

Emerald Imperium V1.3 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 ROM. In-Game Saves carry over, Save states do not!!!!

Please note this update removed some abilities from ability randomizer mode, as a result updating mid run will re-randomize all your Pokemon's abilities.

Disclaimer: when adding new Items / NPCs / Trainers etc, we often have to re-use flags/variables within the game. We do our best to make sure all new content is available to those who update mid-run, and even though save files WILL carry over, it is possible that we missed some things and it may be impossible to obtain certain new Items / battle certain trainers etc if you update mid-run without starting a new game!

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

Pokemon Balance Changes:

- Added custom ability “Bone Zone” for Alolan-Marowak
 - Functions the same as in Radical Red
- Added custom ability “Parasitic Waste” for Mega Garbodor
 - Functions the same as in Radical Red
 - Credits to Kildemal and ScarredLion for coding this ability
- Added new custom ability “THE GRIPPER” to Mega Dusknoir
 - Functionally adds the effect of the move Spirit Shackle to all contact moves that Mega Dusknoir uses
- Added Sharpness as a Hidden Ability for Iron Boulder
- Added Snow Warning as an ability for Snover
- Added Power Spot as a 2nd ability for Stonjourner
- Added Toxic Debris as a Hidden Ability for Weezing (missed from RR changes)
- Added Punk Rock as an ability for Chatot (missed from RR changes)
- Added Inner Focus as an ability for Lycanroc Midday (missed from RR changes)
- Moltan ability changed back from Transistor to Magnet Pull
- Turtwig line’s abilities changed from:
 - 1) Overgrow 2) Self Sufficient HA) Rock Head to
 - 1) Shell Armor 2) Rock Head HA) Self Sufficient
 - All abilities give Mega Torterra Ice Eater still
- Hippopotas line’s ability Sand Force moved from HA to 2nd ability
- Mega Infernape Ability changed from Adaptability to Iron Fist
- Gouging Fire now learns Flare Blitz at level 49, Burning Bulwark at 86
- Skarmory now learns Metal Sound at level 28, Spikes at 42
- Starmie now learns Recover at level 26 instead of level 1
- Tyranitar now learns Sucker Punch at level 50
- Drapion now learns Sucker Punch at level 40
- Feraligatr now learns Aqua Fang at level 44 instead of 45
- Hippowdon now learns Slack Off at level 35
- Toedscool no longer has access to Spore
- Toedsruel now learns Spore at level 47 instead of 42
- Nosepass now learns Spark at level 18
- Froslax now learns Detect at level 30
- Accelgor now learns Detect at level 26
- Dewott now learns Razor Shell at 35, both Samurotts learn it at level 1
- Greninja now learns Round, Bounce, Fling, and Smack Down from level up
 - Previously, Froakie learned these moves, but Greninja did not
- Removed Detect from Eevee’s Egg Move Pool
 - Leafeon and Flareon now learn Detect on Level Up
 - No other Eeveelutions get access to Detect

- Replaced Detect in Iron Hands' learnset with Iron Defense
- Replaced Detect in Kartana's learnset with Smart Strike
- Replaced Protect with Detect in level-up learnsets for Shellder, Cloyster, Corphish, Crawdaunt, Snorunt, Glalie, Mesprit, Shelmet, Jangmo-o, Hakamo-o, and Kommo-o
- Dusknoir and Dusclops now learn Knock off from TM
- Hisuian Liligant now learns Solar Blade from TM
- Meganium now learns Moonblast from TM
- Magearna now learns Draining Kiss from TM
- Sneasler and Hisuian-Sneasel now learn Ice Punch from TM
- Added missing Egg moves for the following Pokemon: Impidimp line, Hisuian-Growlithe line, Voltorb line, Hisuian-Voltorb line, Hisuian-Qwilfish line, Hippopotas line, Hisuian-Zorua line, Hisuian-Sneasel line, and Frillish line
- Fixed Costume Pikachu's learnsets in general
 - Pikachu-Belle gets Freezy Frost and Icicle Crash at level 1, Icicle Spear, Ice Beam from TMs
 - Pikachu-Pop Star gets Sparkly Swirl at level 1, Dazzling Gleam and Moonblast from TMs
 - Pikachu-Surfing gets Bouncy Bubble at level 1, Water Pulse and Liquidation from TMs
 - Pikachu-Flying gets Air Slash at level 1, Air Slash, Fly, and Hurricane from TMs
 - Pikachu-PhD gets Psychic at level 1, Psychic, Psychic Noise, Zen Headbutt from TMs
 - Pikachu-Rock Star gets Meteor Mash at level 1, Iron Head, Flash Cannon, and Steel Beam from TMs
 - Pikachu-Libre gets Flying Press at level 1, Close Combat, Aura Sphere, and Focus Blast from TMs
 - Pikachu-Cosplay gets Volt Tackle at level 1
- Fixed Rotom forms learnsets
- Changed Hydrapple's sprite (credits to DegelAlex on DeviantArt and Phantomony for finding and adding it to the game)
- Changed Gen 7 starters to have 20 Egg cycles so their hatch times match the rest of the starters
- Changed all Unfezant stats to match those of male version on RR dex
- Changed stat distribution for several custom Mega Pokemon (Table on next page)

Empoleon O			Empoleon D			Mega Infernape		
	Old	New		Old	New		Old	New
Base HP	100	84	Base HP	140	118	Base HP	76	76
Base Attack	150	150	Base Attack	75	86	Base Attack	137	137
Base Defense	75	83	Base Defense	145	88	Base Defense	71	82
Base SpAtk	110	110	Base SpAtk	75	131	Base SpAtk	137	137
Base SpDef	75	83	Base SpDef	145	157	Base SpDef	71	82
Base Speed	120	120	Base Speed	50	50	Base Speed	142	120
Mega Slaking			Mega Roserade					
	Old	New		Old	New			
Base HP	150	150	Base HP	60	60			
Base Attack	160	160	Base Attack	70	80			
Base Defense	110	110	Base Defense	85	90			
Base SpAtk	60	95	Base SpAtk	150	140			
Base SpDef	110	75	Base SpDef	120	125			
Base Speed	110	110	Base Speed	130	120			

Move-Related Changes:

- Added the move Draco Barrage from Radical Red
 - 100 BP, 100% Accurate Special Attacking Dragon-type move
 - Does damage to targets Defense/Special Defense depending on which is better (same as Shell Side Arm)
 - Ignores Fairy immunity
 - Has 33% recoil damage
- Changed Ion Deluge from 25 PP to 5
- Changed Mighty Cleave from 95 to 90 Base Power
- Changed Barb Barrage to do double damage when attacking a Pokemon with *any* status condition, like Hex (not just poison, change missed from RR)
- Changed Armor Cannon to be boosted by Mega Launcher (change missed from RR)
- Fixed Raging Bull typing not being correct for Granbull and Bouffalant
- Fixed Triple Dive's move power
- Fixed various move animations
- Added move animations for Armor Cannon, Supercell Slam, Mighty Cleave, Tachyon Cutter, Psyblade, Glaive Rush, Triple Dive, and Ruination (credits to Linathan for adding the move animations to expansion!)

Item-Related Changes:

- Added new Key Item “Hex Orb” which allows the player to pre-status their Pokemon when used; given by Scott at the same time as the Exp. Share in Petalburg
 - If you update mid run and already got the Exp. Share from Scott, the Hex Maniac NPC behind the ledges on Route 104 will give the Hex Orb
 - Credits to psf for this feature
- Added TMs for Spikes, Heavy Slam, Gravity, Misty Explosion, Steel Beam, Draco Barrage and updated teachable learnsets accordingly
 - See Items doc for locations
 - Credits to breadbeing for writing a script to easily add new TMs to mons learnsets
- Added various Berries to the map
 - Micle Berries - Route 114
 - Starf and Lansat - Route 115
 - Lum - Route 121
 - Ganlon, Apicot, Wiki, Figy, Mago, Iapapa - Route 123
 - Note: these Berries likely will not spawn if you update in the middle of a run, you will likely need to start a new game to see them
 - Credits to Muffins for meticulously sorting out how these Berries should be balanced
- Move Pomeg Berry Vendor from Dewford to Rustboro
- Float Stones are now purchasable in Mauville City mart
- Air Balloons pushed back from gift from Rival on 110 to gift from Dawn in Lilycove City
- Rival on 110 gives Shed Shells now
- Move Good Rod Fisherman from Route 118 to Route 103 (after Pokefan double battle, left of Trick House)
- EmpoleoniteD pushed back from gift from Dawn on 111 to gift from Dawn in Lilycove City
- Flannery now gives the Blazikenite instead of the Infernapite
- Trainer Cap (Fortree City Creator’s Lab) now gives the Infernapite instead of the Blazikenite
- Move the Eon Ticket and the Aurora Ticket from postgame to gifts from Wally in Victory Road
 - Latios/Latias and Deoxys are now available before postgame
- Move Old Sea Map from postgame to on the ground in the Abandoned Ship
 - Mew is now available after the player has Dive
- Make Safari Balls have 100% catch rate

- Swapped locations of Roark and Candice (more on that later, scaled teams accordingly)
 - Candice gives TM for Icy Wind as a reward
 - TM for Rock Tomb was moved to Dewford Town outdoor vendor
 - Blizzard TM now given from the former Move Tutor in Fallarbour
 - Triple Axel can be found on the ground in Shoal Cave Ice Room
 - Roark gives Stone Edge (moved from Trick House) and Heavy Slam, and now guards access to Shoal Cave

Trainer, Gift Mon, and Encounter Changes:

- The "Hot House" (beach house on Route 109, formerly 3 mini bosses to earn a Charcadet) has been reworked to be an Elite 4-style gauntlet with varying rewards that the player can choose from:
 - Has 6 levels of rewards that the player can choose from, reward levels are unlocked based on number of badges player has
 - 2 badges: player can choose between Tyrogue, Pansage, Pansear, Panpour
 - 3 badges: player can choose between Misdreavus, Heracross, Pinsir, Scyther
 - 4 badges: player can choose between Eevee, Magby, Elekid, Smoochum
 - 5 badges: player can choose between Togepi and Riolu
 - 6 badges: Type: Null
 - 7 badges: player can choose between Charcadet and Aerodactyl
- How the Hot House gauntlet works: to access the Hot House, talk to the little girl out front. After choosing the reward you want to compete for, you will be sent into the Hot House, where you cannot leave or access your PC until you defeat the 3 trainers inside or white out (again, think mini E4-style gauntlet, you can heal and change items/moves/abilities while inside). The 3 trainer teams will change based on which reward level you are competing for, but will not change *within* a reward level. For example, if you choose to compete for Pansage in one attempt and then Pansear in another, you will face the same teams since they are both 2-Badge level rewards. However, if you later decide to compete for Heracross, you will face stronger teams since Heracross is a 3-Badge level reward. You can challenge the Hot House as many times as you want and even get the same reward over and over again if you so choose
 - The Hot House is now also its own encounter location separate from Route 109
- As a result of the Hot House rework, the gift Eggs for Togepi, Riolu, Eevee, and Type: Null have been removed or replaced with Eggs that pick from a pool of

random Pokemon (more on that below), and the gift Tyrogue has been removed from Daisuke.

- Togepi Egg in Rustboro City was replaced with an Egg in Oldale Town that contains a Pokemon from a pool of early game Pokemon including: Sentret, Jigglypuff, Kricketot, Cubone, Pancham, Yamper, Rockruff, Snorunt, Spink, and Varoom
- Riolu Egg has been removed entirely
- Eevee Egg in Lavaridge Town was replaced with an Egg in Lavaridge Town that contains a Pokemon from a pool of mid game Pokemon including: Tauros (Kanto), Delibird, Tropius, Spiritomb, Heatmor, Dedenne, Bruxish, Falinks, and Klawf. The player can obtain multiple of these Eggs in exchange for Yellow Shards
- Type: Null Egg in Lilycove City was removed and replaced with an Egg in Pacifidlog Town that contains a pool of Pseudo-legendary Pokemon including: Dratini, Larvitar, Bagon, Beldum, Gible, Deino, Goomy, Jangmo-o, Dreepy, and Frigibax. The player can obtain multiple of these Eggs in exchange for Yellow Shards
- Tuber Simon in the Hot House has been replaced with Guitarist Brian, you will never defeat him!
- Added Burak, the first Hardcore Nuzlocke Champion, to the game as an optional NPC to battle in Sootopolis City with reward Pokemon Volcanion
- Added an NPC in Shoal Cave and Victory Road that will allow the player to summon any Paradox Pokemon or Ultra Beast they want to battle
 - Paradox Pokemon and Ultra Beasts can only be found in Shoal Cave now otherwise and have been removed from other Route locations
- Replaced Byron gift Moltan with Jirachi
- Replaced Steven postgame gift Beldum with Moltan
- Removed Kecleon that was blocking the water on Route 120
- Removed gift Castform in Weather Institute
- Tweaks to a whole lot of trainers. I am not going to list every single change, but the following trainers have been changed, so see the Boss Battles doc for details:
 - Brawly's Hariyama
 - Wattson's Magnetron
 - Flannery
 - Liza's Iron Leaves
 - Norman's Obstagoon
 - Juan's Ursaluna
 - Candice/Roark swapped, entirely new teams
 - Fantina's Mismagius and Cursola

- All instances of Defensive Mega Empoleon
- Iriv24's Tyranitar @nuzlockers
- Hiker Trent's Runerigus
- Parasol Madeline's Palossand
- Hiker Alan
- The entire Sun Route (124)
- Shelly Weather Institute's Huntail
- Elite 4 Phoebe 1 (formerly Weezing team)
- Elite 4 Phoebe 2's Pecharunt
- Steven's Dialga
- Burak added to the "Optional Bosses" tab
- New "Hot House" tab with all teams added
- Swapped locations of Roark and Candice, scaled teams accordingly
 - This was done to make it so the player doesn't have to fight back to back rock/ground trainers in the early game
 - See the "Item-Related Changes" section for how their rewards were changed
- Tweaks to a whole lot of encounter tables, I am not going to list every single change, but see Pokemon Doc for details. Notable changes include:
 - Grass on Route 115 is now available before Surf
 - Grass on 118 is now available before Surf
 - Grass has been added to 111 before needing Rock Smash
 - Grass has been added to Lilycove City
 - Grass has been added to Mossdeep City
 - Grass has been added to Route 126
 - Grass on 123 is available after Surfing from Mauville
 - Encounters have been added inside the Trick House (which is now its own encounter location)
 - Fishing odds were changed (and every table was subsequently updated):
 - Old Rod has 3 slots: 34%, 33%, 33%
 - Good Rod has 3 slots: 34%, 33%, 33%
- Reduced the level of Pokemon that can be caught with Old Rod to levels 3-5 on Routes 102 and 115

Other Changes and Additions:

- Added “Mono” cheat code to enable Monotype Starter Selection with Prof. Birch with the following options (after you enter the “Mono” code, talk to Prof. Birch as normal and he will have different starter options for you):
 - Fighting: Mankey, Machop, Timburr
 - Flying: Hoppip, Flethling, Rookidee
 - Poison: Budew, Venipede, Koffing
 - Ground: Trapinch, Geodude, Tympole
 - Rock: Rolycoly, Geodude-Alola, Nacli
 - Bug: Grubbin, Blipbug, Scatterbug
 - Ghost: Gastly, Litwick, Duskull
 - Steel: Tinkatink, Honedge, Klink
 - Electric: Pichu, Shinx, Mareep
 - Psychic: Hatenna, Solosis, Gothita
 - Ice: Snover, Swinub, Spheal
 - Dragon: Bagon, Gible, Dratini
 - Dark: Pawniard, Zigzagoon-Galar, Sandile
 - Normal: Whismur, Lillipup, Smoliv
 - Fairy: Cottonee, Igglybuff, Impidimp
 - Note, options for Fire, Water, and Grass were not included because there are already 27 of those per type :)
 - Credits to RoboLing on Discord as well as everyone else who participated in the feedback thread for this idea
 - Credits to Fraz, Duck, TallMills, and King Justice for helping refine the mono starter choices as well
- Added “ShinyR” cheat code for guaranteed Shiny Roamers
 - Credits to Xurofall on Discord for being crazy enough to assemble enough shinies to get this feature added
- Added aliases for the longer Cheat Codes (you can now enter any of the following codes and they will work)
 - “DexAll”: can enter full name or “Dxa”
 - “CaughtAll”: can enter full name or “Cal”
 - “EZCatch”: can enter full name or “Ezc”
 - “ShinyS”: can enter full name or “Shs”
 - “MaxMoney”: can enter full name or “Mmy”
 - “ShinyR”: can enter full name or “Shr”
 - Credits to breadbeing for this functionality
- Added symbols indicating type effectiveness of moves when choosing a move in battle

- Note this indicator only factors in the typing of the move vs the typing of the targeted Pokemon, it does NOT factor in the targeted Pokemon's ability
 - This functionality matches that of Rad Red
- Added a "Level Box to Level Cap" feature to the 2nd Nurse in Poke Centers
 - Levels all Pokemon in the player's party and PC to the Level Cap
 - You can use the "Markings" feature in the PC to mark a Pokemon that *shouldn't* get leveled up, if desired
 - Credits to hedara for this feature
- Added a feature to show form changes during the Hall of Fame screen after defeating the Champion
 - Pokemon must be holding its form-changing item to be shown as such. For example, to see Mega Gyarados in the Hall of Fame, the player's Gyarados must be holding the Gyaradosite during the Champion battle
 - Credits to PCG for this feature
- Added a 2nd page of Options (credits to Phantonomy)
 - Option to increase overall battle speed (credits to Phantonomy)
 - Option to increase health-bar drain speed
 - Option to toggle pressing R to run in battle
 - Note about these, if you set them before starting a new game, they will reset after the game has started. This is a known bug that for **technical reasons** cannot be fixed until later (source: trust me bro)
- Added a new option to the L Menu called the "NuzVial"
 - The NuzVial is only available in gauntlets that the player cannot leave (Hot House, Elite 4)
 - It is functionally the PokeVial, but it does not apply to fainted Pokemon
 - This was added because Nuzlockers may lose Pokemon during the Elite 4 and can accidentally use the PokeVial to revive fainted Pokemon unintentionally
 - The regular PokeVial is still available alongside the NuzVial
 - Yes, it *is* that hard to just buy potions
- The full PC is now accessible from the L Menu's "PC" function, not just the "Move Pokemon" option
- Overworld poison damage was enabled
 - This was done to make it easier for players to pre-damage to specific HP
- Remove stats display pages after using the Infinite Candy so less mashing of "A" is required
- Players now have the ability to Fly using the Pokenav after defeating the Rival in Rustboro instead of from the Rival on 110
 - This is a workaround to the Briney softlock

- If you update your game after the Rustboro Rival but before the 110 Rival, you may manage to avoid receiving this feature, so be careful
- Added Fly locations to Mt. Chimney, Weather Institute, and Route 128 near Seafloor Cavern
- Added a new cave section in Fiery Path containing Heatran that is accessible after the 8th Gym Badge is obtained
- Added Surfing and Flying Pikachu forms to Mauville Pika distributor
 - Special thanks to Gobou and the other Rad Red folks for letting us use their sprites :)
- Shellos West and Gastrodon West have been added around the map, so not just East variant can be found anymore
- Removed abilities “Poison Puppeter” and “Tera Shell” from randomizer as they only functioned with Pecharunt and Terapagos, respectively
- Removed Own Tempo Rockruff from randomizer as it could never evolve
- Shortened text from Steven in Granite Cave
- Increased Safari Zone step limit from 500 -> 5000
- Removed Drake from Pokenav Match Call

General Bug Fixes:

- Fixed a bug where roamer Pokemon could terrastalize or dynamax
- Fixed a trainer's underleveled geodude on Mt. Chimney
- Fixed rare occurrence where player could Surf without having the HM
- Fixed bug where Infinite Candy was registerable even though the player can't use it from the field
 - It is no longer registerable
 - Credits to KFSPC8 for this fix
- Fixed Protective Pads not protecting against some secondary effects
- Fixed Clear Body activating incorrectly against certain Protect effects
- Fixed several interactions with Toxic Spikes
- Fixed Scald defrosting a target even if used while asleep
- Fixed mon using Dive into Desolate Land failing to resurface and getting soft-locked
- Fixed mons not taking crash damage if using Supercell Slam into Lightning Rod or Volt Absorb

- Fixed mons being able to reselect their moves after using a move into a Bulletproof immunity while holding Choice items (and a few other scenarios)
- Fixed Entrainment into Primal Weather abilities not clearing the weather
- Fixed bug where in certain scenarios if you swapped multiple turns in a row with multiple mons with Intimidate, it wouldn't proc
- Fixed Parental Bond making moves that take 2 turns happen in one
- Fixed bug where Weather Ball type was not being set correctly
- Fixed typo in Stevens dialogue on Route 128
- Fixed typo in Trainer X's dialogue
- Fixed typo in Supreme Overlord ability description
- Fixed typo in Screen Cleaner description

NOTE: The numbers in parentheses next to some of these changes represents a pull request number into emerald-expansion (the base for this hack). It is mostly there for my own internal tracking purposes and you don't have to worry about it!

AI Changes/Improvements:

- AI's Pokemon can now be pre-statused! This will be indicated in the Boss Battles Doc, see Juan's Ursaluna for example
- AI will no longer attempt to status you if you have abilities that benefit from it; Guts, for example (6550)
- AI will no longer use Scald or other fire moves on Frostbitten Pokemon unless it is extremely beneficial to do so (can KO for example) (6442)
- AI will no longer go for set up moves when facing a Pokemon with the Unaware ability (6524)
- In situations where the AI has a slow KO and a last-chance priority move (meaning it has a priority move, but is also getting fainted by the player), the AI now has an 80% for the last-chance priority move to be scored higher than the slow KO move (7337)
- AI can now see it has a Focus Sash when considering switch-ins and determining number of hits to be KOed, applies to both mid-turn switches and post-KO switches (6436)
 - AI should now see its own and the player's Focus Sash / Sturdy in all its calculations
- AI can now see that Magic Guard affects Mind Blown and Steel Beam

- AI can now factor in its own weather-setting abilities when determining switch-ins (7373)
- AI should now correctly see all scenarios where either itself or the player are Choice locked
 - Will now factor in the player's move they are Choice locked into when determining hits to KO for switchin candidates and deciding switching out (6343)
 - Will now switch if it is Choice locked into a move that cannot hit the player's Pokemon (6464)
 - Will no longer consider other moves when searching for its own supereffective moves while Choice locked (6892)
- AI will now be encouraged to use a pivot move if they have Palafinn on the field to activate Zero to Hero (6791)
- Absorb AI Switching (the following are checked in order in code)
 - AI will now see Mold Breaker when factoring in switches for Absorb Abilities (6864):
 - In situations where Absorb Switch AI is being considered, if the AI's mon on the field has a super effective move, it will now switch 40% of the time instead of 33% previously
 - AI will now switch into a mon with an Absorbing Ability 100% of the time if the player is Choice locked into a move it can absorb
 - AI will now switch into a mon with an Absorbing Ability 80% of the time as the default case instead of 100% previously
- AI will now recognize when the player has Absorb Abilities when determining if its moves are effective (7309)
- AI will now score Magnitude and Present as their average damage amounts instead of 0 (7334)
- AI will no longer get a flat decrease to Explosion moves, and had some custom handling added to determine when it should consider using Explosion moves to pick up KOs (see section at bottom)
- AI will no longer be encouraged to go for setup moves when the player is at full health and has Sturdy, is holding a Focus Sash, or is Mimikyu-Disguised (7345)
 - Fixes AI spamming setup moves into these mons because they never see OHKO
- AI will no longer be encouraged to go for stat dropping moves when the player is at -4 or lower for the given stat category
- AI will no longer be discouraged from going for Shell Smash if they are not a mixed attacker
- AI will now prefer to go for an extremely low damaging move over a move that has no effect at all in certain very unfavorable situations (7350)

- Added rudimentary 1v1 calculation to Bad Odds switching so Pokemon that win a 1v1 won't switch even if they have no super effective move and / or a bad type matchup (6927)
- "Defensive switchin candidate" changed to require winning the projected 1v1 in addition to just taking more than 3 hits to KO (6927)
- Improved Substitute/ Shed Tail switch AI (6334, updated in 6615)
- Improved AI's defense against Focus Punch (6713)
- Improved AI's setup scoring vs Haze (and other Haze-like effects) (6894, 6966)
- Improved AI's move scoring when considering using Hazard moves when the player has moves that can clear them (6311)
- Improved AI's ability to determine when it should go for a recovery move, including Strength Sap (7342)
- Improved AI's ability to see priority moves. The AI should now be consistently factoring in both its own and the player's priority moves for all scenarios (switch-in 1v1s, setup move scoring, normal move scoring, etc) (7337)
- Improved AI's ability to choose moves when facing a Pokemon holding a supereffective move reducing berry:
 - **Before:** If AI sees it can 2HKO the player through a resist berry, it will pretend the berry is not there when doing its damage calc. This led to situations where the AI thought it could OHKO the player, and the AI could choose to go for a 2HKO through a resist berry instead of an OHKO with another move.
 - **Now:** If AI sees it can 2HKO the player through a resist berry, it will pretend the berry is not there when doing its damage calc. However, now if the AI has to choose between a move that is not affected by a resist berry and a move it "thinks" can OHKO because it is ignoring the resist berry, it will choose the move that is unaffected by the resist berry and can actually OHKO the player. This means the AI will no longer choose a move that can 2HKO through a resist berry over a move that can OHKO.
 - This is factored into the "compare damaging moves" functionality described at the bottom
- Fixed various things in the AI's damage calc formula (6396, 6397, 6733, 7130)
- Fixed potential double switching caused by Wonder Guard (6737)
- Fixed cases where AI could see Zero-Hit-KOs for switch-ins, which caused many strange switches (7131)
 - Generic "switchin can 1v1" with no other clauses has been added as a higher priority than "generic highest damage mon" when determining switchin candidates for both post-KO and mid battle
- Fixed cases where AI could incorrectly see it has a free switch after the player uses a pivot move, causing it to make some bad switch-in decisions (6498)

- Fixed a bug where AI could potentially not see what stat it was boosting correctly for setup moves (7346)
- Adjustments for move comparison scoring (7301 + what iriv changed)
- AI can now adjust its switch scoring based on its move scoring (6615)
 - If all the AI's moves score beneath 90, the Pokemon will switch out
 - If the AI has a switch out effect move (U-Turn, Chilly Reception, etc.) that scores above 100, the AI will cancel any switch it is considering and stay in (probably to use that move, but not necessarily)
- Reworked the "type matchup" formula that is used to determine if an AI Pokemon has a "good defensive matchup" (7364)
 - In the following description, Atk1 represents the "primary type of the attacking Pokemon", Atk2 represents the "secondary type of the attacking Pokemon", and same for Def1 and Def2
 - **Previously, the formula was:**
If the result of this equation was less than 1, then it's a "good type matchup":

$$(Atk1 \rightarrow Def1) \times (Atk2 \rightarrow Def1) \times (Atk1 \rightarrow Def2) \times (Atk2 \rightarrow Def2)$$
 - Example of the old formula that would result in a poor decision from the AI: the player has a Poliwrath, and the AI has a Cerulede in its party and is trying to determine a good switch into the Poliwrath.
 Going through the old formula, we would see:

$$(Water \rightarrow Fire=2) \times (Fight \rightarrow Fire=1) \times (Water \rightarrow Ghost=1) \times (Fight \rightarrow Ghost=0)$$
= Total: 0
 This meant that even though Cerulede is probably a bad matchup into Poliwrath because Water is supereffective on Fire, the AI would see it as a good matchup because Ghost is immune to fighting. Type immunities like this are the most obvious example of where the old formula led to poor decisions, but there were others as well.
 - **The new formula is:**
If the result of this equation is less than 2, then it's a good type matchup:

$$((Atk1 \rightarrow Def1) \times (Atk2 \rightarrow Def1)) + ((Atk1 \rightarrow Def2) \times (Atk2 \rightarrow Def2))$$
Notably, immunities are treated as 0.1 instead of 0 here!
 - Let's use the same example with the new formula:

$$((Water \rightarrow Fire=2) \times (Fight \rightarrow Fire=1)) = 2 +$$

$$((Water \rightarrow Ghost=1) \times (Fight \rightarrow Ghost=0)) = 0.1$$

$$2 + 0.1 = \text{Total: } 2.1$$
 And since 2.1 is greater than 2, this is considered a bad type matchup!

- Some other examples of cases where the new behaviour makes improvements:
 - Player's Camerupt -> AI's Bellossom used to see Bellossom as Neutral, now sees Bad
 - Player's Toxicroak -> AI's Aggron used to see Aggron as Good, now sees Bad
- The immunity value is specifically less than 0.125 because that threshold ties quad resistances; with 0.125, Aegislash sees the same matchup into a mono Fighting mon as it does into a mono Bug mon, where it is obviously better into Fighting. Having that multiplier at 0.1 instead keeps this behaviour.
- Added custom handling for the AI considering Explosion moves that makes its likelihood to consider Exploding scale with the amount of HP it is missing:
 - If the AI has $\geq 90\%$ HP, it has a 0% chance to consider Exploding
 - If the AI has $\leq 10\%$ HP, it has a 90% chance to consider Exploding
 - All chances to consider Exploding for HPs between 10% and 90% are calculated with the following formula:
 $\text{RandomNumber}(0-255) < X$ where:
 $X = ((90 - \%HP) * 229) / 80$
 - So at 50% HP, the AI has a roughly 45% chance to consider Exploding
 - This formula is run at the beginning of when the AI is choosing its moves to determine if it should consider moves with the Explosion effect
 - If this check fails, Explosion moves will get a flat -10
 - Explosion will also get a flat -10 if the target is immune to it (Ghost type into normal-type Explosion for example)
 - Explosion will also get a flat -10 if the ability Damp is on the field
 - Explosion effects will also be seen as negative effects when comparing between 2 damaging moves
- Fix AI not calcing Explosion damage with halved defensive stats for the target
- Reworked some of how AI compares its damaging moves
 (AI_CompareDamagingMoves for those that look at the code)
 (7337 + some other custom work)
 - The following is the new order of importance when comparing 2 damaging moves:
 - 1) Fewest number of hits to KO
 Then the following are checked for moves that have the same number of hits to KO
 - 2) If number of hits to KO is 1, then give preference to priority moves if the AI is outsped otherwise
 - 3) Give preference to moves that are not 2-turn attacks (Solarbeam,

Phantom Force, etc)

- 4) If number of hits to KO is 1, then give preference to moves that are not affected by a resist berry that the player is holding
 - 5) If number of hits to KO is 1, then check min rolls and give preference to moves that are guaranteed OHKOs, if any
 - 6) Give preference to moves that do *significantly* more damage than other moves. "Significantly" here is defined by seeing if one move's lowest roll does more than another move's highest roll. This check is not run if there are 2 moves that are guaranteed OHKOs.
 - 7) Give preference to moves with higher accuracy
 - 8) Give preference to moves with better secondary effects
- The overall goal of these changes was to try and keep a smart and unique move selection criteria that is not just "always pick highest damage move", while also giving *some* incentive for higher damage moves in situations where it is very obvious that a move does a lot more than another
 - Slight rework to how AI decides to use Fast Pivot Moves (U-Turn, Volt Switch, Parting Shot, etc when the AI is faster)
 - Pivot moves are no longer seen as a positive effect when comparing 2 moves of equal scoring
 - The criteria for the AI to get an explicit score increase for a fast pivot are now:
 - AI is faster
 - AI can not KO the player
 - AI has a mon that can reasonably switch in (determined from previous switch checks)
 - The AI mon on the field has $\geq 33\%$ HP, or 25% HP and regenerator
 - AND One of the following is true:
 - The player can KO the AI Pokemon
 - The AI does not have any stat boosts, has a good switch in candidate, and can break the player's Sturdy/Focus Sash/Shadow Shield/ Multiscale
 - The AI does not have any stat boosts and generally has a good switch in candidate

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- Credits to anyone who made a PR to the repo that I may have missed

Thank you all for continuing to make bug reports and feedback posts, I know I can never get to every single thing mentioned there, but I do read all of them and implement and fix as many as I can so please keep leveraging those systems!