

Pokemon Inclement Emerald

(known bug reports docs)

Major Game Bugs

- Sticky Barb crashes the game if it faints the holder
- Sheer Force doesn't work with moves that boost the user's stats (e.g. Charge Beam)
- Intimidate didn't activate AI's white herb
- Doubles on e4 rematch only triggers on Sidney, Drake and Wallace.
- Encore fails on AI
- Double battle against the Magma dudes in Meteor Falls, the Rival's Pokemon leveled up. Can also choose to teach Charm to rival's Mimikyu.
- Fling doesn't fling an item (Not done in battle engine yet)
- Stealth Rock's procs weak armour if the weak armour mon is brought in from a move like Dragon Tail
- Schooling doesn't re-activate if the Pokemon switches out and back in. Found this on Route 114, trainer at the top.
- Double battle in Space Center both trainer and Steven's mons die same turn. Softlock, can't send out another mon (Typhlosion and Mega Gross)
- Shiftry was able to straight up damage Mimikyu through Disguise in the Magma double battle in Meteor Falls.
- Sleep Talk does not work with Last Resort (Sleep Talk not triggered as being used once?)
- When you catch enough mons to get a Johto starter the event replaces the place you can change Rotom form
- Knock Off isn't knocking off healing items (berries) before they heal that turn

- Disguise not working against swift swim eq swampert. Rival battle after weather institute with overworld rain. (Also occurred with crobat). BIG BRAIN IDEA, maybe before it hits disguise it reads swampert or crobats other/wrong ability?
- If ditto transforms to minior, then has shields down activated and u catch it. Minior with transform is outcome
- Schooling form allows other pokemon to take schooling and not itself in a double battle. (noticed also on a single battle)
- Storm drain only absorbs the first shuriken of water shuriken (should cancel follow-up hits)
- Wiki berry eating animation can look because it's "too dry" in battle tent (pelipper) but never heals health
- Al, Talonflame spam brave bird into queenly majesty. Move fails still takes recoil
- Storm drain causes water gem not to activate when aqua jet (anorith) is used on shellos (through a switch)
- Intimidate activates when there isn't a mon in doubles
- Al switches out during 2 turn move even if it's not affected e.g. rotom wash during dig (if it doesn't have a move to buff/affect itself)
- Thunder wave doesn't proc volt absorb (electric type immunity activating before ability?)
- Defiant and competitive not activating from sticky webs/Intimidate
- Yawn by passes detect
- Grassy terrain crashes game. Battle engine bug
- When metronome uses a multi hit move it only hits once.
- When zoroark is disguised as a grass type it is immune to leech seed
- Status moves don't work properly in double battle while minior is out (shields down issue)
- Mummy spread in battle despite mummy user (cofa) was dead at the start of the battle

- Switcheroo swaps items permanently (only if used by AI)
- Sap sipper only absorbs first hit of bullet seed
- Quash doesn't work. Video in mod channel
- MISTY TERRAIN MAY CAUSE THE GAME TO CRASH (similar with other terrain moves, animation?)
- Space center tabithas gliscor doesn't attack unless u attack (AI bug)
- Absorbing moves (lightning rod), discharge got completely absorbed instead of it also hitting other mons as well (double battle)
- Citrus berry not eaten when a recoil move used by user activates it. Another example:
https://www.twitch.tv/moxie_irl/clip/ResoluteGleamingMinkHeyGuys-Chj6rfDmKptzxMwb
- Bad AI, mega audino spamming skill swap (double battle end of victory road)
- Moxie doesn't work in double battles sometimes
- Natural cure doesn't heal status sometimes when switching (brawley fight)
- Cherrim's sprite does not correctly change form.
- if you use pluck/bug bite while your pokemon has an item, it may delete the item you're currently holding.
- M-Salamence getting burned by M-Blaziken's Flare Blitz the turn M-Salamence's Substitute fades out. location in victory road
- Circle throw from a wild Throh does not force out opposing mon and the text displays 'but it failed if it is a higher level in this case a Gardevoir, in route 111 move still damages mon though
- Credits show wrong starter as caught when displaying all caught mons case 1: charmander shown over chimchar case 2 : charmander shown over cyndaquil
- Excadrills Iron head goes through mimikyu goes through iron head even though its ability isn't mold breaker Route 110 rival fight on open emu emulator
- AI score for trapping moves is too high (Lucy's Shuckle)

- Coding error Cursed bodys activation chance is 33.33% not 30% as is in the games code
- Berry Blending can crash the game.
- The safari zone doesn't count pokedex entries.
- Move animation for beak blast isnt done
- Hammer Arm bypasses Clear Body
- Struggle is out healed with shell bell. (leads to infinite battles.)
- if greninja uses a move that hits both pokemon and only kills 1 it does not transform into its battle bond stage
- Chilan berry did not activate from explouds boomburst used by norman mon holding berry was a politoed
- Game Crashes when Dragon tail drags out a mon with intimidate MGBA
- Ion deluge doesn't work as intended when used by a volt absorb mon in this case Lanturn
- AI being bad I KO a mon. AI brings mon A. it switches out and mon B is brought and ko'd. then it brings mon A AGAIN and does the same
- Battle Animations turn themselves on happened in may rustboro battle cause opponent uses bug bite on player pokemon in this case mays grovyle and players burmy
- Wimp out dosent work as intended on wild wimpod in this case route 106
- Worry seed succeeds even if the target has Insomnia
- Abilities like refrigerate (pixillate,aeralite) are able to effect the type of the move 'Nature Power' seems cause to be a bug in the battle engine
- Some Pokemon cannot learn iron defense via tutor even if their pre evos can examples:
Butterfree,Beedrill,Beautifly,Dustox,Vivillion,Salamence,Huntail
And gorebyss (fixed 2.0)
- Destiny Bond can be used 2x in a row without failing this was changed to fail after one try from gen 7 onwards
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Minor Bugs

- Can't get out immediately after entering Seaspray cave.
- Can switch ability even if the pokemon has 1 i.e Vikavolt can switch into levitate when it has levitate with an ability patch
- Tate&liza inverse battle AI's ground move can't touch flying types.
- In Granite Cave, after you use Flash and enter a menu of some sort, a battle or go on a ladder the flash circle will get smaller and Flash can't be used again.
- NPC in the battle tents may randomly say "1, 2 and... Poof !" in the middle of a battle.
- X items seemingly don't work when used in battle. Used X Sp. Atk and X Speed while fighting Wattson, Normal Mode, version 1.7.1
- Tsareena can't relearn play nice
- Poochyena hp bar gone to 0 but still alive
- Eject button won't activate in wild battles
- Wallys zigzagoon has 40/35 tackle pp
- Chilian berry still activated from explosion despite using baneful bunker

- Bug: Pickup does not work in battle, while it should with Gen 5+ mechanics. Pin Missile used on audino. Citrus berry activates but linnoe doesn't pick up the used berry after
- Blob the chansey. If u speak to it twice then fly away and come back instead of third interaction (by U-Turn TM) it is in its startint position and caught immediately (not saving it's location properly?)
- Frisk tells your own item and not opponents
- Tracing frisk causes it to trigger on the frisk mon again instead of u using it
- Lucario can't learn workup (riolu can, move reminder in pc)
- When a mon learns a move through rare candy the menu goes back to normal party not bag with candy.
<https://i.imgur.com/4IS8pRZ.mp4>
- Trainer sylveon spams yawn despite u being already statusd. (Breeder Isaac, Gliscor with poison heal and toxic orb)
- Can't move garchomp in pc from party using move feature
- Imprison says it fails when it doesn't work. Should be used but nothing happens.
- Machoke ate it's +attack berry after a mon got KOd not when it reached the health it should of
- Sand mounds bug:
<https://www.youtube.com/watch?v=GgoakkAtbs8>
- pixie plate is put into the battle items section of the item bag but the other plates are just classified as regular items
- Sleep powder from metronome puts rotom cut to sleep (probs also spore, on grass types)
- Boomerang caused recoil damage to user, against slaking with eq disabled (in fortree mart)
- Inconsistencies in Sligoo's evolution requirements (code says 50 while dex says 52)

- When you don't have the heal bell for Chansey in the Ashen Woods, you get a "nowhere to run" message when the Chansey is supposed to run south.
- Effect Spore attempts to trigger on already paralyzed opponents. (may have to do with if they were paralyzed going into the battle)
- Sandy Wormadam can't learn Bulldoze
- When the user places spikes on the same turn the enemy dies the spikes with bug out and position in the wrong place.
- When Red Card activates, Life Orb activates on the switched in Pokemon. (if they're holding one)
- Air Cutter ignores Disguise sometimes. *consistent with non-contact moves, but replicable with contact moves at times.
- Oran Berry was consumed before taking damage from Spread Move north of Slateport City Bulldoze hit ally first and was consumed before hitting the mon holding the berry.
- Spotlight doesn't work as intended. (has attributes of Follow Me)
- Bullet Seed takes Aftermath damage despite being ranged.
- Alolan Marowak takes recoil occasionally from Flare Blitz, but has Rock Head
- Woman in Slateport says you cannot nickname a trainer's Pokemon even though you should be able to.
- Can't land on a particular tile in Altering Cave next to water
- Magma Grunt can go through the wall in the Meteor Falls double battle if the player keeps cancelling the battle multiple times
- Relic Statue is only being sold for 3k when it should be 200k
Cause: Line 902 in src/item.c u16 item_id_Get Price (item_id)
- Blissy can't learn Stealth Rock via TM but Chansey can
- Petalburg Mart Guy says poison out of battle will effect Pokemon till fainting even though that is wrong

- Speaking to pokevial nurse below rocks makes her turn front and the player as well turn front instead of facing each other above winstrate house near rock smash rocks
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Unconfirmed Bugs

- Life Orb recoil doesn't kill opponents mon. (Victory Road Trainer)
- Screen distortion due to secondary visual effects on people who mega evolve their mon

- Using Cradily's Grassy Terrain against Maxie's leading mon freezes the game, attempted it several times with different attack patterns
- Tracing rivals arcanine intimidate (r110 rival battle) and lowering it's attack crashes the game (with kirlia)
- ~~Moving box eevee is in to another box causes a brown frillish sprite~~
- HP bar is empty when at full health (sent out gristle against glacia froslass)
- Whenever using fly sometimes the sprite is replaced with shiny venu or shiny charmander. (Shiny gen 1 starters?)
- AI keeps switching, stopped to use hammer arm after 2-3 turns of switching. Slaking and venusaur against Skarmory
- Dragon pulse noivern lowers it's own speed, opponent slaking used hammer arm
- Chloroplast sceptile doesn't work sometimes (old version maybe? Unable to replicate)
- Life orb disappeared out of a save file.
- Double KO can brick game (i.e. AI megas do not revert correctly and freeze the game if a friendly one faints).

Game Typos/ Visual Issues

- Stamina/Berserk's stat raise says 'raised drastically' should be raised one stage
- Mega evo icon is buggy and may cause HP box distortion
- Gastly location doesn't show in AREA
- Jellicent line's sprite is bugged with cacnea in the forms -> evo tab
- Steven's metagross slot shows a blank rectangle when fainted.

- Player allowed to learn moves for some mons if they level up, e.g may's Blaziken at lvl 49
- Weird visual glitch with 2 genders thingy in wallace battle (picture in bug reports channel)
- "If you and the enemy pokemon both die on the same turn, in my case it was via poison damage then switch in an intimidate pokemon, it does not lower the attack of the pokemon that switches in but the pokemon that had recently died." might need more insight.
- Castorm weather forms don't show properly. Seen as an empty sprite
- Dig animation used by copycat looks wrong
- Even if u have no money and lose it still says u lose money
- 6 badges causes moves tutor (PC) to have minor visual glitch (cut off at top)
- After completing cycling road the ™ reward textbox shows again but no ™ given (Textbox doesn't need to appear again)
- Water sport and helping hand can't miss but show 100 accuracy (should be ---)
- Health bar glitches out and 2nd mon sprite overlaps. Pic in #bug-reports
- Minor graphical issue in pc boxes. Pic in #bug-report
- Cosmos wife doesn't turn when u talk to her (after getting meteorite)
- Visual glitch because of volt switch?
<https://clips.twitch.tv/TenderRoundCheesecakeRalpherZ-Ms2Y8c84zGlduRQ->
- Cynthia doesn't turn to face you when you talk from the side or back
- Error texture at poke mall place next to check out
- Health bar glitches out after moongeist beam animation
- All moves that can't miss should be --- not 100 e.g. water sport

- Shadow sneak animation goes on two mons instead of one (in mod channel for reference)
- X-Scissor isn't capitalized properly by person who gives it to u
- Brine description should mention less than half hp not at half hp
- Eevee sprite glitches into brown Volcarona in pc
- Weird glitch in wattson fight, in mod chat for reference
- Gym leaders don't turn to look at u
- After Mirage Tower collapse, Trainer's sprite overlaps single trees
- Sprite gets black squares on it sometimes (weird shiny frame) image in mod channel
- Struggle bug animation plays as if it only affects one mon even when it affects 2
- AI bug, camerupt power herb solar beam>fire blast against mawile
- Pancham evo method in pokedex doesn't mention needing to be lvl 32.
- Oval stone and prism scale description overlaps bag
- Attempting to Surf/Dive using a Gym Leader's Pokemon, cancelling, and then using Fly, causes the Surfing/Diving Pokemon's sprite to appear instead.
- Frillish sprites are odd in the dex. (changing it to layer 3 works apparently)
- Aroma lady in fallarbor battle tent's cacnea has a "1..2.. and poof" dialogue pop-up mid battle.
- Saying no to smashing a rock then flying uses the wrong pokemon's sprite. (hms have to be on 2 different pokemon)
- Pancham/heliolisk float by a few pixels in their backwards sprite animations.
- When buying a starter in the game corner it doesn't display how many coins you have.

- When the user places spikes on the same turn the enemy dies the spikes with bug out and position in the wrong place.
- after catching female jellicent it shows male on the nickname screen. (found on myboy)
- Triathlete Benjamin's match call has the triathlete fully capitalized.
- No period between darkest lariat pokemon is incineroar
- Minior has two animations when in battle
- Cursed body description disables moves on contact although moves do not have to make contact to trigger cursed body
- Maxie Fight with steven: after reviving his metagross, it comes back with a mawile sprite.
- Glitched out name with mega mawile vs mimikyu.
- Giddy's lines still capitalized.
- UI glitches involving sleep and mega evo.
- Nurse walks through boulder after she gives you the second pokevial
- Mega rayquaza's special text while evolving sometimes goes to other mons
- Encore description says lasts 3 to 6 turns but in later gens its always 3 turns
- Scott has his name in all caps trainer school rustboro
- at times Poison Point Popup happens even if you are already poisoned
- Weak armor says speed rose when it should be speed rose sharply my boy emulator
- Wood Hammer is missing a period after foe in its description
- Area unknown in the dex's location tab is done in all caps
- in Sligoo and pyukumukus dex entries the word 'mucus' is spelt wrong
- Pokenav Options are in all caps as well as 'main menu'
- Overflow in Parabolic charge entry in moveslots

Fixed Bugs

Note: I'm no longer updating fixed bugs here as it takes forever and has little benefit. Fixed bugs will just be removed from the doc.

- Dark type pokemons are not immune to Prankster.
- Custom area on petalburg forest rocks have reflections (probs from puddles. Pics in #bug-reports)
- Tile errors in room of jirachi (pic in #bug-reports)
- Route 119 berry trees are a tile lower when planted (vanilla bug)
- Electric terrain freezes game
- Crabrawler does not evolve through ice stone as the documents state it does. Fixed as of v1.2
- Giving Captain stern stat scanner bug he wouldn't bulge.
FIXED
- Metal coat evolves slowpoke into slowking FIXED
- Avalugg ability is "-----" description: No special ability FIXED
- Graveler coded to evolve via trade but should be friendship as docs says. FIXED
- Pyukumuku can learn double edge in STATS tab which shouldnt (?) FIXED
- Frequent arrow bugs in caves. FIXED
- Can jump over the ledge even if there's a wall under on Mt. Pyre FIXED

- Battling Glacia shows Sidney's icon on the battle screen.
FIXED
- Swampert can't learn liquidation when supposed to FIXED
- Choice specs does not lock the user FIXED
- Amulet coin/luck incense stack FIXED
- Physical moves do special damage. FIXED as of 1.2
- 16 letter moves crash the game FIXED
- Talking to the mart guy in lavaridge causes a black screen
FIXED
- Game freezes when heatmor in flannerys gym uses stomping
tantrum FIXED
- Weather institute guy gives u bottle caps once u defeat team
aqua here but everytime you talk to him he gives you 4 bottle
caps again FIXED
- Saying no to pokeball swapper (in lilycove) causes a large part
to black screen FIXED
- Trainer with golisopod in ashen forest uses first impression
and freezes the game. FIXED
- Game's exp field is different. e.g mega evolving causes
certain mons to level up a few levels FIXED
- Going into a house above mossdeep's pc freezes the game.
FIXED
- King shield activates even sucker punch fails and first turn dig
FIXED
- Seems like game freezes everytime AI uses a terrain move
FIXED
- Soundproof activates when AI uses howl on itself FIXED
- 33 pokedollars for 5k coins in the game corner? FIXED
- 16 character moves freezes the game FIXED
- Echoed voice doesn't stack FIXED (v1.5)
- Super potions heal 50 not the 60 it says it does FIXED (v1.5)

- Al's power herb's dialogue says "fully charged due to its trainer's pokemon item' "and not power herb. displays decamark if trainer has no items. FIXED (v1.5)
- Melton can't evolve FIXED (v1.5)
- Doc says Ledian's HA is Iron Fist but ability patch changes it to Rattled
- Minun has Plus as an ability
- Magmortars speed and special defense changes are not reflected in the dex.
- Evolving a male piplup makes it female.
- Hitmontop's HA should be contrary
- Struggle doesn't deal 25% to user.
- Al is able to trick mega stones which shouldn't happen. (it was sabeleye so might be something to do with prankster)
- Sleep talk is bugged
- Mega stones can be knocked off + gets knock off boost
- Sticky hold is still active even after gastro acid is used
- Double iron bash doesn't not break focus sash, second hit shows the pokemon hang on using it's ??????
- Unnerve doesn't work. Shows text but doesn't prevent berry eating
- Flare blitz into flash fire doesn't do damage to flash fire mon but still does recoil. Same for wild charge into lightning rod
- <https://clips.twitch.tv/ImportantGleamingPorpoiseTooSpicy-uu8g1TcQ5LPYhtoB>
- Trump card bp is always 200
- Game softlocks if u fly away from r109 before entering slateport. No mr briney to go back
- Al doesn't understand storm drain absorbs moves even if u don't target it?
- Dragonite can keep shed skin from dragonair(can be changed by ability pill/patch)

- crobat (Maxie 1) still receives recoil damage when using brave bird on Baneful Bunker Toxapex
- Octillery doesn't have lock on
- Npc can occasionally block the seller in PC
- Berries on rainy routes don't give out max output even tho it should.
- Everything outside the map is named seaspray cave.
- Text error : it still says I got charged 5 caps, even though it was changed to 3 and still only paid 3
- When selling any item that is above 1k. the last 0 is half cut off
- soul dew stuff

Fixed in 1.6:

- Starter move tutor. Cancelling out of the menu causes the textbox to stay on screen. (Exit to fix)
- Wally's House written as Wally'S house
- Hitmonchan ability is suction cups in the dex
- Dewgong special attack and speed are swapped in dex
- Vanillite line evolutions haven't been updated to what it says in docs (on in-game dex)
- Vanilite line doesn't evolve at correct levels
- Vanilluxe's rebalanced stats aren't applied (should be 69 atk, 120 spa, 95 spe).

- Rocky helmet didn't work properly on multi-hit moves.
- Long reach doesn't work. Long reach mon got burnt by flame body
- Secret Bases written as "Secret BaseS" in mauville city pokemon center probably
- Still able to exit with volt switch and u-turn despite hitting a mon with eject button (shouldn't be able to)
- Misty terrain doesn't block status
- Electric mons aren't immune to paralysis from static (zapdos static on tynamo)
- Opposing porygon's download raises the player's attack (chlorophyll ability)
- Big root doesn't work properly (no health heal change)
- Chloroplast doesn't work with synthesis
- Air slash (Pidgeot) triggered poison touch (a-muk). Only checks if it chose contact move during flinch
- Brick break doesn't break aurora veil
- Rocky helmet breaks mimikyu disguise when mimikyu makes contact with it
- Kricketot can't learn struggle bug from TM (Learns via lvl up)
- Armaldo can't learn brine from dynamo badge tutor (Learns via lvl up)
- Field moves are in wrong order (in code). Makes fly have dive compatibility
- Slaking should be able to learn body slam?
- Samurott can't learn Razor Shell through move tutor, but is able to learn through the move relearner.
- Pyukumuku can learn certain damaging moves like secret power.
- Pumpkaboo can't evolve via friendship like docs say.
- Foul play fixed

- Sand encounters on slateport beach caused game to stop for a bit then carried on as normal (Encounter didn't properly happen?)
- Game gets possibly softlocked when watering leppa berries and a pokemon attacks. (partly fixed, no longer freezes)
- Man who gives gyro ball TM (74) talks about TM 58 gyro ball
- Anchor shot text says causes flinch not prevents switch

Fixed in 1.7:

- Greta's Lando-T has Grass Gem as its held item, assuming that the Lando-T had Grass Knot at some point but was later adjusted without changing the held item
- The AI uses Perish Song even if the mon itself is the last mon the AI has in play. Politoid from Juan (8th gym)
- Black sludge heals hp off non poison type mons (e.g.noivern holding sludge)
- Nugget sells for 500 not 5000 (visual glitch only)
- Youngster r116 had lvl 100 mons despite user having a team of lvl 2s (alleged underflow?)
- Wally zigagoon can die to ralts
- Rufflet, Braviary, and Hawlucha can still learn Sky Drop despite the move effect being unfinished (should likely be changed into a comment like with Beak Blast for now)
- Vileplume learns solar beam twice (lvl 52 and 60)
- String shot and sweet scent description doesn't reflect -2 stat change
- Move tutor crunch still has gen 3 description
- Custap, Kee and micle berry no proper spirte (on berry tag)
- Rock smash text says 'may lower defense' always does tho
- Move tutor is inconsistent at capitalising Mud-slap
- Baby doll eyes when used in-game should be hyphenated to Baby-Doll Eyes
- Growth description doesn't mention attack raise

- The Devon Parts have been renamed but the script still calls them the Devon Goods.
- Thing behind desk on base floor (Devon corp) text has Devon in all caps
- Coba berry doesn't activate (holder = butterfree, hit by Brave bird)

Fixed in 1.7.1:

- Stat boosting colours are wrong. (Should be Red is attack, Blue is speed, Green defenses, Gray multiple stats)