

Emerald Imperium V1.1 Changelog

You will have to patch a new ROM for changes to take effect, but your old save file should still work. Make sure your ROM file and save file have the same name. Do not patch your existing 1.0 ROM.

Please continue to submit feedback and report any bugs you encounter.

Additions

- Damp Rocks, Icy Rocks, and Smooth Rocks given as part of Granite Cave care package
- Light Clay added to care package given on Route 110
 - Also available for purchase in Mauville City Mart
- Added overworld rain to route 102 to allow earlier access to Goodra
- Added Shiny Charm to starting care package from Professor Birch
 - **For existing saves to not start a new game**, there is an NPC in a house in Olddale Town that will give you the Shiny Charm if you do not already have one.



- Added cheat code “ShinyS” to guarantee shiny starters at the beginning of the game
 - Applies to randomized starters as well

Changes

- Removed EVs from Pokemon found before Wattson (only effects non-MGM)
- Removed Lets Go Eevee from the randomizer pool
- Swapped Mudbray and Phanpy encounter locations
 - Mudbray now found on Route 117 Phanpy on Route 102

Bug fixes

- Fixed crashes involving Double Iron Bash and Mind Blown on some emulators
- Fixed crashes players could experience when buying Pomeg Berries from the man in Dewford Town and some vendors in Slateport City on some emulators
- Fixed crashes caused by the man giving starter eggs in Fallarbor Town on some emulators
- Fixed move compatibility on several pokemon including Pidgeot, Alakazam, Hisuian Samurott, Empoleon (lol), Aurorus, Electivire, Iron Bundle, Audino
- Fixed the move Diamond Storm (was physical, now is special)
- Fixed Swanna's Hidden Ability still being Hydration (now is No Guard)
- Removed the need to use Flash in Granite Cave
 - This should remove the "It's too dark to find anything" text box that would appear when trying to use the Dexnav
- Fixed Scott's dialogue in Petalburg
- Fixed Rockruff not being able to evolve into Lycanroc-dusk form
- Fixed shiny chaining with Dexnav allowing the player to encounter Pokemon above the current level cap
- Fixed Applin being unable to evolve into Dipplin