The Ultimate Pokémon Codes Guide

Part I

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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, know 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 hexidecimal 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 hexidecimal equivalents from the table above for each binary group to get the hexidecimal value AC. For the remainder of this guide all values will be listed in hexidecimal 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 hexidecimal format. The results should be 179 for the decimal numbering system and B3 for the hexidecimal numbering system. Now try the hexidecimal 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:

First Pokémon

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 hexidecimal 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 hexidecimal 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

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 hexidecimal 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=Poison 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

Third Pokémon

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

Fourth Pokémon

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

Fifth Pokémon

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

Sixth Pokémon

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:

First Pokémon

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 hexidecimal 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 hexidecimal 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 hexidecimal 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=Poison	`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:

First Pokémon
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`

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:

First Pokémon

Pokémon Experience Points #3 .... `01xx32DA`
Pokémon Experience Points #2 .... `01xx33DA`
Pokémon Experience Points #1 .... `01xx34DA`
Pokémon Level (use `64` for maximum) .... `01xx49DA`

Second Pokémon

Pokémon Experience Points #3 .... `01xx62DA`
Pokémon Experience Points #2 .... `01xx63DA`
Pokémon Experience Points #1 .... `01xx64DA`
Pokémon Level (use `64` for maximum) .... `01xx79DA`

Third Pokémon

Pokémon Experience Points #3 .... `01xx92DA`
Pokémon Experience Points #2 .... `01xx93DA`
Pokémon Experience Points #1 .... `01xx94DA`
Pokémon Level (use `64` for maximum) .... `01xxA9DA`

Fourth Pokémon

Pokémon Experience Points #3 .... `01xxC2DA`
Pokémon Experience Points #2 .... `01xxC3DA`
Pokémon Experience Points #1 .... `01xxC4DA`
Pokémon Level (use `64` for maximum) .... `01xxD9DA`

Fifth Pokémon

Pokémon Experience Points #3 .... `01xxF2DA`
Pokémon Experience Points #2 .... `01xxF3DA`
Pokémon Experience Points #1 .... `01xxF4DA`
Pokémon Level (use `64` for maximum) .... `01xx09DB`

Sixth Pokémon

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:

First Pokémon

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`

Second Pokémon

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`

Third Pokémon

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`

Pokémon Nickname Character #2 (use 50 for end-of-name).. 01xx8DDB
Pokémon Nickname Character #3 (use 50 for end-of-name).. 01xx8EDB
Pokémon Nickname Character #4 (use 50 for end-of-name).. 01xx8FDB
Pokémon Nickname Character #5 (use 50 for end-of-name).. 01xx90DB
Pokémon Nickname Character #6 (use 50 for end-of-name).. 01xx91DB
Pokémon Nickname Character #7 (use 50 for end-of-name).. 01xx92DB
Pokémon Nickname Character #8 (use 50 for end-of-name).. 01xx93DB
Pokémon Nickname Character #9 (use 50 for end-of-name).. 01xx94DB
Pokémon Nickname Character #10 (use 50 for end-of-name).. 01xx95DB
Pokémon Nickname End-of-Name... 015096DB

Second Pokémon

Pokémon Nickname Character #1.. 01xx97DB
Pokémon Nickname Character #2 (use 50 for end-of-name).. 01xx98DB
Pokémon Nickname Character #3 (use 50 for end-of-name).. 01xx99DB
Pokémon Nickname Character #4 (use 50 for end-of-name).. 01xx9ADB
Pokémon Nickname Character #5 (use 50 for end-of-name).. 01xx9BDB
Pokémon Nickname Character #6 (use 50 for end-of-name).. 01xx9CDB
Pokémon Nickname Character #7 (use 50 for end-of-name).. 01xx9DDB
Pokémon Nickname Character #8 (use 50 for end-of-name).. 01xx9EDB
Pokémon Nickname Character #9 (use 50 for end-of-name).. 01xx9FDB
Pokémon Nickname Character #10 (use 50 for end-of-name).. 01xxA0DB
Pokémon Nickname End-of-Name... 0150A1DB

Third Pokémon

Pokémon Nickname Character #1.. 01xxA2DB
Pokémon Nickname Character #2 (use 50 for end-of-name).. 01xxA3DB
Pokémon Nickname Character #3 (use 50 for end-of-name).. 01xxA4DB
Pokémon Nickname Character #4 (use 50 for end-of-name).. 01xxA5DB
Pokémon Nickname Character #5 (use 50 for end-of-name).. 01xxA6DB
Pokémon Nickname Character #6 (use 50 for end-of-name).. 01xxA7DB
Pokémon Nickname Character #7 (use 50 for end-of-name).. 01xxA8DB
Pokémon Nickname Character #8 (use 50 for end-of-name).. 01xxA9DB
Pokémon Nickname Character #9 (use 50 for end-of-name).. 01xxAADB
Pokémon Nickname Character #10 (use 50 for end-of-name).. 01xxABDB
Pokémon Nickname End-of-Name... 0150ACDB

Fourth Pokémon

Pokémon Nickname Character #1.. 01xxADDB
Pokémon Nickname Character #2 (use 50 for end-of-name).. 01xxAEDB
Pokémon Nickname Character #3 (use 50 for end-of-name).. 01xxAFDB
Pokémon Nickname Character #4 (use 50 for end-of-name).. 01xxB0DB
Pokémon Nickname Character #5 (use 50 for end-of-name).. 01xxB1DB
Pokémon Nickname Character #6 (use 50 for end-of-name).. 01xxB2DB
Pokémon Nickname Character #7 (use 50 for end-of-name).. 01xxB3DB
Pokémon Nickname Character #8 (use 50 for end-of-name).. 01xxB4DB
Pokémon Nickname Character #9 (use 50 for end-of-name).. 01xxB5DB
Pokémon Nickname Character #10 (use 50 for end-of-name).. 01xxB6DB
Pokémon Nickname End-of-Name... 0150B7DB

Fifth Pokémon

Pokémon Nickname Character #1.. 01xxB8DB
Pokémon Nickname Character #2 (use 50 for end-of-name).. 01xxB9DB
Pokémon Nickname Character #3 (use 50 for end-of-name).. 01xxBADB
Pokémon Nickname Character #4 (use 50 for end-of-name).. 01xxBBDB
Pokémon Nickname Character #5 (use 50 for end-of-name).. 01xxBCDB
Pokémon Nickname Character #6 (use 50 for end-of-name).. 01xxBDDB
Pokémon Nickname Character #7 (use 50 for end-of-name).. 01xxBEDB
Pokémon Nickname Character #8 (use 50 for end-of-name).. 01xxBFDB
Pokémon Nickname Character #9 (use 50 for end-of-name).. 01xxC0DB
Pokémon Nickname Character #10 (use 50 for end-of-name).. 01xxC1DB
Pokémon Nickname End-of-Name... 0150C2DB

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).. 01xxCBDB
Pokémon Nickname Character #10 (use 50 for end-of-name).. 01xxCCDB
Pokémon Nickname End-of-Name.. 0150CDDB

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 hexidecimal 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 hexidecimal format (see Section 1.2) with these two games. Values for these codes must be converted from a decimal format to a hexidecimal 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 hexidecimal 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 hexidecimal 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=Poison	`08`	Status=Paralyze..	`40`
Status=Burn...	`10`		

First Pokémon

Pokémon Status .... `01xx7DDD`
Pokémon HP Available Hi (use `00` for minimum).. `01xx7FDD`
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 unkown 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
Nineth Wild Pokémon Level (use 64 for maximum)... 01xx98D8
Nineth 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
Nineth Wild Pokémon Level (use 64 for maximum) 01xx97D8
Nineth 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 Pokerage, 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 "Bigsupe'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`

Pokémon's Number - 3 (use F6 for Mewthree).. 01xxACC3
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 hexidecimal 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 Poliwag	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 Machamp	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	
100 Voltorb	06	
101 Electrode	8D	
102 Exeggcute	0C	
103 Exeggutor	0A	
104 Cubone	11	
105 Marowak	91	
106 Hitmonlee	2B	
107 Hitmonchan	2C	
108 Lickitung	0B	
109 Koffing	37	
110 Weezing	8F	
111 Rhyhorn	12	
112 Rhydon	01	
113 Chansey	28	
114 Tangela	1E	
115 Kangaskhan	02	
116 Horsea	5C	
117 Seadra	5D	
118 Goldeen	9D	
119 Seaking	9E	
120 Staryu	1B	
121 Starmie	98	
122 Mr. Mime	2A	
123 Scyther	1A	
124 Jynx	48	
125 Electabuzz	35	
126 Magmar	33	

127 Pinsir	1D
128 Tauros	3C
129 Magikarp	85
130 Gyarados	16
131 Lapras	13
132 Ditto	4C
133 Eevee	66
134 Vaporeon	69
135 Jolteon	68
136 Flareon	67
137 Porygon	AA
138 Omanyte	62
139 Omastar	63
140 Kabuto	5A
141 Kabutops	5B
142 Aerodactyl	AB
143 Snorlax	84
144 Articuno	4A
145 Zapdos	4B
146 Moltres	49
147 Dratini	58
148 Dragonair	59
149 Dragonite	42
150 Mewtwo	83
151 Mew	15
000 Missing No	B6

Pokémon Gold/Silver

001 Bulbasaur	01	
002 Ivysaur	02	
003 Venusaur	03	
004 Charmander	04	
005 Charmeleon	05	
006 Charizard	06	
007 Squirtle	07	
008 Wartortle	08	
009 Blastoise	09	
010 Caterpie	0A	
011 Metapod	0B	
012 Butterfree	0C	
013 Weedle	0D	
014 Kakuna	0E	
015 Beedrill	0F	
016 Pidgey	10	
017 Pidgeotto	11	
018 Pidgeot	12	
019 Rattata	13	
020 Raticate	14	
021 Spearow	15	
022 Fearow	16	
023 Ekans	17	
024 Arbok	18	
025 Pikachu	19	
026 Raichu	1A	
027 Sandshrew	1B	
028 Sandslash	1C	

029 Nidoran	1D
030 Nidorina	1E
031 Nidoqueen	1F
032 Nidoran	20
033 Nidorino	21
034 Nidoking	22
035 Clefairy	23
036 Clefable	24
037 Vulpix	25
038 Ninetales	26
039 Jigglypuff	27
040 Wigglytuff	28
041 Zubat	29
042 Golbat	2A
043 Oddish	2B
044 Gloom	2C
045 Vileplume	2D
046 Paras	2E
047 Parasect	2F
048 Venonat	30
049 Venomoth	31
050 Diglett	32
051 Dugtrio	33
052 Meowth	34
053 Persian	35
054 Psyduck	36
055 Golduck	37
056 Mankey	38

Appendix B: Attacks Table

The following table contains the hexidecimal 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 hexidecimal 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

Appendix D: Font Table

The following table contains the hexidecimal 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 Hompage .... 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