010087DE

#### **Second Pokémon**

Pokémon OT Character #1.....	01xx88DE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx89DE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx8ADE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx8BDE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx8CDE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx8DE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx8EDE
Pokémon OT End-of-Name.....	01508FDE
Pokémon OT Character (not used).....	010090DE
Pokémon OT Character (not used).....	010091DE
Pokémon OT Character (not used).....	010092DE

**Third Pokémon**

Pokémon OT Character #1 .....	01xx93DE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx94DE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx95DE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx96DE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx97DE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx98DE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx99DE
Pokémon OT End-of-Name.....	01509ADE
Pokémon OT Character (not used).....	01009BDE
Pokémon OT Character (not used).....	01009CDE
Pokémon OT Character (not used).....	01009DDE

**Fourth Pokémon**

Pokémon OT Character #1 .....	01xx9EDE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx9FDE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxA0DE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxA1DE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxA2DE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxA3DE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxA4DE
Pokémon OT End-of-Name.....	0150A5DE
Pokémon OT Character (not used).....	0100A6DE
Pokémon OT Character (not used).....	0100A7DE
Pokémon OT Character (not used).....	0100A8DE

**Fifth Pokémon**

Pokémon OT Character #1 .....	01xxA9DE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxAADE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxABDE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxACDE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxADDE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxAEDE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxAFDE
Pokémon OT End-of-Name.....	0150B0DE
Pokémon OT Character (not used).....	0100B1DE
Pokémon OT Character (not used).....	0100B2DE
Pokémon OT Character (not used).....	0100B3DE

**Sixth Pokémon**

Pokémon OT Character #1 .....	01xxB4DE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxB5DE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxB6DE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxB7DE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxB8DE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxB9DE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxBADE
Pokémon OT End-of-Name.....	0150BBDE
Pokémon OT Character (not used).....	0100BCDE
Pokémon OT Character (not used).....	0100BDDE
Pokémon OT Character (not used).....	0100BEDE

**10.1.4 Trainer's Team Nicknames**

In addition to the Original Trainer, the game stores nicknames for the 6 Pokémon in the team. Each nickname can be up to 10 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

**First Pokémon**

Pokémon Nickname Character #1 .....	01xxBFDE
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxC0DE





### Sixth Pokémon

Pokémon Nickname Character #1 .....	01xxF6DE
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxF7DE
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxF8DE
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxF9DE
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxFADE
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxFBDE
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxFCDE
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxFDDE
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxFEDE
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxFFDE
Pokémon Nickname End-of-Name.....	015000DF

## 10.2 Battling Trainers/Gym Leaders

In progress...

## 10.3 Item Balls

In progress...

## 10.4 Room Decorations

The PC found in the player's bedroom contains an entry for decorations that can be placed around the room. There are 45 items in all (see Appendix G) which can be stored in this new entry. Like the PokéDEX, up to 8 items can be stored in a single value using 0 (unavailable) or 1 (available). Put all decorations in the PC before using these codes to prevent glitches in the game. Here are the codes:

Room Decorations Slot #1 (use F0 for ALL) .....	01xx0BD8
Room Decorations Slot #2 (use FF for ALL) .....	01xx0CD8
Room Decorations Slot #3 (use FF for ALL) .....	01xx0DD8
Room Decorations Slot #4 (use FF for ALL) .....	01xx0ED8
Room Decorations Slot #5 (use FF for ALL) .....	01xx0FD8
Room Decorations Slot #6 (use FF for ALL) .....	01xx10D8
Room Decorations Slot #7 (use 03 for ALL) .....	01xx11D8

## 10.5 Real Time Clock

An important addition to the new series of Pokémon games is a real time clock which can be found in the PokéGEAR. This clock provides both the time and the weekday. There are three values used in making adjustments (see Appendix H) to match the actual time and weekday. Here are the codes:

Real Time Adjust Day.....	01xxDCD1
Real Time Adjust Hour .....	01xxDDD1
Real Time Adjust Minute.....	01xxDED1

## **11.0 More Pokémon Crystal**

Pokémon Crystal, the sixth game in the Pokémon saga, contains a great deal of information which can be changed through the use of GameShark codes. This chapter picks up where the previous chapter on Pokémon Crystal left off. Even with the completion of this chapter there are still many more codes to be found by the more advanced GameShark user.

### **11.1 The Six Members of the Trainer's Team**

As mentioned before, a player's Pokémon team makes up the single largest block of data in the entire game. During encounters with other trainers, gym leaders, and opponents during game link the Pokémon game creates a data block for the opposing team similar to the player's team. The following four sections identify the four areas of information in this data block.

#### **11.1.1 Trainer's Team List**

A trainer's team begins with a list made up of 8 values used to identify the Pokémon in order of appearance. The first value identifies the number of Pokémon in the team. The next up to 6 values represent each of the Pokémon by number (see Appendix A). The last Pokémon in the team is always followed by the value FF. Here are the codes:

Number of Pokémon in Team (use 01 for minimum).....	01xx80D2
First Pokémon in Team (use FF for end-of-list) .....	01xx81D2
Second Pokémon in Team (use FF for end-of-list) .....	01xx82D2
Third Pokémon in Team (use FF for end-of-list).....	01xx83D2
Fourth Pokémon in Team (use FF for end-of-list) .....	01xx84D2
Fifth Pokémon in Team (use FF for end-of-list).....	01xx85D2
Sixth Pokémon in Team (use FF for end-of-list) .....	01xx86D2
End-of-List.....	01FF87D2

#### **11.1.2 Trainer's Team Information**

In a previous chapter, the player's Pokémon team information was broken down into several categories with some comments on how to use the codes for each one. Since the trainer's Pokémon team works just like the player's all the codes are grouped together by Pokémon in this section. Here are the codes:

<b>First Pokémon</b>	
Pokémon Number .....	01xx88D2
Pokémon Held Item .....	01xx89D2
Pokémon Attack #1 (use 00 for none) .....	01xx8AD2
Pokémon Attack #2 (use 00 for none) .....	01xx8BD2
Pokémon Attack #3 (use 00 for none) .....	01xx8CD2
Pokémon Attack #4 (use 00 for none) .....	01xx8DD2
Pokémon OT Number Hi .....	01xx8ED2
Pokémon OT Number Lo .....	01xx8FD2
Pokémon Experience Points #3 .....	01xx90D2
Pokémon Experience Points #2 .....	01xx91D2
Pokémon Experience Points #1 .....	01xx92D2
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx93D2
Pokémon HP Modifier Lo (use 00 for minimum) .....	01xx94D2
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx95D2
Pokémon Attack Modifier Lo (use 00 for minimum) .....	01xx96D2
Pokémon Defense Modifier Hi (use 00 for minimum) .....	01xx97D2

Pokémon Defense Modifier Lo (use 00 for minimum)	01xx98D2
Pokémon Speed Modifier Hi (use 00 for minimum)	01xx99D2
Pokémon Speed Modifier Lo (use 00 for minimum)	01xx9AD2
Pokémon Special Modifier Hi (use 00 for minimum)	01xx9BD2
Pokémon Special Modifier Lo (use 00 for minimum)	01xx9CD2
Pokémon Genetics Hi (use 00 for minimum)	01xx9DD2
Pokémon Genetics Lo (use 00 for minimum)	01xx9ED2
Pokémon Attack PP #1 (use 00 for minimum)	01xx9FD2
Pokémon Attack PP #2 (use 00 for minimum)	01xxA0D2
Pokémon Attack PP #3 (use 00 for minimum)	01xxA1D2
Pokémon Attack PP #4 (use 00 for minimum)	01xxA2D2
Pokémon Loyalty (use 01 to minimum)	01xxA3D2
Pokémon Health (use 01 for PokéRUS)	01xxA4D2
Pokémon Level (use 01 for minimum)	01xxA7D2
Pokémon Status (use 01 to sleep)	01xxA8D2
Pokémon HP Available Hi (use 00 for minimum)	01xxAAD2
Pokémon HP Available Lo (use 01 for minimum)	01xxABD2
Pokémon HP Maximum Hi	01xxACD2
Pokémon HP Maximum Lo	01xxADD2
Pokémon Attack Hi (use 00 for minimum)	01xxAED2
Pokémon Attack Lo (use 01 for minimum)	01xxAFD2
Pokémon Defense Hi (use 00 for minimum)	01xxB0D2
Pokémon Defense Lo (use 01 for minimum)	01xxB1D2
Pokémon Speed Hi (use 00 for minimum)	01xxB2D2
Pokémon Speed Lo (use 01 for minimum)	01xxB3D2
Pokémon Special Attack Hi (use 00 for minimum)	01xxB4D2
Pokémon Special Attack Lo (use 01 for minimum)	01xxB5D2
Pokémon Special Defense Hi (use 00 for minimum)	01xxB6D2
Pokémon Special Defense Lo (use 01 for minimum)	01xxB7D2
<b>Second Pokémon</b>	
Pokémon Number	01xxB8D2
Pokémon Held Item	01xxB9D2
Pokémon Attack #1 (use 00 for none)	01xxBAD2
Pokémon Attack #2 (use 00 for none)	01xxBBD2
Pokémon Attack #3 (use 00 for none)	01xxBCD2
Pokémon Attack #4 (use 00 for none)	01xxBDD2
Pokémon OT Number Hi	01xxBED2
Pokémon OT Number Lo	01xxBFD2
Pokémon Experience Points #3	01xxC0D2
Pokémon Experience Points #2	01xxC1D2
Pokémon Experience Points #1	01xxC2D2
Pokémon HP Modifier Hi (use 00 for minimum)	01xxC3D2
Pokémon HP Modifier Lo (use 00 for minimum)	01xxC4D2
Pokémon Attack Modifier Hi (use 00 for minimum)	01xxC5D2
Pokémon Attack Modifier Lo (use 00 for minimum)	01xxC6D2
Pokémon Defense Modifier Hi (use 00 for minimum)	01xxC7D2
Pokémon Defense Modifier Lo (use 00 for minimum)	01xxC8D2
Pokémon Speed Modifier Hi (use 00 for minimum)	01xxC9D2
Pokémon Speed Modifier Lo (use 00 for minimum)	01xxCAD2
Pokémon Special Modifier Hi (use 00 for minimum)	01xxCBD2
Pokémon Special Modifier Lo (use 00 for minimum)	01xxCCD2
Pokémon Genetics Hi (use 00 for minimum)	01xxCDD2
Pokémon Genetics Lo (use 00 for minimum)	01xxCED2
Pokémon Attack PP #1 (use 00 for minimum)	01xxCFD2
Pokémon Attack PP #2 (use 00 for minimum)	01xxD0D2
Pokémon Attack PP #3 (use 00 for minimum)	01xxD1D2
Pokémon Attack PP #4 (use 00 for minimum)	01xxD2D2
Pokémon Loyalty (use 01 to minimum)	01xxD3D2

Pokémon Health (use 01 for PokéRUS) .....	01xxD4D2
Pokémon Level (use 01 for minimum) .....	01xxD7D2
Pokémon Status (use 01 to sleep).....	01xxD8D2
Pokémon HP Available Hi (use 00 for minimum).....	01xxDAD2
Pokémon HP Available Lo (use 01 for minimum) .....	01xxDBD2
Pokémon HP Maximum Hi .....	01xxDCD2
Pokémon HP Maximum Lo.....	01xxDDD2
Pokémon Attack Hi (use 00 for minimum).....	01xxDED2
Pokémon Attack Lo (use 01 for minimum).....	01xxDFD2
Pokémon Defense Hi (use 00 for minimum).....	01xxE0D2
Pokémon Defense Lo (use 01 for minimum) .....	01xxE1D2
Pokémon Speed Hi (use 00 for minimum).....	01xxE2D2
Pokémon Speed Lo (use 01 for minimum) .....	01xxE3D2
Pokémon Special Attack Hi (use 00 for minimum).....	01xxE4D2
Pokémon Special Attack Lo (use 01 for minimum).....	01xxE5D2
Pokémon Special Defense Hi (use 00 for minimum).....	01xxE6D2
Pokémon Special Defense Lo (use 01 for minimum) .....	01xxE7D2

### Third Pokémon

Pokémon Number .....	01xxE8D2
Pokémon Held Item .....	01xxE9D2
Pokémon Attack #1 (use 00 for none) .....	01xxEAD2
Pokémon Attack #2 (use 00 for none) .....	01xxEBD2
Pokémon Attack #3 (use 00 for none) .....	01xxECD2
Pokémon Attack #4 (use 00 for none) .....	01xxEDD2
Pokémon OT Number Hi .....	01xxEED2
Pokémon OT Number Lo .....	01xxEFD2
Pokémon Experience Points #3 .....	01xxF0D2
Pokémon Experience Points #2 .....	01xxF1D2
Pokémon Experience Points #1 .....	01xxF2D2
Pokémon HP Modifier Hi (use 00 for minimum).....	01xxF3D2
Pokémon HP Modifier Lo (use 00 for minimum) .....	01xxF4D2
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xxF5D2
Pokémon Attack Modifier Lo (use 00 for minimum) .....	01xxF6D2
Pokémon Defense Modifier Hi (use 00 for minimum) .....	01xxF7D2
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xxF8D2
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xxF9D2
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xxFAD2
Pokémon Special Modifier Hi (use 00 for minimum).....	01xxFBD2
Pokémon Special Modifier Lo (use 00 for minimum) .....	01xxFCD2
Pokémon Genetics Hi (use 00 for minimum).....	01xxFDD2
Pokémon Genetics Lo (use 00 for minimum) .....	01xxFED2
Pokémon Attack PP #1 (use 00 for minimum).....	01xxFFD2
Pokémon Attack PP #2 (use 00 for minimum).....	01xx00D3
Pokémon Attack PP #3 (use 00 for minimum).....	01xx01D3
Pokémon Attack PP #4 (use 00 for minimum).....	01xx02D3
Pokémon Loyalty (use 01 to minimum) .....	01xx03D3
Pokémon Health (use 01 for PokéRUS) .....	01xx04D3
Pokémon Level (use 01 for minimum) .....	01xx07D3
Pokémon Status (use 01 to sleep).....	01xx08D3
Pokémon HP Available Hi (use 00 for minimum).....	01xx0AD3
Pokémon HP Available Lo (use 01 for minimum) .....	01xx0BD3
Pokémon HP Maximum Hi .....	01xx0CD3
Pokémon HP Maximum Lo.....	01xx0DD3
Pokémon Attack Hi (use 00 for minimum).....	01xx0ED3
Pokémon Attack Lo (use 01 for minimum).....	01xx0FD3
Pokémon Defense Hi (use 00 for minimum).....	01xx10D3
Pokémon Defense Lo (use 01 for minimum) .....	01xx11D3
Pokémon Speed Hi (use 00 for minimum).....	01xx12D3

Pokémon Speed Lo (use 01 for minimum) .....	01xx13D3
Pokémon Special Attack Hi (use 00 for minimum).....	01xx14D3
Pokémon Special Attack Lo (use 01 for minimum).....	01xx15D3
Pokémon Special Defense Hi (use 00 for minimum).....	01xx16D3
Pokémon Special Defense Lo (use 01 for minimum) .....	01xx17D3

#### Fourth Pokémon

Pokémon Number .....	01xx18D3
Pokémon Held Item .....	01xx19D3
Pokémon Attack #1 (use 00 for none) .....	01xx1AD3
Pokémon Attack #2 (use 00 for none).....	01xx1BD3
Pokémon Attack #3 (use 00 for none) .....	01xx1CD3
Pokémon Attack #4 (use 00 for none).....	01xx1DD3
Pokémon OT Number Hi .....	01xx1ED3
Pokémon OT Number Lo .....	01xx1FD3
Pokémon Experience Points #3 .....	01xx20D3
Pokémon Experience Points #2 .....	01xx21D3
Pokémon Experience Points #1 .....	01xx22D3
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx23D3
Pokémon HP Modifier Lo (use 00 for minimum) .....	01xx24D3
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx25D3
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx26D3
Pokémon Defense Modifier Hi (use 00 for minimum) .....	01xx27D3
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx28D3
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx29D3
Pokémon Speed Modifier Lo (use 00 for minimum) .....	01xx2AD3
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx2BD3
Pokémon Special Modifier Lo (use 00 for minimum) .....	01xx2CD3
Pokémon Genetics Hi (use 00 for minimum).....	01xx2DD3
Pokémon Genetics Lo (use 00 for minimum) .....	01xx2ED3
Pokémon Attack PP #1 (use 00 for minimum).....	01xx2FD3
Pokémon Attack PP #2 (use 00 for minimum).....	01xx30D3
Pokémon Attack PP #3 (use 00 for minimum).....	01xx31D3
Pokémon Attack PP #4 (use 00 for minimum).....	01xx32D3
Pokémon Loyalty (use 01 to minimum) .....	01xx33D3
Pokémon Health (use 01 for PokéRUS) .....	01xx34D3
Pokémon Level (use 01 for minimum) .....	01xx37D3
Pokémon Status (use 01 to sleep).....	01xx38D3
Pokémon HP Available Hi (use 00 for minimum).....	01xx3AD3
Pokémon HP Available Lo (use 01 for minimum) .....	01xx3BD3
Pokémon HP Maximum Hi .....	01xx3CD3
Pokémon HP Maximum Lo.....	01xx3DD3
Pokémon Attack Hi (use 00 for minimum).....	01xx3ED3
Pokémon Attack Lo (use 01 for minimum).....	01xx3FD3
Pokémon Defense Hi (use 00 for minimum).....	01xx40D3
Pokémon Defense Lo (use 01 for minimum) .....	01xx41D3
Pokémon Speed Hi (use 00 for minimum).....	01xx42D3
Pokémon Speed Lo (use 01 for minimum) .....	01xx43D3
Pokémon Special Attack Hi (use 00 for minimum).....	01xx44D3
Pokémon Special Attack Lo (use 01 for minimum).....	01xx45D3
Pokémon Special Defense Hi (use 00 for minimum).....	01xx46D3
Pokémon Special Defense Lo (use 01 for minimum) .....	01xx47D3

#### Fifth Pokémon

Pokémon Number .....	01xx48D3
Pokémon Held Item .....	01xx49D3
Pokémon Attack #1 (use 00 for none) .....	01xx4AD3
Pokémon Attack #2 (use 00 for none).....	01xx4BD3
Pokémon Attack #3 (use 00 for none) .....	01xx4CD3
Pokémon Attack #4 (use 00 for none).....	01xx4DD3

Pokémon OT Number Hi .....	01xx4ED3
Pokémon OT Number Lo .....	01xx4FD3
Pokémon Experience Points #3 .....	01xx50D3
Pokémon Experience Points #2 .....	01xx51D3
Pokémon Experience Points #1 .....	01xx52D3
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx53D3
Pokémon HP Modifier Lo (use 00 for minimum).....	01xx54D3
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx55D3
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx56D3
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx57D3
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx58D3
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx59D3
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx5AD3
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx5BD3
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx5CD3
Pokémon Genetics Hi (use 00 for minimum).....	01xx5DD3
Pokémon Genetics Lo (use 00 for minimum).....	01xx5ED3
Pokémon Attack PP #1 (use 00 for minimum).....	01xx5FD3
Pokémon Attack PP #2 (use 00 for minimum).....	01xx60D3
Pokémon Attack PP #3 (use 00 for minimum).....	01xx61D3
Pokémon Attack PP #4 (use 00 for minimum).....	01xx62D3
Pokémon Loyalty (use 01 to minimum).....	01xx63D3
Pokémon Health (use 01 for PokéRUS).....	01xx64D3
Pokémon Level (use 01 for minimum).....	01xx67D3
Pokémon Status (use 01 to sleep).....	01xx68D3
Pokémon HP Available Hi (use 00 for minimum).....	01xx6AD3
Pokémon HP Available Lo (use 01 for minimum).....	01xx6BD3
Pokémon HP Maximum Hi .....	01xx6CD3
Pokémon HP Maximum Lo.....	01xx6DD3
Pokémon Attack Hi (use 00 for minimum).....	01xx6ED3
Pokémon Attack Lo (use 01 for minimum).....	01xx6FD3
Pokémon Defense Hi (use 00 for minimum).....	01xx70D3
Pokémon Defense Lo (use 01 for minimum).....	01xx71D3
Pokémon Speed Hi (use 00 for minimum).....	01xx72D3
Pokémon Speed Lo (use 01 for minimum).....	01xx73D3
Pokémon Special Attack Hi (use 00 for minimum).....	01xx74D3
Pokémon Special Attack Lo (use 01 for minimum).....	01xx75D3
Pokémon Special Defense Hi (use 00 for minimum).....	01xx76D3
Pokémon Special Defense Lo (use 01 for minimum).....	01xx77D3
<b>Sixth Pokémon</b>	
Pokémon Number .....	01xx78D3
Pokémon Held Item .....	01xx79D3
Pokémon Attack #1 (use 00 for none).....	01xx7AD3
Pokémon Attack #2 (use 00 for none).....	01xx7BD3
Pokémon Attack #3 (use 00 for none).....	01xx7CD3
Pokémon Attack #4 (use 00 for none).....	01xx7DD3
Pokémon OT Number Hi .....	01xx7ED3
Pokémon OT Number Lo .....	01xx7FD3
Pokémon Experience Points #3 .....	01xx80D3
Pokémon Experience Points #2 .....	01xx81D3
Pokémon Experience Points #1 .....	01xx82D3
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx83D3
Pokémon HP Modifier Lo (use 00 for minimum).....	01xx84D3
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx85D3
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx86D3
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx87D3
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx88D3
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx89D3

Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx8AD3
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx8BD3
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx8CD3
Pokémon Genetics Hi (use 00 for minimum).....	01xx8DD3
Pokémon Genetics Lo (use 00 for minimum).....	01xx8ED3
Pokémon Attack PP #1 (use 00 for minimum).....	01xx8FD3
Pokémon Attack PP #2 (use 00 for minimum).....	01xx90D3
Pokémon Attack PP #3 (use 00 for minimum).....	01xx91D3
Pokémon Attack PP #4 (use 00 for minimum).....	01xx92D3
Pokémon Loyalty (use 01 to minimum).....	01xx93D3
Pokémon Health (use 01 for PokéRUS).....	01xx94D3
Pokémon Level (use 01 for minimum).....	01xx97D3
Pokémon Status (use 01 to sleep).....	01xx98D3
Pokémon HP Available Hi (use 00 for minimum).....	01xx9AD3
Pokémon HP Available Lo (use 01 for minimum).....	01xx9BD3
Pokémon HP Maximum Hi.....	01xx9CD3
Pokémon HP Maximum Lo.....	01xx9DD3
Pokémon Attack Hi (use 00 for minimum).....	01xx9ED3
Pokémon Attack Lo (use 01 for minimum).....	01xx9FD3
Pokémon Defense Hi (use 00 for minimum).....	01xxA0D3
Pokémon Defense Lo (use 01 for minimum).....	01xxA1D3
Pokémon Speed Hi (use 00 for minimum).....	01xxA2D3
Pokémon Speed Lo (use 01 for minimum).....	01xxA3D3
Pokémon Special Attack Hi (use 00 for minimum).....	01xxA4D3
Pokémon Special Attack Lo (use 01 for minimum).....	01xxA5D3
Pokémon Special Defense Hi (use 00 for minimum).....	01xxA6D3
Pokémon Special Defense Lo (use 01 for minimum).....	01xxA7D3

### **11.1.3 Trainer's Team OT Names**

When a trainer or gym leader is encountered in the game, the player's name is used as the Original Trainer for each of the six Pokémon. An opponent during game link will contain an actual Original Trainer name for each Pokémon. Here are the codes:

#### **First Pokémon**

Pokémon OT Character #1.....	01xxA8D3
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxA9D3
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxAAD3
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxABD3
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxACD3
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxADD3
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxAED3
Pokémon OT End-of-Name.....	0150AFD3
Pokémon OT Character (not used).....	0100B0D3
Pokémon OT Character (not used).....	0100B1D3
Pokémon OT Character (not used).....	0100B2D3

#### **Second Pokémon**

Pokémon OT Character #1.....	01xxB3D3
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxB4D3
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxB5D3
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxB6D3
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxB7D3
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxB8D3
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxB9D3
Pokémon OT End-of-Name.....	0150BAD3
Pokémon OT Character (not used).....	0100BBD3
Pokémon OT Character (not used).....	0100BCD3
Pokémon OT Character (not used).....	0100BDD3

**Third Pokémon**

Pokémon OT Character #1 .....	01xxBED3
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxBFD3
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxC0D3
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxC1D3
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxC2D3
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxC3D3
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxC4D3
Pokémon OT End-of-Name.....	0150C5D3
Pokémon OT Character (not used).....	0100C6D3
Pokémon OT Character (not used).....	0100C7D3
Pokémon OT Character (not used).....	0100C8D3

**Fourth Pokémon**

Pokémon OT Character #1 .....	01xxC9D3
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxCAD3
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxCBD3
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxCCD3
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxCDD3
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxCED3
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxCFD3
Pokémon OT End-of-Name.....	0150D0D3
Pokémon OT Character (not used).....	0100D1D3
Pokémon OT Character (not used).....	0100D2D3
Pokémon OT Character (not used).....	0100D3D3

**Fifth Pokémon**

Pokémon OT Character #1 .....	01xxD4D3
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxD5D3
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxD6D3
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxD7D3
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxD8D3
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxD9D3
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxDAD3
Pokémon OT End-of-Name.....	0150DBD3
Pokémon OT Character (not used).....	0100DCD3
Pokémon OT Character (not used).....	0100DDD3
Pokémon OT Character (not used).....	0100DED3

**Sixth Pokémon**

Pokémon OT Character #1 .....	01xxDFD3
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxE0D3
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxE1D3
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxE2D3
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxE3D3
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxE4D3
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxE5D3
Pokémon OT End-of-Name.....	0150E6D3
Pokémon OT Character (not used).....	0100E7D3
Pokémon OT Character (not used).....	0100E8D3
Pokémon OT Character (not used).....	0100E9D3

**11.1.4 Trainer's Team Nicknames**

In addition to the Original Trainer, the game stores nicknames for the 6 Pokémon in the team. Each nickname can be up to 10 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

**First Pokémon**

Pokémon Nickname Character #1 .....	01xxEAD3
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxEBD3



Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxECD3
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxEDD3
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxEED3
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxEFD3
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxF0D3
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxF1D3
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxF2D3
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxF3D3
Pokémon Nickname End-of-Name.....	0150F4D3

**Second Pokémon**

Pokémon Nickname Character #1.....	01xxF5D3
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxF6D3
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxF7D3
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxF8D3
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxF9D3
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxFAD3
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxFBD3
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxFCD3
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxFDD3
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxFED3
Pokémon Nickname End-of-Name.....	0150FFD3

**Third Pokémon**

Pokémon Nickname Character #1.....	01xx00D4
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx01D4
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx02D4
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx03D4
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx04D4
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx05D4
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx06D4
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx07D4
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx08D4
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx09D4
Pokémon Nickname End-of-Name.....	01500AD4

**Fourth Pokémon**

Pokémon Nickname Character #1.....	01xx0BD4
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx0CD4
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx0DD4
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx0ED4
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx0FD4
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx10D4
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx11D4
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx12D4
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx13D4
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx14D4
Pokémon Nickname End-of-Name.....	015015D4

**Fifth Pokémon**

Pokémon Nickname Character #1.....	01xx16D4
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx17D4
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx18D4
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx19D4
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx1AD4
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx1BD4
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx1CD4
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx1DD4
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx1ED4
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx1FD4
Pokémon Nickname End-of-Name.....	015020D4

### Sixth Pokémon

Pokémon Nickname Character #1 .....	01xx21D4
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx22D4
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx23D4
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx24D4
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx25D4
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx26D4
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx27D4
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx28D4
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx29D4
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx2AD4
Pokémon Nickname End-of-Name.....	01502BD4

## 11.2 Battling Trainers/Gym Leaders

In progress...

### 11.3 Item Balls

In progress...

### 11.4 Room Decorations

The PC found in the player's bedroom contains an entry for decorations that can be placed around the room. There are 45 items in all (see Appendix G) which can be stored in this new entry. Like the PokéDEX, up to 8 items can be stored in a single value using 0 (unavailable) or 1 (available). Put all decorations in the PC before using these codes to prevent glitches in the game. Here are the codes:

Room Decorations Slot #1 (use F0 for ALL) .....	01xxC6DA
Room Decorations Slot #2 (use FF for ALL) .....	01xxC7DA
Room Decorations Slot #3 (use FF for ALL) .....	01xxC8DA
Room Decorations Slot #4 (use FF for ALL) .....	01xxC9DA
Room Decorations Slot #5 (use FF for ALL) .....	01xxCADA
Room Decorations Slot #6 (use FF for ALL) .....	01xxCBDA
Room Decorations Slot #7 (use 03 for ALL) .....	01xxCCDA

### 11.5 Real Time Clock

An important addition to the new series of Pokémon games is a real time clock which can be found in the PokéGEAR. This clock provides both the time and the weekday. There are three values used in making adjustments (see Appendix H) to match the actual time and weekday. Here are the codes:

Real Time Adjust Day.....	01xxB6D4
Real Time Adjust Hour .....	01xxB7D4
Real Time Adjust Minute.....	01xxB8D4

## **12.0 More Secret Codes**

Up until this point all the codes for the Pokémon games have been designed for making changes that fall within the guidelines of the game. The codes that follow are designed for breaking the rules to change the way in which the game is played. The first section is entitled "Public Domain" and contains codes widely know throughout the Internet by numerous GameShark users. The two sections that follow present codes hacked by two great GameShark hackers and are the property of those hackers. They have been included in this guide through the express permission of the hackers named in those sections.

### **12.1 Public Domain**

"I spent several hours hacking codes for the new Pokémon Crystal game the day it came out. Knowing the values from the Pokémon Gold/Silver games made this process much easier. This allowed me to get into the real challenge of completing the hacking of item balls and trainers/gym leaders I wanted to include in this guide. I hope the combination of this guide and the previous one make a great addition to every GameShark users Pokémon code collection."

**GSAttack**

#### **CRYSTAL**

Catching wild Pokémon on Pokémon Crystal has become somewhat easier than the original three games. When walking through grassy areas, wild battles become enabled. Upon stumbling across one of these wild Pokémon the game places the number and level in two different locations shown below. Once the battle has started the game creates additional data for the battling Pokémon which can also be changed through the GameShark. Here are the codes:

Wild Pokémon Level .....	01xx43D1
Wild Pokémon Number.....	01xx04D2
Battling Pokémon Held Item .....	01xx07D2
Battling Pokémon Status .....	01xx14D2
Battling Pokémon HP Available Hi (use 00 for minimum).....	01xx16D2
Battling Pokémon HP Available Lo (use 01 for minimum) .....	01xx17D2
Battling Pokémon Attack Hi (use 00 for minimum).....	01xx1AD2
Battling Pokémon Attack Lo (use 01 for minimum).....	01xx1BD2
Battling Pokémon Defense Hi (use 00 for minimum).....	01xx1CD2
Battling Pokémon Defense Lo (use 01 for minimum) .....	01xx1DD2
Battling Pokémon Speed Hi (use 00 for minimum).....	01xx1ED2
Battling Pokémon Speed Lo (use 01 for minimum) .....	01xx1FD2
Battling Pokémon Special Attack Hi (use 00 for minimum).....	01xx20D2
Battling Pokémon Special Attack Lo (use 01 for minimum).....	01xx21D2
Battling Pokémon Special Defense Hi (use 00 for minimum).....	01xx22D2
Battling Pokémon Special Defense Lo (use 01 for minimum).....	01xx23D2

Set a trainers/gym leaders team to have only one Pokémon. Be sure to enable these codes before pressing A at the end of the opponent's introduction. Here are the two codes needed:

Number of Pokémon in Team (use 06 for maximum) .....	010180D2
Second Pokémon in Team (use FF for end-of-list) .....	01FF82D2

Due to popular demand the code for catching a trainers/gym leaders Pokémon has been included in this guide. Regardless of the rumors, there is nothing special about these Pokémon that make them any different than catching them in the wild. Using this code is therefore not recommended! When the code is

being used there are certain things that must be kept in mind. Do not enable the code until the battle with the desired Pokémon has started. Once the battle has started enable the code and then set the switch back to disable. The battle with the trainer/gym leader will end once the Pokémon has been captured or defeated and no money will be awarded for the victory. This also makes it impossible to catch more than one Pokémon from any trainer/gym leader. Here is the code:

Catch Pokémon from Trainer/Gym Leader..... 01012DD2

**ADVANCED RED/BLUE**

After making the captain well on the famous S.S. Anne the ship leaves port never to return. On board the ship are many valuable item balls and hidden items as well as trainers who wish to do battle. So how can the S.S. Anne be brought back to port with the GameShark? Following is a code that makes the captain ill once more causing the ship to return to port. The S.S. Anne will remain in port until the captain's health returns by rubbing his back. This time there will be no need to do so as the HM for cut has already been obtained. Here is the code:

Return S.S. Anne to Port ..... 010203D8

**ADVANCED YELLOW**

After making the captain well on the famous S.S. Anne the ship leaves port never to return. On board the ship are many valuable item balls and hidden items as well as trainers who wish to do battle. So how can the S.S. Anne be brought back to port with the GameShark? Following is a code that makes the captain ill once more causing the ship to return to port. The S.S. Anne will remain in port until the captain's health returns by rubbing his back. This time there will be no need to do so as the HM for cut has already been obtained. Here is the code:

Return S.S. Anne to Port ..... 010202D8

**ADVANCED GOLD/SILVER**

In Progress...

**ADVANCED CRYSTAL**

In Progress...

**Appendix F: Item Balls Table**

In Progress...

## **Appendix G: Room Decorations Table**

Much like the item balls, each slot in the PC supports the availability of up to 8 different decoration items. For any slot start with the value 00 and continue adding values from the table below. A value of FF can be used for all 8 items in any slot.

### **Pokémon Gold/Silver/Crystal**

Bed:Feathery Bed .....	Slot #1/(+10)	Ornament:Bulbasaur Doll .....	Slot #4/(+08)
Bed:Pink Bed.....	Slot #1/(+20)	Ornament:Charmander Doll.....	Slot #4/(+10)
Bed:Polkadot Bed.....	Slot #1/(+40)	Ornament:Squirtle Doll .....	Slot #4/(+20)
Bed:Pikachu Bed .....	Slot #1/(+80)	Ornament:Poliwag Doll.....	Slot #4/(+40)
Carpet:Red Carpet .....	Slot #2/(+01)	Ornament:Diglett Doll.....	Slot #4/(+80)
Carpet:Blue Carpet .....	Slot #2/(+02)	Ornament:Staryu Doll.....	Slot #5/(+01)
Carpet:Yellow Carpet .....	Slot #2/(+04)	Ornament:Magikarp Doll.....	Slot #5/(+02)
Carpet:Green Carpet .....	Slot #2/(+08)	Ornament:Oddish Doll .....	Slot #5/(+04)
Plant:Magna Plant.....	Slot #2/(+10)	Ornament:Gengar Doll .....	Slot #5/(+08)
Plant:Tropic Plant.....	Slot #2/(+20)	Ornament:Shellder Doll.....	Slot #5/(+10)
Plant:Jumbo Plant.....	Slot #2/(+40)	Ornament:Grimer Doll .....	Slot #5/(+20)
Poster:Town Map .....	Slot #2/(+80)	Ornament:Voltorb Doll.....	Slot #5/(+40)
Poster:Pikachu Poster.....	Slot #3/(+01)	Ornament:Weedle Doll.....	Slot #5/(+80)
Poster:Clefairy Poster .....	Slot #3/(+02)	Ornament:Unown Doll .....	Slot #6/(+01)
Poster:Jigglypuff Poster .....	Slot #3/(+04)	Ornament:Geodude Doll.....	Slot #6/(+02)
Game Console:NES .....	Slot #3/(+08)	Ornament:Machop Doll.....	Slot #6/(+04)
Game Console:Super NES .....	Slot #3/(+10)	Ornament:Tentacool Doll .....	Slot #6/(+08)
Game Console:Nintendo 64.....	Slot #3/(+20)	Ornament:Gold Trophy.....	Slot #6/(+20)
Game Console:Virtual Boy.....	Slot #3/(+40)	Ornament:Silver Trophy .....	Slot #6/(+40)
Ornament:Pikachu Doll.....	Slot #3/(+80)	Big Doll:Big Snorlax.....	Slot #6/(+80)
Ornament:Surf Pikachu Doll .....	Slot #4/(+01)	Big Doll:Big Onix .....	Slot #7/(+01)
Ornament:Clefairy Doll.....	Slot #4/(+02)	Big Doll:Big Lapras .....	Slot #7/(+02)
Ornament:Jigglypuff Doll .....	Slot #4/(+04)		

## **Appendix H: Real Time Clock Adjustment**

### **Pokémon Gold/Silver/Crystal (For Advanced Users Only)**

With the introduction of a new series of Pokémon games comes the addition of the PokéGEAR. Inside the PokéGEAR is a clock that can keep real time. Like any clock, the time in the gamepak must be adjusted to the correct time and weekday. There are three GameShark codes which are used to perform this task. Unlike other codes, the values for these codes must be calculated based on the difference between the actual time and the time in the gamepak clock chip. First place the value 00 in all three codes to obtain the time in the gamepak clock chip. Now write down the time displayed in the PokéGEAR and the actual time simultaneously including the weekday for both (it will be necessary to convert AM/PM to 24 hour time). The weekday will need to be converted to a number value beginning with 0 for Sunday and ending with 6 for Saturday.

#### **Calculating the Minute**

The value for the minute adjustment can be obtained by subtracting the minute in the gamepak clock chip from the minute of the actual time. If the minute of the actual time is less than the minute in the gamepak clock chip subtract one hour from the actual time and add 60 to the minute of the actual time. Now perform the subtraction as mentioned above. The result will need to be converted to hexadecimal to obtain the value for the code.

#### **Calculating the Hour**

The value for the hour adjustment can be obtained by subtracting the hour in the gamepak clock chip from the hour of the actual time. If the hour of the actual time is less than the hour in the gamepak clock chip subtract one day from the actual weekday and add 24 to the hour of the actual time. Now perform the subtraction as mentioned above. The result will need to be converted to hexadecimal to obtain the value for the code.

#### **Calculating the Weekday**

The value for the weekday adjustment can be obtained by subtracting the weekday in the gamepak clock chip from the actual weekday. If the actual weekday is less than the weekday in the gamepak clock chip just add 6 to the actual weekday. Now perform the subtraction as mentioned above. The result will need to be converted to hexadecimal to obtain the value for the code.

## **Appendix I: Updated Web Links**

Here are some valuable websites for codes and information on the six Pokémon games currently released for Gameboy Color. A few discussion boards have also been included for reaching other GameShark users.

### **Official GameShark Web Sites**

**GameShark Homepage** ..... <http://www.gameshark.com/>  
**GameShark Discussion Board**..... (no longer available)

### **Other Web Sites**

**GameShark Central** ..... <http://www.gscentral.com/>  
**The Game Software Code Creators Club** ..... <http://www.cmgsccc.com/>  
**The PokéMasters**..... <http://pokemon.vgf.com/>  
**PokéRAGE** ..... <http://www.pokerage.com/>  
**Unofficial GameShark Discussion Board**..... <http://www.xsorbit.com/users/gamesharkubb/index.cgi>

### **GSAttack@**

**Unofficial Shark Hack Site**..... <http://www.eef3soft.com/gameshark/>  
**XSOorbit** ..... <http://www.xsorbit.com/users/pittstonjoma/index.cgi>