

*The
Ultimate
Pokémon Codes
Guide*

Part II

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7.0 Pokémon Crystal

Released in 2001 (English Version), Pokémon Crystal represents the trilogy game to Pokémon Gold/Silver. Much like Pokémon Yellow, this game combines the features of the first two games with some additionally added new ones. The remainder of this chapter organizes these codes by the effect they have on altering game play.

7.1 The Six Members of the Pokémon Team

The player's Pokémon team makes up the single largest block of data in the entire game. Even larger than the first three games, there are 428 values used for storing the team. The entire block of data can be divided into four parts. The first part is a list of the current Pokémon in the order which they appear in the team. The second part makes up the statistical information for each of the Pokémon. The third and fourth part contain the Original Trainer's name as well as the Pokémon's nickname.

7.1.1 Pokémon Team List

The player's team begins with a list made up of 8 values used to identify the Pokémon in order of appearance. The first value identifies the number of Pokémon in the team. The next up to 6 values represent each of the Pokémon by number (see Appendix A). The last Pokémon in the team is always followed by the value FF. Here are the codes:

Number of Pokémon in Team (use 06 for maximum)	01xxD7DC
First Pokémon in Team (use FF for end-of-list)	01xxD8DC
Second Pokémon in Team (use FF for end-of-list)	01xxD9DC
Third Pokémon in Team (use FF for end-of-list)	01xxDADC
Fourth Pokémon in Team (use FF for end-of-list)	01xxDBDC
Fifth Pokémon in Team (use FF for end-of-list)	01xxDCDC
Sixth Pokémon in Team (use FF for end-of-list)	01xxDDDC
End-of-List	01FFDEDC

7.1.2 Pokémon Team Attacks and PP Availability

Each of the 6 Pokémon in the team may learn up to 4 attacks. Each of these attacks requires two values to represent both the attack by number and the available power points for that attack (see Appendix B). Power points can be increased up the three times through the use of the PP Up item. These increments are represented in the higher two bits of the value. The remaining lower six bits represent the number of power points currently available. To set the maximum natural value for power points use the value C0 in the power points code and then take the Pokémon to the nearest Pokémon Center to heal. Here are the codes:

First Pokémon	
Pokémon Attack #1 (use 00 for none)	01xxE1DC
Pokémon Attack #2 (use 00 for none)	01xxE2DC
Pokémon Attack #3 (use 00 for none)	01xxE3DC
Pokémon Attack #4 (use 00 for none)	01xxE4DC
Pokémon Attack PP #1 (use C0 for maximum)	01xxF6DC
Pokémon Attack PP #2 (use C0 for maximum)	01xxF7DC
Pokémon Attack PP #3 (use C0 for maximum)	01xxF8DC
Pokémon Attack PP #4 (use C0 for maximum)	01xxF9DC

Second Pokémon

Pokémon Attack #1 (use 00 for none)	01xx11DD
Pokémon Attack #2 (use 00 for none)	01xx12DD
Pokémon Attack #3 (use 00 for none)	01xx13DD
Pokémon Attack #4 (use 00 for none)	01xx14DD
Pokémon Attack PP #1 (use C0 for maximum)	01xx26DD
Pokémon Attack PP #2 (use C0 for maximum)	01xx27DD
Pokémon Attack PP #3 (use C0 for maximum)	01xx28DD
Pokémon Attack PP #4 (use C0 for maximum)	01xx29DD

Third Pokémon

Pokémon Attack #1 (use 00 for none)	01xx41DD
Pokémon Attack #2 (use 00 for none)	01xx42DD
Pokémon Attack #3 (use 00 for none)	01xx43DD
Pokémon Attack #4 (use 00 for none)	01xx44DD
Pokémon Attack PP #1 (use C0 for maximum)	01xx56DD
Pokémon Attack PP #2 (use C0 for maximum)	01xx57DD
Pokémon Attack PP #3 (use C0 for maximum)	01xx58DD
Pokémon Attack PP #4 (use C0 for maximum)	01xx59DD

Fourth Pokémon

Pokémon Attack #1 (use 00 for none)	01xx71DD
Pokémon Attack #2 (use 00 for none)	01xx72DD
Pokémon Attack #3 (use 00 for none)	01xx73DD
Pokémon Attack #4 (use 00 for none)	01xx74DD
Pokémon Attack PP #1 (use C0 for maximum)	01xx86DD
Pokémon Attack PP #2 (use C0 for maximum)	01xx87DD
Pokémon Attack PP #3 (use C0 for maximum)	01xx88DD
Pokémon Attack PP #4 (use C0 for maximum)	01xx89DD

Fifth Pokémon

Pokémon Attack #1 (use 00 for none)	01xxA1DD
Pokémon Attack #2 (use 00 for none)	01xxA2DD
Pokémon Attack #3 (use 00 for none)	01xxA3DD
Pokémon Attack #4 (use 00 for none)	01xxA4DD
Pokémon Attack PP #1 (use C0 for maximum)	01xxB6DD
Pokémon Attack PP #2 (use C0 for maximum)	01xxB7DD
Pokémon Attack PP #3 (use C0 for maximum)	01xxB8DD
Pokémon Attack PP #4 (use C0 for maximum)	01xxB9DD

Sixth Pokémon

Pokémon Attack #1 (use 00 for none)	01xxD1DD
Pokémon Attack #2 (use 00 for none)	01xxD2DD
Pokémon Attack #3 (use 00 for none)	01xxD3DD
Pokémon Attack #4 (use 00 for none)	01xxD4DD
Pokémon Attack PP #1 (use C0 for maximum)	01xxE6DD
Pokémon Attack PP #2 (use C0 for maximum)	01xxE7DD
Pokémon Attack PP #3 (use C0 for maximum)	01xxE8DD
Pokémon Attack PP #4 (use C0 for maximum)	01xxE9DD

7.1.3 Pokémon Team Stats, Modifiers and Genetics

Because of the complexity of this data there will not be much of an explanation here as to how these values work. When a Pokémon advances a level or is removed from a PC Box stats are recalculated based on the modifier and genetics values. During Pokémon battles the modifiers are incremented with experience. However, only the higher seven bits of the value are used to increase the corresponding statistic. Additionally, the value for genetics is also used as an extension to the modifiers even though the higher two bits determine gender. To calculate the maximum natural value for each statistic set the modifier value to FE 00 and the genetics value to FF FF. To give a Pokémon the female gender use the genetics value 3F FF (which will result in a decrease to the attack value). After using these codes the "PC Box Trick" can be used to recalculate stats. Here are the codes:

First Pokémon

Pokémon HP Modifier Hi (use FE for maximum)	01xxEADC
Pokémon HP Modifier Lo (use 00 for maximum).....	01xxEBDC
Pokémon Attack Modifier Hi (use FE for maximum).....	01xxECDC
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xxEDDC
Pokémon Defense Modifier Hi (use FE for maximum).....	01xxEEDC
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xxEFDC
Pokémon Speed Modifier Hi (use FE for maximum).....	01xxF0DC
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xxF1DC
Pokémon Special Modifier Hi (use FE for maximum).....	01xxF2DC
Pokémon Special Modifier Lo (use 00 for maximum).....	01xxF3DC
Pokémon Genetics Hi (use EA for shiny)	01xxF4DC
Pokémon Genetics Lo (use AA for shiny).....	01xxF5DC
Pokémon HP Available Hi (use 03 for maximum).....	01xx01DD
Pokémon HP Available Lo (use E7 for maximum).....	01xx02DD
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx03DD
Pokémon HP Maximum Lo (use E7 for maximum).....	01xx04DD
Pokémon Attack Hi (use 03 for maximum)	01xx05DD
Pokémon Attack Lo (use E7 for maximum).....	01xx06DD
Pokémon Defense Hi (use 03 for maximum).....	01xx07DD
Pokémon Defense Lo (use E7 for maximum).....	01xx08DD
Pokémon Speed Hi (use 03 for maximum)	01xx09DD
Pokémon Speed Lo (use E7 for maximum).....	01xx0ADD
Pokémon Special Attack Hi (use 03 for maximum).....	01xx0BDD
Pokémon Special Attack Lo (use E7 for maximum).....	01xx0CDD
Pokémon Special Defense Hi (use 03 for maximum).....	01xx0DDD
Pokémon Special Defense Lo (use E7 for maximum).....	01xx0EDD

Second Pokémon

Pokémon HP Modifier Hi (use FE for maximum)	01xx1ADD
Pokémon HP Modifier Lo (use 00 for maximum).....	01xx1BDD
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx1CDD
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx1DDD
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx1EDD
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx1FDD
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx20DD
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx21DD
Pokémon Special Modifier Hi (use FE for maximum).....	01xx22DD
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx23DD
Pokémon Genetics Hi (use EA for shiny)	01xx24DD
Pokémon Genetics Lo (use AA for shiny).....	01xx25DD
Pokémon HP Available Hi (use 03 for maximum).....	01xx31DD
Pokémon HP Available Lo (use E7 for maximum).....	01xx32DD
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx33DD
Pokémon HP Maximum Lo (use E7 for maximum).....	01xx34DD
Pokémon Attack Hi (use 03 for maximum)	01xx35DD
Pokémon Attack Lo (use E7 for maximum).....	01xx36DD
Pokémon Defense Hi (use 03 for maximum).....	01xx37DD
Pokémon Defense Lo (use E7 for maximum).....	01xx38DD
Pokémon Speed Hi (use 03 for maximum).....	01xx39DD
Pokémon Speed Lo (use E7 for maximum).....	01xx3ADD
Pokémon Special Attack Hi (use 03 for maximum).....	01xx3BDD
Pokémon Special Attack Lo (use E7 for maximum).....	01xx3CDD
Pokémon Special Defense Hi (use 03 for maximum).....	01xx3DDD
Pokémon Special Defense Lo (use E7 for maximum).....	01xx3EDD

Third Pokémon

Pokémon HP Modifier Hi (use FE for maximum)	01xx4ADD
---	----------

Pokémon HP Modifier Lo (use 00 for maximum).....	01xx4BDD
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx4CDD
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx4DDD
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx4EDD
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx4FDD
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx50DD
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx51DD
Pokémon Special Modifier Hi (use FE for maximum).....	01xx52DD
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx53DD
Pokémon Genetics Hi (use EA for shiny).....	01xx54DD
Pokémon Genetics Lo (use AA for shiny).....	01xx55DD
Pokémon HP Available Hi (use 03 for maximum).....	01xx61DD
Pokémon HP Available Lo (use E7 for maximum).....	01xx62DD
Pokémon HP Maximum Hi (use 03 for maximum).....	01xx63DD
Pokémon HP Maximum Lo (use E7 for maximum).....	01xx64DD
Pokémon Attack Hi (use 03 for maximum).....	01xx65DD
Pokémon Attack Lo (use E7 for maximum).....	01xx66DD
Pokémon Defense Hi (use 03 for maximum).....	01xx67DD
Pokémon Defense Lo (use E7 for maximum).....	01xx68DD
Pokémon Speed Hi (use 03 for maximum).....	01xx69DD
Pokémon Speed Lo (use E7 for maximum).....	01xx6ADD
Pokémon Special Attack Hi (use 03 for maximum).....	01xx6BDD
Pokémon Special Attack Lo (use E7 for maximum).....	01xx6CDD
Pokémon Special Defense Hi (use 03 for maximum).....	01xx6DDD
Pokémon Special Defense Lo (use E7 for maximum).....	01xx6EDD

Fourth Pokémon

Pokémon HP Modifier Hi (use FE for maximum).....	01xx7ADD
Pokémon HP Modifier Lo (use 00 for maximum).....	01xx7BDD
Pokémon Attack Modifier Hi (use FE for maximum).....	01xx7CDD
Pokémon Attack Modifier Lo (use 00 for maximum).....	01xx7DDD
Pokémon Defense Modifier Hi (use FE for maximum).....	01xx7EDD
Pokémon Defense Modifier Lo (use 00 for maximum).....	01xx7FDD
Pokémon Speed Modifier Hi (use FE for maximum).....	01xx80DD
Pokémon Speed Modifier Lo (use 00 for maximum).....	01xx81DD
Pokémon Special Modifier Hi (use FE for maximum).....	01xx82DD
Pokémon Special Modifier Lo (use 00 for maximum).....	01xx83DD
Pokémon Genetics Hi (use EA for shiny).....	01xx84DD
Pokémon Genetics Lo (use AA for shiny).....	01xx85DD
Pokémon HP Available Hi (use 03 for maximum).....	01xx91DD
Pokémon HP Available Lo (use E7 for maximum).....	01xx92DD

Pokémon Defense Modifier Lo (use 00 for maximum)	01xxAFDD
Pokémon Speed Modifier Hi (use FE for maximum)	01xxB0DD
Pokémon Speed Modifier Lo (use 00 for maximum)	01xxB1DD
Pokémon Special Modifier Hi (use FE for maximum)	01xxB2DD
Pokémon Special Modifier Lo (use 00 for maximum)	01xxB3DD
Pokémon Genetics Hi (use EA for shiny)	01xxB4DD
Pokémon Genetics Lo (use AA for shiny)	01xxB5DD
Pokémon HP Available Hi (use 03 for maximum)	01xxC1DD
Pokémon HP Available Lo (use E7 for maximum)	01xxC2DD
Pokémon HP Maximum Hi (use 03 for maximum)	01xxC3DD
Pokémon HP Maximum Lo (use E7 for maximum)	01xxC4DD
Pokémon Attack Hi (use 03 for maximum)	01xxC5DD
use E7 for maximum)	01xxC6DD
use 03 for maximum)	01xxC7DD
Pokémon Defense Lo (use E7 for maximum)	01xxC8DD
Pokémon Speed Hi (use 03 for maximum)	01xxC9DD
Pokémon Special Attack Hi (use 03 for maximum)	01xxCADD
Pokémon Special Attack Lo (use E7 for maximum)	01xxCBDD
Pokémon Special Defense Hi (use 03 for maximum)	01xxCDD
Pokémon Special Defense Lo (use E7 for maximum)	01xxCEDD

Sixth Pokémon

Pokémon HP Modifier Hi (use FE for maximum)	01xxDADD
Pokémon HP Modifier Lo (use 00 for maximum)	01xxDBDD
Pokémon Attack Modifier Hi (use FE for maximum)	01xxDCDD
Pokémon Attack Modifier Lo (use 00 for maximum)	01xxDDDD
use FE for maximum)	01xxDEDD
Pokémon Defense Modifier Lo (use 00 for maximum)	01xxDFDD
Pokémon Speed Modifier Hi (use FE for maximum)	01xxE0DD
Pokémon Speed Modifier Lo (use 00 for maximum)	01xxE1DD
Pokémon Special Modifier Hi (use FE for maximum)	01xxE2DD
Pokémon Special Modifier Lo (use 00 for maximum)	01xxE3DD
use EA for shiny)	01xxE4DD
Pokémon Genetics Lo (use AA for shiny)	01xxE5DD
Pokémon HP Available Hi (use 03 for maximum)	01xxF1DD
Pokémon HP Available Lo (use E7 for maximum)	01xxF2DD
Pokémon HP Maximum Hi (use 03 for maximum)	01xxF3DD
Pokémon HP Maximum Lo (use E7 for maximum)	01xxF4DD
Pokémon Attack Hi (use 03 for maximum)	01xxF5DD
Pokémon Attack Lo (use E7 for maximum)	01xxF6DD
Pokémon Defense Hi (use 03 for maximum)	01xxF7DD
Pokémon Defense Lo (use E7 for maximum)	01xxF8DD
Pokémon Special Attack Hi (use 03 for maximum)	01xxF9DD
Pokémon Special Attack Lo (use E7 for maximum)	01xxFADD
Pokémon Special Defense Hi (use 03 for maximum)	01xxFBDD
Pokémon Special Defense Lo (use E7 for maximum)	01xxFCDD
use 03 for maximum)	01xxFDD
Pokémon Special Defense Lo (use E7 for maximum)	01xxFEDD

7.1.4 Pokémon Team Experience and Level

Altering the experience and level of the 6 Pokémon in the team works much like altering the statistics and modifiers. When removing Pokémon from a PC box, the level is recalculated based on experience. Unlike the modifiers, there is no natural maximum value for experience since the relationship between experience and level may vary from one Pokémon to another. Here are the codes:

First Pokémon	
Pokémon Experience Points #3	01xxE7DC
Pokémon Experience Points #2	01xxE8DC
Pokémon Experience Points #1	01xxE9DC
Pokémon Level (use 64 for maximum)	01xxFEDC
Second Pokémon	
Pokémon Experience Points #3	01xx17DD
Pokémon Experience Points #2	01xx18DD
Pokémon Experience Points #1	01xx19DD
Pokémon Level (use 64 for maximum)	01xx2EDD
Third Pokémon	
Pokémon Experience Points #3	01xx47DD
Pokémon Experience Points #2	01xx48DD
Pokémon Experience Points #1	01xx49DD
Pokémon Level (use 64 for maximum)	01xx5EDD
Fourth Pokémon	
Pokémon Experience Points #3	01xx77DD
Pokémon Experience Points #2	01xx78DD
Pokémon Experience Points #1	01xx79DD
Pokémon Level (use 64 for maximum)	01xx8EDD
Fifth Pokémon	
Pokémon Experience Points #3	01xxA7DD
Pokémon Experience Points #2	01xxA8DD
Pokémon Experience Points #1	01xxA9DD
Pokémon Level (use 64 for maximum)	01xxBEDD
Sixth Pokémon	
Pokémon Experience Points #3	01xxD7DD
Pokémon Experience Points #2	01xxD8DD
Pokémon Experience Points #1	01xxD9DD
Pokémon Level (use 64 for maximum)	01xxEEDD

7.1.5 Pokémon Team Information

Here is the last of the statistical information which can be altered for any of the 6 Pokémon in the team. This remaining information identifies the Pokemon's number, held item, the Original Trainer's number, loyalty, health, and status. Here are the codes:

First Pokémon	
Pokémon Number	01xxDFDC
Pokémon Held Item	01xxE0DC
Pokémon OT Number Hi	01xxE5DC
Pokémon OT Number Lo	01xxE6DC
Pokémon Loyalty (use FF to maximum)	01xxFADC
Pokémon Health (use 01 for PokéRUS)	01xxFBDC
Pokémon Status (use 00 to heal)	01xxFFDC
Second Pokémon	
Pokémon Number	01xx0FDD
Pokémon Held Item	01xx10DD
Pokémon OT Number Hi	01xx15DD
Pokémon OT Number Lo	01xx16DD
Pokémon Loyalty (use FF to maximum)	01xx2ADD
Pokémon Health (use 01 for PokéRUS)	01xx2BDD
Pokémon Status (use 00 to heal)	01xx2FDD
Third Pokémon	
Pokémon Number	01xx3FDD
Pokémon Held Item	01xx40DD
Pokémon OT Number Hi	01xx45DD
Pokémon OT Number Lo	01xx46DD

Pokémon Loyalty (use FF to maximum).....	01xx5ADD
Pokémon Health (use 01 for PokéRUS)	01xx5BDD
Pokémon Status (use 00 to heal)	01xx5FDD

Fourth Pokémon

Pokémon Number	01xx6FDD
Pokémon Held Item	01xx70DD
Pokémon OT Number Hi	01xx75DD
Pokémon OT Number Lo	01xx76DD
Pokémon Loyalty (use FF to maximum).....	01xx8ADD
Pokémon Health (use 01 for PokéRUS)	01xx8BDD
Pokémon Status (use 00 to heal)	01xx8FDD

Fifth Pokémon

Pokémon Number	01xx9FDD
Pokémon Held Item	01xxA0DD
Pokémon OT Number Hi	01xxA5DD
Pokémon OT Number Lo	01xxA6DD
Pokémon Loyalty (use FF to maximum).....	01xxBADD
Pokémon Health (use 01 for PokéRUS)	01xxBBDD
Pokémon Status (use 00 to heal)	01xxBFDD

Sixth Pokémon

Pokémon Number	01xxCFDD
Pokémon Held Item	01xxD0DD
Pokémon OT Number Hi	01xxD5DD
Pokémon OT Number Lo	01xxD6DD
Pokémon Loyalty (use FF to maximum).....	01xxEADD
Pokémon Health (use 01 for PokéRUS)	01xxEBDD
Pokémon Status (use 00 to heal)	01xxEFDD

7.1.6 Pokémon Team OT Names

For each of the 6 Pokémon in the team, the game stores the name of the Original Trainer. Each trainer's name can be up to 7 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

First Pokémon

Pokémon OT Character #1	01xxFFDD
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx00DE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx01DE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx02DE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx03DE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx04DE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx05DE
Pokémon OT End-of-Name.....	015006DE
Pokémon OT Character (not used).....	010007DE
Pokémon OT Character (not used).....	010008DE
Pokémon OT Character (not used).....	010009DE

Second Pokémon

Pokémon OT Character #1	01xx0ADE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx0BDE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx0CDE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx0DDE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx0EDE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx0FDE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx10DE
Pokémon OT End-of-Name.....	015011DE
Pokémon OT Character (not used).....	010012DE
Pokémon OT Character (not used).....	010013DE
Pokémon OT Character (not used).....	010014DE

Third Pokémon

Pokémon OT Character #1	01xx15DE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx16DE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx17DE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx18DE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx19DE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx1ADE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx1BDE
Pokémon OT End-of-Name.....	01501CDE
Pokémon OT Character (not used).....	01001DDE
Pokémon OT Character (not used).....	01001EDE
Pokémon OT Character (not used).....	01001FDE

Fourth Pokémon

Pokémon OT Character #1	01xx20DE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx21DE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx22DE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx23DE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx24DE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx25DE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx26DE
Pokémon OT End-of-Name.....	015027DE
Pokémon OT Character (not used).....	010028DE
Pokémon OT Character (not used).....	010029DE
Pokémon OT Character (not used).....	01002ADE

Fifth Pokémon

Pokémon OT Character #1	01xx2BDE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx2CDE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx2DDE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx2EDE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx2FDE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx30DE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx31DE
Pokémon OT End-of-Name.....	015032DE
Pokémon OT Character (not used).....	010033DE
Pokémon OT Character (not used).....	010034DE
Pokémon OT Character (not used).....	010035DE

Sixth Pokémon

Pokémon OT Character #1	01xx36DE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx37DE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx38DE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx39DE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx3ADE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx3BDE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx3CDE
Pokémon OT End-of-Name.....	01503DDE
Pokémon OT Character (not used).....	01003EDE
Pokémon OT Character (not used).....	01003FDE
Pokémon OT Character (not used).....	010040DE

7.1.7 Pokémon Team Nicknames

In addition to the Original Trainer, the game stores nicknames for the 6 Pokémon in the team. Each nickname can be up to 10 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

First Pokémon

Pokémon Nickname Character #1.....	01xx41DE
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Sixth Pokémon

Pokémon Nickname Character #1.....	01xx78DE
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx79DE
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx7ADE
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx7BDE
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx7CDE
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx7DDE
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx7EDE
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx7FDE
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx80DE
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx81DE
Pokémon Nickname End-of-Name.....	015082DE

7.2 Player's Name

The player's name is the name selected at the beginning of the game. This is the same name used to identify the Original Trainer of the Pokémon in the team and in the PC. The name can be up to 7 values long (see Appendix D) and must end with the value 50 after the last character to end the name. Here are the codes:

Player's Name Character #1.....	01xx7DD4
Player's Name Character #2 (use 50 for end-of-name).....	01xx7ED4
Player's Name Character #3 (use 50 for end-of-name).....	01xx7FD4
Player's Name Character #4 (use 50 for end-of-name).....	01xx80D4
Player's Name Character #5 (use 50 for end-of-name).....	01xx81D4
Player's Name Character #6 (use 50 for end-of-name).....	01xx82D4
Player's Name Character #7 (use 50 for end-of-name).....	01xx83D4
Player's Name End-of-Name.....	015084D4
Player's Name Character (not used).....	010085D4
Player's Name Character (not used).....	010086D4
Player's Name Character (not used).....	010087D4

7.3 Player's Identification

The player's identification is the number generated at the beginning of the game to identify the player. Like the player's name, identification is used with each Pokémon to identify the Original Trainer. This number is stored as a hexadecimal number (see Section 1.2) containing two values. The range for player's identification is 1-65535 in decimal format. Here are the codes:

Player's Identification Hi.....	01xx7BD4
Player's Identification Lo.....	01xx7CD4

7.4 Player's Money and Coins

The player's money and the coins in the coin case held by the player have been stored in the traditional hexadecimal format (see Section 1.2) with these two games. Values for these codes must be converted from a decimal format to a hexadecimal format before using. In addition, the player's mom can also hold some of the player's money. Here are the codes:

Player's Money #3 (use 0F for maximum).....	01xx4ED8
Player's Money #2 (use 42 for maximum).....	01xx4FD8
Player's Money #1 (use 3F for maximum).....	01xx50D8

Player's Money with Mom #3 (use 0F for maximum).....	01xx51D8
Player's Money with Mom #2 (use 42 for maximum).....	01xx52D8
Player's Money with Mom #1 (use 3F for maximum).....	01xx53D8
Coins in Coin Case Hi (use 27 for maximum)	01xx55D8
Coins in Coin Case Lo (use 0F for maximum).....	01xx56D8

7.5 Rival's Name

Like the player, the rival was given a name at the start of the game. The rival's name can also be up to 7 values long with the value 50 after the last character to end the name. Here are the codes:

Rival's Name Character #1	01xx93D4
Rival's Name Character #2 (use 50 for end-of-name).....	01xx94D4
Rival's Name Character #3 (use 50 for end-of-name).....	01xx95D4
Rival's Name Character #4 (use 50 for end-of-name).....	01xx96D4
Rival's Name Character #5 (use 50 for end-of-name).....	01xx97D4
Rival's Name Character #6 (use 50 for end-of-name).....	01xx98D4
Rival's Name Character #7 (use 50 for end-of-name).....	01xx99D4
Rival's Name End-of-Name.....	01509AD4
Rival's Name Character (not used).....	01009BD4
Rival's Name Character (not used).....	01009CD4
Rival's Name Character (not used).....	01009DD4

7.6 The PokéDEX

To save space there are several areas that make use of the binary format (see Section 1.1) to store up to 8 entries in a single value. The PokéDEX is one of these areas for which 8 Pokémon can be identified within one value. Each Pokémon in the PokéDEX can either be 0 (disabled) or 1 (enabled). Identification starts from the lowest binary digit and works up to the highest binary digit in each value. The PokéDEX is made up of two lists. The first list identifies Pokémon seen by the player while the second list identifies Pokémon the player owns. A Pokémon's name appears in the PokéDEX whenever that Pokémon is enabled in the first list. The second list places a Poké Ball next to the name of those Pokémon that are enabled in the second list. It is important to make changes to both lists when adding Pokémon the player owns. A new third list added in Pokémon Crystal provides for the storage of the 26 different Unown Pokémon. This list stores a value for each of the different Unown's captured for the 26 letters of the alphabet. The codes use the hexadecimal values 01-1A for these Pokémon.

7.6.1 Seen by Player

The first list in the PokéDEX identifies the Pokémon that have been seen by the player. The PokéDEX will display the name for every Pokémon that is enabled in this list. Here are the codes:

PokéDEX Seen 001-008 (use FF for ALL)	01xxB9DE
PokéDEX Seen 009-016 (use FF for ALL)	01xxBADE
PokéDEX Seen 017-024 (use FF for ALL)	01xxBBDE
PokéDEX Seen 025-032 (use FF for ALL)	01xxBCDE
PokéDEX Seen 033-040 (use FF for ALL)	01xxBDDE
PokéDEX Seen 041-048 (use FF for ALL)	01xxBEDE
PokéDEX Seen 049-056 (use FF for ALL)	01xxBFDE
PokéDEX Seen 057-064 (use FF for ALL)	01xxC0DE
PokéDEX Seen 065-072 (use FF for ALL)	01xxC1DE
PokéDEX Seen 073-080 (use FF for ALL)	01xxC2DE
PokéDEX Seen 081-088 (use FF for ALL)	01xxC3DE
PokéDEX Seen 089-096 (use FF for ALL)	01xxC4DE
PokéDEX Seen 097-104 (use FF for ALL)	01xxC5DE

PokéDEX Seen 105-112 (use FF for ALL)	01xxC6DE
PokéDEX Seen 113-120 (use FF for ALL)	01xxC7DE
PokéDEX Seen 121-128 (use FF for ALL)	01xxC8DE
PokéDEX Seen 129-136 (use FF for ALL)	01xxC9DE
PokéDEX Seen 137-144 (use FF for ALL)	01xxCADE
PokéDEX Seen 145-152 (use FF for ALL)	01xxCBDE
PokéDEX Seen 153-160 (use FF for ALL)	01xxCCDE
PokéDEX Seen 161-168 (use FF for ALL)	01xxCDDE
PokéDEX Seen 169-176 (use FF for ALL)	01xxCEDE
PokéDEX Seen 177-184 (use FF for ALL)	01xxCFDE
PokéDEX Seen 185-192 (use FF for ALL)	01xxD0DE
PokéDEX Seen 193-200 (use FF for ALL)	01xxD1DE
PokéDEX Seen 201-208 (use FF for ALL)	01xxD2DE
PokéDEX Seen 209-216 (use FF for ALL)	01xxD3DE
PokéDEX Seen 217-224 (use FF for ALL)	01xxD4DE
PokéDEX Seen 225-232 (use FF for ALL)	01xxD5DE
PokéDEX Seen 233-240 (use FF for ALL)	01xxD6DE
PokéDEX Seen 241-248 (use FF for ALL)	01xxD7DE
PokéDEX Seen 249-251 (use 07 for ALL)	01xxD8DE

7.6.2 Own by Player

The second list in the PokéDEX identifies the Pokémon that the player owns. A Poké Ball will be placed next to the name for every Pokémon enabled in this list. Here are the codes:

PokéDEX Own 001-008 (use FF for ALL)	01xx99DE
PokéDEX Own 009-016 (use FF for ALL)	01xx9ADE
PokéDEX Own 017-024 (use FF for ALL)	01xx9BDE
PokéDEX Own 025-032 (use FF for ALL)	01xx9CDE
PokéDEX Own 033-040 (use FF for ALL)	01xx9DDE
PokéDEX Own 041-048 (use FF for ALL)	01xx9EDE
PokéDEX Own 049-056 (use FF for ALL)	01xx9FDE
PokéDEX Own 057-064 (use FF for ALL)	01xxA0DE
PokéDEX Own 065-072 (use FF for ALL)	01xxA1DE
PokéDEX Own 073-080 (use FF for ALL)	01xxA2DE
PokéDEX Own 081-088 (use FF for ALL)	01xxA3DE
PokéDEX Own 089-096 (use FF for ALL)	01xxA4DE
PokéDEX Own 097-104 (use FF for ALL)	01xxA5DE
PokéDEX Own 105-112 (use FF for ALL)	01xxA6DE
PokéDEX Own 113-120 (use FF for ALL)	01xxA7DE
PokéDEX Own 121-128 (use FF for ALL)	01xxA8DE
PokéDEX Own 129-136 (use FF for ALL)	01xxA9DE
PokéDEX Own 137-144 (use FF for ALL)	01xxAADE
PokéDEX Own 145-152 (use FF for ALL)	01xxABDE
PokéDEX Own 153-160 (use FF for ALL)	01xxACDE
PokéDEX Own 161-168 (use FF for ALL)	01xxADDE
PokéDEX Own 169-176 (use FF for ALL)	01xxAEDE
PokéDEX Own 177-184 (use FF for ALL)	01xxAFDE
PokéDEX Own 185-192 (use FF for ALL)	01xxB0DE
PokéDEX Own 193-200 (use FF for ALL)	01xxB1DE
PokéDEX Own 201-208 (use FF for ALL)	01xxB2DE
PokéDEX Own 209-216 (use FF for ALL)	01xxB3DE
PokéDEX Own 217-224 (use FF for ALL)	01xxB4DE
PokéDEX Own 225-232 (use FF for ALL)	01xxB5DE
PokéDEX Own 233-240 (use FF for ALL)	01xxB6DE
PokéDEX Own 241-248 (use FF for ALL)	01xxB7DE
PokéDEX Own 249-251 (use 07 for ALL)	01xxB8DE

7.6.3 Unown Addition

The third list in the PokéDEX identifies the different Unown Pokémon that have been captured. Each time a new Unown is captured the value of the Unown is added to the list. The values in this list identify only one Pokémon each. Here are the codes:

PokéDEX Unown Slot #1 (use 01 for A).....	01xxD9DE
PokéDEX Unown Slot #2 (use 02 for B).....	01xxDADE
PokéDEX Unown Slot #3 (use 03 for C).....	01xxDBDE
PokéDEX Unown Slot #4 (use 04 for D).....	01xxDCDE
PokéDEX Unown Slot #5 (use 05 for E).....	01xxDDDE
PokéDEX Unown Slot #6 (use 06 for F).....	01xxDEDE
PokéDEX Unown Slot #7 (use 07 for G).....	01xxDFDE
PokéDEX Unown Slot #8 (use 08 for H).....	01xxE0DE
PokéDEX Unown Slot #9 (use 09 for I).....	01xxE1DE
PokéDEX Unown Slot #10 (use 0A for J).....	01xxE2DE
PokéDEX Unown Slot #11 (use 0B for K).....	01xxE3DE
PokéDEX Unown Slot #12 (use 0C for L).....	01xxE4DE
PokéDEX Unown Slot #13 (use 0D for M).....	01xxE5DE
PokéDEX Unown Slot #14 (use 0E for N).....	01xxE6DE
PokéDEX Unown Slot #15 (use 0F for O).....	01xxE7DE
PokéDEX Unown Slot #16 (use 10 for P).....	01xxE8DE
PokéDEX Unown Slot #17 (use 11 for Q).....	01xxE9DE
PokéDEX Unown Slot #18 (use 12 for R).....	01xxEADE
PokéDEX Unown Slot #19 (use 13 for S).....	01xxEBDE
PokéDEX Unown Slot #20 (use 14 for T).....	01xxECDE
PokéDEX Unown Slot #21 (use 15 for U).....	01xxEDDE
PokéDEX Unown Slot #22 (use 16 for V).....	01xxEEDDE
PokéDEX Unown Slot #23 (use 17 for W).....	01xxEFDE
PokéDEX Unown Slot #24 (use 18 for X).....	01xxF0DE
PokéDEX Unown Slot #25 (use 19 for Y).....	01xxF1DE
PokéDEX Unown Slot #26 (use 1A for Z).....	01xxF2DE

7.7 Badges Earned

Like the PokéDEX, the 8 badges earned in the Johto and Kanto regions are stored in single values. To select specific badges, add together the desired values below for the desired region and place it in the regions code. Here are the values and codes:

Zephyr Badge.....	01	Storm Badge.....	10
Hive Badge.....	02	Mineral Badge.....	20
Plain Badge.....	04	Glacier Badge.....	40
Fog Badge.....	08	Rising Badge.....	80
Johto Badges (use FF for ALL).....			01xx57D8
Boulder Badge.....	01	Soul Badge.....	10
Cascade Badge.....	02	Marsh Badge.....	20
Thunder Badge.....	04	Volcano Badge.....	40
Rainbow Badge.....	08	Earth Badge.....	80
Kanto Badges (use FF for ALL).....			01xx58D8

7.8 Items in Pack

With the introduction to Pokémon Crystal comes a new and improved pack containing 4 separate pockets. These pockets are labelled as the "Items Pocket", "Balls Pocket", "Key Items Pocket" and "TM/HM

Pocket". The "Items Pocket" works just like the pack in the previous three games and can hold up to 20 different items. The additional pockets can store up to 12 items in the "Balls Pocket", 25 items in the "Key Items Pocket", and any available TM/HM in the "TM/HM Pocket". When adding or changing items make sure to choose the correct pocket for the desired item.

7.8.1 The Pack - Items Pocket

There are 42 values used to identify the 20 possible items that can be held in the Items Pocket. It starts with a value that identifies the number of different items currently available. Each item after that requires two values to identify the items number (see Appendix C) and the quantity of that item. As with any data list the value FF must appear after the last item to end the list. Here are the codes:

Number of Items in Pocket (use 14 for maximum).....	01xx92D8
Item #1 Number (use FF for end-of-list).....	01xx93D8
Item #1 Quantity (use 63 for maximum).....	01xx94D8
Item #2 Number (use FF for end-of-list).....	01xx95D8
Item #2 Quantity (use 63 for maximum).....	01xx96D8
Item #3 Number (use FF for end-of-list).....	01xx97D8
Item #3 Quantity (use 63 for maximum).....	01xx98D8
Item #4 Number (use FF for end-of-list).....	01xx99D8
Item #4 Quantity (use 63 for maximum).....	01xx9AD8
Item #5 Number (use FF for end-of-list).....	01xx9BD8
Item #5 Quantity (use 63 for maximum).....	01xx9CD8
Item #6 Number (use FF for end-of-list).....	01xx9DD8
Item #6 Quantity (use 63 for maximum).....	01xx9ED8
Item #7 Number (use FF for end-of-list).....	01xx9FD8
Item #7 Quantity (use 63 for maximum).....	01xxA0D8
Item #8 Number (use FF for end-of-list).....	01xxA1D8
Item #8 Quantity (use 63 for maximum).....	01xxA2D8
Item #9 Number (use FF for end-of-list).....	01xxA3D8
Item #9 Quantity (use 63 for maximum).....	01xxA4D8
Item #10 Number (use FF for end-of-list).....	01xxA5D8
Item #10 Quantity (use 63 for maximum).....	01xxA6D8
Item #11 Number (use FF for end-of-list).....	01xxA7D8
Item #11 Quantity (use 63 for maximum).....	01xxA8D8
Item #12 Number (use FF for end-of-list).....	01xxA9D8
Item #12 Quantity (use 63 for maximum).....	01xxAAD8
Item #13 Number (use FF for end-of-list).....	01xxABD8
Item #13 Quantity (use 63 for maximum).....	01xxACD8
Item #14 Number (use FF for end-of-list).....	01xxADD8
Item #14 Quantity (use 63 for maximum).....	01xxAED8
Item #15 Number (use FF for end-of-list).....	01xxAFD8
Item #15 Quantity (use 63 for maximum).....	01xxB0D8
Item #16 Number (use FF for end-of-list).....	01xxB1D8
Item #16 Quantity (use 63 for maximum).....	01xxB2D8
Item #17 Number (use FF for end-of-list).....	01xxB3D8
Item #17 Quantity (use 63 for maximum).....	01xxB4D8
Item #18 Number (use FF for end-of-list).....	01xxB5D8
Item #18 Quantity (use 63 for maximum).....	01xxB6D8
Item #19 Number (use FF for end-of-list).....	01xxB7D8
Item #19 Quantity (use 63 for maximum).....	01xxB8D8
Item #20 Number (use FF for end-of-list).....	01xxB9D8
Item #20 Quantity (use 63 for maximum).....	01xxBAD8
End-of-List.....	01FFBBD8

7.8.2 The Pack - Balls Pocket

There are 26 values used to identify the 12 possible items that can be held in the Balls Pocket. It starts with a value that identifies the number of different items currently available. Each item after that requires two values to identify the items number (see Appendix C) and the quantity of that item. As with any data list the value FF must appear after the last item to end the list. Here are the codes:

Number of Items in Pocket (use 0C for maximum).....	01xxD7D8
Item #1 Number (use FF for end-of-list).....	01xxD8D8
Item #1 Quantity (use 63 for maximum).....	01xxD9D8
Item #2 Number (use FF for end-of-list).....	01xxDAD8
Item #2 Quantity (use 63 for maximum).....	01xxDBD8
Item #3 Number (use FF for end-of-list).....	01xxDCD8
Item #3 Quantity (use 63 for maximum).....	01xxDDD8
Item #4 Number (use FF for end-of-list).....	01xxDED8
Item #4 Quantity (use 63 for maximum).....	01xxDFD8
Item #5 Number (use FF for end-of-list).....	01xxE0D8
Item #5 Quantity (use 63 for maximum).....	01xxE1D8
Item #6 Number (use FF for end-of-list).....	01xxE2D8
Item #6 Quantity (use 63 for maximum).....	01xxE3D8
Item #7 Number (use FF for end-of-list).....	01xxE4D8
Item #7 Quantity (use 63 for maximum).....	01xxE5D8
Item #8 Number (use FF for end-of-list).....	01xxE6D8
Item #8 Quantity (use 63 for maximum).....	01xxE7D8
Item #9 Number (use FF for end-of-list).....	01xxE8D8
Item #9 Quantity (use 63 for maximum).....	01xxE9D8
Item #10 Number (use FF for end-of-list).....	01xxEAD8
Item #10 Quantity (use 63 for maximum).....	01xxEBD8
Item #11 Number (use FF for end-of-list).....	01xxECD8
Item #11 Quantity (use 63 for maximum).....	01xxEDD8
Item #12 Number (use FF for end-of-list).....	01xxEED8
Item #12 Quantity (use 63 for maximum).....	01xxEFD8
End-of-List.....	01FFF0D8

7.8.3 The Pack - Key Items Pocket

There are 27 values used to identify the 25 possible items that can be held in the Key Items Pocket. It starts with a value that identifies the number of different items currently available. Each item after that requires only one value to identify the items number (see Appendix C). As with any data list the value FF must appear after the last item to end the list. Here are the codes:

Number of Items in Pocket (use 19 for maximum).....	01xxBCD8
Item #1 Number (use FF for end-of-list).....	01xxBDD8
Item #2 Number (use FF for end-of-list).....	01xxBED8
Item #3 Number (use FF for end-of-list).....	01xxBFD8
Item #4 Number (use FF for end-of-list).....	01xxC0D8
Item #5 Number (use FF for end-of-list).....	01xxC1D8
Item #6 Number (use FF for end-of-list).....	01xxC2D8
Item #7 Number (use FF for end-of-list).....	01xxC3D8
Item #8 Number (use FF for end-of-list).....	01xxC4D8
Item #9 Number (use FF for end-of-list).....	01xxC5D8
Item #10 Number (use FF for end-of-list).....	01xxC6D8
Item #11 Number (use FF for end-of-list).....	01xxC7D8
Item #12 Number (use FF for end-of-list).....	01xxC8D8
Item #13 Number (use FF for end-of-list).....	01xxC9D8
Item #14 Number (use FF for end-of-list).....	01xxCAD8
Item #15 Number (use FF for end-of-list).....	01xxCBD8

Item #16 Number (use FF for end-of-list).....	01xxCCD8
Item #17 Number (use FF for end-of-list).....	01xxCDD8
Item #18 Number (use FF for end-of-list).....	01xxCED8
Item #19 Number (use FF for end-of-list).....	01xxCFD8
Item #20 Number (use FF for end-of-list).....	01xxD0D8
Item #21 Number (use FF for end-of-list).....	01xxD1D8
Item #22 Number (use FF for end-of-list).....	01xxD2D8
Item #23 Number (use FF for end-of-list).....	01xxD3D8
Item #24 Number (use FF for end-of-list).....	01xxD4D8
Item #25 Number (use FF for end-of-list).....	01xxD5D8
End-of-List.....	01FFD6D8

7.8.4 The Pack - TM/HM Pocket

There are 57 values used to identify the 50 TM's and 7 HM's that can be held in the TM/HM Pocket. Rather than store the item number and quantity for each one, this pocket uses a quantity value in the appropriate slot to identify the TM/HM. Here are the codes:

Slot #1 TM01 Quantity (use 00 for none).....	01xx59D8
Slot #2 TM02 Quantity (use 00 for none).....	01xx5AD8
Slot #3 TM03 Quantity (use 00 for none).....	01xx5BD8
Slot #4 TM04 Quantity (use 00 for none).....	01xx5CD8
Slot #5 TM05 Quantity (use 00 for none).....	01xx5DD8
Slot #6 TM06 Quantity (use 00 for none).....	01xx5ED8
Slot #7 TM07 Quantity (use 00 for none).....	01xx5FD8
Slot #8 TM08 Quantity (use 00 for none).....	01xx60D8
Slot #9 TM09 Quantity (use 00 for none).....	01xx61D8
Slot #10 TM10 Quantity (use 00 for none).....	01xx62D8
Slot #11 TM11 Quantity (use 00 for none).....	01xx63D8
Slot #12 TM12 Quantity (use 00 for none).....	01xx64D8
Slot #13 TM13 Quantity (use 00 for none).....	01xx65D8
Slot #14 TM14 Quantity (use 00 for none).....	01xx66D8
Slot #15 TM15 Quantity (use 00 for none).....	01xx67D8
Slot #16 TM16 Quantity (use 00 for none).....	01xx68D8
Slot #17 TM17 Quantity (use 00 for none).....	01xx69D8
Slot #18 TM18 Quantity (use 00 for none).....	01xx6AD8
Slot #19 TM19 Quantity (use 00 for none).....	01xx6BD8
Slot #20 TM20 Quantity (use 00 for none).....	01xx6CD8
Slot #21 TM21 Quantity (use 00 for none).....	01xx6DD8
Slot #22 TM22 Quantity (use 00 for none).....	01xx6ED8
Slot #23 TM23 Quantity (use 00 for none).....	01xx6FD8
Slot #24 TM24 Quantity (use 00 for none).....	01xx70D8
Slot #25 TM25 Quantity (use 00 for none).....	01xx71D8
Slot #26 TM26 Quantity (use 00 for none).....	01xx72D8
Slot #27 TM27 Quantity (use 00 for none).....	01xx73D8
Slot #28 TM28 Quantity (use 00 for none).....	01xx74D8
Slot #29 TM29 Quantity (use 00 for none).....	01xx75D8
Slot #30 TM30 Quantity (use 00 for none).....	01xx76D8
Slot #31 TM31 Quantity (use 00 for none).....	01xx77D8
Slot #32 TM32 Quantity (use 00 for none).....	01xx78D8
Slot #33 TM33 Quantity (use 00 for none).....	01xx79D8
Slot #34 TM34 Quantity (use 00 for none).....	01xx7AD8
Slot #35 TM35 Quantity (use 00 for none).....	01xx7BD8
Slot #36 TM36 Quantity (use 00 for none).....	01xx7CD8
Slot #37 TM37 Quantity (use 00 for none).....	01xx7DD8
Slot #38 TM38 Quantity (use 00 for none).....	01xx7ED8
Slot #39 TM39 Quantity (use 00 for none).....	01xx7FD8

Slot #40 TM40 Quantity (use 00 for none).....	01xx80D8
Slot #41 TM41 Quantity (use 00 for none).....	01xx81D8
Slot #42 TM42 Quantity (use 00 for none).....	01xx82D8
Slot #43 TM43 Quantity (use 00 for none).....	01xx83D8
Slot #44 TM44 Quantity (use 00 for none).....	01xx84D8
Slot #45 TM45 Quantity (use 00 for none).....	01xx85D8
Slot #46 TM46 Quantity (use 00 for none).....	01xx86D8
Slot #47 TM47 Quantity (use 00 for none).....	01xx87D8
Slot #48 TM48 Quantity (use 00 for none).....	01xx88D8
Slot #49 TM49 Quantity (use 00 for none).....	01xx89D8
Slot #50 TM50 Quantity (use 00 for none).....	01xx8AD8
Slot #51 HM01 Quantity (use 00 for none).....	01xx8BD8
Slot #52 HM02 Quantity (use 00 for none).....	01xx8CD8
Slot #53 HM03 Quantity (use 00 for none).....	01xx8DD8
Slot #54 HM04 Quantity (use 00 for none).....	01xx8ED8
Slot #55 HM05 Quantity (use 00 for none).....	01xx8FD8
Slot #56 HM06 Quantity (use 00 for none).....	01xx90D8
Slot #57 HM07 Quantity (use 00 for none).....	01xx91D8

7.9 Items in Player's PC

There are 102 values used to identify the 50 possible items that can be held in the player's PC. It starts with a value that identifies the number of different items currently available. Each item after that requires two values to identify the items number (see Appendix C) and the quantity of that item. As with any data list the value FF must appear after the last item to end the list. Here are the codes:

Number of Items in Player's PC (use 32 for maximum)	01xxF1D8
Item #1 Number (use FF for end-of-list).....	01xxF2D8
Item #1 Quantity (use 63 for maximum).....	01xxF3D8
Item #2 Number (use FF for end-of-list).....	01xxF4D8
Item #2 Quantity (use 63 for maximum).....	01xxF5D8
Item #3 Number (use FF for end-of-list).....	01xxF6D8
Item #3 Quantity (use 63 for maximum).....	01xxF7D8
Item #4 Number (use FF for end-of-list).....	01xxF8D8
Item #4 Quantity (use 63 for maximum).....	01xxF9D8
Item #5 Number (use FF for end-of-list).....	01xxFAD8
Item #5 Quantity (use 63 for maximum).....	01xxFBD8
Item #6 Number (use FF for end-of-list).....	01xxFCD8
Item #6 Quantity (use 63 for maximum).....	01xxFDD8
Item #7 Number (use FF for end-of-list).....	01xxFED8
Item #7 Quantity (use 63 for maximum).....	01xxFFD8
Item #8 Number (use FF for end-of-list).....	01xx00D9
Item #8 Quantity (use 63 for maximum).....	01xx01D9
Item #9 Number (use FF for end-of-list).....	01xx02D9
Item #9 Quantity (use 63 for maximum).....	01xx03D9
Item #10 Number (use FF for end-of-list).....	01xx04D9
Item #10 Quantity (use 63 for maximum).....	01xx05D9
Item #11 Number (use FF for end-of-list).....	01xx06D9
Item #11 Quantity (use 63 for maximum).....	01xx07D9
Item #12 Number (use FF for end-of-list).....	01xx08D9
Item #12 Quantity (use 63 for maximum).....	01xx09D9
Item #13 Number (use FF for end-of-list).....	01xx0AD9
Item #13 Quantity (use 63 for maximum).....	01xx0BD9
Item #14 Number (use FF for end-of-list).....	01xx0CD9
Item #14 Quantity (use 63 for maximum).....	01xx0DD9
Item #15 Number (use FF for end-of-list).....	01xx0ED9
Item #15 Quantity (use 63 for maximum).....	01xx0FD9

Item #16 Number (use FF for end-of-list).....	01xx10D9
Item #16 Quantity (use 63 for maximum).....	01xx11D9
Item #17 Number (use FF for end-of-list).....	01xx12D9
Item #17 Quantity (use 63 for maximum).....	01xx13D9
Item #18 Number (use FF for end-of-list).....	01xx14D9
Item #18 Quantity (use 63 for maximum).....	01xx15D9
Item #19 Number (use FF for end-of-list).....	01xx16D9
Item #19 Quantity (use 63 for maximum).....	01xx17D9
Item #20 Number (use FF for end-of-list).....	01xx18D9
Item #20 Quantity (use 63 for maximum).....	01xx19D9
Item #21 Number (use FF for end-of-list).....	01xx1AD9
Item #21 Quantity (use 63 for maximum).....	01xx1BD9
Item #22 Number (use FF for end-of-list).....	01xx1CD9
Item #22 Quantity (use 63 for maximum).....	01xx1DD9
Item #23 Number (use FF for end-of-list).....	01xx1ED9
Item #23 Quantity (use 63 for maximum).....	01xx1FD9
Item #24 Number (use FF for end-of-list).....	01xx20D9
Item #24 Quantity (use 63 for maximum).....	01xx21D9
Item #25 Number (use FF for end-of-list).....	01xx22D9
Item #25 Quantity (use 63 for maximum).....	01xx23D9
Item #26 Number (use FF for end-of-list).....	01xx24D9
Item #26 Quantity (use 63 for maximum).....	01xx25D9
Item #27 Number (use FF for end-of-list).....	01xx26D9
Item #27 Quantity (use 63 for maximum).....	01xx27D9
Item #28 Number (use FF for end-of-list).....	01xx28D9
Item #28 Quantity (use 63 for maximum).....	01xx29D9
Item #29 Number (use FF for end-of-list).....	01xx2AD9
Item #29 Quantity (use 63 for maximum).....	01xx2BD9
Item #30 Number (use FF for end-of-list).....	01xx2CD9
Item #30 Quantity (use 63 for maximum).....	01xx2DD9
Item #31 Number (use FF for end-of-list).....	01xx2ED9
Item #31 Quantity (use 63 for maximum).....	01xx2FD9
Item #32 Number (use FF for end-of-list).....	01xx30D9
Item #32 Quantity (use 63 for maximum).....	01xx31D9
Item #33 Number (use FF for end-of-list).....	01xx32D9
Item #33 Quantity (use 63 for maximum).....	01xx33D9
Item #34 Number (use FF for end-of-list).....	01xx34D9
Item #34 Quantity (use 63 for maximum).....	01xx35D9
Item #35 Number (use FF for end-of-list).....	01xx36D9
Item #35 Quantity (use 63 for maximum).....	01xx37D9
Item #36 Number (use FF for end-of-list).....	01xx38D9
Item #36 Quantity (use 63 for maximum).....	01xx39D9
Item #37 Number (use FF for end-of-list).....	01xx3AD9
Item #37 Quantity (use 63 for maximum).....	01xx3BD9
Item #38 Number (use FF for end-of-list).....	01xx3CD9
Item #38 Quantity (use 63 for maximum).....	01xx3DD9
Item #39 Number (use FF for end-of-list).....	01xx3ED9
Item #39 Quantity (use 63 for maximum).....	01xx3FD9
Item #40 Number (use FF for end-of-list).....	01xx40D9
Item #40 Quantity (use 63 for maximum).....	01xx41D9
Item #41 Number (use FF for end-of-list).....	01xx42D9
Item #41 Quantity (use 63 for maximum).....	01xx43D9
Item #42 Number (use FF for end-of-list).....	01xx44D9
Item #42 Quantity (use 63 for maximum).....	01xx45D9
Item #43 Number (use FF for end-of-list).....	01xx46D9
Item #43 Quantity (use 63 for maximum).....	01xx47D9
Item #44 Number (use FF for end-of-list).....	01xx48D9
Item #44 Quantity (use 63 for maximum).....	01xx49D9

Item #45 Number (use FF for end-of-list).....	01xx4AD9
Item #45 Quantity (use 63 for maximum).....	01xx4BD9
Item #46 Number (use FF for end-of-list).....	01xx4CD9
Item #46 Quantity (use 63 for maximum).....	01xx4DD9
Item #47 Number (use FF for end-of-list).....	01xx4ED9
Item #47 Quantity (use 63 for maximum).....	01xx4FD9
Item #48 Number (use FF for end-of-list).....	01xx50D9
Item #48 Quantity (use 63 for maximum).....	01xx51D9
Item #49 Number (use FF for end-of-list).....	01xx52D9
Item #49 Quantity (use 63 for maximum).....	01xx53D9
Item #50 Number (use FF for end-of-list).....	01xx54D9
Item #50 Quantity (use 63 for maximum).....	01xx55D9
End-of-List.....	01FF56D9

7.10 Bug Catching Contest

The Bug Catching Contest limits the time that can be spent locating and capturing bug type Pokémon. This can be overcome by using the time codes to reset the timer back to 20 minutes. There is also a limited number of Park Balls available to capture these Pokémon with. Use the code below to increase the number of balls left. Here are the codes:

Park Timer Minutes (use 14 for maximum).....	01xx6CD4
Park Timer Seconds (use 00 for maximum).....	01xx6DD4
Park Balls (use 63 for maximum).....	01xx79DC

7.11 Game Time Elapsed

While this data area does not provide any real benefit to game play it is a value that continually changes throughout the game. By providing the codes here in the guide it can be eliminated as a possibility during game code hacking. As with many other areas the values in this data area appear in hexadecimal format (see Section 1.2). Here are the codes:

Elapsed Time Hours Hi.....	01xxC4D4
Elapsed Time Hours Lo.....	01xxC5D4
Elapsed Time Minutes.....	01xxC6D4

8.0 More Pokémon Red/Blue

Pokémon Red/Blue, the first and second games in the Pokémon saga, contain a great deal of information which can be changed through the use of GameShark codes. This chapter picks up where the previous chapter on Pokémon Red/Blue left off. Even with the completion of this chapter there are still many more codes to be found by the more advanced GameShark user.

8.1 The Six Members of the Trainer's Team

As mentioned before, a player's Pokémon team makes up the single largest block of data in the entire game. During encounters with other trainers, gym leaders, and opponents during game link the Pokémon game creates a data block for the opposing team similar to the player's team. The following four sections identify the four areas of information in this data block.

8.1.1 Trainer's Team List

A trainer's team begins with a list made up of 8 values used to identify the Pokémon in order of appearance. The first value identifies the number of Pokémon in the team. The next up to 6 values represent each of the Pokémon by number (see Appendix A). The last Pokémon in the team is always followed by the value FF. Here are the codes:

Number of Pokémon in Team (use 01 for minimum).....	01xx9CD8
First Pokémon in Team (use FF for end-of-list)	01xx9DD8
Second Pokémon in Team (use FF for end-of-list)	01xx9ED8
Third Pokémon in Team (use FF for end-of-list).....	01xx9FD8
Fourth Pokémon in Team (use FF for end-of-list)	01xxA0D8
Fifth Pokémon in Team (use FF for end-of-list).....	01xxA1D8
Sixth Pokémon in Team (use FF for end-of-list)	01xxA2D8
End-of-List.....	01FFA3D8

8.1.2 Trainer's Team Information

In a previous chapter, the player's Pokémon team information was broken down into several categories with some comments on how to use the codes for each one. Since the trainer's Pokémon team works just like the player's all the codes are grouped together by Pokémon in this section. Here are the codes:

First Pokémon	
Pokémon Number	01xxA4D8
Pokémon HP Available Hi (use 00 for minimum).....	01xxA5D8
Pokémon HP Available Lo (use 01 for minimum)	01xxA6D8
Pokémon Status (use 01 to sleep).....	01xxA8D8
Pokémon Attack #1 (use 00 for none)	01xxACD8
Pokémon Attack #2 (use 00 for none)	01xxADD8
Pokémon Attack #3 (use 00 for none)	01xxAED8
Pokémon Attack #4 (use 00 for none)	01xxAFD8
Pokémon OT Number Hi	01xxB0D8
Pokémon OT Number Lo	01xxB1D8
Pokémon Experience Points #3	01xxB2D8
Pokémon Experience Points #2	01xxB3D8
Pokémon Experience Points #1	01xxB4D8
Pokémon HP Modifier Hi (use 00 for minimum).....	01xxB5D8
Pokémon HP Modifier Lo (use 00 for minimum)	01xxB6D8
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xxB7D8

Pokémon Attack Modifier Lo (use 00 for minimum)	01xxB8D8
Pokémon Defense Modifier Hi (use 00 for minimum)	01xxB9D8
Pokémon Defense Modifier Lo (use 00 for minimum)	01xxBAD8
Pokémon Speed Modifier Hi (use 00 for minimum)	01xxBBD8
Pokémon Speed Modifier Lo (use 00 for minimum)	01xxBCD8
Pokémon Special Modifier Hi (use 00 for minimum)	01xxBDD8
Pokémon Special Modifier Lo (use 00 for minimum)	01xxBED8
Pokémon Genetics Hi (use 00 for minimum)	01xxBFD8
Pokémon Genetics Lo (use 00 for minimum)	01xxC0D8
Pokémon Attack PP #1 (use 00 for minimum)	01xxC1D8
Pokémon Attack PP #2 (use 00 for minimum)	01xxC2D8
Pokémon Attack PP #3 (use 00 for minimum)	01xxC3D8
Pokémon Attack PP #4 (use 00 for minimum)	01xxC4D8
Pokémon Level (use 01 for minimum)	01xxC5D8
Pokémon HP Maximum Hi	01xxC6D8
Pokémon HP Maximum Lo	01xxC7D8
Pokémon Attack Hi (use 00 for minimum)	01xxC8D8
Pokémon Attack Lo (use 01 for minimum)	01xxC9D8
Pokémon Defense Hi (use 00 for minimum)	01xxCAD8
Pokémon Defense Lo (use 01 for minimum)	01xxCBD8
Pokémon Speed Hi (use 00 for minimum)	01xxCCD8
Pokémon Speed Lo (use 01 for minimum)	01xxCDD8
Pokémon Special Hi (use 00 for minimum)	01xxCED8
Pokémon Special Lo (use 01 for minimum)	01xxCFD8

Second Pokémon

Pokémon Number	01xxD0D8
Pokémon HP Available Hi (use 00 for minimum)	01xxD1D8
Pokémon HP Available Lo (use 01 for minimum)	01xxD2D8
Pokémon Status (use 01 to sleep)	01xxD4D8
Pokémon Attack #1 (use 00 for none)	01xxD8D8
Pokémon Attack #2 (use 00 for none)	01xxD9D8
Pokémon Attack #3 (use 00 for none)	01xxDAD8
Pokémon Attack #4 (use 00 for none)	01xxDBD8
Pokémon OT Number Hi	01xxDCD8
Pokémon OT Number Lo	01xxDDD8
Pokémon Experience Points #3	01xxDED8
Pokémon Experience Points #2	01xxDFD8
Pokémon Experience Points #1	01xxE0D8
Pokémon HP Modifier Hi (use 00 for minimum)	01xxE1D8
Pokémon HP Modifier Lo (use 00 for minimum)	01xxE2D8
Pokémon Attack Modifier Hi (use 00 for minimum)	01xxE3D8
Pokémon Attack Modifier Lo (use 00 for minimum)	01xxE4D8
Pokémon Defense Modifier Hi (use 00 for minimum)	01xxE5D8
Pokémon Defense Modifier Lo (use 00 for minimum)	01xxE6D8
Pokémon Speed Modifier Hi (use 00 for minimum)	01xxE7D8
Pokémon Speed Modifier Lo (use 00 for minimum)	01xxE8D8
Pokémon Special Modifier Hi (use 00 for minimum)	01xxE9D8
Pokémon Special Modifier Lo (use 00 for minimum)	01xxEAD8
Pokémon Genetics Hi (use 00 for minimum)	01xxEBD8
Pokémon Genetics Lo (use 00 for minimum)	01xxECD8
Pokémon Attack PP #1 (use 00 for minimum)	01xxEDD8
Pokémon Attack PP #2 (use 00 for minimum)	01xxEED8
Pokémon Attack PP #3 (use 00 for minimum)	01xxEFD8
Pokémon Attack PP #4 (use 00 for minimum)	01xxF0D8
Pokémon Level (use 01 for minimum)	01xxF1D8
Pokémon HP Maximum Hi	01xxF2D8
Pokémon HP Maximum Lo	01xxF3D8
Pokémon Attack Hi (use 00 for minimum)	01xxF4D8

Pokémon Attack Lo (use 01 for minimum).....	01xxF5D8
Pokémon Defense Hi (use 00 for minimum).....	01xxF6D8
Pokémon Defense Lo (use 01 for minimum).....	01xxF7D8
Pokémon Speed Hi (use 00 for minimum).....	01xxF8D8
Pokémon Speed Lo (use 01 for minimum).....	01xxF9D8
Pokémon Special Hi (use 00 for minimum).....	01xxFAD8
Pokémon Special Lo (use 01 for minimum).....	01xxFBD8

Third Pokémon

Pokémon Number.....	01xxFCD8
Pokémon HP Available Hi (use 00 for minimum).....	01xxFDD8
Pokémon HP Available Lo (use 01 for minimum).....	01xxFED8
Pokémon Status (use 01 to sleep).....	01xx00D9
Pokémon Attack #1 (use 00 for none).....	01xx04D9
Pokémon Attack #2 (use 00 for none).....	01xx05D9
Pokémon Attack #3 (use 00 for none).....	01xx06D9
Pokémon Attack #4 (use 00 for none).....	01xx07D9
Pokémon OT Number Hi.....	01xx08D9
Pokémon OT Number Lo.....	01xx09D9
Pokémon Experience Points #3.....	01xx0AD9
Pokémon Experience Points #2.....	01xx0BD9
Pokémon Experience Points #1.....	01xx0CD9
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx0DD9
Pokémon HP Modifier Lo (use 00 for minimum).....	01xx0ED9
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx0FD9
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx10D9
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx11D9
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx12D9
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx13D9
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx14D9
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx15D9
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx16D9
Pokémon Genetics Hi (use 00 for minimum).....	01xx17D9
Pokémon Genetics Lo (use 00 for minimum).....	01xx18D9
Pokémon Attack PP #1 (use 00 for minimum).....	01xx19D9
Pokémon Attack PP #2 (use 00 for minimum).....	01xx1AD9
Pokémon Attack PP #3 (use 00 for minimum).....	01xx1BD9
Pokémon Attack PP #4 (use 00 for minimum).....	01xx1CD9
Pokémon Level (use 01 for minimum).....	01xx1DD9
Pokémon HP Maximum Hi.....	01xx1ED9
Pokémon HP Maximum Lo.....	01xx1FD9
Pokémon Attack Hi (use 00 for minimum).....	01xx20D9
Pokémon Attack Lo (use 01 for minimum).....	01xx21D9
Pokémon Defense Hi (use 00 for minimum).....	01xx22D9
Pokémon Defense Lo (use 01 for minimum).....	01xx23D9
Pokémon Speed Hi (use 00 for minimum).....	01xx24D9
Pokémon Speed Lo (use 01 for minimum).....	01xx25D9
Pokémon Special Hi (use 00 for minimum).....	01xx26D9
Pokémon Special Lo (use 01 for minimum).....	01xx27D9

Fourth Pokémon

Pokémon Number.....	01xx28D9
Pokémon HP Available Hi (use 00 for minimum).....	01xx29D9
Pokémon HP Available Lo (use 01 for minimum).....	01xx2AD9
Pokémon Status (use 01 to sleep).....	01xx2CD9
Pokémon Attack #1 (use 00 for none).....	01xx30D9
Pokémon Attack #2 (use 00 for none).....	01xx31D9
Pokémon Attack #3 (use 00 for none).....	01xx32D9
Pokémon Attack #4 (use 00 for none).....	01xx33D9
Pokémon OT Number Hi.....	01xx34D9

Pokémon OT Number Lo	01xx35D9
Pokémon Experience Points #3	01xx36D9
Pokémon Experience Points #2	01xx37D9
Pokémon Experience Points #1	01xx38D9
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx39D9
Pokémon HP Modifier Lo (use 00 for minimum)	01xx3AD9
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx3BD9
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx3CD9
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx3DD9
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx3ED9
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx3FD9
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx40D9
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx41D9
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx42D9
Pokémon Genetics Hi (use 00 for minimum).....	01xx43D9
Pokémon Genetics Lo (use 00 for minimum)	01xx44D9
Pokémon Attack PP #1 (use 00 for minimum).....	01xx45D9
Pokémon Attack PP #2 (use 00 for minimum).....	01xx46D9
Pokémon Attack PP #3 (use 00 for minimum).....	01xx47D9
Pokémon Attack PP #4 (use 00 for minimum).....	01xx48D9
Pokémon Level (use 01 for minimum).....	01xx49D9
Pokémon HP Maximum Hi	01xx4AD9
Pokémon HP Maximum Lo.....	01xx4BD9
Pokémon Attack Hi (use 00 for minimum).....	01xx4CD9
Pokémon Attack Lo (use 01 for minimum).....	01xx4DD9
Pokémon Defense Hi (use 00 for minimum).....	01xx4ED9
Pokémon Defense Lo (use 01 for minimum)	01xx4FD9
Pokémon Speed Hi (use 00 for minimum).....	01xx50D9
Pokémon Speed Lo (use 01 for minimum)	01xx51D9
Pokémon Special Hi (use 00 for minimum).....	01xx52D9
Pokémon Special Lo (use 01 for minimum).....	01xx53D9

Fifth Pokémon

Pokémon Number	01xx54D9
Pokémon HP Available Hi (use 00 for minimum).....	01xx55D9
Pokémon HP Available Lo (use 01 for minimum)	01xx56D9
Pokémon Status (use 01 to sleep).....	01xx58D9
Pokémon Attack #1 (use 00 for none).....	01xx5CD9
Pokémon Attack #2 (use 00 for none)	01xx5DD9
Pokémon Attack #3 (use 00 for none).....	01xx5ED9
Pokémon Attack #4 (use 00 for none).....	01xx5FD9
Pokémon OT Number Hi	01xx60D9
Pokémon OT Number Lo	01xx61D9
Pokémon Experience Points #3	01xx62D9
Pokémon Experience Points #2	01xx63D9
Pokémon Experience Points #1	01xx64D9
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx65D9
Pokémon HP Modifier Lo (use 00 for minimum)	01xx66D9
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx67D9
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx68D9
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx69D9
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx6AD9
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx6BD9
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx6CD9
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx6DD9
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx6ED9
Pokémon Genetics Hi (use 00 for minimum).....	01xx6FD9
Pokémon Genetics Lo (use 00 for minimum)	01xx70D9
Pokémon Attack PP #1 (use 00 for minimum).....	01xx71D9

Pokémon Attack PP #2 (use 00 for minimum)	01xx72D9
Pokémon Attack PP #3 (use 00 for minimum)	01xx73D9
Pokémon Attack PP #4 (use 00 for minimum)	01xx74D9
Pokémon Level (use 01 for minimum)	01xx75D9
Pokémon HP Maximum Hi	01xx76D9
Pokémon HP Maximum Lo	01xx77D9
Pokémon Attack Hi (use 00 for minimum)	01xx78D9
Pokémon Attack Lo (use 01 for minimum)	01xx79D9
Pokémon Defense Hi (use 00 for minimum)	01xx7AD9
Pokémon Defense Lo (use 01 for minimum)	01xx7BD9
Pokémon Speed Hi (use 00 for minimum)	01xx7CD9
Pokémon Speed Lo (use 01 for minimum)	01xx7DD9
Pokémon Special Hi (use 00 for minimum)	01xx7ED9
Pokémon Special Lo (use 01 for minimum)	01xx7FD9

Sixth Pokémon

Pokémon Number	01xx80D9
Pokémon HP Available Hi (use 00 for minimum)	01xx81D9
Pokémon HP Available Lo (use 01 for minimum)	01xx82D9
Pokémon Status (use 01 to sleep)	01xx84D9
Pokémon Attack #1 (use 00 for none)	01xx88D9
Pokémon Attack #2 (use 00 for none)	01xx89D9
Pokémon Attack #3 (use 00 for none)	01xx8AD9
Pokémon Attack #4 (use 00 for none)	01xx8BD9
Pokémon OT Number Hi	01xx8CD9
Pokémon OT Number Lo	01xx8DD9
Pokémon Experience Points #3	01xx8ED9
Pokémon Experience Points #2	01xx8FD9
Pokémon Experience Points #1	01xx90D9
Pokémon HP Modifier Hi (use 00 for minimum)	01xx91D9
Pokémon HP Modifier Lo (use 00 for minimum)	01xx92D9
Pokémon Attack Modifier Hi (use 00 for minimum)	01xx93D9
Pokémon Attack Modifier Lo (use 00 for minimum)	01xx94D9
Pokémon Defense Modifier Hi (use 00 for minimum)	01xx95D9
Pokémon Defense Modifier Lo (use 00 for minimum)	01xx96D9
Pokémon Speed Modifier Hi (use 00 for minimum)	01xx97D9
Pokémon Speed Modifier Lo (use 00 for minimum)	01xx98D9
Pokémon Special Modifier Hi (use 00 for minimum)	01xx99D9
Pokémon Special Modifier Lo (use 00 for minimum)	01xx9AD9
Pokémon Genetics Hi (use 00 for minimum)	01xx9BD9
Pokémon Genetics Lo (use 00 for minimum)	01xx9CD9
Pokémon Attack PP #1 (use 00 for minimum)	01xx9DD9
Pokémon Attack PP #2 (use 00 for minimum)	01xx9ED9
Pokémon Attack PP #3 (use 00 for minimum)	01xx9FD9
Pokémon Attack PP #4 (use 00 for minimum)	01xxA0D9
Pokémon Level (use 01 for minimum)	01xxA1D9
Pokémon HP Maximum Hi	01xxA2D9
Pokémon HP Maximum Lo	01xxA3D9
Pokémon Attack Hi (use 00 for minimum)	01xxA4D9
Pokémon Attack Lo (use 01 for minimum)	01xxA5D9
Pokémon Defense Hi (use 00 for minimum)	01xxA6D9
Pokémon Defense Lo (use 01 for minimum)	01xxA7D9
Pokémon Speed Hi (use 00 for minimum)	01xxA8D9
Pokémon Speed Lo (use 01 for minimum)	01xxA9D9
Pokémon Special Hi (use 00 for minimum)	01xxAAD9
Pokémon Special Lo (use 01 for minimum)	01xxABD9

8.1.3 Trainer's Team OT Names

When a trainer or gym leader is encountered in the game, the player's name is used as the Original Trainer for each of the six Pokémon. An opponent during game link will contain an actual Original Trainer name for each Pokémon. Here are the codes:

First Pokémon

Pokémon OT Character #1	01xxACD9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxADD9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxAED9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxAFD9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxB0D9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxB1D9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxB2D9
Pokémon OT End-of-Name.....	0150B3D9
Pokémon OT Character (not used).....	0100B4D9
Pokémon OT Character (not used).....	0100B5D9
Pokémon OT Character (not used).....	0100B6D9

Second Pokémon

Pokémon OT Character #1	01xxB7D9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxB8D9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxB9D9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxBAD9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxBBD9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxBCD9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxBDD9
Pokémon OT End-of-Name.....	0150BED9
Pokémon OT Character (not used).....	0100BFD9
Pokémon OT Character (not used).....	0100C0D9
Pokémon OT Character (not used).....	0100C1D9

Third Pokémon

Pokémon OT Character #1	01xxC2D9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxC3D9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxC4D9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxC5D9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxC6D9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxC7D9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxC8D9
Pokémon OT End-of-Name.....	0150C9D9
Pokémon OT Character (not used).....	0100CAD9
Pokémon OT Character (not used).....	0100CBD9
Pokémon OT Character (not used).....	0100CCD9

Fourth Pokémon

Pokémon OT Character #1	01xxCDD9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxCED9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxCFD9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxD0D9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxD1D9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxD2D9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxD3D9
Pokémon OT End-of-Name.....	0150D4D9
Pokémon OT Character (not used).....	0100D5D9
Pokémon OT Character (not used).....	0100D6D9
Pokémon OT Character (not used).....	0100D7D9

Fifth Pokémon

Pokémon OT Character #1	01xxD8D9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxD9D9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxDAD9

Pokémon OT Character #4 (use 50 for end-of-name).....	01xxDBD9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxDCD9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxDDD9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxDED9
Pokémon OT End-of-Name.....	0150DFD9
Pokémon OT Character (not used).....	0100E0D9
Pokémon OT Character (not used).....	0100E1D9
Pokémon OT Character (not used).....	0100E2D9

Sixth Pokémon

Pokémon OT Character #1	01xxE3D9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxE4D9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxE5D9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxE6D9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxE7D9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxE8D9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxE9D9
Pokémon OT End-of-Name.....	0150EAD9
Pokémon OT Character (not used).....	0100EBD9
Pokémon OT Character (not used).....	0100ECD9
Pokémon OT Character (not used).....	0100EDD9

8.1.4 Trainer's Team Nicknames

In addition to the Original Trainer, the game stores nicknames for the 6 Pokémon in the team. Each nickname can be up to 10 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

First Pokémon

Pokémon Nickname Character #1	01xxEED9
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxEFD9
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxF0D9
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxF1D9
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxF2D9
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxF3D9
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxF4D9
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxF5D9
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxF6D9
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxF7D9
Pokémon Nickname End-of-Name.....	0150F8D9

Second Pokémon

Pokémon Nickname Character #1	01xxF9D9
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxFAD9
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxFBD9
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxFCD9
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxFDD9
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxFED9
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxFFD9
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx00DA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx01DA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx02DA
Pokémon Nickname End-of-Name.....	015003DA

Third Pokémon

Pokémon Nickname Character #1	01xx04DA
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx05DA
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx06DA
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx07DA
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx08DA
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx09DA

Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx0ADA
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx0BDA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx0CDA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx0DDA
Pokémon Nickname End-of-Name.....	01500EDA

Fourth Pokémon

Pokémon Nickname Character #1.....	01xx0FDA
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx10DA
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx11DA
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx12DA
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx13DA
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx14DA
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx15DA
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx16DA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx17DA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx18DA
Pokémon Nickname End-of-Name.....	015019DA

Fifth Pokémon

Pokémon Nickname Character #1.....	01xx1ADA
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx1BDA
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx1CDA
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx1DDA
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx1EDA
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx1FDA
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx20DA
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx21DA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx22DA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx23DA
Pokémon Nickname End-of-Name.....	015024DA

Sixth Pokémon

Pokémon Nickname Character #1.....	01xx25DA
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx26DA
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx27DA
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx28DA
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx29DA
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx2ADA
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx2BDA
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx2CDA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx2DDA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx2EDA
Pokémon Nickname End-of-Name.....	01502FDA

8.2 Battling Trainers/Gym Leaders

In progress...

8.3 Item Balls

In progress...

9.0 More Pokémon Yellow

Pokémon Yellow, the third game in the Pokémon saga, contains a great deal of information which can be changed through the use of GameShark codes. This chapter picks up where the previous chapter on Pokémon Yellow left off. Even with the completion of this chapter there are still many more codes to be found by the more advanced GameShark user.

9.1 The Six Members of the Trainer's Team

As mentioned before, a player's Pokémon team makes up the single largest block of data in the entire game. During encounters with other trainers, gym leaders, and opponents during game link the Pokémon game creates a data block for the opposing team similar to the player's team. The following four sections identify the four areas of information in this data block.

9.1.1 Trainer's Team List

A trainer's team begins with a list made up of 8 values used to identify the Pokémon in order of appearance. The first value identifies the number of Pokémon in the team. The next up to 6 values represent each of the Pokémon by number (see Appendix A). The last Pokémon in the team is always followed by the value FF. Here are the codes:

Number of Pokémon in Team (use 01 for minimum).....	01xx9BD8
First Pokémon in Team (use FF for end-of-list)	01xx9CD8
Second Pokémon in Team (use FF for end-of-list)	01xx9DD8
Third Pokémon in Team (use FF for end-of-list).....	01xx9ED8
Fourth Pokémon in Team (use FF for end-of-list)	01xx9FD8
Fifth Pokémon in Team (use FF for end-of-list).....	01xxA0D8
Sixth Pokémon in Team (use FF for end-of-list)	01xxA1D8
End-of-List.....	01FFA2D8

9.1.2 Trainer's Team Information

In a previous chapter, the player's Pokémon team information was broken down into several categories with some comments on how to use the codes for each one. Since the trainer's Pokémon team works just like the player's all the codes are grouped together by Pokémon in this section. Here are the codes:

First Pokémon

Pokémon Number.....	01xxA3D8
Pokémon HP Available Hi (use 00 for minimum).....	01xxA4D8
Pokémon HP Available Lo (use 01 for minimum)	01xxA5D8
Pokémon Status (use 01 to sleep).....	01xxA7D8
Pokémon Attack #1 (use 00 for none)	01xxABD8
Pokémon Attack #2 (use 00 for none)	01xxACD8
Pokémon Attack #3 (use 00 for none)	01xxADD8
Pokémon Attack #4 (use 00 for none)	01xxAED8
Pokémon OT Number Hi	01xxAFD8
Pokémon OT Number Lo	01xxB0D8
Pokémon Experience Points #3	01xxB1D8
Pokémon Experience Points #2	01xxB2D8
Pokémon Experience Points #1	01xxB3D8
Pokémon HP Modifier Hi (use 00 for minimum).....	01xxB4D8
Pokémon HP Modifier Lo (use 00 for minimum)	01xxB5D8
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xxB6D8

Pokémon Attack Modifier Lo (use 00 for minimum)	01xxB7D8
Pokémon Defense Modifier Hi (use 00 for minimum)	01xxB8D8
Pokémon Defense Modifier Lo (use 00 for minimum)	01xxB9D8
Pokémon Speed Modifier Hi (use 00 for minimum)	01xxBAD8
Pokémon Speed Modifier Lo (use 00 for minimum)	01xxBBD8
Pokémon Special Modifier Hi (use 00 for minimum)	01xxBCD8
Pokémon Special Modifier Lo (use 00 for minimum)	01xxBDD8
Pokémon Genetics Hi (use 00 for minimum)	01xxBED8
Pokémon Genetics Lo (use 00 for minimum)	01xxBFD8
Pokémon Attack PP #1 (use 00 for minimum)	01xxC0D8
Pokémon Attack PP #2 (use 00 for minimum)	01xxC1D8
Pokémon Attack PP #3 (use 00 for minimum)	01xxC2D8
Pokémon Attack PP #4 (use 00 for minimum)	01xxC3D8
Pokémon Level (use 01 for minimum)	01xxC4D8
Pokémon HP Maximum Hi	01xxC5D8
Pokémon HP Maximum Lo	01xxC6D8
Pokémon Attack Hi (use 00 for minimum)	01xxC7D8
Pokémon Attack Lo (use 01 for minimum)	01xxC8D8
Pokémon Defense Hi (use 00 for minimum)	01xxC9D8
Pokémon Defense Lo (use 01 for minimum)	01xxCAD8
Pokémon Speed Hi (use 00 for minimum)	01xxCBD8
Pokémon Speed Lo (use 01 for minimum)	01xxCCD8
Pokémon Special Hi (use 00 for minimum)	01xxCDD8
Pokémon Special Lo (use 01 for minimum)	01xxCED8

Second Pokémon

Pokémon Number	01xxCFD8
Pokémon HP Available Hi (use 00 for minimum)	01xxD0D8
Pokémon HP Available Lo (use 01 for minimum)	01xxD1D8
Pokémon Status (use 01 to sleep)	01xxD3D8
Pokémon Attack #1 (use 00 for none)	01xxD7D8
Pokémon Attack #2 (use 00 for none)	01xxD8D8
Pokémon Attack #3 (use 00 for none)	01xxD9D8
Pokémon Attack #4 (use 00 for none)	01xxDAD8
Pokémon OT Number Hi	01xxDBD8
Pokémon OT Number Lo	01xxDCD8
Pokémon Experience Points #3	01xxDDD8
Pokémon Experience Points #2	01xxDED8
Pokémon Experience Points #1	01xxDFD8
Pokémon HP Modifier Hi (use 00 for minimum)	01xxE0D8
Pokémon HP Modifier Lo (use 00 for minimum)	01xxE1D8
Pokémon Attack Modifier Hi (use 00 for minimum)	01xxE2D8
Pokémon Attack Modifier Lo (use 00 for minimum)	01xxE3D8
Pokémon Defense Modifier Hi (use 00 for minimum)	01xxE4D8
Pokémon Defense Modifier Lo (use 00 for minimum)	01xxE5D8
Pokémon Speed Modifier Hi (use 00 for minimum)	01xxE6D8
Pokémon Speed Modifier Lo (use 00 for minimum)	01xxE7D8
Pokémon Special Modifier Hi (use 00 for minimum)	01xxE8D8
Pokémon Special Modifier Lo (use 00 for minimum)	01xxE9D8
Pokémon Genetics Hi (use 00 for minimum)	01xxEAD8
Pokémon Genetics Lo (use 00 for minimum)	01xxEBD8
Pokémon Attack PP #1 (use 00 for minimum)	01xxECD8
Pokémon Attack PP #2 (use 00 for minimum)	01xxEDD8
Pokémon Attack PP #3 (use 00 for minimum)	01xxEED8
Pokémon Attack PP #4 (use 00 for minimum)	01xxEFD8
Pokémon Level (use 01 for minimum)	01xxF0D8
Pokémon HP Maximum Hi	01xxF1D8
Pokémon HP Maximum Lo	01xxF2D8
Pokémon Attack Hi (use 00 for minimum)	01xxF3D8

Pokémon Attack Lo (use 01 for minimum).....	01xxF4D8
Pokémon Defense Hi (use 00 for minimum).....	01xxF5D8
Pokémon Defense Lo (use 01 for minimum).....	01xxF6D8
Pokémon Speed Hi (use 00 for minimum).....	01xxF7D8
Pokémon Speed Lo (use 01 for minimum).....	01xxF8D8
Pokémon Special Hi (use 00 for minimum).....	01xxF9D8
Pokémon Special Lo (use 01 for minimum).....	01xxFAD8

Third Pokémon

Pokémon Number.....	01xxFBD8
Pokémon HP Available Hi (use 00 for minimum).....	01xxFCD8
Pokémon HP Available Lo (use 01 for minimum).....	01xxFDD8
Pokémon Status (use 01 to sleep).....	01xxFFD8
Pokémon Attack #1 (use 00 for none).....	01xx03D9
Pokémon Attack #2 (use 00 for none).....	01xx04D9
Pokémon Attack #3 (use 00 for none).....	01xx05D9
Pokémon Attack #4 (use 00 for none).....	01xx06D9
Pokémon OT Number Hi.....	01xx07D9
Pokémon OT Number Lo.....	01xx08D9
Pokémon Experience Points #3.....	01xx09D9
Pokémon Experience Points #2.....	01xx0AD9
Pokémon Experience Points #1.....	01xx0BD9
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx0CD9
Pokémon HP Modifier Lo (use 00 for minimum).....	01xx0DD9
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx0ED9
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx0FD9
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx10D9
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx11D9
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx12D9
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx13D9
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx14D9
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx15D9
Pokémon Genetics Hi (use 00 for minimum).....	01xx16D9
Pokémon Genetics Lo (use 00 for minimum).....	01xx17D9
Pokémon Attack PP #1 (use 00 for minimum).....	01xx18D9
Pokémon Attack PP #2 (use 00 for minimum).....	01xx19D9
Pokémon Attack PP #3 (use 00 for minimum).....	01xx1AD9
Pokémon Attack PP #4 (use 00 for minimum).....	01xx1BD9
Pokémon Level (use 01 for minimum).....	01xx1CD9
Pokémon HP Maximum Hi.....	01xx1DD9
Pokémon HP Maximum Lo.....	01xx1ED9
Pokémon Attack Hi (use 00 for minimum).....	01xx1FD9
Pokémon Attack Lo (use 01 for minimum).....	01xx20D9
Pokémon Defense Hi (use 00 for minimum).....	01xx21D9
Pokémon Defense Lo (use 01 for minimum).....	01xx22D9
Pokémon Speed Hi (use 00 for minimum).....	01xx23D9
Pokémon Speed Lo (use 01 for minimum).....	01xx24D9
Pokémon Special Hi (use 00 for minimum).....	01xx25D9
Pokémon Special Lo (use 01 for minimum).....	01xx26D9

Fourth Pokémon

Pokémon Number.....	01xx27D9
Pokémon HP Available Hi (use 00 for minimum).....	01xx28D9
Pokémon HP Available Lo (use 01 for minimum).....	01xx29D9
Pokémon Status (use 01 to sleep).....	01xx2BD9
Pokémon Attack #1 (use 00 for none).....	01xx2FD9
Pokémon Attack #2 (use 00 for none).....	01xx30D9
Pokémon Attack #3 (use 00 for none).....	01xx31D9
Pokémon Attack #4 (use 00 for none).....	01xx32D9
Pokémon OT Number Hi.....	01xx33D9

Pokémon OT Number Lo	01xx34D9
Pokémon Experience Points #3	01xx35D9
Pokémon Experience Points #2	01xx36D9
Pokémon Experience Points #1	01xx37D9
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx38D9
Pokémon HP Modifier Lo (use 00 for minimum)	01xx39D9
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx3AD9
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx3BD9
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx3CD9
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx3DD9
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx3ED9
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx3FD9
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx40D9
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx41D9
Pokémon Genetics Hi (use 00 for minimum).....	01xx42D9
Pokémon Genetics Lo (use 00 for minimum)	01xx43D9
Pokémon Attack PP #1 (use 00 for minimum).....	01xx44D9
Pokémon Attack PP #2 (use 00 for minimum).....	01xx45D9
Pokémon Attack PP #3 (use 00 for minimum).....	01xx46D9
Pokémon Attack PP #4 (use 00 for minimum).....	01xx47D9
Pokémon Level (use 01 for minimum).....	01xx48D9
Pokémon HP Maximum Hi	01xx49D9
Pokémon HP Maximum Lo.....	01xx4AD9
Pokémon Attack Hi (use 00 for minimum).....	01xx4BD9
Pokémon Attack Lo (use 01 for minimum).....	01xx4CD9
Pokémon Defense Hi (use 00 for minimum).....	01xx4DD9
Pokémon Defense Lo (use 01 for minimum)	01xx4ED9
Pokémon Speed Hi (use 00 for minimum).....	01xx4FD9
Pokémon Speed Lo (use 01 for minimum)	01xx50D9
Pokémon Special Hi (use 00 for minimum).....	01xx51D9
Pokémon Special Lo (use 01 for minimum).....	01xx52D9

Fifth Pokémon

Pokémon Number	01xx53D9
Pokémon HP Available Hi (use 00 for minimum).....	01xx54D9
Pokémon HP Available Lo (use 01 for minimum)	01xx55D9
Pokémon Status (use 01 to sleep).....	01xx57D9
Pokémon Attack #1 (use 00 for none).....	01xx5BD9
Pokémon Attack #2 (use 00 for none)	01xx5CD9
Pokémon Attack #3 (use 00 for none).....	01xx5DD9
Pokémon Attack #4 (use 00 for none).....	01xx5ED9
Pokémon OT Number Hi	01xx5FD9
Pokémon OT Number Lo	01xx60D9
Pokémon Experience Points #3	01xx61D9
Pokémon Experience Points #2	01xx62D9
Pokémon Experience Points #1	01xx63D9
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx64D9
Pokémon HP Modifier Lo (use 00 for minimum)	01xx65D9
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx66D9
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx67D9
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx68D9
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx69D9
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx6AD9
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx6BD9
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx6CD9
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx6DD9
Pokémon Genetics Hi (use 00 for minimum).....	01xx6ED9
Pokémon Genetics Lo (use 00 for minimum)	01xx6FD9
Pokémon Attack PP #1 (use 00 for minimum).....	01xx70D9

Pokémon Attack PP #2 (use 00 for minimum).....	01xx71D9
Pokémon Attack PP #3 (use 00 for minimum).....	01xx72D9
Pokémon Attack PP #4 (use 00 for minimum).....	01xx73D9
Pokémon Level (use 01 for minimum).....	01xx74D9
Pokémon HP Maximum Hi	01xx75D9
Pokémon HP Maximum Lo	01xx76D9
Pokémon Attack Hi (use 00 for minimum).....	01xx77D9
Pokémon Attack Lo (use 01 for minimum).....	01xx78D9
Pokémon Defense Hi (use 00 for minimum).....	01xx79D9
Pokémon Defense Lo (use 01 for minimum).....	01xx7AD9
Pokémon Speed Hi (use 00 for minimum).....	01xx7BD9
Pokémon Speed Lo (use 01 for minimum).....	01xx7CD9
Pokémon Special Hi (use 00 for minimum).....	01xx7DD9
Pokémon Special Lo (use 01 for minimum).....	01xx7ED9

Sixth Pokémon

Pokémon Number.....	01xx7FD9
Pokémon HP Available Hi (use 00 for minimum).....	01xx80D9
Pokémon HP Available Lo (use 01 for minimum).....	01xx81D9
Pokémon Status (use 01 to sleep).....	01xx83D9
Pokémon Attack #1 (use 00 for none).....	01xx87D9
Pokémon Attack #2 (use 00 for none).....	01xx88D9
Pokémon Attack #3 (use 00 for none).....	01xx89D9
Pokémon Attack #4 (use 00 for none).....	01xx8AD9
Pokémon OT Number Hi	01xx8BD9
Pokémon OT Number Lo	01xx8CD9
Pokémon Experience Points #3	01xx8DD9
Pokémon Experience Points #2	01xx8ED9
Pokémon Experience Points #1	01xx8FD9
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx90D9
Pokémon HP Modifier Lo (use 00 for minimum).....	01xx91D9
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx92D9
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx93D9
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx94D9
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx95D9
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx96D9
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx97D9
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx98D9
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx99D9
Pokémon Genetics Hi (use 00 for minimum).....	01xx9AD9
Pokémon Genetics Lo (use 00 for minimum).....	01xx9BD9
Pokémon Attack PP #1 (use 00 for minimum).....	01xx9CD9
Pokémon Attack PP #2 (use 00 for minimum).....	01xx9DD9
Pokémon Attack PP #3 (use 00 for minimum).....	01xx9ED9
Pokémon Attack PP #4 (use 00 for minimum).....	01xx9FD9
Pokémon Level (use 01 for minimum).....	01xxA0D9
Pokémon HP Maximum Hi	01xxA1D9
Pokémon HP Maximum Lo.....	01xxA2D9
Pokémon Attack Hi (use 00 for minimum).....	01xxA3D9
Pokémon Attack Lo (use 01 for minimum).....	01xxA4D9
Pokémon Defense Hi (use 00 for minimum).....	01xxA5D9
Pokémon Defense Lo (use 01 for minimum).....	01xxA6D9
Pokémon Speed Hi (use 00 for minimum).....	01xxA7D9
Pokémon Speed Lo (use 01 for minimum).....	01xxA8D9
Pokémon Special Hi (use 00 for minimum).....	01xxA9D9
Pokémon Special Lo (use 01 for minimum).....	01xxAAD9

9.1.3 Trainer's Team OT Names

When a trainer or gym leader is encountered in the game, the player's name is used as the Original Trainer for each of the six Pokémon. An opponent during game link will contain an actual Original Trainer name for each Pokémon. Here are the codes:

First Pokémon	
Pokémon OT Character #1	01xxABD9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxACD9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxADD9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxAED9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxAFD9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxB0D9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxB1D9
Pokémon OT End-of-Name.....	0150B2D9
Pokémon OT Character (not used).....	0100B3D9
Pokémon OT Character (not used).....	0100B4D9
Pokémon OT Character (not used).....	0100B5D9
Second Pokémon	
Pokémon OT Character #1	01xxB6D9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxB7D9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxB8D9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxB9D9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxBAD9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxBBD9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxBCD9
Pokémon OT End-of-Name.....	0150BDD9
Pokémon OT Character (not used).....	0100BED9
Pokémon OT Character (not used).....	0100BFD9
Pokémon OT Character (not used).....	0100C0D9
Third Pokémon	
Pokémon OT Character #1	01xxC1D9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxC2D9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxC3D9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxC4D9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxC5D9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxC6D9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxC7D9
Pokémon OT End-of-Name.....	0150C8D9
Pokémon OT Character (not used).....	0100C9D9
Pokémon OT Character (not used).....	0100CAD9
Pokémon OT Character (not used).....	0100CBD9
Fourth Pokémon	
Pokémon OT Character #1	01xxCCD9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxCDD9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxCED9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxCFD9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxD0D9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxD1D9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxD2D9
Pokémon OT End-of-Name.....	0150D3D9
Pokémon OT Character (not used).....	0100D4D9
Pokémon OT Character (not used).....	0100D5D9
Pokémon OT Character (not used).....	0100D6D9
Fifth Pokémon	
Pokémon OT Character #1	01xxD7D9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxD8D9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxD9D9

Pokémon OT Character #4 (use 50 for end-of-name).....	01xxDAD9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxDBD9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxDCD9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxDDD9
Pokémon OT End-of-Name.....	0150DED9
Pokémon OT Character (not used).....	0100DFD9
Pokémon OT Character (not used).....	0100E0D9
Pokémon OT Character (not used).....	0100E1D9

Sixth Pokémon

Pokémon OT Character #1	01xxE2D9
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxE3D9
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxE4D9
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxE5D9
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxE6D9
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxE7D9
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxE8D9
Pokémon OT End-of-Name.....	0150E9D9
Pokémon OT Character (not used).....	0100EAD9
Pokémon OT Character (not used).....	0100EBD9
Pokémon OT Character (not used).....	0100ECD9

9.1.4 Trainer's Team Nicknames

In addition to the Original Trainer, the game stores nicknames for the 6 Pokémon in the team. Each nickname can be up to 10 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

First Pokémon

Pokémon Nickname Character #1	01xxEDD9
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxEED9
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxEFD9
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxF0D9
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxF1D9
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxF2D9
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxF3D9
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxF4D9
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxF5D9
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxF6D9
Pokémon Nickname End-of-Name.....	0150F7D9

Second Pokémon

Pokémon Nickname Character #1	01xxF8D9
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxF9D9
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxFAD9
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxFBD9
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxFCD9
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxFDD9
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxFED9
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxFFD9
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx00DA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx01DA
Pokémon Nickname End-of-Name.....	015002DA

Third Pokémon

Pokémon Nickname Character #1	01xx03DA
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx04DA
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx05DA
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx06DA
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx07DA
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx08DA

Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx09DA
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx0ADA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx0BDA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx0CDA
Pokémon Nickname End-of-Name.....	01500DDA

Fourth Pokémon

Pokémon Nickname Character #1.....	01xx0EDA
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx0FDA
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx10DA
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx11DA
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx12DA
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx13DA
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx14DA
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx15DA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx16DA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx17DA
Pokémon Nickname End-of-Name.....	015018DA

Fifth Pokémon

Pokémon Nickname Character #1.....	01xx19DA
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx1ADA
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx1BDA
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx1CDA
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx1DDA
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx1EDA
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx1FDA
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx20DA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx21DA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx22DA
Pokémon Nickname End-of-Name.....	015023DA

Sixth Pokémon

Pokémon Nickname Character #1.....	01xx24DA
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx25DA
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx26DA
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx27DA
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx28DA
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx29DA
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx2ADA
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx2BDA
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx2CDA
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx2DDA
Pokémon Nickname End-of-Name.....	01502EDA

9.2 Battling Trainers/Gym Leaders

In progress...

9.3 Item Balls

In progress...

10.0 More Pokémon Gold/Silver

Pokémon Gold/Silver, the fourth and fifth games in the Pokémon saga, contain a great deal of information which can be changed through the use of GameShark codes. This chapter picks up where the previous chapter on Pokémon Gold/Silver left off. Even with the completion of this chapter there are still many more codes to be found by the more advanced GameShark user.

10.1 The Six Members of the Trainer's Team

As mentioned before, a player's Pokémon team makes up the single largest block of data in the entire game. During encounters with other trainers, gym leaders, and opponents during game link the Pokémon game creates a data block for the opposing team similar to the player's team. The following four sections identify the four areas of information in this data block.

10.1.1 Trainer's Team List

A trainer's team begins with a list made up of 8 values used to identify the Pokémon in order of appearance. The first value identifies the number of Pokémon in the team. The next up to 6 values represent each of the Pokémon by number (see Appendix A). The last Pokémon in the team is always followed by the value FF. Here are the codes:

Number of Pokémon in Team (use 01 for minimum).....	01xx55DD
First Pokémon in Team (use FF for end-of-list)	01xx56DD
Second Pokémon in Team (use FF for end-of-list)	01xx57DD
Third Pokémon in Team (use FF for end-of-list).....	01xx58DD
Fourth Pokémon in Team (use FF for end-of-list)	01xx59DD
Fifth Pokémon in Team (use FF for end-of-list).....	01xx5ADD
Sixth Pokémon in Team (use FF for end-of-list)	01xx5BDD
End-of-List.....	01FF5CDD

10.1.2 Trainer's Team Information

In a previous chapter, the player's Pokémon team information was broken down into several categories with some comments on how to use the codes for each one. Since the trainer's Pokémon team works just like the player's all the codes are grouped together by Pokémon in this section. Here are the codes:

First Pokémon

Pokémon Number	01xx5DDD
Pokémon Held Item	01xx5EDD
Pokémon Attack #1 (use 00 for none)	01xx5FDD
Pokémon Attack #2 (use 00 for none)	01xx60DD
Pokémon Attack #3 (use 00 for none)	01xx61DD
Pokémon Attack #4 (use 00 for none)	01xx62DD
Pokémon OT Number Hi	01xx63DD
Pokémon OT Number Lo	01xx64DD
Pokémon Experience Points #3	01xx65DD
Pokémon Experience Points #2	01xx66DD
Pokémon Experience Points #1	01xx67DD
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx68DD
Pokémon HP Modifier Lo (use 00 for minimum)	01xx69DD
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx6ADD
Pokémon Attack Modifier Lo (use 00 for minimum)	01xx6BDD
Pokémon Defense Modifier Hi (use 00 for minimum)	01xx6CDD

Pokémon Defense Modifier Lo (use 00 for minimum)	01xx6DDD
Pokémon Speed Modifier Hi (use 00 for minimum)	01xx6EDD
Pokémon Speed Modifier Lo (use 00 for minimum)	01xx6FDD
Pokémon Special Modifier Hi (use 00 for minimum)	01xx70DD
Pokémon Special Modifier Lo (use 00 for minimum)	01xx71DD
Pokémon Genetics Hi (use 00 for minimum)	01xx72DD
Pokémon Genetics Lo (use 00 for minimum)	01xx73DD
Pokémon Attack PP #1 (use 00 for minimum)	01xx74DD
Pokémon Attack PP #2 (use 00 for minimum)	01xx75DD
Pokémon Attack PP #3 (use 00 for minimum)	01xx76DD
Pokémon Attack PP #4 (use 00 for minimum)	01xx77DD
Pokémon Loyalty (use 01 to minimum)	01xx78DD
Pokémon Health (use 01 for PokéRUS)	01xx79DD
Pokémon Level (use 01 for minimum)	01xx7CDD
Pokémon Status (use 01 to sleep)	01xx7DDD
Pokémon HP Available Hi (use 00 for minimum)	01xx7FDD
Pokémon HP Available Lo (use 01 for minimum)	01xx80DD
Pokémon HP Maximum Hi	01xx81DD
Pokémon HP Maximum Lo	01xx82DD
Pokémon Attack Hi (use 00 for minimum)	01xx83DD
Pokémon Attack Lo (use 01 for minimum)	01xx84DD
Pokémon Defense Hi (use 00 for minimum)	01xx85DD
Pokémon Defense Lo (use 01 for minimum)	01xx86DD
Pokémon Speed Hi (use 00 for minimum)	01xx87DD
Pokémon Speed Lo (use 01 for minimum)	01xx88DD
Pokémon Special Attack Hi (use 00 for minimum)	01xx89DD
Pokémon Special Attack Lo (use 01 for minimum)	01xx8ADD
Pokémon Special Defense Hi (use 00 for minimum)	01xx8BDD
Pokémon Special Defense Lo (use 01 for minimum)	01xx8CDD

Second Pokémon

Pokémon Number	01xx8DDD
Pokémon Held Item	01xx8EDD
Pokémon Attack #1 (use 00 for none)	01xx8FDD
Pokémon Attack #2 (use 00 for none)	01xx90DD
Pokémon Attack #3 (use 00 for none)	01xx91DD
Pokémon Attack #4 (use 00 for none)	01xx92DD
Pokémon OT Number Hi	01xx93DD
Pokémon OT Number Lo	01xx94DD
Pokémon Experience Points #3	01xx95DD
Pokémon Experience Points #2	01xx96DD
Pokémon Experience Points #1	01xx97DD
Pokémon HP Modifier Hi (use 00 for minimum)	01xx98DD
Pokémon HP Modifier Lo (use 00 for minimum)	01xx99DD
Pokémon Attack Modifier Hi (use 00 for minimum)	01xx9ADD
Pokémon Attack Modifier Lo (use 00 for minimum)	01xx9BDD
Pokémon Defense Modifier Hi (use 00 for minimum)	01xx9CDD
Pokémon Defense Modifier Lo (use 00 for minimum)	01xx9DDD
Pokémon Speed Modifier Hi (use 00 for minimum)	01xx9EDD
Pokémon Speed Modifier Lo (use 00 for minimum)	01xx9FDD
Pokémon Special Modifier Hi (use 00 for minimum)	01xxA0DD
Pokémon Special Modifier Lo (use 00 for minimum)	01xxA1DD
Pokémon Genetics Hi (use 00 for minimum)	01xxA2DD
Pokémon Genetics Lo (use 00 for minimum)	01xxA3DD
Pokémon Attack PP #1 (use 00 for minimum)	01xxA4DD
Pokémon Attack PP #2 (use 00 for minimum)	01xxA5DD
Pokémon Attack PP #3 (use 00 for minimum)	01xxA6DD
Pokémon Attack PP #4 (use 00 for minimum)	01xxA7DD
Pokémon Loyalty (use 01 to minimum)	01xxA8DD

Pokémon Health (use 01 for PokéRUS)	01xxA9DD
Pokémon Level (use 01 for minimum)	01xxACDD
Pokémon Status (use 01 to sleep)	01xxADDD
Pokémon HP Available Hi (use 00 for minimum)	01xxAFDD
Pokémon HP Available Lo (use 01 for minimum)	01xxB0DD
Pokémon HP Maximum Hi	01xxB1DD
Pokémon HP Maximum Lo	01xxB2DD
Pokémon Attack Hi (use 00 for minimum)	01xxB3DD
Pokémon Attack Lo (use 01 for minimum)	01xxB4DD
Pokémon Defense Hi (use 00 for minimum)	01xxB5DD
Pokémon Defense Lo (use 01 for minimum)	01xxB6DD
Pokémon Speed Hi (use 00 for minimum)	01xxB7DD
Pokémon Speed Lo (use 01 for minimum)	01xxB8DD
Pokémon Special Attack Hi (use 00 for minimum)	01xxB9DD
Pokémon Special Attack Lo (use 01 for minimum)	01xxBADD
Pokémon Special Defense Hi (use 00 for minimum)	01xxBBDD
Pokémon Special Defense Lo (use 01 for minimum)	01xxBCDD

Third Pokémon

Pokémon Number	01xxBDDD
Pokémon Held Item	01xxBEDD
Pokémon Attack #1 (use 00 for none)	01xxBFDD
Pokémon Attack #2 (use 00 for none)	01xxC0DD
Pokémon Attack #3 (use 00 for none)	01xxC1DD
Pokémon Attack #4 (use 00 for none)	01xxC2DD
Pokémon OT Number Hi	01xxC3DD
Pokémon OT Number Lo	01xxC4DD
Pokémon Experience Points #3	01xxC5DD
Pokémon Experience Points #2	01xxC6DD
Pokémon Experience Points #1	01xxC7DD
Pokémon HP Modifier Hi (use 00 for minimum)	01xxC8DD
Pokémon HP Modifier Lo (use 00 for minimum)	01xxC9DD
Pokémon Attack Modifier Hi (use 00 for minimum)	01xxCADD
Pokémon Attack Modifier Lo (use 00 for minimum)	01xxCBDD
Pokémon Defense Modifier Hi (use 00 for minimum)	01xxCCDD
Pokémon Defense Modifier Lo (use 00 for minimum)	01xxCDD
Pokémon Speed Modifier Hi (use 00 for minimum)	01xxCEDD
Pokémon Speed Modifier Lo (use 00 for minimum)	01xxCFDD
Pokémon Special Modifier Hi (use 00 for minimum)	01xxD0DD
Pokémon Special Modifier Lo (use 00 for minimum)	01xxD1DD
Pokémon Genetics Hi (use 00 for minimum)	01xxD2DD
Pokémon Genetics Lo (use 00 for minimum)	01xxD3DD
Pokémon Attack PP #1 (use 00 for minimum)	01xxD4DD
Pokémon Attack PP #2 (use 00 for minimum)	01xxD5DD
Pokémon Attack PP #3 (use 00 for minimum)	01xxD6DD
Pokémon Attack PP #4 (use 00 for minimum)	01xxD7DD
Pokémon Loyalty (use 01 to minimum)	01xxD8DD
Pokémon Health (use 01 for PokéRUS)	01xxD9DD
Pokémon Level (use 01 for minimum)	01xxDCDD
Pokémon Status (use 01 to sleep)	01xxDDDD
Pokémon HP Available Hi (use 00 for minimum)	01xxDFDD
Pokémon HP Available Lo (use 01 for minimum)	01xxE0DD
Pokémon HP Maximum Hi	01xxE1DD
Pokémon HP Maximum Lo	01xxE2DD
Pokémon Attack Hi (use 00 for minimum)	01xxE3DD
Pokémon Attack Lo (use 01 for minimum)	01xxE4DD
Pokémon Defense Hi (use 00 for minimum)	01xxE5DD
Pokémon Defense Lo (use 01 for minimum)	01xxE6DD
Pokémon Speed Hi (use 00 for minimum)	01xxE7DD

Pokémon Speed Lo (use 01 for minimum)	01xxE8DD
Pokémon Special Attack Hi (use 00 for minimum)	01xxE9DD
Pokémon Special Attack Lo (use 01 for minimum)	01xxEADD
Pokémon Special Defense Hi (use 00 for minimum)	01xxEBDD
Pokémon Special Defense Lo (use 01 for minimum)	01xxECDD

Fourth Pokémon

Pokémon Number	01xxEDDD
Pokémon Held Item	01xxEEDD
Pokémon Attack #1 (use 00 for none)	01xxEFDD
Pokémon Attack #2 (use 00 for none)	01xxF0DD
Pokémon Attack #3 (use 00 for none)	01xxF1DD
Pokémon Attack #4 (use 00 for none)	01xxF2DD
Pokémon OT Number Hi	01xxF3DD
Pokémon OT Number Lo	01xxF4DD
Pokémon Experience Points #3	01xxF5DD
Pokémon Experience Points #2	01xxF6DD
Pokémon Experience Points #1	01xxF7DD
Pokémon HP Modifier Hi (use 00 for minimum)	01xxF8DD
Pokémon HP Modifier Lo (use 00 for minimum)	01xxF9DD
Pokémon Attack Modifier Hi (use 00 for minimum)	01xxFADD
Pokémon Attack Modifier Lo (use 00 for minimum)	01xxFBDD
Pokémon Defense Modifier Hi (use 00 for minimum)	01xxFCDD
Pokémon Defense Modifier Lo (use 00 for minimum)	01xxFDDD
Pokémon Speed Modifier Hi (use 00 for minimum)	01xxFEDD
Pokémon Speed Modifier Lo (use 00 for minimum)	01xxFFDD
Pokémon Special Modifier Hi (use 00 for minimum)	01xx00DE
Pokémon Special Modifier Lo (use 00 for minimum)	01xx01DE
Pokémon Genetics Hi (use 00 for minimum)	01xx02DE
Pokémon Genetics Lo (use 00 for minimum)	01xx03DE
Pokémon Attack PP #1 (use 00 for minimum)	01xx04DE
Pokémon Attack PP #2 (use 00 for minimum)	01xx05DE
Pokémon Attack PP #3 (use 00 for minimum)	01xx06DE
Pokémon Attack PP #4 (use 00 for minimum)	01xx07DE
Pokémon Loyalty (use 01 to minimum)	01xx08DE
Pokémon Health (use 01 for PokéRUS)	01xx09DE
Pokémon Level (use 01 for minimum)	01xx0CDE
Pokémon Status (use 01 to sleep)	01xx0DDE
Pokémon HP Available Hi (use 00 for minimum)	01xx0FDE
Pokémon HP Available Lo (use 01 for minimum)	01xx10DE
Pokémon HP Maximum Hi	01xx11DE
Pokémon HP Maximum Lo	01xx12DE
Pokémon Attack Hi (use 00 for minimum)	01xx13DE
Pokémon Attack Lo (use 01 for minimum)	01xx14DE
Pokémon Defense Hi (use 00 for minimum)	01xx15DE
Pokémon Defense Lo (use 01 for minimum)	01xx16DE
Pokémon Speed Hi (use 00 for minimum)	01xx17DE
Pokémon Speed Lo (use 01 for minimum)	01xx18DE
Pokémon Special Attack Hi (use 00 for minimum)	01xx19DE
Pokémon Special Attack Lo (use 01 for minimum)	01xx1ADE
Pokémon Special Defense Hi (use 00 for minimum)	01xx1BDE
Pokémon Special Defense Lo (use 01 for minimum)	01xx1CDE

Fifth Pokémon

Pokémon Number	01xx1DDE
Pokémon Held Item	01xx1EDE
Pokémon Attack #1 (use 00 for none)	01xx1FDE
Pokémon Attack #2 (use 00 for none)	01xx20DE
Pokémon Attack #3 (use 00 for none)	01xx21DE
Pokémon Attack #4 (use 00 for none)	01xx22DE

Pokémon OT Number Hi	01xx23DE
Pokémon OT Number Lo	01xx24DE
Pokémon Experience Points #3	01xx25DE
Pokémon Experience Points #2	01xx26DE
Pokémon Experience Points #1	01xx27DE
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx28DE
Pokémon HP Modifier Lo (use 00 for minimum).....	01xx29DE
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx2ADE
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx2BDE
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx2CDE
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx2DDE
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx2EDE
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx2FDE
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx30DE
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx31DE
Pokémon Genetics Hi (use 00 for minimum).....	01xx32DE
Pokémon Genetics Lo (use 00 for minimum).....	01xx33DE
Pokémon Attack PP #1 (use 00 for minimum).....	01xx34DE
Pokémon Attack PP #2 (use 00 for minimum).....	01xx35DE
Pokémon Attack PP #3 (use 00 for minimum).....	01xx36DE
Pokémon Attack PP #4 (use 00 for minimum).....	01xx37DE
Pokémon Loyalty (use 01 to minimum).....	01xx38DE
Pokémon Health (use 01 for PokéRUS).....	01xx39DE
Pokémon Level (use 01 for minimum).....	01xx3CDE
Pokémon Status (use 01 to sleep).....	01xx3DDE
Pokémon HP Available Hi (use 00 for minimum).....	01xx3FDE
Pokémon HP Available Lo (use 01 for minimum).....	01xx40DE
Pokémon HP Maximum Hi	01xx41DE
Pokémon HP Maximum Lo.....	01xx42DE
Pokémon Attack Hi (use 00 for minimum).....	01xx43DE
Pokémon Attack Lo (use 01 for minimum).....	01xx44DE
Pokémon Defense Hi (use 00 for minimum).....	01xx45DE
Pokémon Defense Lo (use 01 for minimum).....	01xx46DE
Pokémon Speed Hi (use 00 for minimum).....	01xx47DE
Pokémon Speed Lo (use 01 for minimum).....	01xx48DE
Pokémon Special Attack Hi (use 00 for minimum).....	01xx49DE
Pokémon Special Attack Lo (use 01 for minimum).....	01xx4ADE
Pokémon Special Defense Hi (use 00 for minimum).....	01xx4BDE
Pokémon Special Defense Lo (use 01 for minimum).....	01xx4CDE

Sixth Pokémon

Pokémon Number	01xx4DDE
Pokémon Held Item	01xx4EDE
Pokémon Attack #1 (use 00 for none).....	01xx4FDE
Pokémon Attack #2 (use 00 for none).....	01xx50DE
Pokémon Attack #3 (use 00 for none).....	01xx51DE
Pokémon Attack #4 (use 00 for none).....	01xx52DE
Pokémon OT Number Hi	01xx53DE
Pokémon OT Number Lo	01xx54DE
Pokémon Experience Points #3	01xx55DE
Pokémon Experience Points #2	01xx56DE
Pokémon Experience Points #1	01xx57DE
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx58DE
Pokémon HP Modifier Lo (use 00 for minimum).....	01xx59DE
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx5ADE
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx5BDE
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx5CDE
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx5DDE
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx5EDE

Pokémon Speed Modifier Lo (use 00 for minimum)	01xx5FDE
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx60DE
Pokémon Special Modifier Lo (use 00 for minimum)	01xx61DE
Pokémon Genetics Hi (use 00 for minimum).....	01xx62DE
Pokémon Genetics Lo (use 00 for minimum)	01xx63DE
Pokémon Attack PP #1 (use 00 for minimum).....	01xx64DE
Pokémon Attack PP #2 (use 00 for minimum).....	01xx65DE
Pokémon Attack PP #3 (use 00 for minimum).....	01xx66DE
Pokémon Attack PP #4 (use 00 for minimum).....	01xx67DE
Pokémon Loyalty (use 01 to minimum)	01xx68DE
Pokémon Health (use 01 for PokéRUS)	01xx69DE
Pokémon Level (use 01 for minimum)	01xx6CDE
Pokémon Status (use 01 to sleep).....	01xx6DDE
Pokémon HP Available Hi (use 00 for minimum).....	01xx6FDE
Pokémon HP Available Lo (use 01 for minimum)	01xx70DE
Pokémon HP Maximum Hi	01xx71DE
Pokémon HP Maximum Lo.....	01xx72DE
Pokémon Attack Hi (use 00 for minimum).....	01xx73DE
Pokémon Attack Lo (use 01 for minimum).....	01xx74DE
Pokémon Defense Hi (use 00 for minimum).....	01xx75DE
Pokémon Defense Lo (use 01 for minimum)	01xx76DE
Pokémon Speed Hi (use 00 for minimum).....	01xx77DE
Pokémon Speed Lo (use 01 for minimum)	01xx78DE
Pokémon Special Attack Hi (use 00 for minimum).....	01xx79DE
Pokémon Special Attack Lo (use 01 for minimum).....	01xx7ADE
Pokémon Special Defense Hi (use 00 for minimum).....	01xx7BDE
Pokémon Special Defense Lo (use 01 for minimum)	01xx7CDE

10.1.3 Trainer's Team OT Names

When a trainer or gym leader is encountered in the game, the player's name is used as the Original Trainer for each of the six Pokémon. An opponent during game link will contain an actual Original Trainer name for each Pokémon. Here are the codes:

First Pokémon

Pokémon OT Character #1	01xx7DDE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx7EDE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx7FDE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx80DE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx81DE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx82DE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx83DE
Pokémon OT End-of-Name.....	015084DE
Pokémon OT Character (not used).....	010085DE
Pokémon OT Character (not used).....	010086DE
Pokémon OT Character (not used).....	010087DE

Second Pokémon

Pokémon OT Character #1	01xx88DE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx89DE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx8ADE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx8BDE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx8CDE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx8DE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx8EDE
Pokémon OT End-of-Name.....	01508FDE
Pokémon OT Character (not used).....	010090DE
Pokémon OT Character (not used).....	010091DE
Pokémon OT Character (not used).....	010092DE

Third Pokémon

Pokémon OT Character #1	01xx93DE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx94DE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xx95DE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xx96DE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xx97DE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xx98DE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xx99DE
Pokémon OT End-of-Name.....	01509ADE
Pokémon OT Character (not used).....	01009BDE
Pokémon OT Character (not used).....	01009CDE
Pokémon OT Character (not used).....	01009DDE

Fourth Pokémon

Pokémon OT Character #1	01xx9EDE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xx9FDE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxA0DE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxA1DE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxA2DE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxA3DE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxA4DE
Pokémon OT End-of-Name.....	0150A5DE
Pokémon OT Character (not used).....	0100A6DE
Pokémon OT Character (not used).....	0100A7DE
Pokémon OT Character (not used).....	0100A8DE

Fifth Pokémon

Pokémon OT Character #1	01xxA9DE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxAADE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxABDE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxACDE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxADDE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxAEDE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxAFDE
Pokémon OT End-of-Name.....	0150B0DE
Pokémon OT Character (not used).....	0100B1DE
Pokémon OT Character (not used).....	0100B2DE
Pokémon OT Character (not used).....	0100B3DE

Sixth Pokémon

Pokémon OT Character #1	01xxB4DE
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxB5DE
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxB6DE
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxB7DE
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxB8DE
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxB9DE
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxBADE
Pokémon OT End-of-Name.....	0150BBDE
Pokémon OT Character (not used).....	0100BCDE
Pokémon OT Character (not used).....	0100BDDE
Pokémon OT Character (not used).....	0100BEDE

10.1.4 Trainer's Team Nicknames

In addition to the Original Trainer, the game stores nicknames for the 6 Pokémon in the team. Each nickname can be up to 10 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

First Pokémon

Pokémon Nickname Character #1	01xxBFDE
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxC0DE

Sixth Pokémon

Pokémon Nickname Character #1	01xxF6DE
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxF7DE
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxF8DE
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxF9DE
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxFADE
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxFBDE
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxFCDE
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxFDDE
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxFEDE
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxFFDE
Pokémon Nickname End-of-Name.....	015000DF

10.2 Battling Trainers/Gym Leaders

In progress...

10.3 Item Balls

In progress...

10.4 Room Decorations

The PC found in the player's bedroom contains an entry for decorations that can be placed around the room. There are 45 items in all (see Appendix G) which can be stored in this new entry. Like the PokéDEX, up to 8 items can be stored in a single value using 0 (unavailable) or 1 (available). Put all decorations in the PC before using these codes to prevent glitches in the game. Here are the codes:

Room Decorations Slot #1 (use F0 for ALL)	01xx0BD8
Room Decorations Slot #2 (use FF for ALL)	01xx0CD8
Room Decorations Slot #3 (use FF for ALL)	01xx0DD8
Room Decorations Slot #4 (use FF for ALL)	01xx0ED8
Room Decorations Slot #5 (use FF for ALL)	01xx0FD8
Room Decorations Slot #6 (use FF for ALL)	01xx10D8
Room Decorations Slot #7 (use 03 for ALL)	01xx11D8

10.5 Real Time Clock

An important addition to the new series of Pokémon games is a real time clock which can be found in the PokéGEAR. This clock provides both the time and the weekday. There are three values used in making adjustments (see Appendix H) to match the actual time and weekday. Here are the codes:

Real Time Adjust Day.....	01xxDCD1
Real Time Adjust Hour	01xxDDD1
Real Time Adjust Minute.....	01xxDED1

11.0 More Pokémon Crystal

Pokémon Crystal, the sixth game in the Pokémon saga, contains a great deal of information which can be changed through the use of GameShark codes. This chapter picks up where the previous chapter on Pokémon Crystal left off. Even with the completion of this chapter there are still many more codes to be found by the more advanced GameShark user.

11.1 The Six Members of the Trainer's Team

As mentioned before, a player's Pokémon team makes up the single largest block of data in the entire game. During encounters with other trainers, gym leaders, and opponents during game link the Pokémon game creates a data block for the opposing team similar to the player's team. The following four sections identify the four areas of information in this data block.

11.1.1 Trainer's Team List

A trainer's team begins with a list made up of 8 values used to identify the Pokémon in order of appearance. The first value identifies the number of Pokémon in the team. The next up to 6 values represent each of the Pokémon by number (see Appendix A). The last Pokémon in the team is always followed by the value FF. Here are the codes:

Number of Pokémon in Team (use 01 for minimum).....	01xx80D2
First Pokémon in Team (use FF for end-of-list)	01xx81D2
Second Pokémon in Team (use FF for end-of-list)	01xx82D2
Third Pokémon in Team (use FF for end-of-list).....	01xx83D2
Fourth Pokémon in Team (use FF for end-of-list)	01xx84D2
Fifth Pokémon in Team (use FF for end-of-list).....	01xx85D2
Sixth Pokémon in Team (use FF for end-of-list)	01xx86D2
End-of-List.....	01FF87D2

11.1.2 Trainer's Team Information

In a previous chapter, the player's Pokémon team information was broken down into several categories with some comments on how to use the codes for each one. Since the trainer's Pokémon team works just like the player's all the codes are grouped together by Pokémon in this section. Here are the codes:

First Pokémon	
Pokémon Number	01xx88D2
Pokémon Held Item	01xx89D2
Pokémon Attack #1 (use 00 for none)	01xx8AD2
Pokémon Attack #2 (use 00 for none)	01xx8BD2
Pokémon Attack #3 (use 00 for none)	01xx8CD2
Pokémon Attack #4 (use 00 for none)	01xx8DD2
Pokémon OT Number Hi	01xx8ED2
Pokémon OT Number Lo	01xx8FD2
Pokémon Experience Points #3	01xx90D2
Pokémon Experience Points #2	01xx91D2
Pokémon Experience Points #1	01xx92D2
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx93D2
Pokémon HP Modifier Lo (use 00 for minimum)	01xx94D2
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx95D2
Pokémon Attack Modifier Lo (use 00 for minimum)	01xx96D2
Pokémon Defense Modifier Hi (use 00 for minimum)	01xx97D2

Pokémon Defense Modifier Lo (use 00 for minimum)	01xx98D2
Pokémon Speed Modifier Hi (use 00 for minimum)	01xx99D2
Pokémon Speed Modifier Lo (use 00 for minimum)	01xx9AD2
Pokémon Special Modifier Hi (use 00 for minimum)	01xx9BD2
Pokémon Special Modifier Lo (use 00 for minimum)	01xx9CD2
Pokémon Genetics Hi (use 00 for minimum)	01xx9DD2
Pokémon Genetics Lo (use 00 for minimum)	01xx9ED2
Pokémon Attack PP #1 (use 00 for minimum)	01xx9FD2
Pokémon Attack PP #2 (use 00 for minimum)	01xxA0D2
Pokémon Attack PP #3 (use 00 for minimum)	01xxA1D2
Pokémon Attack PP #4 (use 00 for minimum)	01xxA2D2
Pokémon Loyalty (use 01 to minimum)	01xxA3D2
Pokémon Health (use 01 for PokéRUS)	01xxA4D2
Pokémon Level (use 01 for minimum)	01xxA7D2
Pokémon Status (use 01 to sleep)	01xxA8D2
Pokémon HP Available Hi (use 00 for minimum)	01xxAAD2
Pokémon HP Available Lo (use 01 for minimum)	01xxABD2
Pokémon HP Maximum Hi	01xxACD2
Pokémon HP Maximum Lo	01xxADD2
Pokémon Attack Hi (use 00 for minimum)	01xxAED2
Pokémon Attack Lo (use 01 for minimum)	01xxAFD2
Pokémon Defense Hi (use 00 for minimum)	01xxB0D2
Pokémon Defense Lo (use 01 for minimum)	01xxB1D2
Pokémon Speed Hi (use 00 for minimum)	01xxB2D2
Pokémon Speed Lo (use 01 for minimum)	01xxB3D2
Pokémon Special Attack Hi (use 00 for minimum)	01xxB4D2
Pokémon Special Attack Lo (use 01 for minimum)	01xxB5D2
Pokémon Special Defense Hi (use 00 for minimum)	01xxB6D2
Pokémon Special Defense Lo (use 01 for minimum)	01xxB7D2
Second Pokémon	
Pokémon Number	01xxB8D2
Pokémon Held Item	01xxB9D2
Pokémon Attack #1 (use 00 for none)	01xxBAD2
Pokémon Attack #2 (use 00 for none)	01xxBBD2
Pokémon Attack #3 (use 00 for none)	01xxBCD2
Pokémon Attack #4 (use 00 for none)	01xxBDD2
Pokémon OT Number Hi	01xxBED2
Pokémon OT Number Lo	01xxBFD2
Pokémon Experience Points #3	01xxC0D2
Pokémon Experience Points #2	01xxC1D2
Pokémon Experience Points #1	01xxC2D2
Pokémon HP Modifier Hi (use 00 for minimum)	01xxC3D2
Pokémon HP Modifier Lo (use 00 for minimum)	01xxC4D2
Pokémon Attack Modifier Hi (use 00 for minimum)	01xxC5D2
Pokémon Attack Modifier Lo (use 00 for minimum)	01xxC6D2
Pokémon Defense Modifier Hi (use 00 for minimum)	01xxC7D2
Pokémon Defense Modifier Lo (use 00 for minimum)	01xxC8D2
Pokémon Speed Modifier Hi (use 00 for minimum)	01xxC9D2
Pokémon Speed Modifier Lo (use 00 for minimum)	01xxCAD2
Pokémon Special Modifier Hi (use 00 for minimum)	01xxCBD2
Pokémon Special Modifier Lo (use 00 for minimum)	01xxCCD2
Pokémon Genetics Hi (use 00 for minimum)	01xxCDD2
Pokémon Genetics Lo (use 00 for minimum)	01xxCED2
Pokémon Attack PP #1 (use 00 for minimum)	01xxCFD2
Pokémon Attack PP #2 (use 00 for minimum)	01xxD0D2
Pokémon Attack PP #3 (use 00 for minimum)	01xxD1D2
Pokémon Attack PP #4 (use 00 for minimum)	01xxD2D2
Pokémon Loyalty (use 01 to minimum)	01xxD3D2

Pokémon Health (use 01 for PokéRUS)	01xxD4D2
Pokémon Level (use 01 for minimum)	01xxD7D2
Pokémon Status (use 01 to sleep).....	01xxD8D2
Pokémon HP Available Hi (use 00 for minimum).....	01xxDAD2
Pokémon HP Available Lo (use 01 for minimum)	01xxDBD2
Pokémon HP Maximum Hi	01xxDCD2
Pokémon HP Maximum Lo.....	01xxDDD2
Pokémon Attack Hi (use 00 for minimum).....	01xxDED2
Pokémon Attack Lo (use 01 for minimum).....	01xxDFD2
Pokémon Defense Hi (use 00 for minimum).....	01xxE0D2
Pokémon Defense Lo (use 01 for minimum)	01xxE1D2
Pokémon Speed Hi (use 00 for minimum).....	01xxE2D2
Pokémon Speed Lo (use 01 for minimum)	01xxE3D2
Pokémon Special Attack Hi (use 00 for minimum).....	01xxE4D2
Pokémon Special Attack Lo (use 01 for minimum).....	01xxE5D2
Pokémon Special Defense Hi (use 00 for minimum).....	01xxE6D2
Pokémon Special Defense Lo (use 01 for minimum)	01xxE7D2

Third Pokémon

Pokémon Number	01xxE8D2
Pokémon Held Item	01xxE9D2
Pokémon Attack #1 (use 00 for none)	01xxEAD2
Pokémon Attack #2 (use 00 for none)	01xxEBD2
Pokémon Attack #3 (use 00 for none)	01xxECD2
Pokémon Attack #4 (use 00 for none)	01xxEDD2
Pokémon OT Number Hi	01xxEED2
Pokémon OT Number Lo	01xxEFD2
Pokémon Experience Points #3	01xxF0D2
Pokémon Experience Points #2	01xxF1D2
Pokémon Experience Points #1	01xxF2D2
Pokémon HP Modifier Hi (use 00 for minimum).....	01xxF3D2
Pokémon HP Modifier Lo (use 00 for minimum)	01xxF4D2
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xxF5D2
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xxF6D2
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xxF7D2
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xxF8D2
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xxF9D2
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xxFAD2
Pokémon Special Modifier Hi (use 00 for minimum).....	01xxFBD2
Pokémon Special Modifier Lo (use 00 for minimum).....	01xxFCD2
Pokémon Genetics Hi (use 00 for minimum).....	01xxFDD2
Pokémon Genetics Lo (use 00 for minimum)	01xxFED2
Pokémon Attack PP #1 (use 00 for minimum).....	01xxFFD2
Pokémon Attack PP #2 (use 00 for minimum).....	01xx00D3
Pokémon Attack PP #3 (use 00 for minimum).....	01xx01D3
Pokémon Attack PP #4 (use 00 for minimum).....	01xx02D3
Pokémon Loyalty (use 01 to minimum)	01xx03D3
Pokémon Health (use 01 for PokéRUS)	01xx04D3
Pokémon Level (use 01 for minimum)	01xx07D3
Pokémon Status (use 01 to sleep).....	01xx08D3
Pokémon HP Available Hi (use 00 for minimum).....	01xx0AD3
Pokémon HP Available Lo (use 01 for minimum)	01xx0BD3
Pokémon HP Maximum Hi	01xx0CD3
Pokémon HP Maximum Lo.....	01xx0DD3
Pokémon Attack Hi (use 00 for minimum).....	01xx0ED3
Pokémon Attack Lo (use 01 for minimum).....	01xx0FD3
Pokémon Defense Hi (use 00 for minimum).....	01xx10D3
Pokémon Defense Lo (use 01 for minimum)	01xx11D3
Pokémon Speed Hi (use 00 for minimum).....	01xx12D3

Pokémon Speed Lo (use 01 for minimum)	01xx13D3
Pokémon Special Attack Hi (use 00 for minimum).....	01xx14D3
Pokémon Special Attack Lo (use 01 for minimum).....	01xx15D3
Pokémon Special Defense Hi (use 00 for minimum).....	01xx16D3
Pokémon Special Defense Lo (use 01 for minimum)	01xx17D3

Fourth Pokémon

Pokémon Number	01xx18D3
Pokémon Held Item	01xx19D3
Pokémon Attack #1 (use 00 for none)	01xx1AD3
Pokémon Attack #2 (use 00 for none).....	01xx1BD3
Pokémon Attack #3 (use 00 for none)	01xx1CD3
Pokémon Attack #4 (use 00 for none).....	01xx1DD3
Pokémon OT Number Hi	01xx1ED3
Pokémon OT Number Lo	01xx1FD3
Pokémon Experience Points #3	01xx20D3
Pokémon Experience Points #2	01xx21D3
Pokémon Experience Points #1	01xx22D3
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx23D3
Pokémon HP Modifier Lo (use 00 for minimum)	01xx24D3
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx25D3
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx26D3
Pokémon Defense Modifier Hi (use 00 for minimum)	01xx27D3
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx28D3
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx29D3
Pokémon Speed Modifier Lo (use 00 for minimum)	01xx2AD3
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx2BD3
Pokémon Special Modifier Lo (use 00 for minimum)	01xx2CD3
Pokémon Genetics Hi (use 00 for minimum).....	01xx2DD3
Pokémon Genetics Lo (use 00 for minimum)	01xx2ED3
Pokémon Attack PP #1 (use 00 for minimum).....	01xx2FD3
Pokémon Attack PP #2 (use 00 for minimum).....	01xx30D3
Pokémon Attack PP #3 (use 00 for minimum).....	01xx31D3
Pokémon Attack PP #4 (use 00 for minimum).....	01xx32D3
Pokémon Loyalty (use 01 to minimum)	01xx33D3
Pokémon Health (use 01 for PokéRUS)	01xx34D3
Pokémon Level (use 01 for minimum)	01xx37D3
Pokémon Status (use 01 to sleep).....	01xx38D3
Pokémon HP Available Hi (use 00 for minimum).....	01xx3AD3
Pokémon HP Available Lo (use 01 for minimum)	01xx3BD3
Pokémon HP Maximum Hi	01xx3CD3
Pokémon HP Maximum Lo.....	01xx3DD3
Pokémon Attack Hi (use 00 for minimum).....	01xx3ED3
Pokémon Attack Lo (use 01 for minimum).....	01xx3FD3
Pokémon Defense Hi (use 00 for minimum).....	01xx40D3
Pokémon Defense Lo (use 01 for minimum)	01xx41D3
Pokémon Speed Hi (use 00 for minimum).....	01xx42D3
Pokémon Speed Lo (use 01 for minimum)	01xx43D3
Pokémon Special Attack Hi (use 00 for minimum).....	01xx44D3
Pokémon Special Attack Lo (use 01 for minimum).....	01xx45D3
Pokémon Special Defense Hi (use 00 for minimum).....	01xx46D3
Pokémon Special Defense Lo (use 01 for minimum)	01xx47D3

Fifth Pokémon

Pokémon Number	01xx48D3
Pokémon Held Item	01xx49D3
Pokémon Attack #1 (use 00 for none)	01xx4AD3
Pokémon Attack #2 (use 00 for none).....	01xx4BD3
Pokémon Attack #3 (use 00 for none)	01xx4CD3
Pokémon Attack #4 (use 00 for none).....	01xx4DD3

Pokémon OT Number Hi	01xx4ED3
Pokémon OT Number Lo	01xx4FD3
Pokémon Experience Points #3	01xx50D3
Pokémon Experience Points #2	01xx51D3
Pokémon Experience Points #1	01xx52D3
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx53D3
Pokémon HP Modifier Lo (use 00 for minimum).....	01xx54D3
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx55D3
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx56D3
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx57D3
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx58D3
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx59D3
Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx5AD3
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx5BD3
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx5CD3
Pokémon Genetics Hi (use 00 for minimum).....	01xx5DD3
Pokémon Genetics Lo (use 00 for minimum).....	01xx5ED3
Pokémon Attack PP #1 (use 00 for minimum).....	01xx5FD3
Pokémon Attack PP #2 (use 00 for minimum).....	01xx60D3
Pokémon Attack PP #3 (use 00 for minimum).....	01xx61D3
Pokémon Attack PP #4 (use 00 for minimum).....	01xx62D3
Pokémon Loyalty (use 01 to minimum).....	01xx63D3
Pokémon Health (use 01 for PokéRUS).....	01xx64D3
Pokémon Level (use 01 for minimum).....	01xx67D3
Pokémon Status (use 01 to sleep).....	01xx68D3
Pokémon HP Available Hi (use 00 for minimum).....	01xx6AD3
Pokémon HP Available Lo (use 01 for minimum).....	01xx6BD3
Pokémon HP Maximum Hi	01xx6CD3
Pokémon HP Maximum Lo.....	01xx6DD3
Pokémon Attack Hi (use 00 for minimum).....	01xx6ED3
Pokémon Attack Lo (use 01 for minimum).....	01xx6FD3
Pokémon Defense Hi (use 00 for minimum).....	01xx70D3
Pokémon Defense Lo (use 01 for minimum).....	01xx71D3
Pokémon Speed Hi (use 00 for minimum).....	01xx72D3
Pokémon Speed Lo (use 01 for minimum).....	01xx73D3
Pokémon Special Attack Hi (use 00 for minimum).....	01xx74D3
Pokémon Special Attack Lo (use 01 for minimum).....	01xx75D3
Pokémon Special Defense Hi (use 00 for minimum).....	01xx76D3
Pokémon Special Defense Lo (use 01 for minimum).....	01xx77D3

Sixth Pokémon

Pokémon Number	01xx78D3
Pokémon Held Item	01xx79D3
Pokémon Attack #1 (use 00 for none).....	01xx7AD3
Pokémon Attack #2 (use 00 for none).....	01xx7BD3
Pokémon Attack #3 (use 00 for none).....	01xx7CD3
Pokémon Attack #4 (use 00 for none).....	01xx7DD3
Pokémon OT Number Hi	01xx7ED3
Pokémon OT Number Lo	01xx7FD3
Pokémon Experience Points #3	01xx80D3
Pokémon Experience Points #2	01xx81D3
Pokémon Experience Points #1	01xx82D3
Pokémon HP Modifier Hi (use 00 for minimum).....	01xx83D3
Pokémon HP Modifier Lo (use 00 for minimum).....	01xx84D3
Pokémon Attack Modifier Hi (use 00 for minimum).....	01xx85D3
Pokémon Attack Modifier Lo (use 00 for minimum).....	01xx86D3
Pokémon Defense Modifier Hi (use 00 for minimum).....	01xx87D3
Pokémon Defense Modifier Lo (use 00 for minimum).....	01xx88D3
Pokémon Speed Modifier Hi (use 00 for minimum).....	01xx89D3

Pokémon Speed Modifier Lo (use 00 for minimum).....	01xx8AD3
Pokémon Special Modifier Hi (use 00 for minimum).....	01xx8BD3
Pokémon Special Modifier Lo (use 00 for minimum).....	01xx8CD3
Pokémon Genetics Hi (use 00 for minimum).....	01xx8DD3
Pokémon Genetics Lo (use 00 for minimum).....	01xx8ED3
Pokémon Attack PP #1 (use 00 for minimum).....	01xx8FD3
Pokémon Attack PP #2 (use 00 for minimum).....	01xx90D3
Pokémon Attack PP #3 (use 00 for minimum).....	01xx91D3
Pokémon Attack PP #4 (use 00 for minimum).....	01xx92D3
Pokémon Loyalty (use 01 to minimum).....	01xx93D3
Pokémon Health (use 01 for PokéRUS).....	01xx94D3
Pokémon Level (use 01 for minimum).....	01xx97D3
Pokémon Status (use 01 to sleep).....	01xx98D3
Pokémon HP Available Hi (use 00 for minimum).....	01xx9AD3
Pokémon HP Available Lo (use 01 for minimum).....	01xx9BD3
Pokémon HP Maximum Hi.....	01xx9CD3
Pokémon HP Maximum Lo.....	01xx9DD3
Pokémon Attack Hi (use 00 for minimum).....	01xx9ED3
Pokémon Attack Lo (use 01 for minimum).....	01xx9FD3
Pokémon Defense Hi (use 00 for minimum).....	01xxA0D3
Pokémon Defense Lo (use 01 for minimum).....	01xxA1D3
Pokémon Speed Hi (use 00 for minimum).....	01xxA2D3
Pokémon Speed Lo (use 01 for minimum).....	01xxA3D3
Pokémon Special Attack Hi (use 00 for minimum).....	01xxA4D3
Pokémon Special Attack Lo (use 01 for minimum).....	01xxA5D3
Pokémon Special Defense Hi (use 00 for minimum).....	01xxA6D3
Pokémon Special Defense Lo (use 01 for minimum).....	01xxA7D3

11.1.3 Trainer's Team OT Names

When a trainer or gym leader is encountered in the game, the player's name is used as the Original Trainer for each of the six Pokémon. An opponent during game link will contain an actual Original Trainer name for each Pokémon. Here are the codes:

First Pokémon

Pokémon OT Character #1.....	01xxA8D3
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxA9D3
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxAAD3
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxABD3
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxACD3
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxADD3
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxAED3
Pokémon OT End-of-Name.....	0150AFD3
Pokémon OT Character (not used).....	0100B0D3
Pokémon OT Character (not used).....	0100B1D3
Pokémon OT Character (not used).....	0100B2D3

Second Pokémon

Pokémon OT Character #1.....	01xxB3D3
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxB4D3
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxB5D3
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxB6D3
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxB7D3
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxB8D3
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxB9D3
Pokémon OT End-of-Name.....	0150BAD3
Pokémon OT Character (not used).....	0100BBD3
Pokémon OT Character (not used).....	0100BCD3
Pokémon OT Character (not used).....	0100BDD3

Third Pokémon

Pokémon OT Character #1	01xxBED3
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxBFD3
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxC0D3
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxC1D3
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxC2D3
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxC3D3
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxC4D3
Pokémon OT End-of-Name.....	0150C5D3
Pokémon OT Character (not used).....	0100C6D3
Pokémon OT Character (not used).....	0100C7D3
Pokémon OT Character (not used).....	0100C8D3

Fourth Pokémon

Pokémon OT Character #1	01xxC9D3
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxCAD3
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxCBD3
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxCCD3
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxCDD3
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxCED3
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxCFD3
Pokémon OT End-of-Name.....	0150D0D3
Pokémon OT Character (not used).....	0100D1D3
Pokémon OT Character (not used).....	0100D2D3
Pokémon OT Character (not used).....	0100D3D3

Fifth Pokémon

Pokémon OT Character #1	01xxD4D3
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxD5D3
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxD6D3
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxD7D3
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxD8D3
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxD9D3
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxDAD3
Pokémon OT End-of-Name.....	0150DBD3
Pokémon OT Character (not used).....	0100DCD3
Pokémon OT Character (not used).....	0100DDD3
Pokémon OT Character (not used).....	0100DED3

Sixth Pokémon

Pokémon OT Character #1	01xxDFD3
Pokémon OT Character #2 (use 50 for end-of-name).....	01xxE0D3
Pokémon OT Character #3 (use 50 for end-of-name).....	01xxE1D3
Pokémon OT Character #4 (use 50 for end-of-name).....	01xxE2D3
Pokémon OT Character #5 (use 50 for end-of-name).....	01xxE3D3
Pokémon OT Character #6 (use 50 for end-of-name).....	01xxE4D3
Pokémon OT Character #7 (use 50 for end-of-name).....	01xxE5D3
Pokémon OT End-of-Name.....	0150E6D3
Pokémon OT Character (not used).....	0100E7D3
Pokémon OT Character (not used).....	0100E8D3
Pokémon OT Character (not used).....	0100E9D3

11.1.4 Trainer's Team Nicknames

In addition to the Original Trainer, the game stores nicknames for the 6 Pokémon in the team. Each nickname can be up to 10 values long (see Appendix D) and must contain the value 50 after the last character to end the name. Here are the codes:

First Pokémon

Pokémon Nickname Character #1	01xxEAD3
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxEBD3

Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxECD3
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxEDD3
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxEED3
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxEFD3
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxF0D3
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxF1D3
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxF2D3
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxF3D3
Pokémon Nickname End-of-Name.....	0150F4D3

Second Pokémon

Pokémon Nickname Character #1.....	01xxF5D3
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xxF6D3
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xxF7D3
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xxF8D3
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xxF9D3
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xxFAD3
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xxFBD3
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xxFCD3
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xxFDD3
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xxFED3
Pokémon Nickname End-of-Name.....	0150FFD3

Third Pokémon

Pokémon Nickname Character #1.....	01xx00D4
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx01D4
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx02D4
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx03D4
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx04D4
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx05D4
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx06D4
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx07D4
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx08D4
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx09D4
Pokémon Nickname End-of-Name.....	01500AD4

Fourth Pokémon

Pokémon Nickname Character #1.....	01xx0BD4
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx0CD4
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx0DD4
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx0ED4
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx0FD4
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx10D4
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx11D4
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx12D4
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx13D4
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx14D4
Pokémon Nickname End-of-Name.....	015015D4

Fifth Pokémon

Pokémon Nickname Character #1.....	01xx16D4
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx17D4
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx18D4
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx19D4
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx1AD4
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx1BD4
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx1CD4
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx1DD4
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx1ED4
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx1FD4
Pokémon Nickname End-of-Name.....	015020D4

Sixth Pokémon

Pokémon Nickname Character #1	01xx21D4
Pokémon Nickname Character #2 (use 50 for end-of-name).....	01xx22D4
Pokémon Nickname Character #3 (use 50 for end-of-name).....	01xx23D4
Pokémon Nickname Character #4 (use 50 for end-of-name).....	01xx24D4
Pokémon Nickname Character #5 (use 50 for end-of-name).....	01xx25D4
Pokémon Nickname Character #6 (use 50 for end-of-name).....	01xx26D4
Pokémon Nickname Character #7 (use 50 for end-of-name).....	01xx27D4
Pokémon Nickname Character #8 (use 50 for end-of-name).....	01xx28D4
Pokémon Nickname Character #9 (use 50 for end-of-name).....	01xx29D4
Pokémon Nickname Character #10 (use 50 for end-of-name).....	01xx2AD4
Pokémon Nickname End-of-Name.....	01502BD4

11.2 Battling Trainers/Gym Leaders

In progress...

11.3 Item Balls

In progress...

11.4 Room Decorations

The PC found in the player's bedroom contains an entry for decorations that can be placed around the room. There are 45 items in all (see Appendix G) which can be stored in this new entry. Like the PokéDEX, up to 8 items can be stored in a single value using 0 (unavailable) or 1 (available). Put all decorations in the PC before using these codes to prevent glitches in the game. Here are the codes:

Room Decorations Slot #1 (use F0 for ALL)	01xxC6DA
Room Decorations Slot #2 (use FF for ALL)	01xxC7DA
Room Decorations Slot #3 (use FF for ALL)	01xxC8DA
Room Decorations Slot #4 (use FF for ALL)	01xxC9DA
Room Decorations Slot #5 (use FF for ALL)	01xxCADA
Room Decorations Slot #6 (use FF for ALL)	01xxCBDA
Room Decorations Slot #7 (use 03 for ALL)	01xxCCDA

11.5 Real Time Clock

An important addition to the new series of Pokémon games is a real time clock which can be found in the PokéGEAR. This clock provides both the time and the weekday. There are three values used in making adjustments (see Appendix H) to match the actual time and weekday. Here are the codes:

Real Time Adjust Day.....	01xxB6D4
Real Time Adjust Hour	01xxB7D4
Real Time Adjust Minute.....	01xxB8D4

12.0 More Secret Codes

Up until this point all the codes for the Pokémon games have been designed for making changes that fall within the guidelines of the game. The codes that follow are designed for breaking the rules to change the way in which the game is played. The first section is entitled "Public Domain" and contains codes widely know throughout the Internet by numerous GameShark users. The two sections that follow present codes hacked by two great GameShark hackers and are the property of those hackers. They have been included in this guide through the express permission of the hackers named in those sections.

12.1 Public Domain

"I spent several hours hacking codes for the new Pokémon Crystal game the day it came out. Knowing the values from the Pokémon Gold/Silver games made this process much easier. This allowed me to get into the real challenge of completing the hacking of item balls and trainers/gym leaders I wanted to include in this guide. I hope the combination of this guide and the previous one make a great addition to every GameShark users Pokémon code collection."

GSAttack

CRYSTAL

Catching wild Pokémon on Pokémon Crystal has become somewhat easier than the original three games. When walking through grassy areas, wild battles become enabled. Upon stumbling across one of these wild Pokémon the game places the number and level in two different locations shown below. Once the battle has started the game creates additional data for the battling Pokémon which can also be changed through the GameShark. Here are the codes:

Wild Pokémon Level	01xx43D1
Wild Pokémon Number.....	01xx04D2
Battling Pokémon Held Item	01xx07D2
Battling Pokémon Status	01xx14D2
Battling Pokémon HP Available Hi (use 00 for minimum).....	01xx16D2
Battling Pokémon HP Available Lo (use 01 for minimum)	01xx17D2
Battling Pokémon Attack Hi (use 00 for minimum).....	01xx1AD2
Battling Pokémon Attack Lo (use 01 for minimum).....	01xx1BD2
Battling Pokémon Defense Hi (use 00 for minimum).....	01xx1CD2
Battling Pokémon Defense Lo (use 01 for minimum)	01xx1DD2
Battling Pokémon Speed Hi (use 00 for minimum).....	01xx1ED2
Battling Pokémon Speed Lo (use 01 for minimum)	01xx1FD2
Battling Pokémon Special Attack Hi (use 00 for minimum).....	01xx20D2
Battling Pokémon Special Attack Lo (use 01 for minimum).....	01xx21D2
Battling Pokémon Special Defense Hi (use 00 for minimum).....	01xx22D2
Battling Pokémon Special Defense Lo (use 01 for minimum).....	01xx23D2

Set a trainers/gym leaders team to have only one Pokémon. Be sure to enable these codes before pressing A at the end of the opponent's introduction. Here are the two codes needed:

Number of Pokémon in Team (use 06 for maximum)	010180D2
Second Pokémon in Team (use FF for end-of-list)	01FF82D2

Due to popular demand the code for catching a trainers/gym leaders Pokémon has been included in this guide. Regardless of the rumors, there is nothing special about these Pokémon that make them any different than catching them in the wild. Using this code is therefore not recommended! When the code is

being used there are certain things that must be kept in mind. Do not enable the code until the battle with the desired Pokémon has started. Once the battle has started enable the code and then set the switch back to disable. The battle with the trainer/gym leader will end once the Pokémon has been captured or defeated and no money will be awarded for the victory. This also makes it impossible to catch more than one Pokémon from any trainer/gym leader. Here is the code:

Catch Pokémon from Trainer/Gym Leader..... 01012DD2

ADVANCED RED/BLUE

After making the captain well on the famous S.S. Anne the ship leaves port never to return. On board the ship are many valuable item balls and hidden items as well as trainers who wish to do battle. So how can the S.S. Anne be brought back to port with the GameShark? Following is a code that makes the captain ill once more causing the ship to return to port. The S.S. Anne will remain in port until the captain's health returns by rubbing his back. This time there will be no need to do so as the HM for cut has already been obtained. Here is the code:

Return S.S. Anne to Port 010203D8

ADVANCED YELLOW

After making the captain well on the famous S.S. Anne the ship leaves port never to return. On board the ship are many valuable item balls and hidden items as well as trainers who wish to do battle. So how can the S.S. Anne be brought back to port with the GameShark? Following is a code that makes the captain ill once more causing the ship to return to port. The S.S. Anne will remain in port until the captain's health returns by rubbing his back. This time there will be no need to do so as the HM for cut has already been obtained. Here is the code:

Return S.S. Anne to Port 010202D8

ADVANCED GOLD/SILVER

In Progress...

ADVANCED CRYSTAL

In Progress...

Appendix F: Item Balls Table

In Progress...

Appendix G: Room Decorations Table

Much like the item balls, each slot in the PC supports the availability of up to 8 different decoration items. For any slot start with the value 00 and continue adding values from the table below. A value of FF can be used for all 8 items in any slot.

Pokémon Gold/Silver/Crystal

Bed:Feathery Bed	Slot #1/(+10)	Ornament:Bulbasaur Doll	Slot #4/(+08)
Bed:Pink Bed.....	Slot #1/(+20)	Ornament:Charmander Doll.....	Slot #4/(+10)
Bed:Polkadot Bed.....	Slot #1/(+40)	Ornament:Squirtle Doll	Slot #4/(+20)
Bed:Pikachu Bed	Slot #1/(+80)	Ornament:Poliwag Doll.....	Slot #4/(+40)
Carpet:Red Carpet	Slot #2/(+01)	Ornament:Diglett Doll.....	Slot #4/(+80)
Carpet:Blue Carpet	Slot #2/(+02)	Ornament:Staryu Doll.....	Slot #5/(+01)
Carpet:Yellow Carpet	Slot #2/(+04)	Ornament:Magikarp Doll.....	Slot #5/(+02)
Carpet:Green Carpet	Slot #2/(+08)	Ornament:Oddish Doll	Slot #5/(+04)
Plant:Magna Plant.....	Slot #2/(+10)	Ornament:Gengar Doll	Slot #5/(+08)
Plant:Tropic Plant.....	Slot #2/(+20)	Ornament:Shellder Doll.....	Slot #5/(+10)
Plant:Jumbo Plant.....	Slot #2/(+40)	Ornament:Grimer Doll	Slot #5/(+20)
Poster:Town Map	Slot #2/(+80)	Ornament:Voltorb Doll.....	Slot #5/(+40)
Poster:Pikachu Poster.....	Slot #3/(+01)	Ornament:Weedle Doll.....	Slot #5/(+80)
Poster:Clefairy Poster	Slot #3/(+02)	Ornament:Unown Doll	Slot #6/(+01)
Poster:Jigglypuff Poster	Slot #3/(+04)	Ornament:Geodude Doll.....	Slot #6/(+02)
Game Console:NES	Slot #3/(+08)	Ornament:Machop Doll.....	Slot #6/(+04)
Game Console:Super NES	Slot #3/(+10)	Ornament:Tentacool Doll	Slot #6/(+08)
Game Console:Nintendo 64.....	Slot #3/(+20)	Ornament:Gold Trophy.....	Slot #6/(+20)
Game Console:Virtual Boy.....	Slot #3/(+40)	Ornament:Silver Trophy	Slot #6/(+40)
Ornament:Pikachu Doll.....	Slot #3/(+80)	Big Doll:Big Snorlax.....	Slot #6/(+80)
Ornament:Surf Pikachu Doll	Slot #4/(+01)	Big Doll:Big Onix	Slot #7/(+01)
Ornament:Clefairy Doll.....	Slot #4/(+02)	Big Doll:Big Lapras	Slot #7/(+02)
Ornament:Jigglypuff Doll	Slot #4/(+04)		

Appendix H: Real Time Clock Adjustment

Pokémon Gold/Silver/Crystal (For Advanced Users Only)

With the introduction of a new series of Pokémon games comes the addition of the PokéGEAR. Inside the PokéGEAR is a clock that can keep real time. Like any clock, the time in the gamepak must be adjusted to the correct time and weekday. There are three GameShark codes which are used to perform this task. Unlike other codes, the values for these codes must be calculated based on the difference between the actual time and the time in the gamepak clock chip. First place the value 00 in all three codes to obtain the time in the gamepak clock chip. Now write down the time displayed in the PokéGEAR and the actual time simultaneously including the weekday for both (it will be necessary to convert AM/PM to 24 hour time). The weekday will need to be converted to a number value beginning with 0 for Sunday and ending with 6 for Saturday.

Calculating the Minute

The value for the minute adjustment can be obtained by subtracting the minute in the gamepak clock chip from the minute of the actual time. If the minute of the actual time is less than the minute in the gamepak clock chip subtract one hour from the actual time and add 60 to the minute of the actual time. Now perform the subtraction as mentioned above. The result will need to be converted to hexadecimal to obtain the value for the code.

Calculating the Hour

The value for the hour adjustment can be obtained by subtracting the hour in the gamepak clock chip from the hour of the actual time. If the hour of the actual time is less than the hour in the gamepak clock chip subtract one day from the actual weekday and add 24 to the hour of the actual time. Now perform the subtraction as mentioned above. The result will need to be converted to hexadecimal to obtain the value for the code.

Calculating the Weekday

The value for the weekday adjustment can be obtained by subtracting the weekday in the gamepak clock chip from the actual weekday. If the actual weekday is less than the weekday in the gamepak clock chip just add 6 to the actual weekday. Now perform the subtraction as mentioned above. The result will need to be converted to hexadecimal to obtain the value for the code.

Appendix I: Updated Web Links

Here are some valuable websites for codes and information on the six Pokémon games currently released for Gameboy Color. A few discussion boards have also been included for reaching other GameShark users.

Official GameShark Web Sites

GameShark Homepage <http://www.gameshark.com/>
GameShark Discussion Board..... (no longer available)

Other Web Sites

GameShark Central <http://www.gscentral.com/>
The Game Software Code Creators Club <http://www.cmgsccc.com/>
The PokéMasters..... <http://pokemon.vgf.com/>
PokéRAGE <http://www.pokerage.com/>
Unofficial GameShark Discussion Board..... <http://www.xsorbit.com/users/gamesharkubb/index.cgi>

GSAttack@

Unofficial Shark Hack Site..... <http://www.eef3soft.com/gameshark/>
XSOorbit <http://www.xsorbit.com/users/pittstonjoma/index.cgi>