

1. From a clear save file with a dry battery, manip your TID/SID to be 22916/40353 (aiming for frame 3575)
 - a. Surrounding TIDs are:
 - 32464 (3f early)
 - 45774 (2f early)
 - 40353 (1f early)
 - 59106 (1f late)
 - 46740 (2f late)
 - 35071 (3f late)
 - b. Keep trying until you get a TID of 22916
 - c. You can use PokeFinder to determine what frame you hit
 - d. My FlowTimer offset is 58635
2. Play through the game normally
 - a. **Make sure to get the Master Ball in Aqua/Magma Hideout**
 - b. **Don't fight this trainer:**



(Camper Cliff, Route 111)

3. Talk to the PC in the postgame to release Latias/Latios
4. Get a Pokemon that can reliably OHKO Latias/Latios, as well as a Shadow Tag Pokemon that can Repel wild encounters without Repelling Latias/Latios
5. Find Latias/Latios in the wild, but do not catch them
 - a. Page 31 of this document has a very bare-bones description for a Latias manip if you don't want to find it manually:
[Pokemon Ruby/Sapphire Catch Em All "Optimal" Route \(180 Catches\)](#)
6. Deposit all but one Pokemon (keep one Pokemon that can lose to Camper Cliff)

7. Save right above Camper Cliff (like the picture above) and do the RNG manipulation for the third Baltoy's TID/SID
 - a. My FlowTimer offset for this is 58437
 - b. You should aim to clear the last text box on frame 3493
8. Lose the battle, take out your strong Pokemon and your Shadow Tag Pokemon, find Latias/Latios without saving or doing any other battles.
 - a. Swap from your Shadow Tag Pokemon to your strong Pokemon, OHKO Latias/Latios, OHKO Sandshrew if it comes out, catch Baltoy with your Master Ball
 - b. Check your party. If you got a Bad Egg, go back to step 7 and try again. You can use the list below to calibrate your offset based on the Bad Egg's Pokeball (Assume every Bad Egg has Pokerus unless otherwise noted)

- 30f early: Nest Ball
- 29f early: Great Ball
- 28f early: Pokeball
- 27f early: Great Ball
- 26f early: Luxury Ball
- 25f early: Repeat Ball
- 24f early: Ultra Ball
- 23f early: Great Ball
- 22f early: Great Ball
- 21f early: Nest Ball
- 20f early: Ultra Ball
- 19f early: Luxury Ball
- 18f early: Premier Ball (No Pokerus)
- 17f early: Pokeball
- 16f early: Great Ball
- 15f early: Nest Ball
- 14f early: Pokeball
- 13f early: Ultra Ball
- 12f early: Pokeball
- 11f early: Ultra Ball
- 10f early: Pokeball
- 9f early: Great Ball
- 8f early: Timer Ball
- 7f early: Pokeball
- 6f early: Pokeball
- 5f early: Nest Ball
- 4f early: Pokeball
- 3f early: Net Ball
- 2f early: Net Ball
- 1f early: Timer Ball
- 1f late: Pokeball

- 2f late: Nest Ball
- 3f late: Pokeball
- 4f late: Ultra Ball
- 5f late: Safari Ball
- 6f late: Premier Ball
- 7f late: Repeat Ball (Pokerus Cured)
- 8f late: Ultra Ball
- 9f late: Dive Ball
- 10f late: Net Ball
- 11f late: Dive Ball
- 12f late: Pokeball (Pokerus Cured)
- 13f late: Master Ball
- 14f late: Pokeball
- 15f late: Timer Ball
- 16f late: Pokeball
- 17f late: Pokeball
- 18f late: Net Ball
- 19f late: Pokeball (Pokerus Cured)
- 20f late: Great Ball
- 21f late: Dive Ball
- 22f late: Luxury Ball
- 23f late: Pokeball
- 24f late: Dive Ball
- 25f late: Pokeball
- 26f late: Pokeball
- 27f late: Ultra Ball
- 28f late: Pokeball
- 29f late: Timer Ball
- 30f late: Nest Ball

- c. If you didn't get a Bad Egg, save
9. Go to your PC, deposit your glitched Pokemon, and enter your box names based on whichever code you want to activate from this list: <https://pastebin.com/xxEDMCRW>
10. Make sure your selection hand is set to orange/yellow by pressing Select in the PC, pick up your glitched Pokemon, swap it with another Pokemon, swap them again, and then put your glitched Pokemon back down
11. Congratulations! Your ACE code should have executed successfully

Ruby Setup:

Player frame: 3521 Enemy Frame: 4126 Player TID/SID: 27400 3244 Enemy TID/SID: 61534 37184 Species: 0x9b1e Held Item: 0x9dec Moves: 0x9b66 0x9d68 0x9b65 0x9dd1 Pokeball: 3 Egg: 0 Enemy Mon: Jerome/Lisa & Ray/Douglas Tentacool Checksums: 1162 1162