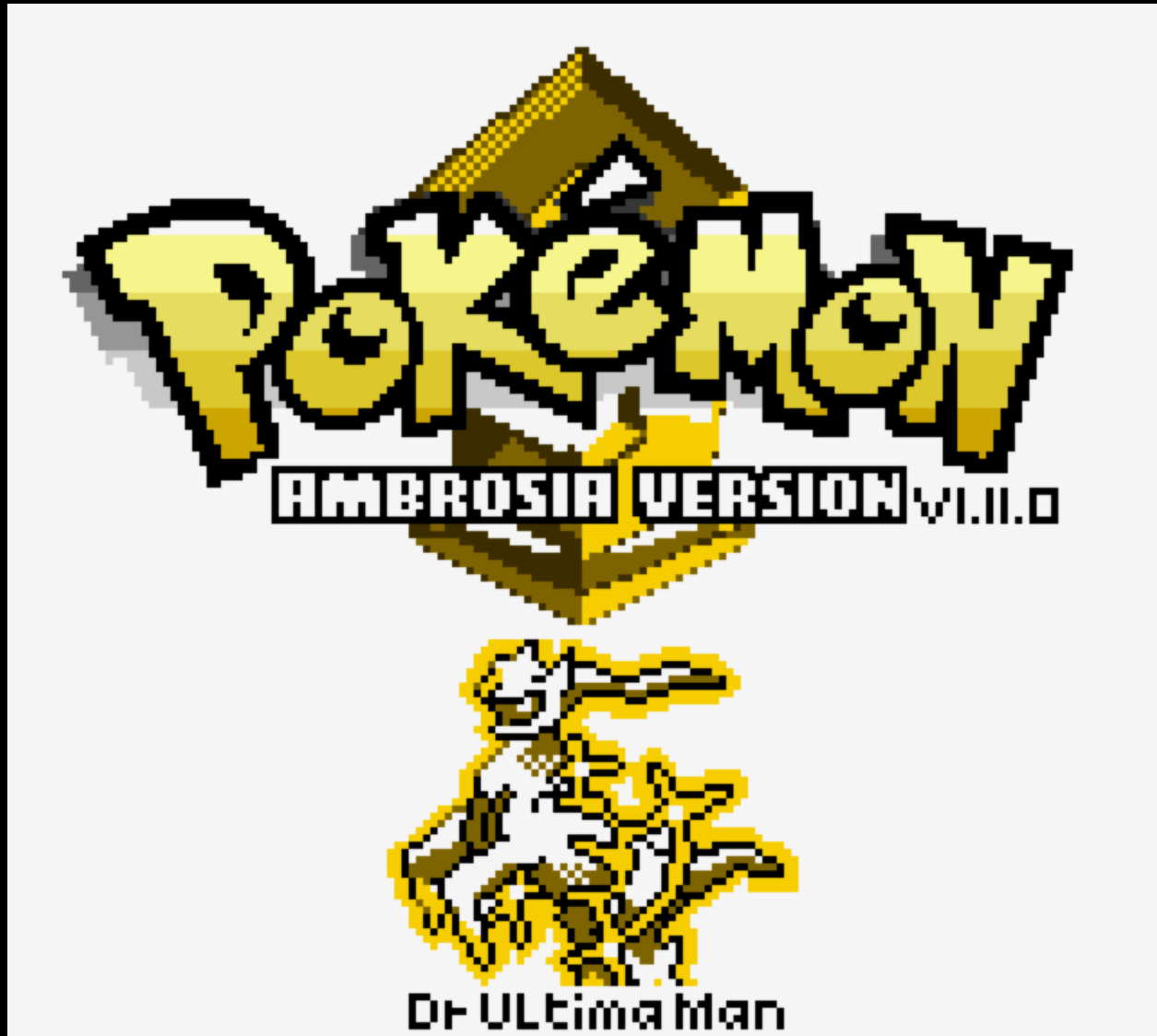


Pokémon Ambrosia

A Rom Hack with a focus on unique features, fun gameplay and extensive additional and post game content.



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Download

Please see Releases page for all versions, downloads - both rom and patches - and patch notes

- [Releases](#)

Discord link is [here](#)

Useful Information

- [Sheet detailing the location of all wild Pokemon, including overworld Pokemon](#)
- [Sheet detailing teams of all enemy boss trainers](#)
- [Sheet detailing typing, stats and abilities of Pokemon](#)

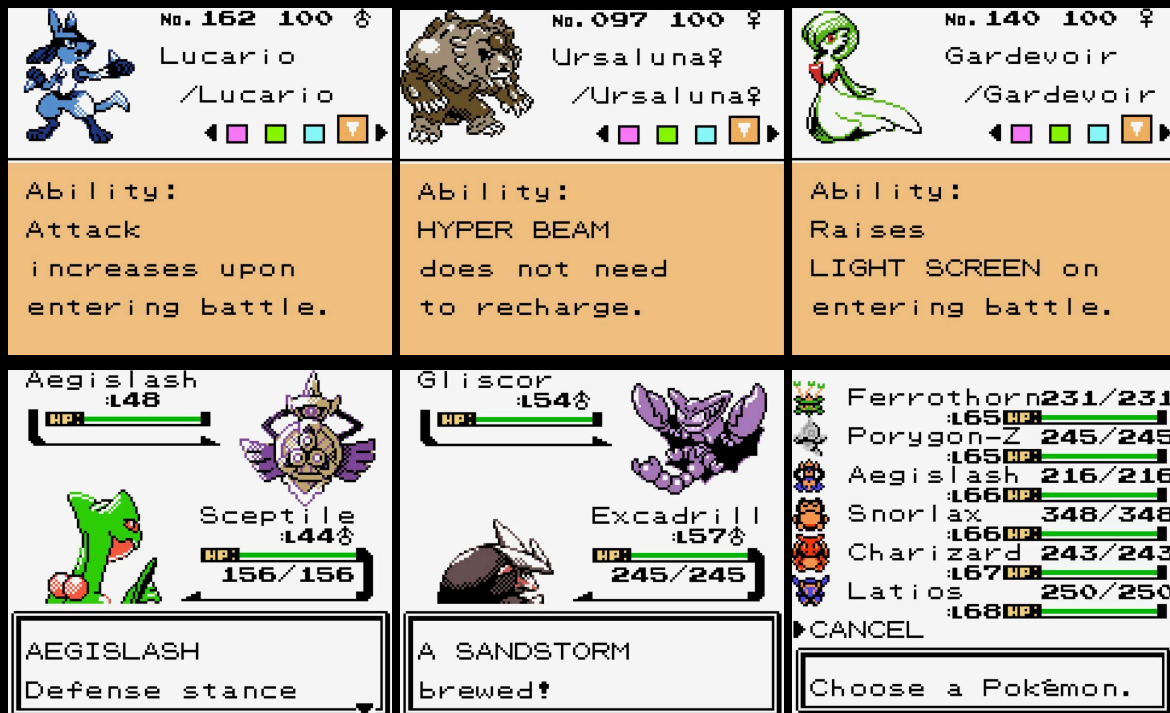
Pokedex

- Fully reworked Pokedex which includes fan favorite Pokemon and legendaries from the first 6 generations with 253 Pokemon in total.



- All Pokémon have one or more abilities and have access to all their abilities at once.
 - Some are the abilities you might expect such as Sandstream Tyranitar.
 - Some are different such as Lucario with Intrepid Sword.
 - Some are completely new such as Guardvoir raising a light screen upon switch in.

- Physical special split
- Numerous new moves and items



Overworld Pokemon

Pokemon wander in the overworld. They randomly spawn and come in 3 varieties.

- Normal Pokemon that appear in various colors and are at an appropriate level.
- Aggressive Pokemon that appear red and will attack the player on sight, they are at high levels and can only be escaped from by using a Pokedoll.
- Shiny Pokemon that appear gold and generally have a 1/8 chance to spawn in the area.



Story

- The story is completely new and centers on an imminent invasion of Kanto due to a war with Hoen.
- New dialog for every NPC and event in the entire game
- Three recurring rivals, one of which uses an exact copy of the players party including stats, items, nicknames, everything.



World

- Many updated maps and numerous all new maps.
- Random battle weather assigned upon entering an area, though some maps have fixed weather.

- With a more open world design allowing the player to enter areas with trainers and Pokemon far stronger than they would be able to beat but with hidden powerful rewards.
- Can travel north to Blackthorn and west to Olivine from the beginning of the game.
- Can travel to Kanto as soon as reaching Goldenrod.



Level Caps

Open world design is balanced by two levels caps, both of which are visible on your trainer card and increase upon defeating Gym leaders.

- Cap on the max level you can train Pokemon to. This is a generous cap that starts at 20 and is generally slightly higher than the next gym leaders max level.
- Cap on the max level of Pokemon you can capture. This is generally 10 less than your training level cap.



Quality of Life

- B button is turbo by default
- Battle speed option which speeds up battles by removing almost all in battle text
- Can rematch any trainer by talking to them, including Gym leaders. However, rematches give reduced exp and forbid the use of items.
- Exp share available from very early on, giving 50% exp to all Pokemon who do not participate. This upgrades to 100% after beating the Elite Four and again to 200% at endgame.
- Sport Shoes which allows the player to run by default (rather than having to hold B) except when indoors where walking is the default (though you can still run by holding B).
- A Remembrall key item which acts as a portable move relearner with no cost.
- All TMs are infinitely reusable.
- HMs can be used by any Pokemon which is able to learn them, without actually needing to know them.
- A Pocket PC allows access to PC anywhere except caves and dungeons for balance reasons.
- Pocket PC also acts as a portable Pokecenter allowing the player to heal their party instantly
- Can see enemy types in battle by pressing select
- Can view battle information in battle, this includes
 - Stat modifiers for each Pokemon
 - Numerical stats for each Pokemon
 - Enemy moves and item
 - Enemy ability
 - Field effects on both sides of the field

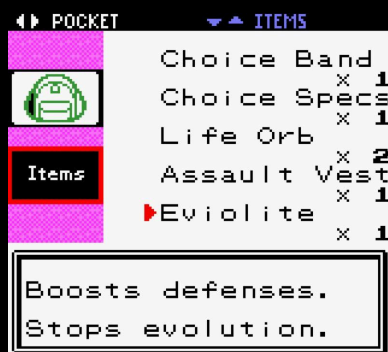
- The image is a 4x4 grid of 16 screenshots from the Pokémon Red and Blue games. The screenshots are as follows:

 - Row 1:**
 - Text Speed: Inst, Battle Anim: On, Battle Mode: Set, Battle Speed: Quick, Sound: Mono, Menu Data: On, Frame: Type 3, Cancel.
 - A battle scene in a forest with a 'No' button.
 - Bill's PC, GOLD's PC, PROF.Oak's PC, Hall Of Fame, Heal Party.
 - Row 2:**
 - How about a rematch?
 - Access whose PC?
 - Row 3:**
 - POCKET, ITEMS, Remembrall, Escape Pod, Pocket PC, Repulsor, Sport Shoes.
 - 46 Rock Slide, 47 Thunder Wave, 48 Fire Punch, TM/HM 49 X Scissor, 50 Dark Pulse.
 - Player stats (Atk: 1, Def: 0, Spe: 1, SAtk: 0, SDef: 0, Acc: 0, Eva: 0) and Enemy stats (Atk: 2, Def: 0, Spe: 0, SAtk: 1, SDef: 1, Acc: 0, Eva: 0). Stat Changes Page 1/5.
 - Row 4:**
 - Remember a forgotten move.
 - Savage attack with sharp pincers.
 - Weather: Normal, Player (Reflect 4 turns, L.Screen 4 turns, T.Room 3 turns, Spikes, S.Rock), Enemy (T.Room 3 turns), Field Effects Page 5/5.
 - Goldenrod City, Blackthorn City, Indigo Plateau, Pallet Town, Saffron City. Where would you like to go?
 - A battle scene in a cave with a 'STOP' button.

Items and Moves

competitive items

- Choice Band
- Choice Specs
- Life Orb
- Focus sash (is not consumed upon use)
- Eviolite (also stops evolution)
- Assault Vest
- Heavy-Duty Boots
- Muscle Band
- Wise Glasses
- Expert Belt
- type boost items give 20% boost
- Leftovers



Unique items

- New item the Red Eye Orb allows the player to become a dark souls like invader. This gives the player a Red sprite, gives them double prize money upon winning a battle but losing a battle costs all the players money.
- New rare vitamin item Ambrosia maximizes all of the following in one use
 - DVs (IVs)
 - Stat Exp (EVs)
 - Happiness.



Moves - not exhaustive list

- Stealth Rock (capped at 25% damage)
- Sticky Web
- Toxic Spikes (1 layer only)
- Trick Room
- Taunt
- Bulk Up
- Calm Mind
- Nasty Plot
- Dragon Dance
- Quiver Dance
- Shell Smash
- Geomancy
- Close Combat
- Stone Edge
- Brave Bird
- Flare Blitz
- Volt tackle
- Aura Sphere
- Dark Pulse
- Moon Blast

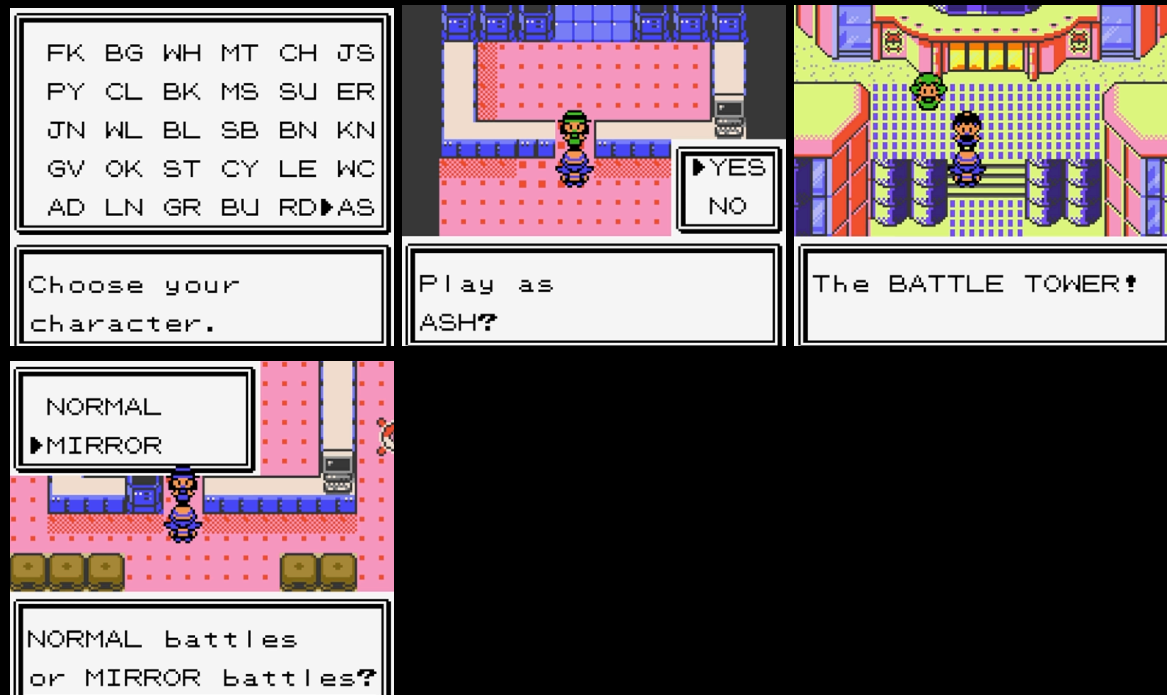
 No. 091 100 ♀ Cloyster /Cloyster ◀ [] [] [] [] ▶	 No. 162 120 ♂ Lucario /Lucario ◀ [] [] [] [] ▶	 No. 238 100 Xerneas /Xerneas ◀ [] [] [] [] ▶
Item Focus Sash Move Shell Smash PP 10/10 Avalanche PP 10/10 Waterfall PP 15/15 Surf PP 15/15	Item Choice Band Move Meteor Mash PP 10/10 Close Combat PP 10/10 Crunch PP 15/15 Extremespeed PP 10/10	Item Leftovers Move Geomancy PP 10/10 Moon Blast PP 15/15 Thunderbolt PP 15/15 Earth Power PP 10/10

Entertaining Features

Battle Frontier

Fully revamped battle frontier including 5 areas

- Battle Mirror where you battle an exact copy of your current team.
- Battle Roulette where you battle a random boss enemy you have fought before and receive a random reward.
- Battle Arcade where you select a team to use, then an enemy to fight against from a selection of Gym Leader, Elite Four and boss teams. You start with all Gym leaders and unlock other characters as you play through the story.
- Battle trial where you face consecutive story enemies of increasing strength with your party only being healed every three fights.
- Battle tower which now consists of four 6v6 fights with no rules and has five difficulties.
- Battle tower (mirror mode) here instead of using your own party you use an exact copy of the random enemy party. Keeping the fights interesting.



RPG NPC

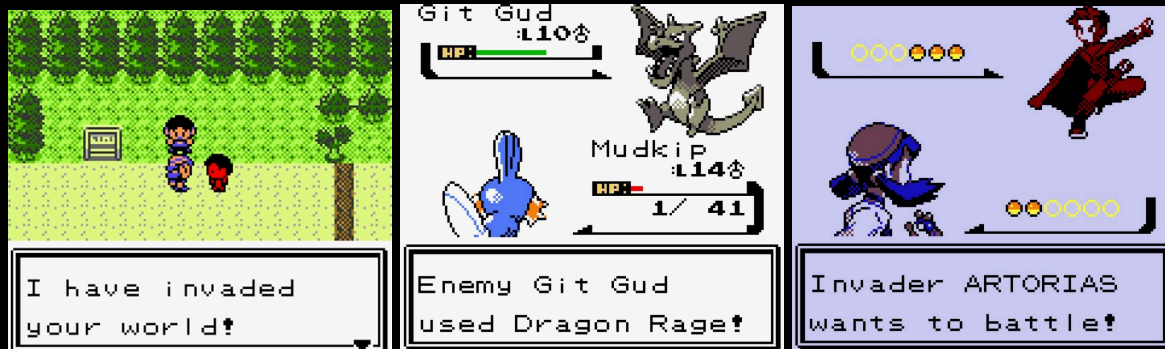
A recurring RPG minigame where the player plays through stories where they battle using fixed teams based on choices the player makes. The stories available include.

- Star Wars
- Yugioh
- Dragon Ball Z
- Lord of The Rings
- Merlin



Invaders

Invader enemy class based on dark souls invaders. They don't generally have high level Pokemon but their Pokemon are min-maxed and they utilize meta strategies. They are all avoidable.



AI

AI has been extensively improved. At all times it has knowledge of

- Whether it has any moves that can 1HKO, 2HKO or 3HKO the player from both their current and max health.
- Whether the player has any moves that can 1HKO, 2HKO or 3HKO the AI from both its current and max health.
- Whether the AI can outspeed the player.
- What item the player Pokemon has.
- Whether the AI is locked into a resisted move, it will switch out in this case.

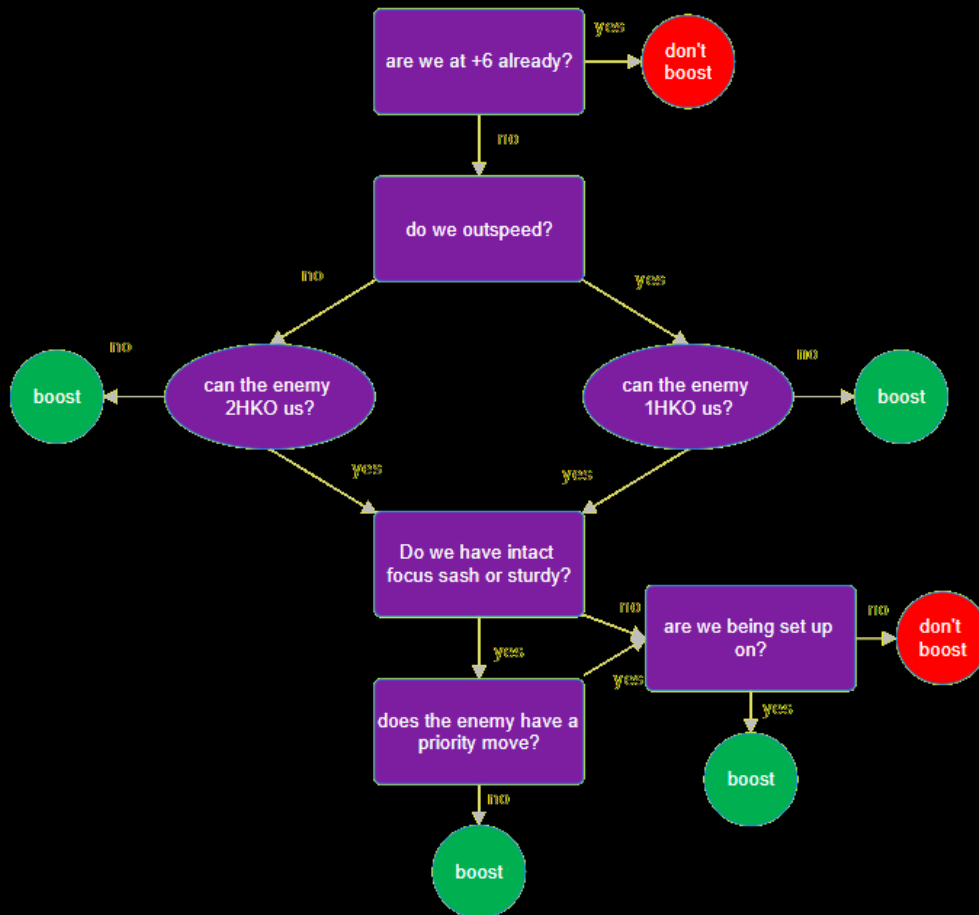
It uses all these to make decisions, take these moves for example

Recover

- AI will use if it will only get one more turn before being defeated by the player.
- Unless the player can 2HKO AI from max HP, no point using recover in that case.

Swords Dance

- AI will use it if it will be able to get off at least one attack after using it.
- It will not use if the player can 1HKO unless all the following are true
 - The AI outspeeds player
 - AI has intact focus sash or sturdy
 - The player does not have a priority move



Post game

- 28 legendary Pokemon, 14 of which are Uber, including Mewtwo which has been redesigned to be equivalent to RBY Mewtwo mechanically and Arceus which is mechanically extremely overpowered.
- Several huge new maps with over 50 optional bosses.
- Significantly game changing rewards for completion including Mark of God and Hand of God.



Mark of God

- Can be toggled on and off
- Gives the player a gold sprite.
- Makes all player Pokemon appear shiny regardless of stats.
- Gives the player infinite money.
- Makes the player immune to all aggressive overworld entities.



Hand of God

- Can be toggled on and off and lets the player instantly make new teams or cosplay as any player they want.
- Upon entering a trainer battle the player party is replaced with a copy of the enemies party.
- This persists after battle, the player can deposit the Pokemon in their box if they want.
- This gives the player the option to restore their original team from the last save when turned off.



FAQ

Q: What Pokemon are in the game and how do they evolve?



Pokemon generally do not have any changes to type. Miltank and Lopunny are the only exceptions. There are generally few changes to base stats, with what changes there are usually being small buffs to offensive stats. Pokemon also learn all their important moves via level up and the moves learnt and levels they are learnt at is unaffected by evolution. The one exception being Pikachu's signature move learnt at level 85, which Raichu doesn't learn.

Here is every Pokemon in the game in Pokedex order, and how they evolve.

- Treecko - 16 - Grovyle - 36 - Sceptile
- Chimchar - 16 - Monferno - 36 - Infernape
- Froakie - 16 - Frogadier - 36 - Greninja
- Bulbasaur - 16 - Ivysaur - 32 - Venusaur
- Charmander - 16 - Charmeleon - 36 - Charizard
- Squirtle - 16 - Wartortle - 36 - Blastoise
- Mudkip - 16 - Marshtomp - 36 - Swampert
- Starly - 14 - Staravia - 34 - Staraptor
- Buneary - happiness - Lopunny
- HootHoot - 20 - Noctowl
- Rattata - 20 - Raticate
- Pikachu - Thunder Stone - Raichu
- Riolu - happiness - Lucario
- Venipede - 20 - Whirlipede - 30 - Scolipede
- Honedge - 30 - Doublade - 40 - Aegislash
- Joltik - 30 - Galvantula
- Geodude - 25 - Graveler - 40 - Golem
- Zubat - 22 - Golbat - happiness - Crobat
- Clefairy - Moon Stone - Clefable
- Mawile
- Mimikyu
- Togepi - 18 - Togetic - happiness - Togekiss
- Rotom
- Poltegeist
- Arbok
- Mareep - 15 - Flaaffy - 30 - Ampharos
- Gastly - 25 - Haunter - 40 - Gengar
- Unown - 30 - Nown
- Onix - 35 - Steelix
- Bellsprout - Leaf Stone - Victreebel
- Hawlutch
- Poliwhirl - 25 - Poliwhirl
 - Water Stone - Poliwrath
 - 40 - Politoed
- Magikarp - 20 - Gyarados
- Slowpoke - 32 - Slowbro

- Pawniard - 30 - Bisharp - 50 - Kingambit
- Abra - 16 - Kadabra - 40 - Alakazam
- Ditto
- Nidoran_F - 16 - Nidorina - Moon Stone - Nidoqueen
- Nidoran_M - 16 - Nidorino - Moon Stone - Nidoking
- Yanma - 30 - Yanmega
- Exeggcuter - Leaf Stone / Fire Stone - Exeggutor
- Scyther
 - Sun Stone - Scizor
 - Moon Stone - Kleavor
- Pinsir
- Heracross
- Weezing
- Ferroseed - 30 - Ferrothorn
- Magnemite - 30 - Magnetron - Thunder Stone - Magnezone
- Vulpix
 - Fire Stone - Ninetales
 - Moon Stone - Alolan Ninetales
- Growlithe - Fire Stone - Arcanine
- Shroomish - 23 - Breloom
- Meowth - 28 - Persian
- Snover - 35 - Abomasnow
- Machop - 25 - Machoke - 40 - Machop
- Timburr - 25 - Gurdurr - 40 - Conkeldurr
- Solosis - 30 - Duosion - 40 - Reuniclus
- Tauros
- Miltank
- Magmar - 40 - Magmortar
- Jynx
- Electabuzz - 40 - Electivire
- Mr Mime
- Smeargle
- Tentacool - 30 - Tentacool
- Feebas - happiness - Milotic
- Staryu - Water Stone - Starmie
- Shellder - Water Stone - Cloyster
- Eevee
 - Water Stone - Vaporeon
 - Thunder Stone - Jolteon
 - Fire Stone - Flareon
 - Sun Stone - Espeon
 - Moon Stone - Umbreon
 - Happiness - Sylveon
- Seadra - 40 - Kingdra

- Gligar - 32 - Gliscor
- Swinub - 30 - Piloswine - 42 - Mamoswine
- Teddiursa - 30 - Ursaring
 - Sun Stone - Ursaluna
 - Moon Stone - Ursaluna Bloodmoon
- Cottonee - Sun Stone - Whimsicott
- Skarmory
- Ponyta - 30 - Rapidash
- Marill - 18 - Azumarill
- Drilbur - 31 - Excadrill
- Rhyhorn - 35 - Rhydon - 50 - Rhyperior
- Murkrow - Moon Stone - Honchkrow
- Houndour - 24 - Houndoom
- Sneasel
 - Moon Stone - Weavile
 - Sun Stone - Sneasler
- Misdreavus - Moon Stone - Mismagius
- Litwick - 30 - Lampent - 40 - Chandelure
- Porygon - 30 - Porygon2 - 40 - PorygonZ
- Chansey - happiness - Blissey
- Lapras
- Ralts - 18 - Kirlia
 - Moon Stone - Gardevoir
 - Sun Stone - Gallade
- Arctozolt
- Dracovish
- Aerodactyl
- Snorlax
- Larvesta - 50 - Volcarona
- Dratini - 30 - Dragonair - 50 - Dragonite
- Larvitar - 30 - Pupitar - 50 - Tyranitar
- Beldum - 20 - Metang - 50 - Metagross
- Bagon - 30 - Shelgon - 50 - Salamence
- Gible - 24 - Gabite - 48 - Garchomp
- Deino - 30 - Zweilous - 50 - Hydreigon
- Meltan - 50 - Melmetal
- Frigibax - 30 - Arctibax - 50 - Baxcalibur
- Articuno
- Zapdos
- Moltres
- Raikou
- Entei
- Suicune
- Mew

- Celebi
- Latias
- Latios
- Deoxys
- Darkrai
- Shaymin
- Genesect
- Lugia
- Ho-oh
- Kyogre
- Groudon
- Rayquaza
- Dialga
- Palkia
- Giratina
- Regigigas
- Xerneas
- Yveltal
- Zygarde
- Mewtwo
- Arceus

Note there are

- 253 Pokemon in total
- 139 fully evolved Pokemon
- 6 viable Eviolite Pokemon - Chansey, Porygon2, Scyther, Golbat, Rhydon, Ursaring
- 28 Legendary Pokemon - 14 Uber

Q: What ability does this Pokemon have?

The following are the abilities of all fully evolved Pokemon. Note that

- If multiple abilities are listed it mean the Pokemon has all of them at once
- The ability of being immune to hax means being immune to
 - Flinching
 - OHKO moves
 - Destiny Bond
 - Perish Song
 - Encore
 - Roar
 - Whirlwind
 - Counter
 - Mirror Coat

- Night Shade
 - Seismic Toss
 - Dragon Rage
 - Sonicboom
- Sceptile
 - Gets critical hits more often
 - Deals extra critical hit damage
 - Heals status on switch in
- Infernape
 - Boosted damage to punch moves
 - Takes no recoil damage from attacks
- Greninja
 - Gets STAB on all moves
 - Has increased accuracy
- Venusaur
 - Boosted speed in sun
 - Regenerates HP every turn
 - Boosts the damage of weaker moves
- Charizard
 - Summons sun upon entering battle
 - Special Attack boost on defeating foe
- Blastoise
 - Defense boost upon switch in
 - Can not be KO'd from full HP
- Swampert
 - Immune to Water attacks
- Staraptor
 - Lowers foes Attack upon switch in
 - Boosted Attack when afflicted with status
- Lopunny
 - Boosted Attack when afflicted with status
 - Immune to all passive damage
- Noctowl
 - Has increased accuracy
 - Defense boost upon switch in
- Raticate
 - Boosted Attack when afflicted with status.
 - Takes half damage from Fire and Ice attacks.
- Pikachu
 - Immune to Electric attacks.
- Raichu
 - Special Attack boost upon switch in
 - Immune to Electric attacks

- Lucario
 - Attack boost upon switch in
- Scolipede
 - Speed boost upon switch in
 - Toxic Spikes upon switch in
- Aegislash
 - Switch between attack and defense stance
- Glavantula
 - Thunder will always hit
- Golem
 - Speed increase in sandstorm
 - Can not be KOd from full HP
- Crobat
 - Evasion increases upon switch in
 - Deals extra critical hit damage
- Clefable
 - Immune to all passive damage
 - Special Defense boost upon switch in
- Mawile
 - Has double Attack
 - Lowers foes Attack upon switch in
- Mimikyu
 - Raises Substitute upon switch in
- Togekiss
 - Move effects are more likely to occur
 - Heals status upon switch in
- Rotom
 - Immune to Ground attacks
 - Immune to Electric attacks
- Poltegeist
 - Raises Safeguard upon entering battle
- Arbok
 - Armoured at max HP
 - Lowers foes attack upon switch in
- Ampharos
 - Raises Light Screen upon switch in
 - Immune to Electric attacks
- Gengar
 - Immune to Ground attacks
 - Has a final attack upon defeat
- Nown
 - Prevents enemy switching
 - Breaks enemy screens upon switch in
 - Immune to ground moves

- Steelix
 - Lays Spikes upon switch in
 - Can not be KO'd from full HP
- Victreebel
 - Gets critical hits often
 - Deals extra critical hit damage
- Hawlucha
 - Takes no recoil damage from attacks
- Poliwrath
 - Speed increase in rain
 - Boosted Attack when afflicted with status
 - Immune to Water attacks
- Politoed
 - Summons rain upon switch in
 - Special Defense boost upon switch in
 - Immune to Water attacks
- Gyarados
 - Attack boost on defeating foe
- Slowbro
 - Special Defense boost upon switch in
- Kingambit
 - Attack increases upon entering battle
 - Boosts damage of weaker moves
- Alakazam
 - Gets critical hits often
 - Immune to passive damage
- Ditto
 - Transforms into foe when switching in
- Nidoqueen
 - Lays Toxic Spikes upon switch in
 - Boosted damage against opposite gender foes
- Nidoking
 - Lays Stealth Rock upon switch in
 - Boosted damage against opposite gender foes
- Yanmega
 - Speed boost upon entering battle
 - Increased accuracy
- Exeggutor
 - Speed increases in the sun
 - Resists Fire and Ice moves
- Scizor
 - Boosts damage of weaker moves
- Kleavor
 - Sets Stealth Rock upon switch in

- Stone Edge always hits
- Pinsir
 - Can not be KOd from full HP
- Heracross
 - Boosted attack when afflicted with status
 - Attack boost on defeating foe
- Weezing
 - Lowers foes accuracy upon switch in
 - Deals damage upon defeat.
- Ferrothorn
 - Lays Spikes upon switch in
 - Can not be KOd from full HP
- Magnezone
 - Zap Cannon always hits
 - Can not be KOd from full HP
 - Deals damage upon defeat
- Ninetales
 - Raises Light Screen upon switch in
 - Fire Blast can not miss
 - Immune to Fire attacks
- Alolan Ninetales
 - Raises Reflect upon switch in
 - Blizzard can not miss
- Arcanine
 - Lowers foes attack upon switch in
 - Immune to recoil damage
 - Immune to Fire attacks.
- Breloom
 - Boosts damage of weaker moves
 - Boosted damage of punch moves
- Persian
 - Slash always crits
 - Boosts damage of weaker moves.
- Abomasnow
 - Summons Hail upon switch in
 - Uses Leech Seed upon switch in
- Machop
 - Dynamic Punch always hits
 - Boosted Attack when afflicted with status
 - Boosted damage of punch moves
- Conkeldurr
 - Boosted attack when afflicted with status
 - Boosted damage of punch moves
- Reunicus

- Activates Trick Room upon switch in
 - Immune to passive damage
- Tauros
 - Lowers foes Attack upon switch in
 - Attack boost on defeating foe
- Miltank
 - Lowers foes Special Attack upon switch in
 - Boosted damage against opposite gender foes
- Magmortar
 - Fire Blast always hits
 - Immune to Fire attacks
- Jynx
 - Blizzard always hits
 - Gives Nightmares to sleeping foes
- Electivire
 - Takes no recoil damage from attacks
 - Immune to Electric attacks
- Mr Mime
 - Raises Light Screen and Reflect upon switch in
- Smeargle
 - Random stat boost upon switch in
 - Raises Safeguard upon switch in
- Tentacruel
 - Lays Toxic Spikes upon switch in
 - Regenerates HP every turn
 - Immune to stat drops
- Milotic
 - Gains armour at full HP
- Starmie
 - Has increased accuracy
 - Heals status upon switch in
- Cloyster
 - Can not be KOed from full HP
- Eevee
 - Random stat boost upon switch in
- Vaporeon
 - Immune to stat drops
 - Immune to Water attacks
 - Uses Defog upon switch in
- Jolteon
 - Gets critical hits often
 - Immune to Electric attacks
- Flareon
 - Lowers foes Special Attack upon switch in

- Move effects are more likely to occur
 - Immune to Fire attacks
- Espeon
 - Special Attack boost upon switch in
 - Raises Safeguard upon switch in
- Umbreon
 - Special Defense boost upon switch in
 - Taunts foe upon switch in
- Sylveon
 - Immune to all status effects
- Kingdra
 - Increased speed in rain
 - Special Attack boost on defeating foe
- Gliscor
 - Summons a Sandstorm upon switch in
 - HP regenerates every turn in sandstorm
- Mamoswine
 - Takes half damage from Fire and Ice attacks
 - HP regenerates every turn in Hail
- Ursaluna
 - Takes no recoil damage from attacks
 - Boosted Attack when afflicted with status
- Ursaluna Bloodmoon
 - Hyper Beam does not require a recharge
- Whimsicott
 - Non-damaging moves have priority
 - Uses Leech Seed upon switch in
- Skarmory
 - Lays Spikes upon switch in
 - Can not be KO'd from full HP
- Rapidash
 - Speed boost upon switch in
 - Immune to Fire attacks
- Azumarill
 - Has double Attack
 - Boosts damage of weaker moves
- Excadrill
 - Speed increases in sandstorm
 - Boosts damage of weaker moves
- Rhyperior
 - Lays Stealth Rock upon switch in
 - Takes reduced damage from super effective attacks
- Murkrow
 - Non-damaging moves have priority

- Honchkrow
 - Gets critical hits more often
- Houndoom
 - Special Attack boost upon switch in
 - Immune to Fire Attacks
- Weavile
 - Evasion boost upon switch in
 - Gets critical hits more often
- Sneasler
 - Taunts foe upon switch in
 - Gets critical hits more often
- Mismagius
 - Immune to Ground attacks
 - Lowers foes Special Attack upon switch in
- Chandelure
 - Prevents enemy switching
 - Immune to Fire attacks
 - Special Attack boost upon defeating foe
- Porygon2
 - Boosted damage on weaker moves.
- PorygonZ
 - Hyper Beam does not require a recharge
- Blissey
 - Move effects are more likely to occur
 - Heals status upon switch in
- Lapras
 - Regenerates HP every turn in Hail
 - Immune to Water moves
 - Lowers foes Special Attack upon switch in
- Gardevoir
 - Raises Light Screen upon switch in
 - Cures status upon switch in
- Gallade
 - Raises Reflect upon switch in
- Arctozolt
 - Immune to Electric attacks
 - Speed boost while in Hail
- Dracovish
 - Attack boost on defeating foe
- Aerodactyl
 - Takes no recoil damage from attacks
- Snorlax
 - Takes half damage from Fire and Ice moves
- Volcarona

- Immune to Fire attacks
 - Fire Blast can not miss
- Dragonite
 - Gains armour at full HP
 - Can use Outrage freely
- Tyranitar
 - Summons sandstorm upon entering battle
 - Attack boost on defeating foe
- Metagross
 - Takes reduced damage from super effective attacks
 - Immune to stat drops
 - Boosted damage to punch moves
- Salamence
 - Immune to recoil
 - Lowers enemy Attack upon switch in
- Garchomp
 - Regenerates HP every turn in sandstorm
 - Critical hits deal extra damage
- Hydreigon
 - Taunts foe upon switch in
 - Has boosted accuracy
 - Critical hits deal extra damage
- Melmetal
 - Boosted damage to punch moves
 - Immune to stat drops
- Baxcalibue
 - Lowers foes Special Attack upon switch in
 - Regenerates HP every turn in Hail
- Articuno
 - Summons Hail upon switch in
- Zapdos
 - Raises Light Screen upon switch in
 - Immune to Electric attacks
- Moltres
 - Raises Safeguard upon switch in
 - Immune to Fire attacks
 - Immune to recoil
- Raikou
 - Speed boost upon switch in
 - Immune to Electric attacks
 - Special Attack boost on defeating foe
- Entei
 - Attack boost upon switch in
- Suicune

- Defense boost upon switch in
- Mew
 - Regenerates HP every turn
 - Heals status upon switch in
- Celebi
 - Uses Leech Seed upon switch in
 - Heals status upon switch in
- Latias
 - Raises Light Screen upon switch in
 - Immune to Ground moves
- Latios
 - Raises Reflect upon switch in
 - Immune to Ground moves
- Deoxys
 - Gets STAB on all moves
 - Immune to sleep
 - Immune to stat drops
- Darkrai
 - Taunts foe upon switch in
 - Gives Nightmares to sleeping foes
- Shaymin
 - Move effects are more likely to occur
 - Heals status upon switch in
- Genesect
 - Special Attack boost upon switch in
- Lugia
 - Gains armour at full HP
 - Immune to hax
- Ho-oh
 - Regenerates HP every turn
 - Immune to hax
- Kyogre
 - Summons rain upon switch in
 - Immune to stat drops
 - Immune to hax
- Groudon
 - Summons sun upon switch in
 - Resists Water attacks
 - Immune to hax
- Rayquaza
 - Clears all field effects upon switch in
 - Takes reduced damage from super effective attacks
 - Immune to hax
- Dialga

- Lays Stealth Rock upon switch in
 - Immune to stat drops
 - Immune to hax
- Palkia
 - Takes half damage from Fire and Ice moves
 - Raises Safeguard on switch in
 - Immune to Hax
- Giratina
 - Prevents enemy switching
 - Immune to hax
 - Special Attack boost on defeating foe
- Regigigas
 - Takes no recoil damage from attacks
 - Immune to stat drops
 - Immune to hax
- Xerneas
 - Immune to all passive damage
 - Immune to hax
- Yveltal
 - Immune to all passive damage
 - Immune to hax
- Zygarde
 - Regenerates HP every turn
 - Immune to hax
- Mewtwo
 - Gets critical hits often
 - Has double Recover PP
 - Immune to hax
- Arceus
 - Immune to status effects
 - Immune to stat drops
 - Immune to all passive damage
 - Immune to hax

Q: where can I find more Ambrosia?

A:

Before Elite Four

- 1 in basement area of Sprout Tower
- 1 in Ilex forest guarded by a high level Volcarona
- 1 in Rock Tunnel
- 1 in Dark Cave - requires Darkrai in the players team
- 1 given by NPC in roof house of Celadon Mansion, accessible from back

- 1 hidden behind overworld Dragonite on far right area of Dragons Den
- 1 in the Abyss map accessible from Route 44
- 1 in Whirl Islands from top of waterfall before Lugia
- 1 from item room in the Ho-oh chamber of Ruins of Alph
- 1 guarded on route 6
- 1 in maze area of Cerulean Cave, along with many other items
- 1 as an item in Victory Road
- 1 given by scientist after catching all 26 Unown forms
- 1 given by Mum after saving enough money
- prize for beating Mirror mode Battle Tower on any difficulty

After Elite Four

- 1 given by NPC in Vermillion after obtaining 8 Kanto badges
- 1 given as prize by RPC NPC in Mt Silver
- 3 as hidden items in Silver Cave
- 1 in Ancient Ruin Past area where Xerneas is
- 1 in Ancient Temple area before room with Zygarde
- 1 at end of Master Trial area before Mewtwo
- 1 given as prize by RPG NPC in Hall of Origin
- 1 given by Lord Oak in Hall of Origin
- possible as a random prize from Battle Roulette
- given as prize after first round of Master difficulty in Battle Trial
- 99 given as prize for beating Master difficulty Battle Tower on Normal mode

Q: Where can I find held item X

Lucky Egg

- Given by Bill in Violet Pokecenter
- Given by Leon in National Park
- Given by Reds Mum in Pallet Town
- Hidden item on island in Route 44
- Maze floor of Cerulean Cave
- Held by Mr Mime in game trade
- Held by Mew given by Bill's Grandfather
- Random prize in Battle Roulette
- Bought in Master Trial

Choice Band

- RPG minigame in Blackthorn City
- Mount Morar B1F
- Ruins of Alph Ho-oh item room
- Maze floor of Cerulean Cave

- Given by Mum when saving money
- Random prize in Battle Roulette
- Bought in Master Trial
- Bought in Hall of Origin

Choice Specs

- Ice Path entrance
- Top of Lake of Rage
- Ruins of Alph Ho-oh item room
- Maze floor of Cerulean Cave
- Given by Mum when saving money
- Random prize in Battle Roulette
- Bought in Master Trial
- Bought in Hall of Origin

Life Orb

- Given by old man in Cherrygrove after obtaining Red Eye Orb
- Second place prize in Bug Catching Contest
- Lavender forest after fixing Power plant
- Ruins of Alph Ho-oh item room
- Maze floor of Cerulean Cave
- Given by Mum when saving money
- Random prize in Battle Roulette
- Bought in Master Trial
- Bought in Hall of Origin
- Wild Yveltal

Assault Vest

- Given by NPC in Cherrygrove city after beating snobby kid
- RPG minigame in Olivine City
- Surf behind the Gym in Violet City
- Victory Road
- Maze floor of Cerulean Cave
- Given by Mum when saving money
- Random prize in Battle Roulette
- Bought in Master Trial
- Bought in Hall of Origin

Flame Orb

- Ruins of Alph Kabuto item room
- House above Cycle road
- Bottom left corner of Route 44
- Cinnabar Island
- Bought in Master Trial

- Bought in Hall of Origin

Eviolite

- RGP minigame in Azalia
- Found on the west side of Route 42
- Bought from Goldenrod mart

Focus Sash

- RPG minigame in Cherrygrove
- Victory Road
- Tin Tower 8F
- Ruins of Alph Aerodactyl item room
- Maze floor of Cerulean Cave
- Given by Mum when saving money
- Random prize in Battle Roulette
- Bought in Master Trial
- Bought in Hall of Origin

Leftovers

- Ice Path B1F
- First place prize in Bug Catching Contest
- Celadon Cafe
- RPG minigame in Lavender Town
- Whirl Island B2F
- Ancient Temple
- Wild/Traded Snorlax
- Wild Zygarde
- Ruins of Alph Ho-oh item room
- Maze floor of Cerulean Cave
- Given by Mum when saving money
- Random prize in Battle Roulette
- Bought in Master Trial
- Bought in Hall of Origin

Heavy Duty Boots

- Hidden item in National Park
- Mount Mortar 1F
- Maze floor of Cerulean Cave
- Random prize in Battle Roulette
- Bought at Fuchsia mart
- Bought in Master Trial
- Bought in Hall of Origin

Q: where can I find a given tm?

A:

TM01 - Drain Punch - given by Cianwood Gym Leader
TM02 - Headbutt - given by NPC in Ilex Forest
TM03 - Curse - item in Dark Cave
TM04 - Aura Sphere - Aerodactyl Puzzle item room (use Flash)
TM05 - Roar - item in Mt Mortar
TM06 - Toxic - given by Fuchsia Gym Leader
TM07 - Body Slam - given by Power Plant manager
TM08 - Rock Smash - Kabuto puzzle item room (use Escape Pod)
TM09 - Roost - given by NPC in farm house after giving Miltank a Gold Berry
TM10 - Hidden Power - Union Cave
TM11 - Sunny Day - Route 27
TM12 - Self Destruct - Celadon Mart
TM13 - Explosion - Celadon Mart
TM14 - Blizzard - Goldenrod Game Corner Prize
TM15 - Hyper Beam - Celadon Mart
TM16 - Icy Wind - given by Mahogany Gym Leader
TM17 - Protect - given by NPC in Viridian City
TM18 - Rain Dance - Slowpoke Well
TM19 - Giga Drain - given by Celadon Gym Leader
TM20 - Horn Drill - Celadon Game Corner Prize
TM21 - Fissure - Celadon Game Corner Prize
TM22 - Solarbeam - Route 27
TM23 - Iron Head - given by Olivine Gym Leader
TM24 - Dragon Pulse - given by Blackthorn Gym Leader
TM25 - Thunder - Goldenrod Game Corner Prize
TM26 - Earthquake - item in Victory Road
TM27 - Return - given by Goldenrod Gym Leader
TM28 - Dig - item in National Park
TM29 - Psychic - given by NPC in Cianwood City
TM30 - Shadow Ball - given by Ecruteak Gym Leader
TM31 - Thunderbolt - given by NPC at Lake Of Rage
TM32 - Flamethrower - item in Victory Road
TM33 - Ice Punch - Goldenrod Mart
TM34 - Earth Power - Omanyte puzzle item room (need Water Stone)
TM35 - Sleep Talk - item in Goldenrod Rocket Warehouse
TM36 - Sludge Bomb - item on Route 43
TM37 - Sandstorm - given by NPC on Route 27
TM38 - Fire Blast - Goldenrod Game Corner Prize
TM39 - Swift - given by Violet Gym Leader
TM40 - Double Edge - item on Route 45

TM41 - Thunder Punch - Goldenrod Mart
TM42 - Substitute - Celadon Game Corner Prize
TM43 - Ice Beam - item in Whirl Islands
TM44 - Rest - item in Ice Path
TM45 - Air Slash - item in Olivine Lighthouse
TM46 - Rock Slide - item on Route 45
TM47 - Thunder Wave - Mahogany Rocket Base
TM48 - Fire Punch - Goldenrod Mart
TM49 - X Scissor - given by Azalea Gym Leader
TM50 - Dark Pulse - item in Dark Cave

HM01 - Cut - given by NPC in Ilex Forest
HM02 - Fly - given by NPC in Cianwood City
HM03 - Surf - given by NPC in Ecruteak Dance Hall
HM04 - Strength - given by NPC in Olivine City
HM05 - Flash - given by NPC in Sprout Tower
HM06 - Whirlpool - given by NPC in Mahogany Rocket Base
HM07 - Waterfall - item in Ice Path

Bulk Up - Goldenrod Move Tutor
Calm Mind - Goldenrod Move Tutor
Swords Dance - Goldenrod Move Tutor
Nasty Plot - Goldenrod Move Tutor

Q: Where are all the Legendaries?

A:

- **Articuno** is in Seafoam Island
- **Zapdos** is in the Power Plant east of Cerulean
- **Moltres** is on route 22 before the Pokemon League entrance
- **Mew** is given by Bills grandfather in the route above Cerulean after beating the Elite Four
- **Suicune** is found in Tin Tower after receiving the Clear Bell given by Elm after beating the Elite Four
- **Raikou** is roaming the world as in vanilla Crystal
- **Entei** is Roaming the world as in vanilla Crystal
- **Celebi** is in Ilex Forest after giving the GS ball to Kurt. You get the GS ball from Goldenrod Pokecenter after beating the elite Four.
- **Latias** is found in Fuschia City, an NPC will react if the top Pokemon in the players party has nearly max happiness
- **Latios** is found on Route 28 before Mt Silver

- **Deoxys** is found in Pewter Museum, accessible after beating Brock. It is guaranteed to give Pokerus to one of the Players Pokemon
- **Darkrai** is in Rock Tunnel
- **Regigigas** is at the end of Cerulean Cave where Mewtwo would be in RBY
- **Hooah** and **Lugia** are in the usual places, you need Rainbow and Silver Wings to access them. One is chosen by the player after clearing Goldenrod of Rockets, the other is given on the SS Anne
- **Kyogre** and **Groudon** are in the new cave accessed from Cinnabar or Seafoam after completing the Kanto story
- **Palkia** and **Dialga** are in Mt Silver but you need Regigigas in your party to access Dialga and Deoxys in your party to access Palkia
- **Rayquaza** is in Blackthorn Dragons Den but you need all of Dragonite, Salamence and Garchomp in your party to fight him
- **Giratina** is in the Abyss, accessible from Route44 and Dragons Den. You need Rayquaza in your party to fight it.
- **Yveltal** is in the new area accessed after completing all Ruins of Alph puzzles
- **Xerneas** is in the area beyond Yveltal but you need to have caught Dialga to access it
- **Zygarde** is in the new underground cave area accessed from the outside of Mt Silver but you need to have caught all above Ubers to reach him
- **Mewtwo** is at the end of the postgame area Master Trial, you need to have defeated Red to access this area and must beat many optional bosses to access Mewtwo
- **Arceus** is in the Hall of Origin access from the top of Mt Silver after having caught Mewtwo

Q: What are the shiny rates?

A: All shiny rates are 2% for

- Starters
- Wild encounters
- Overworld encounters
- Legendary encounters

There are however some encounters which are always shiny, typically denoted by a gold overworld sprite. These typically spawn 20% of the time.

Q: Why can I not use Flash?

A: To use an HM you also need the badge required for the HM, Violet Gym badge in the case of Flash.

Q: How do I get Misty to show up at the Cerulean Gym?

A: Like vanilla crystal you have to

- Go to the Power Plant east of Cerulean and start the side quest to encounter the Rocket
- Encounter the Rocket in Cerulean Gym and collect the Machine Part from the pool
- Return the Machine Part to the Power Plant
- Battle through the route above Cerulean until encountering Misty at the end

Q: How do I get Blue to return to the Viridian Gym?

A: Like vanilla Crystal you have to

- Have spoken to Blue on Cinnabar Island
- Beat all 7 other Kanto Gym Leaders
- Return the Machine Part to the Power Plant

Q: Where do I go after beating Red?

A: Next is a new area (Master Trial) is up and slightly right of the Mt Silver Pokecenter

Q: Where do I get Mewtwo?

A: In the area described in the previous question. You need to beat many bosses to reach Mewtwo.

Q: Can Zygarde be captured?

A: Yes but Zygarde, Mewtwo and Arceus all are able to break out of Master Balls, they treat all balls as normal Pokeballs. But they can be caught.

Q: How do I get Mark of God?

A: After completing the Master Trial area you can pass through the door at the top of Silver Cave and reach the Hall of Origin. Beating all enemies there and catching Arceus will unlock a boss who when beaten will give the player the Mark of God.

Q: How do I beat Lord Oak?

A: You can set up your Arceus as the enemy sets up his and if you win the Judgement war you are likely to win the match, especially if you baton pass some speed to the Arceus turn one. You can also Baton Pass Shell Smash to a Choice Specs Kyogre.

Q: How do I get the Hand of God?

A: After getting the Mark of God you can keep going right from the Mt Silver Pokecenter and you will find a house. There are three NPCs in the house you can fight, but beating the gold one will give the Hand of God. This enemy is maybe the hardest in the game and is more of a puzzle than a battle. Klefki with Thunder Wave and Toxic, and Lugia with Toxic and be useful here.

Cheat Codes

Mr Mime in Elms Lab allows for in-game cheat codes. The following are all the codes.

- Resurrect - Change gender and name
- SpeedRun - Toggle double Exp
- CatchEmAll - Get 99 Master Balls
- MakeltSo - Unlock full warp menu
- Ex Nihilo - Get Gift Of God
- Omniscient - Get Mark Of God
- Ontology - Get Hand Of God (New Game Plus Only)
- Omnipotent - Get level 100 Arceus (New Game Plus Only)

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- Pokekoks
- boonzeet
- Proyecto
- Axel-Comics
- BlueEmerald
- Pokets3
- Fokkos92
- Egg3ggEgg

Music

- Mmmmmm
- ShockSlayer