The Ultimate Pokémon Codes Guide

Part II

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Special Thanks To:

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7.0 Pokémon Crystal

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

7.1 The Six Members of the Pokémon Team

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

7.1.1 Pokémon Team List

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

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

7.1.2 Pokémon Team Attacks and PP Availability

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

First Pokémon

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

Second Pokémon

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

Third Pokémon

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

Fourth Pokémon

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

Fifth Pokémon

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

Sixth Pokémon

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

7.1.3 Pokémon Team Stats, Modifiers and Genetics

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

First Pokémon

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

Second Pokémon

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

Third Pokémon

Pokémon HP Modifier Hi (use `FE` for maximum) .... `01xx4ADD`

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

Fourth Pokémon

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

Fifth Pokémon

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

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

Sixth Pokémon

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

7.1.4 Pokémon Team Experience and Level

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

First Pokémon

Pokémon Experience Points #3 .... `01xxE7DC`
Pokémon Experience Points #2 .... `01xxE8DC`
Pokémon Experience Points #1 .... `01xxE9DC`
Pokémon Level (use `64` for maximum) .... `01xxFEDC`

Second Pokémon

Pokémon Experience Points #3 .... `01xx17DD`
Pokémon Experience Points #2 .... `01xx18DD`
Pokémon Experience Points #1 .... `01xx19DD`
Pokémon Level (use `64` for maximum) .... `01xx2EDD`

Third Pokémon

Pokémon Experience Points #3 .... `01xx47DD`
Pokémon Experience Points #2 .... `01xx48DD`
Pokémon Experience Points #1 .... `01xx49DD`
Pokémon Level (use `64` for maximum) .... `01xx5EDD`

Fourth Pokémon

Pokémon Experience Points #3 .... `01xx77DD`
Pokémon Experience Points #2 .... `01xx78DD`
Pokémon Experience Points #1 .... `01xx79DD`
Pokémon Level (use `64` for maximum) .... `01xx8EDD`

Fifth Pokémon

Pokémon Experience Points #3 .... `01xxA7DD`
Pokémon Experience Points #2 .... `01xxA8DD`
Pokémon Experience Points #1 .... `01xxA9DD`
Pokémon Level (use `64` for maximum) .... `01xxBEDD`

Sixth Pokémon

Pokémon Experience Points #3 .... `01xxD7DD`
Pokémon Experience Points #2 .... `01xxD8DD`
Pokémon Experience Points #1 .... `01xxD9DD`
Pokémon Level (use `64` for maximum) .... `01xxEEDD`

7.1.5 Pokémon Team Information

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

First Pokémon

Pokémon Number .... `01xxDFDC`
Pokémon Held Item .... `01xxE0DC`
Pokémon OT Number Hi .... `01xxE5DC`
Pokémon OT Number Lo .... `01xxE6DC`
Pokémon Loyalty (use `FF` to maximum) .... `01xxFADC`
Pokémon Health (use `01` for PokéRUS) .... `01xxFBDC`
Pokémon Status (use `00` to heal) .... `01xxFFDC`

Second Pokémon

Pokémon Number .... `01xx0FDD`
Pokémon Held Item .... `01xx10DD`
Pokémon OT Number Hi .... `01xx15DD`
Pokémon OT Number Lo .... `01xx16DD`
Pokémon Loyalty (use `FF` to maximum) .... `01xx2ADD`
Pokémon Health (use `01` for PokéRUS) .... `01xx2BDD`
Pokémon Status (use `00` to heal) .... `01xx2FDD`

Third Pokémon

Pokémon Number .... `01xx3FDD`
Pokémon Held Item .... `01xx40DD`
Pokémon OT Number Hi .... `01xx45DD`
Pokémon OT Number Lo .... `01xx46DD`

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

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

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

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

7.1.6 Pokémon Team OT Names

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

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

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

Third Pokémon

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

Fourth Pokémon

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

Fifth Pokémon

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

Sixth Pokémon

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

7.1.7 Pokémon Team Nicknames

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

First Pokémon

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

Pokémon Nickname Character #2 (use 50 for end-of-name)... `01xx42DE`
Pokémon Nickname Character #3 (use 50 for end-of-name)... `01xx43DE`
Pokémon Nickname Character #4 (use 50 for end-of-name)... `01xx44DE`
Pokémon Nickname Character #5 (use 50 for end-of-name)... `01xx45DE`
Pokémon Nickname Character #6 (use 50 for end-of-name)... `01xx46DE`
Pokémon Nickname Character #7 (use 50 for end-of-name)... `01xx47DE`
Pokémon Nickname Character #8 (use 50 for end-of-name)... `01xx48DE`
Pokémon Nickname Character #9 (use 50 for end-of-name)... `01xx49DE`
Pokémon Nickname Character #10 (use 50 for end-of-name)... `01xx4ADE`
Pokémon Nickname End-of-Name.. `01504BDE`

Second Pokémon

Pokémon Nickname Character #1.. `01xx4CDE`
Pokémon Nickname Character #2 (use 50 for end-of-name)... `01xx4DDE`
Pokémon Nickname Character #3 (use 50 for end-of-name)... `01xx4EDE`
Pokémon Nickname Character #4 (use 50 for end-of-name)... `01xx4FDE`
Pokémon Nickname Character #5 (use 50 for end-of-name)... `01xx50DE`
Pokémon Nickname Character #6 (use 50 for end-of-name)... `01xx51DE`
Pokémon Nickname Character #7 (use 50 for end-of-name)... `01xx52DE`
Pokémon Nickname Character #8 (use 50 for end-of-name)... `01xx53DE`
Pokémon Nickname Character #9 (use 50 for end-of-name)... `01xx54DE`
Pokémon Nickname Character #10 (use 50 for end-of-name)... `01xx55DE`
Pokémon Nickname End-of-Name.. `015056DE`

Third Pokémon

Pokémon Nickname Character #1.. `01xx57DE`
Pokémon Nickname Character #2 (use 50 for end-of-name)... `01xx58DE`
Pokémon Nickname Character #3 (use 50 for end-of-name)... `01xx59DE`
Pokémon Nickname Character #4 (use 50 for end-of-name)... `01xx5ADE`
Pokémon Nickname Character #5 (use 50 for end-of-name)... `01xx5BDE`
Pokémon Nickname Character #6 (use 50 for end-of-name)... `01xx5CDE`
Pokémon Nickname Character #7 (use 50 for end-of-name)... `01xx5DDE`
Pokémon Nickname Character #8 (use 50 for end-of-name)... `01xx5EDE`
Pokémon Nickname Character #9 (use 50 for end-of-name)... `01xx5FDE`
Pokémon Nickname Character #10 (use 50 for end-of-name)... `01xx60DE`
Pokémon Nickname End-of-Name.. `015061DE`

Fourth Pokémon

Pokémon Nickname Character #1.. `01xx62DE`
Pokémon Nickname Character #2 (use 50 for end-of-name)... `01xx63DE`
Pokémon Nickname Character #3 (use 50 for end-of-name)... `01xx64DE`
Pokémon Nickname Character #4 (use 50 for end-of-name)... `01xx65DE`
Pokémon Nickname Character #5 (use 50 for end-of-name)... `01xx66DE`
Pokémon Nickname Character #6 (use 50 for end-of-name)... `01xx67DE`
Pokémon Nickname Character #7 (use 50 for end-of-name)... `01xx68DE`
Pokémon Nickname Character #8 (use 50 for end-of-name)... `01xx69DE`
Pokémon Nickname Character #9 (use 50 for end-of-name)... `01xx6ADE`
Pokémon Nickname Character #10 (use 50 for end-of-name)... `01xx6BDE`
Pokémon Nickname End-of-Name.. `01506CDE`

Fifth Pokémon

Pokémon Nickname Character #1.. `01xx6DDE`
Pokémon Nickname Character #2 (use 50 for end-of-name)... `01xx6EDE`
Pokémon Nickname Character #3 (use 50 for end-of-name)... `01xx6FDE`
Pokémon Nickname Character #4 (use 50 for end-of-name)... `01xx70DE`
Pokémon Nickname Character #5 (use 50 for end-of-name)... `01xx71DE`
Pokémon Nickname Character #6 (use 50 for end-of-name)... `01xx72DE`
Pokémon Nickname Character #7 (use 50 for end-of-name)... `01xx73DE`
Pokémon Nickname Character #8 (use 50 for end-of-name)... `01xx74DE`
Pokémon Nickname Character #9 (use 50 for end-of-name)... `01xx75DE`
Pokémon Nickname Character #10 (use 50 for end-of-name)... `01xx76DE`
Pokémon Nickname End-of-Name.. `015077DE`

Sixth Pokémon

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

7.2 Player's Name

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

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

7.3 Player's Identification

The player's identification is the number generated at the beginning of the game to identify the player. Like the player's name, identification is used with each Pokémon to identify the Original Trainer. This number is stored as a 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... 01xx7BD4
Player's Identification Lo... 01xx7CD4

7.4 Player's Money and Coins

The player's money and the coins in the coin case held by the player have been stored in the traditional 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) 01xx4ED8
Player's Money #2 (use 42 for maximum) 01xx4FD8
Player's Money #1 (use 3F for maximum) 01xx50D8

Player's Money with Mom #3 (use `0F` for maximum).. 01xx51D8
Player's Money with Mom #2 (use `42` for maximum).. 01xx52D8
Player's Money with Mom #1 (use `3F` for maximum).. 01xx53D8

Coins in Coin Case Hi (use `27` for maximum) 01xx55D8
Coins in Coin Case Lo (use `0F` for maximum)... 01xx56D8

7.5 Rival's Name

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

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

7.6 The PokéDEX

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

7.6.1 Seen by Player

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

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

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

7.6.2 Own by Player

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

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

7.6.3 Unown Addition

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

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

7.7 Badges Earned

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

Zephyr Badge 01   Storm Badge 10
Hive Badge... 02   Mineral Badge...20
Plain Badge 04   Glacier Badge 40
Fog Badge 08   Rising Badge..80

Johto Badges (use FF for ALL)... 01xx57D8

Boulder Badge.. 01   Soul Badge...10
Cascade Badge 02   Marsh Badge..20
Thunder Badge 04   Volcano Badge...40
Rainbow Badge 08   Earth Badge 80

Kanto Badges (use FF for ALL)... 01xx58D8

7.8 Items in Pack

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

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

7.8.1 The Pack - Items Pocket

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

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

7.8.2 The Pack - Balls Pocket

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

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

7.8.3 The Pack - Key Items Pocket

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

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

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

7.8.4 The Pack - TM/HM Pocket

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

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

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

7.9 Items in Player's PC

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

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

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

7.10 Bug Catching Contest

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

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

Park Balls (use 63 for maximum)... 01xx79DC

7.11 Game Time Elapsed

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

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

Elapsed Time Minutes... 01xxC6D4

8.0 More Pokémon Red/Blue

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

8.1 The Six Members of the Trainer's Team

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

8.1.1 Trainer's Team List

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

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

8.1.2 Trainer's Team Information

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

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

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

Third Pokémon

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

Fourth Pokémon

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

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

Fifth Pokémon

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

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

Sixth Pokémon

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

8.1.3 Trainer's Team OT Names

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

First Pokémon

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

Second Pokémon

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

Third Pokémon

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

Fourth Pokémon

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

Fifth Pokémon

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

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

Sixth Pokémon

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

8.1.4 Trainer's Team Nicknames

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

First Pokémon

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

Second Pokémon

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

Third Pokémon

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

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

Fourth Pokémon

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

Fifth Pokémon

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

Sixth Pokémon

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

8.2 Battling Trainers/Gym Leaders

In progress…

8.3 Item Balls

In progress…

9.0 More Pokémon Yellow

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

9.1 The Six Members of the Trainer's Team

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

9.1.1 Trainer's Team List

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

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

9.1.2 Trainer's Team Information

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

First Pokémon

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

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

Second Pokémon

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

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

Fifth Pokémon

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

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

Sixth Pokémon

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

9.1.3 Trainer's Team OT Names

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

First Pokémon

Pokémon OT Character #1 .... 01xxABD9
Pokémon OT Character #2 (use 50 for end-of-name).. 01xxACD9
Pokémon OT Character #3 (use 50 for end-of-name).. 01xxADD9
Pokémon OT Character #4 (use 50 for end-of-name).. 01xxAED9
Pokémon OT Character #5 (use 50 for end-of-name).. 01xxAFD9
Pokémon OT Character #6 (use 50 for end-of-name).. 01xxB0D9
Pokémon OT Character #7 (use 50 for end-of-name).. 01xxB1D9
Pokémon OT End-of-Name 0150B2D9
Pokémon OT Character (not used)... 0100B3D9
Pokémon OT Character (not used)... 0100B4D9
Pokémon OT Character (not used)... 0100B5D9

Second Pokémon

Pokémon OT Character #1 .... 01xxB6D9
Pokémon OT Character #2 (use 50 for end-of-name).. 01xxB7D9
Pokémon OT Character #3 (use 50 for end-of-name).. 01xxB8D9
Pokémon OT Character #4 (use 50 for end-of-name).. 01xxB9D9
Pokémon OT Character #5 (use 50 for end-of-name).. 01xxBAD9
Pokémon OT Character #6 (use 50 for end-of-name).. 01xxBBD9
Pokémon OT Character #7 (use 50 for end-of-name).. 01xxBCD9
Pokémon OT End-of-Name 0150BDD9
Pokémon OT Character (not used)... 0100BED9
Pokémon OT Character (not used)... 0100BFD9
Pokémon OT Character (not used)... 0100C0D9

Third Pokémon

Pokémon OT Character #1 .... 01xxC1D9
Pokémon OT Character #2 (use 50 for end-of-name).. 01xxC2D9
Pokémon OT Character #3 (use 50 for end-of-name).. 01xxC3D9
Pokémon OT Character #4 (use 50 for end-of-name).. 01xxC4D9
Pokémon OT Character #5 (use 50 for end-of-name).. 01xxC5D9
Pokémon OT Character #6 (use 50 for end-of-name).. 01xxC6D9
Pokémon OT Character #7 (use 50 for end-of-name).. 01xxC7D9
Pokémon OT End-of-Name 0150C8D9
Pokémon OT Character (not used)... 0100C9D9
Pokémon OT Character (not used)... 0100CAD9
Pokémon OT Character (not used)... 0100CBD9

Fourth Pokémon

Pokémon OT Character #1 .... 01xxCCD9
Pokémon OT Character #2 (use 50 for end-of-name).. 01xxCDD9
Pokémon OT Character #3 (use 50 for end-of-name).. 01xxCED9
Pokémon OT Character #4 (use 50 for end-of-name).. 01xxCFD9
Pokémon OT Character #5 (use 50 for end-of-name).. 01xxD0D9
Pokémon OT Character #6 (use 50 for end-of-name).. 01xxD1D9
Pokémon OT Character #7 (use 50 for end-of-name).. 01xxD2D9
Pokémon OT End-of-Name 0150D3D9
Pokémon OT Character (not used)... 0100D4D9
Pokémon OT Character (not used)... 0100D5D9
Pokémon OT Character (not used)... 0100D6D9

Fifth Pokémon

Pokémon OT Character #1 .... 01xxD7D9
Pokémon OT Character #2 (use 50 for end-of-name).. 01xxD8D9
Pokémon OT Character #3 (use 50 for end-of-name).. 01xxD9D9

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

Sixth Pokémon

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

9.1.4 Trainer's Team Nicknames

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

First Pokémon

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

Second Pokémon

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

Third Pokémon

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

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

Fourth Pokémon

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

Fifth Pokémon

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

Sixth Pokémon

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

9.2 Battling Trainers/Gym Leaders

In progress…

9.3 Item Balls

In progress…

10.0 More Pokémon Gold/Silver

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

10.1 The Six Members of the Trainer's Team

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

10.1.1 Trainer's Team List

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

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

10.1.2 Trainer's Team Information

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

First Pokémon

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

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

Second Pokémon

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

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

Third Pokémon

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

Fourth Pokémon

Fifth Pokémon

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

10.1.3 Trainer's Team OT Names

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

First Pokémon
Pokémon OT Character #1 .... `01xx7DDE`
Pokémon OT Character #2 (use `50` for end-of-name).. `01xx7EDE`
Pokémon OT Character #3 (use `50` for end-of-name).. `01xx7FDE`
Pokémon OT Character #4 (use `50` for end-of-name).. `01xx80DE`
Pokémon OT Character #5 (use `50` for end-of-name).. `01xx81DE`
Pokémon OT Character #6 (use `50` for end-of-name).. `01xx82DE`
Pokémon OT Character #7 (use `50` for end-of-name).. `01xx83DE`
Pokémon OT End-of-Name .... `015084DE`
Pokémon OT Character (not used)... `010085DE`
Pokémon OT Character (not used)... `010086DE`
Pokémon OT Character (not used)... `010087DE`
Second Pokémon
Pokémon OT Character #1 .... `01xx88DE`
Pokémon OT Character #2 (use `50` for end-of-name).. `01xx89DE`
Pokémon OT Character #3 (use `50` for end-of-name).. `01xx8ADE`
Pokémon OT Character #4 (use `50` for end-of-name).. `01xx8BDE`
Pokémon OT Character #5 (use `50` for end-of-name).. `01xx8CDE`
Pokémon OT Character #6 (use `50` for end-of-name).. `01xx8DDE`
Pokémon OT Character #7 (use `50` for end-of-name).. `01xx8EDE`
Pokémon OT End-of-Name .... `01508FDE`
Pokémon OT Character (not used)... `010090DE`
Pokémon OT Character (not used)... `010091DE`
Pokémon OT Character (not used)... `010092DE`

Third Pokémon

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

Fourth Pokémon

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

Fifth Pokémon

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

Sixth Pokémon

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

10.1.4 Trainer's Team Nicknames

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

First Pokémon

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

Pokémon Nickname Character #3 (use 50 for end-of-name)... 01xxC1DE
Pokémon Nickname Character #4 (use 50 for end-of-name)... 01xxC2DE
Pokémon Nickname Character #5 (use 50 for end-of-name)... 01xxC3DE
Pokémon Nickname Character #6 (use 50 for end-of-name)... 01xxC4DE
Pokémon Nickname Character #7 (use 50 for end-of-name)... 01xxC5DE
Pokémon Nickname Character #8 (use 50 for end-of-name)... 01xxC6DE
Pokémon Nickname Character #9 (use 50 for end-of-name)... 01xxC7DE
Pokémon Nickname Character #10 (use 50 for end-of-name)... 01xxC8DE
Pokémon Nickname End-of-Name... 0150C9DE

Second Pokémon

Pokémon Nickname Character #1.. 01xxCADE
Pokémon Nickname Character #2 (use 50 for end-of-name)... 01xxCBDE
Pokémon Nickname Character #3 (use 50 for end-of-name)... 01xxCCDE
Pokémon Nickname Character #4 (use 50 for end-of-name)... 01xxCDDE
Pokémon Nickname Character #5 (use 50 for end-of-name)... 01xxCEDE
Pokémon Nickname Character #6 (use 50 for end-of-name)... 01xxCFDE
Pokémon Nickname Character #7 (use 50 for end-of-name)... 01xxD0DE
Pokémon Nickname Character #8 (use 50 for end-of-name)... 01xxD1DE
Pokémon Nickname Character #9 (use 50 for end-of-name)... 01xxD2DE
Pokémon Nickname Character #10 (use 50 for end-of-name)... 01xxD3DE
Pokémon Nickname End-of-Name... 0150D4DE

Third Pokémon

Pokémon Nickname Character #1.. 01xxD5DE
Pokémon Nickname Character #2 (use 50 for end-of-name)... 01xxD6DE
Pokémon Nickname Character #3 (use 50 for end-of-name)... 01xxD7DE
Pokémon Nickname Character #4 (use 50 for end-of-name)... 01xxD8DE
Pokémon Nickname Character #5 (use 50 for end-of-name)... 01xxD9DE
Pokémon Nickname Character #6 (use 50 for end-of-name)... 01xxDADE
Pokémon Nickname Character #7 (use 50 for end-of-name)... 01xxDBDE
Pokémon Nickname Character #8 (use 50 for end-of-name)... 01xxDCDE
Pokémon Nickname Character #9 (use 50 for end-of-name)... 01xxDDDE
Pokémon Nickname Character #10 (use 50 for end-of-name)... 01xxDEDE
Pokémon Nickname End-of-Name... 0150DFDE

Fourth Pokémon

Pokémon Nickname Character #1.. 01xxE0DE
Pokémon Nickname Character #2 (use 50 for end-of-name)... 01xxE1DE
Pokémon Nickname Character #3 (use 50 for end-of-name)... 01xxE2DE
Pokémon Nickname Character #4 (use 50 for end-of-name)... 01xxE3DE
Pokémon Nickname Character #5 (use 50 for end-of-name)... 01xxE4DE
Pokémon Nickname Character #6 (use 50 for end-of-name)... 01xxE5DE
Pokémon Nickname Character #7 (use 50 for end-of-name)... 01xxE6DE
Pokémon Nickname Character #8 (use 50 for end-of-name)... 01xxE7DE
Pokémon Nickname Character #9 (use 50 for end-of-name)... 01xxE8DE
Pokémon Nickname Character #10 (use 50 for end-of-name)... 01xxE9DE
Pokémon Nickname End-of-Name... 0150EADE

Fifth Pokémon

Pokémon Nickname Character #1.. 01xxEBDE
Pokémon Nickname Character #2 (use 50 for end-of-name)... 01xxECDE
Pokémon Nickname Character #3 (use 50 for end-of-name)... 01xxEDDE
Pokémon Nickname Character #4 (use 50 for end-of-name)... 01xxEEDE
Pokémon Nickname Character #5 (use 50 for end-of-name)... 01xxEFDE
Pokémon Nickname Character #6 (use 50 for end-of-name)... 01xxF0DE
Pokémon Nickname Character #7 (use 50 for end-of-name)... 01xxF1DE
Pokémon Nickname Character #8 (use 50 for end-of-name)... 01xxF2DE
Pokémon Nickname Character #9 (use 50 for end-of-name)... 01xxF3DE
Pokémon Nickname Character #10 (use 50 for end-of-name)... 01xxF4DE
Pokémon Nickname End-of-Name... 0150F5DE

Sixth Pokémon

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

10.2 Battling Trainers/Gym Leaders

In progress…

10.3 Item Balls

In progress…

10.4 Room Decorations

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

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

10.5 Real Time Clock

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

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

11.0 More Pokémon Crystal

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

11.1 The Six Members of the Trainer's Team

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

11.1.1 Trainer's Team List

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

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

11.1.2 Trainer's Team Information

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

First Pokémon

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

Pokémon Defense Modifier Lo (use 00 for minimum).. 01xx98D2
Pokémon Speed Modifier Hi (use 00 for minimum)... 01xx99D2
Pokémon Speed Modifier Lo (use 00 for minimum)... 01xx9AD2
Pokémon Special Modifier Hi (use 00 for minimum)... 01xx9BD2
Pokémon Special Modifier Lo (use 00 for minimum).. 01xx9CD2
Pokémon Genetics Hi (use 00 for minimum)... 01xx9DD2
Pokémon Genetics Lo (use 00 for minimum) 01xx9ED2
Pokémon Attack PP #1 (use 00 for minimum).. 01xx9FD2
Pokémon Attack PP #2 (use 00 for minimum).. 01xxA0D2
Pokémon Attack PP #3 (use 00 for minimum).. 01xxA1D2
Pokémon Attack PP #4 (use 00 for minimum).. 01xxA2D2
Pokémon Loyalty (use 01 to minimum) 01xxA3D2
Pokémon Health (use 01 for PokéRUS) 01xxA4D2
Pokémon Level (use 01 for minimum) 01xxA7D2
Pokémon Status (use 01 to sleep)... 01xxA8D2
Pokémon HP Available Hi (use 00 for minimum).. 01xxAAD2
Pokémon HP Available Lo (use 01 for minimum) 01xxABD2
Pokémon HP Maximum Hi 01xxACD2
Pokémon HP Maximum Lo 01xxADD2
Pokémon Attack Hi (use 00 for minimum).. 01xxAED2
Pokémon Attack Lo (use 01 for minimum).. 01xxAFD2
Pokémon Defense Hi (use 00 for minimum).. 01xxB0D2
Pokémon Defense Lo (use 01 for minimum) 01xxB1D2
Pokémon Speed Hi (use 00 for minimum).. 01xxB2D2
Pokémon Speed Lo (use 01 for minimum) 01xxB3D2
Pokémon Special Attack Hi (use 00 for minimum).. 01xxB4D2
Pokémon Special Attack Lo (use 01 for minimum).. 01xxB5D2
Pokémon Special Defense Hi (use 00 for minimum).. 01xxB6D2
Pokémon Special Defense Lo (use 01 for minimum) 01xxB7D2

Second Pokémon

Pokémon Number.. 01xxB8D2
Pokémon Held Item 01xxB9D2
Pokémon Attack #1 (use 00 for none) 01xxBAD2
Pokémon Attack #2 (use 00 for none) 01xxBBD2
Pokémon Attack #3 (use 00 for none) 01xxBCD2
Pokémon Attack #4 (use 00 for none) 01xxBDD2
Pokémon OT Number Hi 01xxBED2
Pokémon OT Number Lo 01xxBFD2
Pokémon Experience Points #3 .... 01xxC0D2
Pokémon Experience Points #2 .... 01xxC1D2
Pokémon Experience Points #1 .... 01xxC2D2
Pokémon HP Modifier Hi (use 00 for minimum)... 01xxC3D2
Pokémon HP Modifier Lo (use 00 for minimum) 01xxC4D2
Pokémon Attack Modifier Hi (use 00 for minimum).. 01xxC5D2
Pokémon Attack Modifier Lo (use 00 for minimum) 01xxC6D2
Pokémon Defense Modifier Hi (use 00 for minimum) 01xxC7D2
Pokémon Defense Modifier Lo (use 00 for minimum)... 01xxC8D2
Pokémon Speed Modifier Hi (use 00 for minimum)... 01xxC9D2
Pokémon Speed Modifier Lo (use 00 for minimum) 01xxCAD2
Pokémon Special Modifier Hi (use 00 for minimum)... 01xxCBD2
Pokémon Special Modifier Lo (use 00 for minimum) 01xxCCD2
Pokémon Genetics Hi (use 00 for minimum)... 01xxCDD2
Pokémon Genetics Lo (use 00 for minimum) 01xxCED2
Pokémon Attack PP #1 (use 00 for minimum)... 01xxCFD2
Pokémon Attack PP #2 (use 00 for minimum)... 01xxD0D2
Pokémon Attack PP #3 (use 00 for minimum)... 01xxD1D2
Pokémon Attack PP #4 (use 00 for minimum)... 01xxD2D2
Pokémon Loyalty (use 01 to minimum) 01xxD3D2

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

Fourth Pokémon

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

Fifth Pokémon

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

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

11.1.3 Trainer's Team OT Names

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

First Pokémon
Pokémon OT Character #1 .... `01xxA8D3`
Pokémon OT Character #2 (use `50` for end-of-name)... `01xxA9D3`
Pokémon OT Character #3 (use `50` for end-of-name)... `01xxAAD3`
Pokémon OT Character #4 (use `50` for end-of-name)... `01xxABD3`
Pokémon OT Character #5 (use `50` for end-of-name)... `01xxACD3`
Pokémon OT Character #6 (use `50` for end-of-name)... `01xxADD3`
Pokémon OT Character #7 (use `50` for end-of-name)... `01xxAED3`
Pokémon OT End-of-Name .... `0150AFD3`
Pokémon OT Character (not used).. `0100B0D3`
Pokémon OT Character (not used).. `0100B1D3`
Pokémon OT Character (not used).. `0100B2D3`
Second Pokémon
Pokémon OT Character #1 .... `01xxB3D3`
Pokémon OT Character #2 (use `50` for end-of-name)... `01xxB4D3`
Pokémon OT Character #3 (use `50` for end-of-name)... `01xxB5D3`
Pokémon OT Character #4 (use `50` for end-of-name)... `01xxB6D3`
Pokémon OT Character #5 (use `50` for end-of-name)... `01xxB7D3`
Pokémon OT Character #6 (use `50` for end-of-name)... `01xxB8D3`
Pokémon OT Character #7 (use `50` for end-of-name)... `01xxB9D3`
Pokémon OT End-of-Name .... `0150BAD3`
Pokémon OT Character (not used).. `0100BBD3`
Pokémon OT Character (not used).. `0100BCD3`
Pokémon OT Character (not used).. `0100BDD3`

Third Pokémon

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

Fourth Pokémon

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

Fifth Pokémon

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

Sixth Pokémon

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

11.1.4 Trainer's Team Nicknames

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

First Pokémon

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

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

Second Pokémon

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

Third Pokémon

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

Fourth Pokémon

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

Fifth Pokémon

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

Sixth Pokémon

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

11.2 Battling Trainers/Gym Leaders

In progress…

11.3 Item Balls

In progress…

11.4 Room Decorations

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

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

11.5 Real Time Clock

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

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

12.0 More Secret Codes

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

12.1 Public Domain

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

CRYSTAL

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

```
Wild Pokémon Level ............................................................................................................ 01xx43D1
Wild Pokémon Number.......................................................................................................... 01xx04D2

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

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

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

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

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

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

ADVANCED RED/BLUE

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

Return S.S. Anne to Port 010203D8

ADVANCED YELLOW

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

Return S.S. Anne to Port 010202D8

ADVANCED GOLD/SILVER

In Progress…

ADVANCED CRYSTAL

In Progress…

Appendix F: Item Balls Table

In Progress…

Appendix G: Room Decorations Table

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

Pokémon Gold/Silver/Crystal

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

Appendix H: Real Time Clock Adjustment

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

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

Calculating the Minute

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

Calculating the Hour

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

Calculating the Weekday

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

Appendix I: Updated Web Links

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

Official GameShark Web Sites

GameShark Hompage .... http://www.gameshark.com/
GameShark Discussion Board .... (no longer available)

Other Web Sites

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

GSAttack@

Unofficial Shark Hack Site http://www.eef3soft.com/gameshark/
XSOrbit .... http://www.xsorbit.com/users/pittstonjoma/index.cgi