

Emerald Imperium V1.2 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 continue to submit feedback and report any bugs you encounter.

Additions:

- Added Battle Bond as Greninja's 2nd ability, so Ash-Greninja is now available to the player
- Added Beast Balls to Lilycove Department Store
- Added Big Root to Lavaridge Herb Shop
- Added Wild Encounters to the areas where the Regis and the Sinnoh Lake Trio are found
- Added cheat code "MaxMoney", which maxes the player's money
- Added messages to indicate when the player's level cap has increased
- Added the ability to run away from wild pokemon by tapping the "R" button – by yyatsuta
- Set the roamers' "seen" flags during the event that spawns them so the player can immediately start tracking them in the Pokedex without needing the "CaughtAll" cheat
- Added several new optional trainers in Mossdeep City and Sootopolis City, to commemorate the first players to beat the game
- Added Nurses (2nd Nurse from Pokemon Centers) to Seafloor Cavern and Magma Hideout so the player won't have to run back as often
- Added a patch of grass with Wild Encounters to Rustboro City, which notably contains Shroomish! See the Encounters Document for the full encounter table
- Gave Gift Pokemon a 1/600 chance to be shiny
- Added a Move Deleter to Slateport City, replaced former (retired) Name Rater
- Added an NPC that gives Arceus Plates in Sootopolis City
 - Functions the same as the NPC who gives Silvaly Memories

- Starting Care Package Pixie Plate and Iron Plate replaced with Fairy Feather and Steel Feather, respectively
- Added TM for Dark Hole into Steven's Cave (Meteor Falls, post game)
- TMs in shops now display the name of the TM while purchasing
- Added Red and Blue Orbs to Mt. Pyre Summit post Sootopolis-Legendary events
- Added NPC that gives form-changing items for Dialga, Palkia, and Giratina to Sootopolis
 - Those 3 Legendaries are still only available in the randomizer
- Added NPCs that give form-changing items for Zacian and Zamazenta to Sootopolis
 - Those 2 Legendaries are still only available in the randomizer
- Added NPC that gives form-changing item for Zygarde to Evergrande City Poke Center (near the waterfall, not Elite 4)
 - Still only available in the randomizer
- Added NPCs that give fusion items for Calyrex, Necrozma, and Kyurem to Devon Corporation
 - Need both Pokemon to perform the Fusion (example: both need Kyurem and Zekrom to get Kyurem-Black)
 - Only Kyurem and Calyrex are available in before post-game. The rest of the involved Legendaries are post-game only
 - Need 8 Badges to receive these items
- Added Sheer Force as a Hidden Ability for Mega Charizard Y
 - To get a Megas respective Hidden Ability, the base form Pokemon needs to have its Hidden Ability. This is not new functionality, just an explanation
- Added Sand Force as a Hidden Ability for Mega Tyranitar
- Added functionality to "Use" Poke Balls (and other Balls in the Ball Pocket) to change which Ball a Pokemon is inside – developed by Lunos, merged by yyatsuta
 - Does not consume a Ball to do so
- Added Dusknoirite to the Mega Stones given by the "Mega" cheat code

Changes:

- **Adjusted several Wild Encounter tables, for specifics please check the Encounters Document**
- Changed "Zen Mode" on Darmanitan to activate at full health to match what is done in RR – by yyatsuta
- Removed Crashy the Bard (NPC that can crash the game in Mauville Pokemon Center) and replaced with an NPC that gives Costume Pikachu in exchange for Yellow Shards
- Changed Tate's Kangaskhan Ability to Inner Focus

- The “Set Pokemon to Level Cap” will now only be available once the player has met the Move Relearner in Dewford Town
 - This was done to avoid player’s immediately going to the level cap and skipping level-up moves, which seemingly happened a lot
- Changed Tandemaus evolution method to no longer require leveling up in battle
- Change scripts to skip the Wally Catching Tutorial – by yyatsuta
- Change scripts to skip the PokeNav Match Call tutorial – by yyatsuta
- Switched locations of a few early game TMs
 - Former Bullet Seed TM location now gives Bug Bite
 - Former Bug Bite TM location now gives Stomping Tantrum
 - Former Stomping Tantrum TM location now give Bullet Seed
- Elite Four Phoebe’s Fezandipiti changed from a Physical Attack set to a Special Attack Set
 - This was done to accommodate the stat changes made to Fezandipiti by RR, where its Special Attack is higher than its Attack
- Zorua and Hisuian Zorua are no longer found on the same floor of Granite Cave so that they can both be DexNav’ed
- Beauty Jessica’s Magnezone’s Stealth Rocks replaced with Body Press
- Crasher Wake’s Gyarados’ Bounce replaced with Ice Fang
- Champion Wallace’s Empoleon’s Brick Break replaced with Protect
- Champion Steven’s Empoleon’s moveset changed to Toxic, Flash Cannon, Flip Turn, Roost
- Updated Norman’s text regarding the Trick House to make it more apparent that three floors must be completed before challenging the gym
- Increased DexNav timeout from 15 seconds to 15 minutes
 - You can cancel a search by pressing “L” or “Start”, which will not break a DexNav chain
- Removed limitations for changing IVs in non-MGM once the Stat Editor is obtained
- Allowed Hoopa-Unbound to be reverted back to normal form using the Prison Bottle
- When a Pokemon reaches red HP, the beep will now only play 4 times and then stop instead of playing continuously – convincing iriv24 to add to game and implemented by yyatsuta
- Removed Secret Power from all learnsets
- Made Shaymin form change with Gracidea a “normal” form change
 - You can now change back and forth between Shaymin and Shaymin-Sky without worrying about it reverting due to Frostbite or time of day
- Changed Meltan’s Ability from Magnet Pull to Transistor
- Elite 4 will now scale to level 100 after you become the Champion

- Updated Cynthia Encounter music and Victory music
- Removed all forms of Zygarde from the randomizer except for Zygarde 10 Aura Break
- Changed Mega Sableye's first and second Ability to Prankster
- Changed Mega Absol's second ability to Sharpness
- Changed Abomasnow's second ability to Slush Rush
- Changed Hatenna lines second ability to Magic Guard.
- Moved Harvest from Hidden Ability to second ability for Smoliv line
- Moves Corrosion from Hidden Ability to second ability for Glimmet line
- Some Mythicals have been removed from Wild Encounters, as they are now given as Gift Pokemon from optional trainer battles in Sootopolis City
- Changed several important battle reward item locations
 - Metronome - Now given by Fantina instead of Trick House
 - Expert Belt - Now given by Maylene instead of Fantina
 - Focus Sash - Now given by Crasher Wake instead of Daisuke
 - Loaded Dice - Now given by Daisuke instead of Dawn on Route 111
 - Protective Pads - Now given by Daisuke instead of Dawn in Lilycove
 - Eject Button - Now given by Volkner instead of Dawn in Lilycove
- Remove Metal Coat from wild Bronzor, Magnemite, and Beldum
- Make Infinite Repel prevent encounters from Rock Smash
- Make Meloetta only change forms when using Relic Song, will not revert outside of battle to match RR

Bug Fixes:

- Fixed Winona not giving the TM for Acrobatics after defeating her
- Fixed DexNav Search Levels to properly increase and affect the chance of getting a Pokemon with a Hidden Ability or Egg Move – fix found by yyatsuta
- Fixed Rattatas evolution level to match RR data
- Fixed Swinub and Piloswine evolution methods to match RR data
- Fixed Ghimmighoul-Roaming being unable to evolve
- Fixed Pineco evolution level to match RR
- Fixed Basculin evolution method
 - Red Stripe, White Stripe, and Blue Stripe can now all evolve into Basculegion at level 44, evolution depends on Gender
- Fix Snover abilities to match RR
- Fixed (hopefully) all Pokemon learnsets to match those of Radical Red – special thanks to hzla for writing the script to make this possible
- Fixed (hopefully) all unintentional stat discrepancies to match those of Radical Red – special thanks to hzla for writing the script to make this possible

- Fixed some potential crashes that could happen in the Safari Zone on some emulators
- Fixed Rival potentially disappearing if the player lost the Rival battle in Rustboro City which could result in softlocking the player at level 20
- Fixed battle style getting stuck on “Shift” in Normal Mode if the player changed difficulties between runs
- Fixed missing dot for “Key Items” in player’s Bag – by yyatsuta
- Fixed Explosion not halving the Defense of the Pokemon taking damage
- Fixed typo in Hustle’s Ability description
- Updated list of moves that benefit from “Striker” and “Sharpness” Ability – special thanks to hzla for writing the script to make this possible
 - Thunderous Kick is boosted by Striker here and NOT in RR
- Fixed Gender Swapping functionality not working Burmy variants
- Added a rock to the water in Route 124 to prevent the player from getting outside the map into Lilycove
- Fixed shiny follower Pokemon and overworld Pokemon sometimes appearing as a Substitute or incorrect sprite
- Fixed typing of Raging Bull to not always be Fighting Type for Tauros – by yyatsuta
- Fixed weight of Mega forms converted from Gigantamax forms to not be 0
- Fixed a crash that could happen if Pursuit caught a Pokemon switching out
- Fixed Liquid Voice not giving a 20% boost to Sound moves, as well as moves not displaying as Water type in the summary screen
- Fixed Ability Transistor to give 50% boost instead of 30% to match RR
- Fixed Corrosion not making Poison moves hit Steel type Pokemon to match RR
- Fixed the Gift Beldum from Steven turning into a Squirtle
- Fixed Cheat Codes re-entering the most recent Cheat Code if nothing was entered
- Fixed Roamers not having perfect IVs in MGM
- Fixed Quick Feet Ability to give 2x speed instead of 1.5x to match RR
- Fixed typo in “Verdanturf”
- Fixed Iron Fist and Striker Abilities to now give 30% boosts instead of 20% to match RR
- Fixed Manectric Hidden Ability not being Intimidate
- Fixed Reveal Glass not working on Enamorus
- Fixed Protean/Libero changing Pokemon to the type of its 4th move when facing Boss Trainers
- Fixed exploits where players could get Galarian-Moltres and Lugia earlier than intended
- Fixed underleveled Bug Catcher on Route 123

- Fixed Leek item not matching functionality with RR – caught by yyatsuta, twice
- Fixed Birch sprite missing when he gives you Aurora Ticket in post-game
- Fixed a bug that would cause a Pokemon using a recoil move to take damage, even if the move was absorbed. (Example: using Flare Blitz into a Pokemon with Flash Fire will no longer deal recoil)
- Fix Razor Shell not being a high-crit move to match RR
- Fix Roamers having 0 HP and bugging out when encountering them for a 2nd time – by yyatsuta

AI Changes:

- Fixed AI not accounting for its Pokemon having Parental Bond or ORAORAORAORA!
- Fixed AI trying to use weather setting moves when a Pokemon with Cloud 9 is on the field
- Adjusted AI behavior when determining when to throw in an “Absorb” mon (will no longer swap to an “Absorb” mon if the AI can OHKO the player or if they have stat raises)
 - An “Absorb” mon is one with an ability that can absorb a move, think Water Absorb throwing into a water-type move for example
- Adjust how the AI behaves when the player has the move “Encore” (AI discouraged to go for set up when the player has Encore)
- Improved AI battle mechanics when the user is holding a resist berry. AI can now see 2HKO through resist berries.
- Improved AI switching mechanics. (For example: Pokemon with Choice items will now look at their last used move rather than the last move used period when determining when to switch)
- Adjusted rolls used for AI damage calculations in the following scenarios:
 - AI will use highest rolls when calculating the damage it can do to the player when picking a move for the Pokemon on the field
 - AI will use the highest rolls when calculating the damage the player can do to it when determining if it the AI should go for a setup move
 - AI will use the median rolls when calculating the damage it can do the the player when choosing a switch-in candidate
 - AI will use the median rolls when calculating the damage the player can do to it in all scenarios besides going for setup moves
 - This was all done in an effort to make the AI play more aggressively in certain scenarios and be slightly more discouraged to go for setup moves without completely reworking the AI’s scoring system

Special thanks to all the folks who have helped with all of the changes and fixes that went into this patch, including yyatsuta, hzla, and all the folks that maintain pokeemerald-expansion, but specifically Pawkkie, hedara, and Egg for their direct findings when it comes to reproducing bugs and helping me with various updates in my own project in addition to making fixes in expansion!