

Obtaining Pokémon:

- ★ All 386 Pokémon from the first three generations are obtainable in Pokémon Revelation.
- ★ Almost all Pokémon obtained in Revelation will be recognized as legal when transferred to Gen IV. The only exceptions are Mew and Celebi.
- ★ All Pokémon available in the wild across all Gen III Hoenn games are available in the wild.
 - Many of the differences between Ruby/Sapphire and Emerald are represented through time-of-day wild Pokémon.
 - Version-exclusive Pokémon not touched by the day/night system have had their encounter rates split between each other in the proper locations.
 - Meditite, Medicham, and Roselia have been restored at their locations in R/S.
 - Surskit has a 10% chance of being encountered in the wild while surfing at Routes 102, 111, 114, 117, and 120.
 - Version-dependent Pokémon that only have a 1% or 2% chance of showing up in the wild in Emerald have had their chances increase significantly.
- ★ Feebas encounters have been tweaked for more reliable Feebas fishing.
 - Fishing under the bridge (dark water tiles) outside of the Weather Institute during the day when it's sunny guarantees a Feebas encounter with any rod.
 - Fishing in the tiles encircling the rock at the bottom of Route 119 at night during a thunderstorm guarantees a Feebas encounter with any rod.
 - Tiles marked fishable via metatiles that aren't accessible by the player are excluded from being one of the six tiles to generate Feebas in any outside condition.
- ★ All legendary and unique Pokémon that you defeat without catching will respawn if you enter the Hall of Fame again.
- ★ The number of unique Kanto and Johto species available in the Safari Zone expansion areas has been roughly doubled.
- ★ Additional species have been added to Desert Underpass and the secret room in Meteor Falls.
- ★ Multiples of all types of Fossils can be obtained by using Rock Smash on breakable rocks now found in Desert Underpass. The fossil researcher at Devon Corporation can revive any and all of them.
- ★ Wild encounters have been added to the Battle Frontier's water areas to include a few more Water-type species.
- ★ Mass outbreak Pokémon have been overhauled. One of 14 different out-of-region swarms will randomly occur in a specified location each day.
- ★ Mirage Island appears if you have defeated or caught both Kyogre and Groudon. Wild Wynaut have been replaced by a few different Pokémon.
 - The Pokémon available there will have the area shown in the Pokédex if Mirage Island is visible and the Pokémon appears there at the given time of day.
- ★ A sleeping Snorlax blocks the entrance to Altering Cave after beating the game. Wake it up with a Blue Flute.
- ★ Altering Cave changes both appearance and Pokémon each day. There are seven variations total, meaning each day of the week will have a specific form.
 - The Pokémon available in each form corresponds to the appearance that the cave takes.
 - The one Pokémon for each form gives 2 EVs in a specific stat. All six stats are represented, with

one extra day for a unique Pokémon to that iteration of the cave.

- A respawning item ball appears at the top of the cave each day, giving you a vitamin corresponding to the stat that the day's Pokémon gives 2 EV towards. The other iteration has a PP Up appear.
- Five of the seven Pokémon have a 5% chance of holding a rare stat-boosting Berry that corresponds closely to their EV-yielding stat, leveraging a little-known feature of the intended Altering Cave setup.
- ★ The Lavaridge Town hot springs old lady will give you a Togepi Egg if you've already received the Wynaut Egg from her and have completed the game.
- ★ You can simulate self-trading via the Game Boy kid just outside the Poké Mart in Fortree City.
- ★ Prize Pokémon have been added to the Mauville Game Corner. They're only obtainable after becoming the Champion.
- ★ In-game trades have been shuffled around to improve received Pokémon across the main game and give additional Pokémon not normally available in Emerald in the post-game.
 - The three main trades throughout the course of the game have been replaced by the ones from R/S and Omega Ruby/Alpha Sapphire, using the former as a base and the latter for slight adjustments.
 - The Emerald-specific replacement trades are now available at the Battle Frontier with different received Pokémon (Seedot -> Farfetch'd, Plusle -> Smoochum, Horsea -> Dratini, Meowth -> Eevee).
- ★ The Nidoking line of Pokémon can produce either Nidoran♀ or Nidoran♂ Eggs when bred with a Ditto, and Volbeat can produce either Illumise or Volbeat Eggs when bred with a Ditto.
- ★ The Gardevoir and Flygon lines of Pokémon have Human-Like and Dragon as a secondary Egg Group, respectively.
- ★ You can receive your rival's starter species as a gift when entering their house after beating the game. It's in the Poké Ball in their room.
 - The rival intro has been reverted to its R/S (and OR/AS) version to remove confusion with this addition.
- ★ The third Hoenn starter can be obtained by helping the Contest Lady in Lilycove City win a Pokémon Contest. See below for more information on the Lilycove Ladies.
- ★ All three Johto starters can be obtained from Professor Birch in one playthrough. You can pick one for reaching each of three milestones in the game:
 - Beat the game and have your Pokédex upgraded to the National Dex.
 - Defeat the Elite Four in rematches.
 - Complete the Hoenn Dex.
- ★ The three Kanto starters can be obtained by beating Trainer Hill on each of the first three difficulty modes in 12 minutes or less. They've been rebalanced to have more similar difficulties.
 - You win a Bulbasaur for beating Normal Tag Match in 12 minutes.
 - You win a Charmander for beating Variety Tag Match in 12 minutes.
 - You win a Squirtle for beating Unique Tag Match in 12 minutes.
- ★ Expert Tag Match at Trainer Hill is unlocked after beating the other three difficulties in 12 minutes or less. You win a Celebi for beating it in 12 minutes.
- ★ Event tickets and items are available throughout the game. They will activate all necessary flags and

allow you to catch special legendary/mythical Pokémon.

- Norman will give you the Eon Ticket when you speak to him in Petalburg Gym after you beat the game and a Eon Pokémon starts roaming, before you can rematch him.
- Juan will give you the Aurora Ticket upon beating him the first time after becoming Champion.
- You receive the Mystic Ticket in place of a Deep Sea item from Captain Stern when giving him the Scanner item.
- The Old Sea Map can be earned by interviewing with the reporter in the Oceanic Museum. He doesn't appear until after you beat the game.
- ★ Mewtwo can be encountered in the Cave of Origin by traveling to its center with the Faraway Island Mew in your party. This Mew will also grant you access back to the Cave of Origin in general.
- ★ The Kanto legendary birds (Articuno, Zapdos, and Moltres) will appear in specific layouts of Altering Cave after activating a specific trigger on Faraway Island.
- ★ The Johto legendary beasts (Raikou, Entei, and Suicune) will roam Hoenn after activating a specific trigger at Navel Rock.
 - They exhibit the roaming IV bug in order to keep them legal when transferred to later games.
- ★ Additional roaming routes and patterns have been added for roaming Pokémon in the game.
- ★ Jirachi is available as an in-game event Pokémon just outside the Mossdeep Space Center. Speak to the girl next to the wishing rock to start it.
 - The generated Jirachi will have a similar data structure to Wishmaker Jirachi from the U.S. Pokémon Colosseum bonus disc.

Obtaining Items:

- ★ All items in the game can be held at one time in your bag.
- ★ Items now sort into one of nine pockets. The added pockets are Medicine, Battle Items, Treasures, and Mail.
 - The bag interface has been slightly tweaked to fit the longer pocket name ("Battle Items") and show all pocket "dots".
 - Items moved from the standard Items pocket to other pockets will automatically be sorted to the new pockets if importing a vanilla save.
 - Fossils have been moved to the Treasures pocket. You can carry multiples of each, but you cannot give them to a Pokémon to hold.
- ★ All items have a max Bag quantity of 999. You can only have one slot for a given item in your Bag at any given time.
- ★ Item storage in the player's PC has been disabled to avoid confusion. "Player's PC" has been replaced by a Mailbox selection.
 - You start the game with a Potion in your Medicine pocket to make up for PC storage no longer being accessible.
 - Imported saves will still have access to the PC so players can manage items they might still have there.
 - Items added to PC storage in native saves via save editors like PKHeX will automatically be added to your bag upon loading the game.
- ★ You can only buy as much of a single item as your Bag still has room for. Vendors won't let you even try

to buy it if you have no room.

- ★ TMs are infinitely reusable.
 - TMs don't replenish PP (Gen V behavior), and they don't increase friendship for using them (from Gen VI onwards).
 - Purchasable TMs can only be bought once, and prices have been increased to reflect that.
 - TMs at the Game Corner have been replaced by type-boosting items.
 - The Hidden/Secret Power TM seller at Slateport City now sells Sea and Lax Incense items, much like their OR/AS counterpart.
 - TMs obtainable via Pickup (TM44, TM01, and TM26) have been replaced with Max Ether, Soothe Bell, and Macho Brace, respectively.
 - TM prizes at Trainer Hill (TM11, TM19, and TM31) have been replaced with Rare Candy, Max Ether, and Max Revive, respectively.
 - The ways you obtain a few TMs have been adjusted to better suit this change.
- ★ When you break rocks with Rock Smash, there's between a 25% and 35% chance that you will find an item under the rubble.
 - The item pool depends on your location. Breakable rocks inside buildings don't have items.
- ★ Wild Pokémon hold a larger variety of items. The items they hold are based on their hold item tables across all games in the series from Gen III onwards, including unused wild encounters.
 - As a result, late-game Water Pokémon no longer hold colored Shards. You can obtain more Shards by breaking rocks at Seafloor Cavern.
 - Check the included document to see what items each Pokémon can hold when found in the wild.
- ★ Poké Mart inventories have been overhauled. They all sell the same suite of items that expands as you obtain more Badges.
 - Items that are unique or special to a given Mart are now sold by a secondary salesperson at that Mart, located above the main seller.
- ★ Luxury Balls are purchasable at Verdanturf Poké Mart, similar to OR/AS.
- ★ All reasonably-useful held items can be obtained more than once.
 - Those not held by Wild Pokémon or found via Rock Smash can be obtained from the Game Corner for 1,000 Coins each.
- ★ You can obtain more than one of all types of Berries normally available in the game.
 - Kiri can give all types of stat-boosting/confusion-inducing Berries (Figy, Wiki, Mago, Aguav, and Iapapa) for her second Berry as opposed to just Figy and Iapapa Berries.
 - You can get more of each of the Pokéblock-specialty Berries (Spelon, Pamtre, Watmel, Durin, and Belue) by having a Pokémon repeat victory in the related Master Rank Contest. This replaces the Luxury Ball reward.
 - All major stat-boosting Berries (Liechi, Ganlon, Salac, Petaya, and Apicot) can be redeemed at the Battle Frontier Exchange Service Corner for 128 BP each.
 - The Lansat and Starf Berries can be redeemed at the Battle Frontier Battle Frontier Exchange Service Corner for 256 BP each after receiving them from Scott for getting all silver and gold Symbols, respectively.
- ★ A single Enigma Berry replaces the Liechi Berry normally available on Mirage Island.
- ★ All decorations can be repurchased.

- Lotad and Seedot Dolls can be bought at the 4th floor of the Lilycove Department Store.
- Both the Red and Blue Tent can be bought during Lilycove Department Store Rooftop Sales.
- The previously-unavailable Regi Dolls can be redeemed at the Battle Frontier Exchange Service Corner for 256 BP each after awakening the Regi trio while at the Sealed Chamber.
- ★ Other items have been added to the Battle Frontier Exchange Service Corner.
 - 3rd attendant: Macho Brace and Rare Candy.
 - 4th attendant: Everstone, Upgrade, Deep Sea Tooth, Deep Sea Scale, Dragon Scale, and Soothe Bell.
- ★ Prices of all prizes at the Battle Frontier have been significantly lowered.
- ★ Prizes across the board for Trainer Hill have been improved significantly. The worst reward is now a Revive, with rewards scaling all the way up to the best Pickup items.
 - The times required to get top-level prizes have also been made more generous. Finishing under 14 minutes nets you the best prize, with each following prize time threshold being an additional minute.
- ★ All types of mail can be purchased. Check various Marts across the game for them.
- ★ You can buy Poké Dolls at the Battle Frontier Poké Mart.

Overworld Enhancements:

- ★ You start the game with the Running Shoes.
- ★ You can run indoors, as well as on the bridges at Fortree City and throughout Pacifidlog Town.
- ★ You can toggle auto-running on and off by pressing the R button while on foot.
- ★ You can switch between the two bike styles (Mach Bike and Acro Bike) of your Bicycle by pressing the R button while on your Bicycle. They're referred to as "gears" in-game.
 - The game saves which gear you last used, and you will enter that gear the next time you use your bike.
- ★ The brief hitch that occurs when entering the first floor of a Pokémon Center has been removed.
- ★ The healing process at Pokémon Centers has been sped up greatly. There are less text boxes both before and after them being healed, and Eggs aren't counted when healing.
- ★ Player outfits from R/S have been fully implemented. All player sprites across the game have been updated and will reflect your current outfit in single player.
 - You start the game wearing the R/S outfit and receive the Emerald outfit (called "Emerald Style") when you would normally receive the Running Shoes.
 - A fitting room has been added to the 2nd floor of every Pokémon Center in the game for the player to switch outfits.
 - The outfit you wore during your most recent Battle Dome challenge will be reflected in the last tourney results screen.
 - The outfit you wore in your recorded battle will be reflected during playback if it's a single-player or Link Cable battle.
 - Your selected costume will be reflected in other players' copies of Pokémon Revelation in link modes. Linked vanilla games will display your character as if you're playing vanilla Emerald.
- ★ Dynamic overworld palettes have been implemented. Palettes for overworld objects load and unload based on actual usage instead of semi-static locations.

- ★ Reflection palettes for objects are calculated using math as opposed to pre-defined palettes, leading to more consistent and pleasing colors overall.
- ★ Overworld metatiles have been converted to triple-layer metatiles, and noteworthy tile layering issues have been fixed thanks in part to that.
- ★ The redundant "There is already a saved game" prompt has been removed when saving.
- ★ Items can be sorted in the bag by pressing Start. Sorting options depend on the pocket.
- ★ Multiple items can be registered to the Select button in a list menu on the overworld. They can be switched around with the Select button.
 - If you only have one item registered, you will use it without opening the list menu. Zero items registered will give you the prompt telling you that you can register items.
 - Key Items that don't have a use function can no longer be registered.
- ★ Medicine and Rare Candy can be used repeatedly instead of one at a time.
- ★ Using a Rare Candy on a Lv. 100 Pokémon will cause it to evolve if it evolves via leveling up and it meets all other requirements.
- ★ Fly locations have been added to most Routes across the game.
 - Some Routes have more than one Fly location. The one you'll Fly to depends on what part of the Route you select.
 - Some Fly locations will be locked off until progressing to a certain point in the game or accessing a certain place on the Route.
- ★ You can call a Flygon from the PokéNav region map to fly you anywhere, even without having a Pokémon in your party who knows or can learn Fly (after getting the Feather Badge).
- ★ Wild Pokémon will use HMs and Secret Power on interactive objects if you don't have a Pokémon who currently knows the requisite TM/HM (after getting its respective TM/HM and badge, if an HM move).
- ★ Repeated use of Cut and Rock Smash on a single map will skip the Pokémon animation.
- ★ Trees only need to be cut once.
- ★ Rocks blocking progression only need to be smashed once.
- ★ Strength boulders "lock" into place once puzzles with them have been completed.
- ★ The default area brightness for rooms that require Flash has been increased slightly to make spelunking without Flash less tedious.
- ★ Flash brightens entire area instead of a larger circle around the player.
- ★ The speed of climbing up waterfalls with Waterfall has increased to walking speed.
- ★ HMs can be forgotten when learning new moves.
- ★ Move Tutors teach their moves as many times as you want.
- ★ The Move Reminder will teach moves to your Pokémon for free once you've given him 10 Heart Scales.
- ★ Prices of all moves taught by Move Tutors have been significantly lowered.
- ★ General Move Tutor moves exclusive to Pokémon XD: Gale of Darkness have been added to the Battle Frontier.
- ★ Mew's special Move Tutor moves from XD can be taught via the Move Reminder in Fallarbor Town.
- ★ The ultimate move tutor has been added to the move tutor lounge at the Battle Frontier. He can teach the moves to fully-evolved, max-friendship Kanto starters.
- ★ The Deposit and Withdraw Pokémon options have been reversed when accessing the Pokémon Storage System, speeding up the process and matching later games.
- ★ You can switch the "Move Pokémon" box mode up to the top of the Pokémon Storage System menu by

speaking to Lanette. You can also revert this by speaking to her again.

- ★ Poison is disabled on the overworld outside of the Battle Pyramid and Battle Pike, as well as during the Trainer Hill challenge.
- ★ The Devon Scope can be used from inside the Bag and when registered to Select.
- ★ Planted Berries no longer delete themselves. In vanilla Emerald they delete after going through ten growth cycles.
- ★ The Berry-picking process has been shortened to how it is in Gen VI.
- ★ Berry yields are no longer random. You will always get the maximum number of Berries for the amount you've watered a given plant.
- ★ Stats affected by a Pokémon's Nature are color-coded in the Pokémon summary screen. The colors are based on the ones used in the official games (light red/pink for increase, light blue for decrease).
- ★ The stats judge feature can be unlocked for the Pokémon summary screen by speaking to the judge at the Battle Frontier.
 - Stat IVs are ranked by number of stars and star color, using the scale from the most recent games. 0 stars = 0 IV; 1 star = 1-15 IV; 2 stars = 16-25 IV; 3 stars = 26-29 IV; silver stars = 30 IV; gold stars = 31 IV.
 - The Stats judge will still tell you what your Pokémon's overall potential is if spoken to at the Battle Frontier after unlocking the summary screen feature.
- ★ Met locations on the summary screen account for Pokémon caught at Mirage Island and in locations specific to R/S.
- ★ Pokémon originally obtained in Pokémon Colosseum and Pokémon XD: Gale of Darkness will display "from a distant land" as their met location on the summary screen.
- ★ You can move left or right while moving straight up or down (previously only moving up/down while moving left/right was allowed).
- ★ You'll receive proportionate Premier Balls per purchase of 10 of any given Ball.
- ★ The Pokémon summary screen windows wrap around on both ends, allowing you to scroll through them infinitely to the left or right.
- ★ EVs cap at 252 per stat instead of 255.
- ★ You can continue to use vitamins on a Pokémon for a given stat past 100 EVs.
- ★ All three Lilycove Ladies appear in the game at one time. You can find the Quiz Lady in the Lilycove Department Store and the Contest Lady in the Contest Hall.
 - Data for both the Quiz and Favor Ladies is passed along to other Revelation players when record mixing. Vanilla saves receive Quiz Lady data, incoming vanilla data can send you Quiz or Favor Lady data.
 - Contest Lady data is strictly single-player/local data, and her interactions have been overhauled to be meaningful to the game (see above in the "Obtaining Pokémon" section).
- ★ Graphics for the "Friends" wallpaper (received for telling Walda's father a secret code) that are missing from the Japanese version have been restored.
- ★ Palettes for Meteor Falls have been reverted to their R/S colors to better match all other canon depictions of the location.
- ★ Collision for many buildings and tiles has been improved so you can stand directly behind - or in front of - more of them than before.
 - Conversely, collision for chairs and couches has been tightened up for realism.

- ★ The Fossil Maniac's tunnel overworld art has been greatly expanded.
- ★ Terms for Nature, Ability, and Contest conditions have been standardized and capitalized to how they are in later games.
- ★ The Pokémon League lobby plays the Pokémon League music instead of the Pokémon Center music.
- ★ Various elements of the game have been reverted to their R/S/OR/AS counterparts.
 - Machoke help the player move into their new home at the beginning of the game.
 - The little kid in Littleroot Town is the boy NPC that normally goes unused in Emerald.
 - Professor Birch is chased by a Poochyena, which becomes the player's first battle.
 - The surprise battle at Victory Road occurs at the end of it instead of near the beginning.
 - Most of the Braille puzzles have been reverted, as well. The one exception is the puzzle in Island Cave.
- ★ NPCs walking up or down Mt. Chimney while you ride the cable car are now much more common. All four intended NPCs can also appear there now.
- ★ When buying drinks from the Vending Machines at the Lilycove Department Store rooftop, the cursor starts on your last-bought drink. Also, the chances of getting extra drinks are increased to 1/32.
- ★ Almost all known bugs and oversights in the vanilla game have been fixed.
- ★ Countless faulty and inconsistent overworld tiles have been fixed and standardized.
- ★ Some NPC text has improved formatting to flow better.

General Encounter/Battle Changes:

- ★ Battle slide-in intro speed has been increased by 50%.
- ★ HP drain has been sped up.
- ★ Transitions caused from attempting to flee from battle have been shortened.
- ★ Moves learned by leveling up that are exclusive to FR/LG have been added to all applicable Pokémon.
- ★ Kanto and Johto Pokémon have higher quality cries.
- ★ The low health sound effect only plays four times instead of constantly while your current Pokémon has its health bar in the red.
- ★ Sleep and freeze status conditions boost catch rate by 2.5x instead of 2x, as in Gen V onwards.
- ★ Special Poké Balls have their catch rates boosted to what they are in later generations.
- ★ Your Pokémon gains experience for catching a wild Pokémon.
- ★ Sky Pillar becomes locked off again after waking Rayquaza until you become champion. Wild Pokémon there have their increased levels from R/S once you return to it.
- ★ Wailord's levels on Route 129 have been boosted to 35-40, like in Ruby.
- ★ Most standard Trainers across the game have had their Pokémon's levels increased by at least a level to match the level scaling from R/S.
- ★ Trainer names that differ between R/S/OR/AS and Emerald have had their names reverted to what they were before (and after).
- ★ The Sootopolis Gym Leader and League Champion roles have been modified.
 - Up until beating the game, the roles will be reverted to what they are in R/S/OR/AS. In-game text has been edited to reflect this.
 - After becoming Champion, roles will change back to what they are in vanilla Emerald. Several when breeding characters will change dialogue in-game to reflect these changes.

- Team rosters and Match Call entries have been adjusted to accommodate this.
- ★ Pokémon League rematches have been added to the game. They become available once all eight Gym Leaders are eligible for rematches.
 - All members of the Elite Four have six Pokémon, each of them a unique species and fitting of the type/theme of the member.
 - All Pokémon levels have been significantly increased. The Champion's highest-level Pokémon caps off the increase at Lv. 75.
 - Movesets take inspiration from canon movesets in the games, interesting/gimmick tactics, and competitive/meta strategies.
 - Elite Four Match Call entries will not be added to the PokéNav until after you beat the members in rematches.
 - Additional dialogue for rematches has been ported over from OR/AS, and you will be taken straight to the Hall of Fame room after beating the Champion in a rematch run.
- ★ All Pokémon League members' mugshots scale properly when they slide into their vs. window.
- ★ The strongest Trainer in the game, who you can normally only battle one time in Meteor Falls, can be challenged once a day.
- ★ If playing as a male Trainer, May will use a Slugma instead of Torkoal in the optional rival battle against her in Rustboro City if Torchic is your starter of choice.
- ★ Trade restrictions with FireRed/LeafGreen players have been removed.
- ★ After a Repel wears off, a prompt to use another Repel of the current type will appear.
- ★ You only have to reel in a Pokémon caught on a fishing rod once.
- ★ If your lead Pokémon has Lightning Rod or Flash Fire as its Ability, there will be a 50% chance of encountering an Electric- or Fire-type Pokémon, respectively, if it appears in your current area.
- ★ If your lead Pokémon has Synchronize as its Ability, wild Pokémon will be guaranteed to have the same Nature as it.
 - Synchronize also now works on gift Pokémon.
- ★ All Egg Pokémon hatched in the hack will have Emerald as their game of origin.
- ★ When breeding, a parent holding an Everstone is guaranteed to pass down its Nature. If both parents are holding an Everstone, one parent's Nature is picked randomly.
- ★ If a parent holds a Macho Brace when breeding, 5 of the parents' IVs will be randomly inherited instead of 3. This replicates the secondary effect of the Destiny Knot in later games.
- ★ A mother Pokémon can pass down its known Egg moves to its offspring.
- ★ Move inheritance priority during breeding has been shifted to represent how it works in later games.
- ★ You receive an Oval Charm from Professor Birch if you show him your Pokédex in his lab after seeing all Hoenn Pokémon. Egg generation rate increases are the same as the official games.
- ★ You receive a Shiny Charm from Professor Birch if you show him a complete National Pokédex in his lab. It increases Shiny Pokémon odds by roughly 1/2048.
- ★ The base odds for encountering a Shiny Pokémon have been roughly doubled.
- ★ You can increase shiny odds by chaining together encounters of the same species in one location. This only works in grass and while fishing.
 - Grass chains keep track to up to a 40-chain encounter streak. Each increment in the chain increases shiny odds by roughly 1/4096.
 - Fishing chains keep track to up to a 20-chain encounter streak, and are broken if you don't hook

a Pokémon or you don't reel it in at the right time. Each increment increases shiny odds by roughly 1/2048.

- ★ The Masuda method has been implemented for increasing the odds of breeding a Shiny Pokémon if the parents have different game languages.
- ★ The front sprites of a few Pokémon have been updated to fix oddities and issues introduced in Emerald.
- ★ Pokémon backsprites have been updated to their FR/LG versions when applicable. A few front sprites have also been updated to fix issues or oversights.
- ★ "Whited out" has been changed to "blackened out" to match with the majority of games in the series.
- ★ Money lost on black out has been decreased to a badge/progress-based amount, based on later game standards.
- ★ Additional black out respawn locations have been added to Routes 111 (Trainer Hill and Old Lady's Rest Stop) and 119 (Weather Institute).
- ★ Several Trainer class names have been updated to how they appear in later generations.
- ★ Cooltrainer/Ace Trainer Dianne's Lanturn no longer illegally knows Earthquake. It has been switched to Surf.
- ★ Bug Catcher Davis on Route 123 now has a bug catcher overworld sprite instead of a youngster overworld sprite.
- ★ The move Faint Attack has been renamed to Feint Attack.
- ★ The game no longer plays the experience gain sound if you receive a Pokémon in a trade that evolves immediately afterwards.
- ★ Ribbons that Pokémon have received from the GameCube games for being purified or clearing Mt. Battle will always display the correct text.

Options Additions:

- ★ The Options menu has been overhauled to include additional features and descriptions.
- ★ The Physical/Special/Status split has been implemented as an option in-game.
 - The option is enabled via the Options menu, under the new "Attack Style" option. The split is labeled "Category", the official terminology for the move trait. It's disabled by default to retain vanilla gameplay.
 - The split gets automatically disabled during Link Battles.
 - If the split is enabled, you can view the category of a move by pressing the Select button on a Pokémon's Battle Moves summary screen. Pressing Select again or exiting will revert graphics back to type.
- ★ The "Battle Style" option has been expanded to be a general difficulty setting.
 - "Easy" enables the Exp. Share system used in the more recent Pokémon games. A Pokémon holding the Exp. Share item will gain full experience no matter what. Battle difficulty is the same as Normal.
 - "Normal" is the default Pokémon Emerald experience. Using it enables badge boosts.
 - "Hard" disables badge boosts.
- ★ Speeds for the three "Text Speed" option choices have been increased. Slow is vanilla Mid, Normal is vanilla Fast, and Fast draws two symbols per frame instead of one.
- ★ Auto text draws at fast text speed if you have Text Speed set to fast.

- ★ You can switch the message box color from Emerald's green to R/S's blue and vice versa.
- ★ You can pick between both metric and imperial measuring systems.
- ★ Overworld Match Calls can be disabled via the Options menu.
- ★ The game's primary font can be switched between five different fonts used across the official games: Emerald, FR/LG, R/S Europe, R/S USA, and HeartGold/SoulSilver.
 - Vertical offsets for text across the game have been adjusted to best fit all fonts.
- ★ Other options menu items have tweaked to be more streamlined and visually appealing.
- ★ Mystery Events has been re-enabled, allowing for e-Reader support.
 - The feature can be activated using either the R/S method or Japanese Emerald method.
 - You can load all official English R/S e-Reader Trainer cards into the game, as well as any English-language custom e-Reader Trainer cards.
 - Scanned e-Reader Trainers can be battled at the old man's house at Sootopolis City. Select e-Reader Trainers will also show up at the Battle Tower at specific win streaks.
 - e-Reader Berries will replace the Enigma Berry if the player has one, or be obtainable by speaking to Norman at Petalburg Gym if the player doesn't have any.
- ★ The game's built-in code for resetting the real-time clock has been enabled. Hold B + Left + Select on the title screen to access it.