

CRYSTAL • GOLD/SILVER • YELLOW • RED/BLUE • MORE!

THE ULTIMATE UNOFFICIAL
POKEMON®
GUIDE BOOK

TIPS FOR HACKING
POKEMON® YOURSELF

GAME HINTS AND MORE.

EDIT YOUR OWN
POKEMON® CRYSTAL GAME



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UNAUTHORIZED GUIDE
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you take advantage of all of the useful information that you find in this book so you may have the Ultimate gaming experience!

Have fun!
-Lik

Important Note:

Important Note:

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Pokemon Editor

Welcome to the most exciting chapter of the booklet, the Pokémon Editor! This is where you will learn how to edit your Pokémon, Items, Balls, Level, Enemies Level Key Items and more. You need to read all of the information below before you attempt to play your game with codes on or it will result in not being able to have Pokémon or Items! Follow all of these easy step-by-step instructions below so you may begin your Pokémon adventure. Everything is divided into these sections:

1. How to navigate through your GameShark's menu to edit your codes.
2. Editing your Pokémon Crystal codes
3. Pokémon Gold, Silver, Yellow, Red and Blue Modifier codes
4. Abbreviation translation

Now with that out of the way, let's get rolling!

How to edit Pokemon Crystal codes

How to Navigate Through Your GameShark's Menu to Edit Your Crystal Codes - Read Before Editing Crystal Codes!

You must read these general instructions on how to edit your various codes first! These instructions will walk you through the whole process of navigating the GameShark's User Interface step-by-step so you know how to edit all of your Modifier codes. It's important that the Modifiers, Max Item, Item, Key Item, Ball and other Modifier codes that you are not using be turned off or you will not be able to have Items or Pokémon in specific slots! You will apply these instructions to all of the Pokémon Crystal Modifier codes. With that out of the way, let's begin. Here we go!

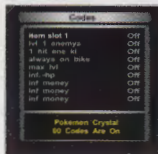
First insert your **Pokémon Crystal** game into the GameShark and then turn your Game Boy.



Now you will be in the Main Menu, move the cursor bar down to Codes and Press the A button.



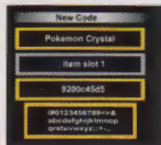
You are now in the Games screen. Highlight **Pokémon Crystal** and press the A button.



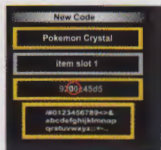
You are now in the Codes screen. Now scroll down to the code that you want to edit and press Select.



This will take you to the Codes Editing screen. Now move the cursor down to Edit and press the A button.



This will take you to the New Code screen. Now the code name will be flashing unless you want to change the name, press Start.



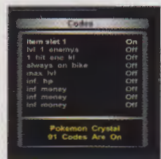
Pressing Start will move the cursor down to the code. Now this is the most important part of the editing process! The 3rd and 4th number from the beginning of the code are the Values. Example: 9100C4D5, the numbers that are highlighted are the Values. The Values are what you are going to change to give you the desired Item or Pokémon. Once you know what the Value is for the Item or Pokémon you want, move the cursor over to the 2 Values and enter your desired Value.



Say for example that you want Rare Candy and the value for the Rare Candy is 0A; change the 00 to 0A by pressing up or down to change the Value. Your code will now look like this: 910AC4D5. Once finished changing the Value, press Start.



You will now be asked if you would like to save your changes. The cursor is highlighting the OK bar, so press the A button to save.



This takes you back to the Code screen, so now you need to turn your code on by pressing the A button.

This is important! This applies if you are using the Item or Ball Modifiers. You now need to scroll down the code list to find the Max Item code that applies to the chosen Item Slot. For example if you chose Item Slot 1, you need to turn on the Max Item 1 code. The Max Item code needs to be on for the corresponding Item Slot! The Max Item code is what gives the Item codes their quantity. So if you chose Rare Candy, when you turn on the Max Item code, you will now have 99 Rare Candies in the chosen slot.

This is also important! If you are using the Item or Ball Modifier, scroll down the code list to find the code that is titled "Items On" for scrolling for the Items, and "Balls On" for scrolling for the Balls. These are the codes that allows you to scroll down your Items and Balls list in the game, if these codes are not turned on with the appropriate Value inserted you will not be able to scroll through your Items and Balls in the game!

Say for example that you are using 12 Item Slots; you need to edit the Value of the "Items On" code. Edit the code by following the editing instructions you just learned, and change the value to 0C. For example, your code should now look something like this: 910CC3D4. Here is the listing of the Values that you will be entering, with the number on the left and the Value that corresponds to that number on the right:

01 = 01	06 = 06	11 = 0B	17 = 11
02 = 02	07 = 07	12 = 0C	18 = 12
03 = 03	08 = 08	13 = 0D	19 = 13
04 = 04	09 = 09	14 = 0E	20 = 14
05 = 05	10 = 0A	15 = 0F	
		16 = 10	

Save your changes, exit the save menu, and turn on the code.

Pokemon Crystal modifier codes

Here are all of the Modifier Values for the Modifier codes. To use, insert the given values into the appropriate Modifier codes as listed below. The Values are on the left and the consecutive Item or Numbers are on the right. **Remember to leave the Modifier Codes you are not using OFF!** For the Item Modifiers, make sure that you turn on the Max Items, and Balls that are associated with the matching Modifiers. Read the section on the Abbreviations Translation to know what the certain codes on your GameShark are. Let's begin!

Catch any Pokémon:

Go to the Catch Any Pokémon code on the GameShark entitled "CatchAnyPkmn" and enter the following values for the following Pokémon you want to catch. Note: This code will make you battle that Pokémon you want to catch, so if you don't want to fight that Pokémon all of the time just turn the GameShark switch to the OFF position.

Pokémon Modifier:

Go to the Pokémon Modifier code on the GameShark entitled "Pokémon1 Mod" for the Pokémon in the certain slot (1 thru 6) you want to have it in. Chose the value for the Pokémon that you want. You have to make sure that after you use these codes, you turn on the infinite HP and Max Stats and Max Level codes for the associated Pokémon! Enter the Values below:

01 Bulbasaur	09 Blastoise	11 Pidgeotto	19 Pikachu
02 Ivysaur	0a Caterpie	12 Pidgeot	1a Raichu
03 Venusaur	0b Metapod	13 Rattata	1b Sandshrew
04 Charmander	0c Butterfree	14 Raticate	1c Sandslash
05 Charmeleon	0d Weedle	15 Spearow	1d Nidoran (F)
06 Charizard	0e Kakuna	16 Fearow	1e Nidorina
07 Squirtle	0f Beedrill	17 Ekans	1f Nidoqueen
08 Wartortle	10 Pidgey	18 Arbok	20 Nidoran (M)

21 Nidorino	58 Grimer	8f Snorlax
22 Nidoking	59 Muk	90 Articuno
23 Clefairy	5a Shellder	91 Zapdos
24 Clefable	5b Staryu	92 Cloyster
25 Vulpix	5c Gastly	93 Dratini
26 Ninetales	5d Haunter	94 Dragonair
27 Jigglypuff	5e Gengar	95 Dragonite
28 Wigglytuff	5f Onix	96 Mewtwo
29 Zubat	60 Drowzee	97 Mew
2a Golbat	61 Hypno	98 Chikorita
2b Oddish	62 Krabby	99 Bayleef
2c Gloom	63 Kingler	9a Maganum
2d Vileplume	64 Voltorb	9b Cynquail
2e Paras	65 Electrode	9c Guilava
2f Parasect	66 Exeggcute	9d Typhlosion
30 Venonat	67 Exegutor	9e Totodile
31 Venomoth	68 Cubone	9f Croconaw
32 Diglett	69 Marowak	a0 Ferligatr
33 Dugtrio	6a Hitmonlee	a1 Sentret
34 Meowth	6b Hitmonchan	a2 Furret
35 Persian	6c Lickitung	a3 Hoothoot
36 Psyduck	6d Koffing	a4 Noctowl
37 Golduck	6e Weezing	a5 Ledyba
38 Mankey	6f Rhyhorn	a6 Ledian
39 Primeape	70 Rhydon	a7 Spinarak
3a Growlithe	71 Chansey	a8 Ariados
3b Arcanine	72 Tangela	aa Crobat
3c Poliwhg	73 Kangaskhan	ab Chinchou
3d Poliwhirl	74 Horsea	ac Lanturn
3e Poliwrath	75 Seadra	ac Pichu
3f Abra	76 Goldeen	ad Cleffa
40 Kadabra	77 Seaking	ae Igglybuff
41 Alakazam	78 Staryu	af Topepi
42 Machop	79 Starmie	b0 Togetic
43 Machoke	7a Mr. Mime	b1 Natu
44 Machop	7b Scyther	b2 Xatu
45 Bellsprout	7c Jynx	b3 Mareep
46 Weepinbell	7d Electabuzz	b4 Flaaffy
47 Victreebel	7e Magmar	b5 Ampharos
48 Tentacool	7f Pinsir	b6 Bellossom
49 Tentacruel	80 Tauros	b7 Marill
4a Geodude	81 Magikarp	b8 Azumaril
4b Graveler	82 Gyarados	b9 Sudowoodo
4c Golem	83 Lapras	ba Politoed
4d Ponyta	84 Ditto	bb Hoppip
4e Rapidash	85 Eevee	bc Skiploom
4f Slowpoke	86 Vaporeon	bd Jumpluff
50 Slowbro	87 Jolteon	be Aipom
51 Magnemite	88 Flareon	bf Sunfern
52 Magnetron	89 Porygon	c0 Sunflora
53 Farfetch'd	8a Onamylte	c1 Yanma
54 Doduo	8b Omastar	c2 Wooper
55 Dodrio	8c Kabuto	c3 Quagsire
56 Seel	8d Kabutops	c4 Espeon
57 Dewgong	8e Aerodactyl	c5 Umbreon

c6 Murkrow	d6 Heracross	d6 Sneasel	d7 Ursaring
c7 Slowking	d7 Teddiursa	d8 Ursaring	d8 Slugma
c8 Misdreavus	d8 Ursaring	d9 Ursaring	da Slugma
c9 Unown	d9 Ursaring	da Ursaring	db Magcargo
ca Wobbuffet	d9 Ursaring	da Ursaring	dc Swinub
cb Girafarig	d9 Ursaring	da Ursaring	dd Piloswine
cc Pineco	d9 Ursaring	da Ursaring	de Corsola
cd Forretress	d9 Ursaring	da Ursaring	df Remoraid
ce Dunsparce	d9 Ursaring	da Ursaring	e0 Octillery
cf Gligar	d9 Ursaring	da Ursaring	e1 Delibird
d0 Steelix	d9 Ursaring	da Ursaring	e2 Mantine
d1 Snubbull	d9 Ursaring	da Ursaring	e3 Skarmory
d2 Granbull	d9 Ursaring	da Ursaring	e4 Houndour
d3 Quilfish	d9 Ursaring	da Ursaring	e5 Houndoom
d4 Scizor	d9 Ursaring	da Ursaring	e6 Kingdra
d5 Shuckle	d9 Ursaring	da Ursaring	e7 Phanpy
d6 Heracross	d9 Ursaring	da Ursaring	e8 Donphan
d7 Teddiursa	d9 Ursaring	da Ursaring	e9 Porygon2
d8 Ursaring	d9 Ursaring	da Ursaring	ea Stantler
da Slugma	d9 Ursaring	da Ursaring	eb Smeargle
db Magcargo	d9 Ursaring	da Ursaring	ec Tyrogue
dc Swinub	d9 Ursaring	da Ursaring	ed Hitmontop
dd Piloswine	d9 Ursaring	da Ursaring	ee Smoochum
de Corsola	d9 Ursaring	da Ursaring	ef Elekid
df Remoraid	d9 Ursaring	da Ursaring	f0 Magby
e0 Octillery	d9 Ursaring	da Ursaring	f1 Miltank
e1 Delibird	d9 Ursaring	da Ursaring	f2 Blissey
e2 Mantine	d9 Ursaring	da Ursaring	f3 Raikou
e3 Skarmory	d9 Ursaring	da Ursaring	f4 Entei
e4 Houndour	d9 Ursaring	da Ursaring	f5 Suicune
e5 Houndoom	d9 Ursaring	da Ursaring	f6 Larvitar
e6 Kingdra	d9 Ursaring	da Ursaring	f7 Pupitar
e7 Phanpy	d9 Ursaring	da Ursaring	f8 Tyranitar
e8 Donphan	d9 Ursaring	da Ursaring	f9 Lugia
e9 Porygon2	d9 Ursaring	da Ursaring	fa Ho-oh
ea Stantler	d9 Ursaring	da Ursaring	fb Celebi
eb Smeargle	d9 Ursaring	da Ursaring	fd Egg
ec Tyrogue	d9 Ursaring	da Ursaring	
ed Hitmontop	d9 Ursaring	da Ursaring	
ee Smoochum	d9 Ursaring	da Ursaring	
ef Elekid	d9 Ursaring	da Ursaring	
f0 Magby	d9 Ursaring	da Ursaring	
f1 Miltank	d9 Ursaring	da Ursaring	
f2 Blissey	d9 Ursaring	da Ursaring	
f3 Raikou	d9 Ursaring	da Ursaring	
f4 Entei	d9 Ursaring	da Ursaring	
f5 Suicune	d9 Ursaring	da Ursaring	
f6 Larvitar	d9 Ursaring	da Ursaring	
f7 Pupitar	d9 Ursaring	da Ursaring	
f8 Tyranitar	d9 Ursaring	da Ursaring	
f9 Lugia	d9 Ursaring	da Ursaring	
fa Ho-oh	d9 Ursaring	da Ursaring	
fb Celebi	d9 Ursaring	da Ursaring	
fd Egg	d9 Ursaring	da Ursaring	

To modify all 6 over your Pokémons levels, find the Pokémon Level Modifier code entitled "PkmnLv1Mod" on the GameShark and use the Values.

Enemy Level Modifier:

To modify your enemies level, find the Enemy Level modifier code on the GameShark entitled "EnmyLv1Mod" and use the following Values:

00 00	2b 43	56 86	81 129	ac 172	d7 215
01 01	2c 44	57 87	82 130	ad 173	d8 216
02 02	2d 45	58 88	83 131	ae 174	d9 217
03 03	2e 46	59 89	84 132	af 175	da 218
04 04	2f 47	5a 90	85 133	b0 176	db 219
05 05	30 48	5b 91	86 134	b1 177	dc 220
06 06	31 49	5c 92	87 135	b2 178	dd 221
07 07	32 50	5d 93	88 136	b3 179	de 222
08 08	33 51	5e 94	89 137	b4 180	df 223
09 09	34 52	5f 95	8a 138	b5 181	e0 224
0a 10	35 53	60 96	8b 139	b6 182	e1 225
0b 11	36 54	61 97	8c 140	b7 183	e2 226
0c 12	37 55	62 98	8d 141	b8 184	e3 227
0d 13	38 56	63 99	8e 142	b9 185	e4 228
0e 14	39 57	64 100	8f 143	ba 186	e5 229
0f 15	3a 58	65 101	90 144	bb 187	e6 230
10 16	3b 59	66 102	91 145	bc 188	e7 231
11 17	3c 60	67 103	92 146	bd 189	e8 232
12 18	3d 61	68 104	93 147	be 190	e9 233
13 19	3e 62	69 105	94 148	bf 191	ea 234
14 20	3f 63	6a 106	95 149	c0 192	eb 235
15 21	40 64	6b 107	96 150	c1 193	ec 236
16 22	41 65	6c 108	97 151	c2 194	ed 237
17 23	42 66	6d 109	98 152	c3 195	ee 238
18 24	43 67	6e 110	99 153	c4 196	ef 239
19 25	44 68	6f 111	9a 154	c5 197	f0 240
1a 26	45 69	70 112	9b 155	c6 198	f1 241
1b 27	46 70	71 113	9c 156	c7 199	f2 242
1c 28	47 71	72 114	9d 157	c8 200	f3 243
1d 29	48 72	73 115	9e 158	c9 201	f4 244
1e 30	49 73	74 116	9f 159	ca 202	f5 245
1f 31	4a 74	75 117	a0 160	cb 203	f6 246
20 32	4b 75	76 118	a1 161	cc 204	f7 247
21 33	4c 76	77 119	a2 162	cd 205	f8 248
22 34	4d 77	78 120	a3 163	ce 206	f9 249
23 35	4e 78	79 121	a4 164	cf 207	fa 250
24 36	4f 79	7a 122	a5 165	d0 208	fb 251
25 37	50 80	7b 123	a6 166	d1 209	fc 252
26 38	51 81	7c 124	a7 167	d2 210	fd 253
27 39	52 82	7d 125	a8 168	d3 211	fe 254
28 40	53 83	7e 126	a9 169	d4 212	ff 255
29 41	54 84	7f 127	aa 170	d5 213	
2a 42	55 85	80 128	ab 171	d6 214	

Pokémon Move Modifier:

To Modify your Pokémons moves, find the codes entitled "P1 Move1 Mod" and enter the values below. Then turn on the appropriate Max PP codes for the associated slots:

01 Pound	0a Scratch	13 Fly	1c SoundAttack	25 Thrash
02 Karate Chop	0b Vicegrip	14 Blind	1d Headbutt	26 Double Edge
03 DoubleSlap	0c Gullotine	15 Slam	1e Horn Attack	27 Tail Whip
04 Comet Punch	0d Razor Wind	16 Vine Whip	1f Fury Attack	28 Poison Sting
05 Mega Punch	0e Swords Dance	17 Stomp	20 Horn Drill	29 Twineedle
06 Pay Day	0f Cut	18 Doublekick	21 Tackle	2a Pin Missile
07 Fire Punch	10 Gust	19 Mega Kick	22 Body Slam	2b Leer
08 Ice Punch	11 Wing Attack	1a Jump Kick	23 Wrap	2c Bite
09 ThunderPunch	12 WhirlWind	1b RollingKick	24 Take Down	2d Growl

2e	Roar	58	Rock Throw	82	Skull Bash	ab	Nightmare	d5	Attract	46	Clear Bell	6d	MiracleBerry	9f	Level Ball	ca	TM11	f0	TM48
2f	Sing	59	Earthquake	83	Spike	ac	Flame Wheel	d6	Sleep Talk	47	Silver Wing	6e	Pearl	a0	Lure Ball	cb	TM12	f1	TM49
30	Supersonic	5a	Fissure	84	Cannon	ad	Snore	d7	Heal Bell	48	Moomoo Milk	6f	Big Pearl	a1	Fast Ball	cc	TM13	f2	TM50
31	SonicBloom	5b	Dig	85	Constrict	ae	Curse	d8	Return	49	Quick Claw	70	Everstone	a3	Light Ball	cd	TM14	f3	HM01
32	Disable	5c	Toxic	86	Amnesia	af	Flail	d9	Present	4a	PanCureBerry	71	Spell Tag	a4	Friend Ball	ce	TM15	f4	HM02
33	Acid	5d	Confusion	87	Kennisis	b0	Conversion2	da	Frustration	4b	Gold Leaf	72	RageCandybar	a5	Moon Ball	cf	TM16	f5	HM03
34	Ember	5e	Psychic	87	SoftBoiled	b1	AeroBlast	db	Safeguard	4c	Soft Sand	73	GS Ball	a6	Love Ball	cf	TM17	f6	HM04
35	FlameThrower	5f	Hypnosis	88	Hi Jump Kick	b2	Cotton Spore	dc	Pain Split	4d	Sharp Beak	74	Blue Card	a7	Normal Box	d1	TM18	f7	HM05
36	Mist	60	Meditate	89	Glare	b3	Reversal	dd	Sacred Fire	4e	PrzCureBerry	75	Miracle Seed	a8	Georgeous Box	d2	TM19	f8	HM06
37	Water Gun	61	Agility	8a	Dream Eater	b4	Spite	de	Magnitude	4f	Burnt Berry	76	Thick Club	a9	Sun Stone	d3	TM20	f9	HM07
38	Hydro Pump	62	Quick Attack	8b	Poison Gas	b5	Powder Snow	df	DynamicPunch	50	Ice Berry	77	Focus Band	aa	Polka Dot	d4	TM21	fa	HM08
39	Surf	63	Rage	8c	Barrage	b6	Protect	e0	Mega Horn	51	Poison Barb	79	EnergyPowder	ac	Up-Grade	d5	TM22	fb	HM09
3a	Ice Beam	64	Teleport	8d	Leech Life	b7	Mach Punch	e1	Dragonbreath	52	King's Rock	7a	Energy Root	ad	Berry	d6	TM23	fc	HM10
3b	Blizzard	65	Night Shade	8e	Lovely Kiss	b8	Scary Face	e2	Baton Pass	53	Bitter Berry	7b	Heal Powder	ae	Gold Berry	d7	TM24	fd	HM11
3c	Psybeam	66	Mimic	8f	Sky Attack	b9	Faint Attack	e3	Encore	54	Mint Berry	7c	Revival Herb	af	SquirtBottle	d8	TM25	fe	HM12
3d	Bubble Beam	67	Screach	90	Transform	ba	Sweet Kiss	e4	Pursuit	55	Red Apricorn	7d	Hard Stone	b1	Park Ball	d9	TM26		
3e	Aurora Beam	68	Double Team	91	Bubble	bb	Belly Drum	e5	Rapid Spin	56	TinyMushroom	7e	Lucky Egg	b2	Rainbow Wing	da	TM27		
3f	Hyper Beam	69	Recover	92	Dizzy Punch	bc	Sludge Bomb	e6	Swift Scent	57	Big Mushroom	7f	Card Key	b4	Brick Piece	db	TM28		
40	Peck	6a	Harden	93	Spore	bd	Mud-Slap	e7	Iron Tail	58	SilverPowder	80	Machine Part	b5	Suf Mail	dd	TM29		
41	Drill Peck	6b	Minimize	94	Flash	be	Octazooka	e8	Metal Claw	59	Btu Apricorn	81	Egg Ticket	b6	LiteBlueMail	de	TM30		
42	Submission	6c	Smokescreen	95	Psywave	bf	Spikes	e9	Vital Throw	5b	Amulet Coin	82	Lost Item	b7	PortraitMail	df	TM31		
43	Low Kick	6d	Confuse Ray	96	Splash	ca	Zap Cannon	ea	Morning Sun	5c	Ylw Apricorn	83	Stardust	b8	Lovely Mail	e0	TM32		
44	Counter	6e	Withdraw	97	Acid Armor	c1	Foresight	eb	Synthesis	5d	Gm Apricorn	84	Star Piece	b9	En Mail	e1	TM33		
45	Seismic Toss	6f	Defense Curl	98	Crabhammer	c2	Destiny Bond	ec	Nightlight	5e	Cleanse Tag	85	Basement Key	ba	Morph Mail	e2	TM34		
46	Strength	70	Barrier	99	Explosion	c3	Perish Song	ed	Hidden Power	5f	Mystic Water	86	Pass	bb	BlueSky Mail	e3	TM35		
47	Absorb	71	Light Screen	9a	Fury Swipes	c4	Icy Wind	ee	Cross Chop	60	TwistedSpoon	8a	Charcoal	bc	Music Mail	e4	TM36		
48	Mega Drain	72	Reflect	9b	Bonemerang	c5	Detect	ef	Twister	61	Wht Apricorn	8b	Berry Juice	bd	Mirage Mail	e5	TM37		
49	Leech Seed	73	Haze	9c	Rest	c6	Bone Rush	f0	Rain Dance	62	Blackbelt	8c	Scope Lens	bf	TM01	e6	TM38		
4a	Growth	74	Focus Energy	9d	Rock Slide	c7	Lock-On	f1	Sunny Day	63	Blk Apricorn	8f	Metal Coat	c0	TM02	e7	TM39		
4b	Razor Leaf	75	Bide	9e	Hyper Fang	c8	Outrage	f2	Crunch	65	Pnk Apricorn	90	Dragon Fang	c1	TM03	e8	TM40		
4c	Solarbeam	76	Metronome	9f	Sharpen	c9	Sandstorm	f3	Mirror Coat	66	Blackglasses	92	Psych Up	c2	TM04	e9	TM41		
4d	PoisonPowder	77	Mirror Move	10	Conversion	ca	Giga Drain	f4	Psych Up	67	SlowPoketail	96	MysteryBerry	c4	TM05	ea	TM42		
4e	Stun Spore	78	SelfDestruct	a1	Tri Attack	cb	Endure	f5	ExtremeSpeed	68	Pink Bow	97	Dragon Scale	c5	TM06	eb	TM43		
4f	Sleep Powder	79	Egg Bomb	a2	Super Fang	cc	Charm	f6	Shadow Ball	69	Stick	98	Berserk Gene	c6	TM07	ec	TM44		
50	Petal Dance	7a	Lick	a3	Slash	cd	Rollout	f7	Future Sight	6a	Smoke Ball	9c	Sacred Ash	c7	TM08	ed	TM45		
51	String Shot	7b	Smog	a4	Substitute	ce	False Swipe	f8	Rock Smash	6b	NeverMeltIce	9d	Heavy Ball	c8	TM09	ee	TM46		
52	Dragon Rage	7c	Sludge	a5	Struggle	cf	Swagger	f9	Milk Drink	6c	Magnet	9e	Flower Mail	c9	TM10	ef	TM47		
53	Fire Spin	7d	Bone Club	a6	Sketch	d0	Milk Drink	fa	Whirlpool										
54	ThunderShock	7e	Fire Blast	a7	Triple Kick	d1	Spark	d1	Spark										
55	ThunderBolt	7f	Waterfall	a8	Thief	d2	Fury Cutter	d2	Fury Cutter										
56	Thunder Wave	80	Clamp	a9	Spider Web	d3	Steel Wing	d3	Steel Wing										
57	Thunder	81	Swift	aa	Mind Reader	d4	Mean Look	d4	Mean Look										

Item and Ball Modifiers:

This is a 2-step process so follow the instructions carefully!

Step 1:

To modify the Items and the Balls find the codes entitled "Item 1 Mod" and "Balls 1 Mod" and enter these Values for what you want and then go to Step 2:

1	Master Ball	0e	Full Restore	1c	Iron	29	Guard Spec	39	Exp Share
2	Ultra Ball	0f	Max Potion	1d	Carbos	2a	Super Repel	3a	Old Rod
3	BrightPowder	10	Hyper Potion	1e	Lucky Punch	2b	Max Repel	3b	Good Rod
4	Great Ball	11	Super Potion	1f	Calcium	2c	Dire hit	3c	Silver Leaf
5	PokeBall	12	Potion	20	Rare Candy	2e	Fresh Water	3d	Super Rod
6	Teru-Sarna	13	Escape Rope	21	X Accuracy	2f	Soda Pop	3e	PP Up
7	Bicycle	14	Repel	22	Leaf Stone	30	Lemonade	3f	Ether
8	Moon Stone	15	Max Elixir	23	Metal Powder	31	X Attkack	40	Max Ether
9	Antidote	16	Fire Stone	24	Nugget	33	X Defend	41	Elixir
0a	Burn Heal	17	ThunderStone	25	Poke Doll	34	X Speed	42	Red Scale
0b	Ice Heal	18	Water Stone	26	Full Heal	35	X Special	43	SecretPotion
0c	Awakening	1a	HP Up	27	Revive	36	Coin Case	44	S.S. Ticket
0d	Parlyz Heal	1b	Protein	28	Max Revive	37	Item Finder	45	Mystery Egg

Step 2:

Now that you have edited your Items and Balls, turn on the associated Max Balls and Max Items slots that go with the slots so that you will have unlimited items **(these codes must be on!)**. Now find the codes entitled "MustBeOnItem" and "MustBeOnBall" and enter the following Values to match how many Slots you are using **(the Item and Ball codes will not work if you don't do this!)**. Here are the Values:

00	00	0d	13
01	01	0e	14
02	02	0f	15
03	03	10	16
04	04	11	17
05	05		
06	06		
07	07		
08	08		
09	09		
0a	10		
0b	11		
0c	12		

Other Pokémon modifier codes

Modifier Codes for Pokémon Gold/Silver, Yellow, Red/Blue, Pinball and Trading Card Game

Here are all of the modifier codes for **Pokémon Gold/Silver, Yellow, Red/Blue, Pinball and Trading Card Game**. You must enter them into your GameShark and follow the editing instructions given at the beginning of this chapter. Just follow the instructions for each game and everything will be a breeze!

Pokémon Gold/Silver modifier codes

POKÉMON MODIFIER CODES, REPLACE THE XX'S WITH THE POKÉMON LIST BELOW THE CODES FOR:

Pokémon Modifier Slot 1 01xx23da	Pokémon Modifier Slot 4 01xx26da
Pokémon Modifier Slot 2 01xx24da	Pokémon Modifier Slot 5 01xx27da
Pokémon Modifier Slot 3 01xx25da	Pokémon Modifier Slot 6 01xx28da

TO CATCH ANY POKÉMON YOU WANT, ENTER THE CODE WITH THE DIGIT ASSIGNED TO THE POKÉMON YOU WANT TO CATCH AND WHEN YOU CATCH A POKÉMON IN THE GAME IT WILL BE THE ONE YOU SELECTED

Catch Any Pokémon
01xxedd0

DIGIT LIST:

01 - Bulbasaur	11 - Pidgeotto	21 - Nidorino	31 - Venomoth
02 - Ivysaur	12 - Pidgeot	22 - Nidoking	32 - Diglett
03 - Venusaur	13 - Rattata	23 - Clefairy	33 - Dugtrio
04 - Charmander	14 - Raticate	24 - Clefable	34 - Meowth
05 - Charmeleon	15 - Spearow	25 - Vulpix	35 - Persian
06 - Charizard	16 - Fearow	26 - Ninetails	36 - Psyduck
07 - Squirtle	17 - Ekans	27 - Jigglypuff	37 - Golduck
08 - Wartortle	18 - Arbok	28 - Wigglytuff	38 - Mankey
09 - Blastoise	19 - Pkachu	29 - Zubat	39 - Primeape
0A - Caterpie	1A - Raichu	2A - Golbat	3A - Growlithe
0B - Metapod	1B - Sandsrew	2B - Oddish	3B - Arcanine
0C - Butterfree	1C - Sandslash	2C - Gloom	3C - Poliwig
0D - Weedle	1D - Nidoran (F)	2D - Vileplume	3D - Poliwhirl
0E - Kakuna	1E - Paras	2E - Paras	3E - Poliwhirl
0F - Beedrill	1F - Nidoqueen	2F - Parasect	3F - Abra
10 - Pidgey	20 - Nidoran male	30 - Venonat	40 - Kadabra

41 - Alakazam	69 - Marowak	91 - Zapdos	B9 - Sudowoodo	E1 - Delibird
42 - Machop	6A - Hitmonlee	92 - Moltres	BA - Politoed	E2 - Mantine
43 - Machoke	6B - Hitmonchan	93 - Dratini	BB - Hoppip	E3 - Skarmory
44 - Machop	6C - Lickitung	94 - Dragonair	BC - Skiploom	E4 - Houndour
45 - Bellsprout	6D - Koffing	95 - Dragonite	BD - Jumpluff	E5 - Houndoom
46 - Weepinbell	6E - Weezing	96 - Mewtwo	BE - Aipom	E6 - Kingdra
47 - Victreebel	6F - Rhyhorn	97 - Mew	BF - Sneasel	E7 - Phanpy
48 - Tentacool	70 - Rhydon	98 - Chikorita	C0 - Sunflora	E8 - Donphan
49 - Tentacruel	71 - Chansey	99 - Bayleef	C1 - Yanma	E9 - Porygon2
4A - Geodude	72 - Tangela	9A - Meganium	C2 - Wooper	EA - Stantler
4B - Graveler	73 - Kangaskhan	9B - Cyndaquil	C3 - Quagsire	EB - Smeargle
4C - Golem	74 - Horsea	9C - Quilava	C4 - Espeon	EC - Tyrogue
4D - Ponyta	75 - Seadra	9D - Typhlosion	C5 - Umbreon	ED - Hitmontop
4E - Rapidash	76 - Goldeen	9E - Totodile	C6 - Murkrow	EE - Smoochum
4F - Slowpoke	77 - Seaking	9F - Croconaw	C7 - Slowking	EF - Elekid
50 - Slowbro	78 - Staryu	A0 - Feraligatr	C8 - Misdreavus	F0 - Magby
51 - Magnemite	79 - Starmie	A1 - Sentret	C9 - Unown	F1 - Milank
52 - Magneton	7A - Mr. Mime	A2 - Furret	CA - Wobuffet	F2 - Blissey
53 - Farfetch'd	7B - Scyther	A3 - Hoothoot	CB - Girafarig	F3 - Raikou
54 - Dodo	7C - Jynx	A4 - Noctowl	CC - Pineco	F4 - Entei
55 - Dodrio	7D - Electabuzz	A5 - Ledyba	CD - Forretress	F5 - Suicune
56 - Seel	7E - Magmar	A6 - Ledian	CE - Dunsparce	F6 - Larvitar
57 - Dewgong	7F - Pinsir	A7 - Spinarak	CF - Gligar	F7 - Pupitar
58 - Grimer	80 - Tauros	A8 - Ariados	D0 - Steelix	F8 - Tyranitar
59 - Muk	81 - Magikarp	A9 - Crobat	D1 - Snubbull	F9 - Lugia
5A - Shellder	82 - Gyarados	AA - Chinchou	D2 - Granbull	FA - Ho - oh
5B - Cloyster	83 - Lapras	AB - Lanturn	D3 - Qwilfish	FB - Celebi
5C - Gastly	84 - Ditto	AC - Pichu	D4 - Scizor	
5D - Haunter	85 - Eevee	AD - Cleffa	D5 - Shuckle	
5E - Gengar	86 - Vaporeon	AE - Igglybuff	D6 - Heracross	
5F - Onix	87 - Jolteon	AF - Togepi	D7 - Sneasel	
60 - Drowzee	88 - Flareon	B0 - Togetic	D8 - Teddiursa	
61 - Hypno	89 - Porygon	B1 - Natu	D9 - Ursaring	
62 - Krabby	8A - Omanyte	B2 - Xatu	DA - Slugma	
63 - Kingler	8B - Omastar	B3 - Mareep	DB - Magcargo	
64 - Voltorb	8C - Kabuto	B4 - Flaaffy	DC - Swinub	
65 - Electrode	8D - Kabutops	B5 - Ampharos	DD - Piloswine	
66 - Exeggcute	8E - Aerodactyl	B6 - Bellossom	DE - Corsola	
67 - Exeggutor	8F - Snorlax	B7 - Marill	DF - Remoraid	
68 - Cubone	90 - Articuno	B8 - Azumaril	E0 - Octillery	

Enable Scrolling for Items
010cb7d5

Enable Scrolling for Balls
010cfd5

ITEM MODIFIERS: REPLACE THE XX'S WITH THE LIST BELOW THE CODES

Item Modifier Slots 1 thru 12

01xxb8d5	01xxc4d5
01xxbad5	01xxc8d5
01xxbcd5	01xxcad5
01xxbed5	01xxccd5
01xxcd5	01xxced5
01xxc2d5	01xxd0d5

DIGIT LIST:	2F - Soda Pop
01 - Master Ball	30 - Lemonade
02 - Ultra Ball	31 - X - Attack
03 - Bright Powder	33 - X - Defend
04 - Great Ball	34 - X - Speed
05 - Poke Ball	35 - X - Special
07 - Bicycle	36 - Coin Case
08 - Moon Stone	37 - Item Finder
09 - Antidote	39 - Exp. Share
0A - Burn heal	3A - Old Rod
0B - Ice heal	3B - Good Rod
0C - Awakening	3C - Silver Leaf
0D - Paralyze heal	3D - Super Rod
0E - Full Restore	3E - PP UP
0F - Max Potion	3F - Ether
10 - Hyper Potion	40 - Max Ether
11 - Super Potion	41 - Elixer
12 - Potion	42 - Red Scale
13 - Escape Rope	43 - Secret Potion
14 - Repel	44 - S.S.Aqua Ticket
15 - Max Ether	45 - Mystery Egg
16 - Fire Stone	47 - Silver Wing
17 - Thunder Stone	48 - MooMoo Milk
18 - Water Stone	49 - Quick Claw
1A - HP Up	4A - Poison Cure Berry
1B - Protein	4B - Gold Leaf
1C - Iron	4C - Soft Sand
1D - Carbos	4D - Sharp Beak
1E - Lucky Punch	4E - Paralyze Cure Berry
1F - Calcium	
20 - Rare Candy	4F - Burnt Berry
21 - X Accuracy	50 - Ice Berry
22 - Leaf Stone	51 - Poison Barb
23 - Metal Powder	52 - King's Rock
24 - Nugget	53 - Bitter Berry
25 - PokeDoll	54 - Mint Berry
26 - Full Heal	55 - Red Apricorn
27 - Revive	56 - Tiny Mushroom
28 - Max Revive	57 - Big Mushroom
29 - Guard Spec.	58 - Silver Powder
2A - Super Repel	59 - Blue Apricorn
2B - Max Repel	5B - Amulet Coin
2C - Dire Hit	5C - Yellow Apricorn
2E - Fresh Water	5D - Green Apricorn

5E - Cleanse Tag	98 - Berserk Gene
5F - Mystic Water	9C - Sacred Ash
60 - Twisted Spoon	9D - Heavy Ball
61 - White Apricorn	9E - Flower Mail
62 - Black Belt	9F - Level Ball
63 - Black Apricorn	A0 - Lure Ball
65 - Pink Apricorn	A1 - Fast Ball
66 - Black Glasses	A3 - Light Ball
67 - Slowpoke Tail	A4 - Friend Ball
68 - Pink Bow	A5 - Moon Ball
69 - Stick	A6 - Love Ball
6A - Smoke Ball	A7 - Normal Box
6B - Never Melt Ice	A8 - Gorgeous Box
6C - Magnet	A9 - Sun Stone
6D - Miracle Berry	AA - Polkadot Bow
6E - Pearl	AC - Up - Grade
6F - Big Pearl	AD - Berry
70 - Ever Stone	AE - Gold Berry
71 - Spell Tag	AF - Squirt Bottle
72 - Rage Candy Bar	B1 - Park Ball
75 - Miracle seed	B2 - Rainbow Wing
76 - Thick Piece	B4 - Brick Piece
77 - Focus Band	B5 - Surf Mail
79 - Energy Powder	B6 - Light Blue Mail
7A - Energy Root	B7 - Portrait Mail
7B - Heal Powder	B8 - Lovely Mail
7C - Revival Herb	B9 - Eon Mail
7D - Hard Stone	BA - Morph Mail
7E - Lucky Egg	BB - Blue Sky Mail
7F - Card Key	BC - Music Mail
80 - Machine Part	BD - Mirage Mail
82 - Lost Item	
83 - Star Dust	
84 - Star Piece	
85 - Basement key	
86 - Pass	
8A - Charcoal	
8B - Berry Juice	
8C - Scope Lens	
8F - Metal Coat	
90 - Dragon Fang	
92 - Left Overs	
96 - Mystery Berry	
97 - Dragon scale	

BALL MODIFIERS: REPLACE THE XX's WITH THE DIGITS BELOW THE CODES

Balls Modifier Slot 1 thru 1201x0fdd5

01x0fdd5
01xx01d6
01xx03d6
01xx05d6
01xx07d6
01xx09d6
01xx0bd6
01xx0dd6
01xx0fd6
01xx11d6
01xx13d6

BALL DIGITS:

01 - Master Ball
02 - Ultra Ball
04 - Great Ball
05 - Poke Ball
9D - Heavy Ball
9F - Level Ball
A0 - Lure Ball
A1 - Fast Ball
A3 - Light Ball
A4 - Friend Ball
A5 - Moon Ball
A6 - Love Ball

98 - Berserk Gene
9C - Sacred Ash
9D - Heavy Ball
9E - Flower Mail
9F - Level Ball
A0 - Lure Ball
A1 - Fast Ball
A3 - Light Ball
A4 - Friend Ball
A5 - Moon Ball
A6 - Love Ball
A7 - Normal Box
A8 - Gorgeous Box
A9 - Sun Stone
AA - Polkadot Bow
AC - Up - Grade
AD - Berry
AE - Gold Berry
AF - Squirt Bottle
B1 - Park Ball
B2 - Rainbow Wing
B4 - Brick Piece
B5 - Surf Mail
B6 - Light Blue Mail
B7 - Portrait Mail
B8 - Lovely Mail
B9 - Eon Mail
BA - Morph Mail
BB - Blue Sky Mail
BC - Music Mail
BD - Mirage Mail

Pokemon Red/Blue modifier codes

As an added bonus since Red and Blue are older games, here are a bunch of extra cool codes that will spice up those games. Just enter the codes that aren't modifiers as you see them. Remember that modifier codes are the ones with the ?? in the values.

Make Your Own Pokémon!

Step 1

Choose a Pokémon Image:

01?764d1

Replace the question marks in the code above with the corresponding numbers/letters from the list below to select your Pokémon image.

01: Rhydon	29: Machoke	5D: Seadra	8D: Electrode
02: Kangaskhan	2A: Mr. Mime	60: Sandslrew	8E: Clefable
03: Nidoran Male	2B: Hitmonlee	61: Sandslash	8F: Weezing
04: Clefairy	2C: Hitmonchan	62: Omanyte	90: Persian
05: Spearow	2D: Arbok	63: Omastar	91: Marowak
06: Voltorb	2E: Parasect	64: Jigglypuff	93: Haunter
07: Nidoking	2F: Psyduck	65: Wigglytuff	94: Abra
08: Slowbro	30: Drowzee	66: Eevee	95: Alakazam
09: Ivysaur	31: Golem	67: Flareon	96: Pidgootto
0A: Exeggcutor	33: Magmar	68: Jolteon	97: Pidgoot
0B: Lickitung	35: Electabuzz	69: Vaporeon	98: Starmie
0C: Exeggcute	36: Magnetron	6A: Machop	99: Bulbasaur
0D: Grimer	37: Koffing	6B: Zubat	9A: Venusaur
0E: Gengar	39: Mankey	6C: Ekans	9B: Tentacruel
0F: Nidoran Female	3A: Seel	6D: Paras	9D: Goldeen
10: Nidoqueen	3B: Diglett	6E: Poliwhirl	9E: Seaking
11: Cubone	3C: Tauros	6F: Poliwrath	A3: Ponyta
12: Rhyhorn	40: Farfetch'd	70: Weedle	A4: Rapidash
13: Lapras	41: Venonat	71: Kakuna	A5: Rattata
14: Arcanine	42: Dragonite	72: Beedrill	A6: Raticate
15: Mew	46: Dodou	74: Dodrio	A7: Nidorino
16: Gyarados	47: Poliwhirl	75: Primeape	A8: Nidorina
17: Shellder	48: Jynx	76: Dugtrio	A9: Geodude
18: Tentacool	49: Moltres	77: Venomoth	AA: Porygon
19: Gastly	4A: Articuno	78: Dewdang	AB: Aerodactyl
1A: Scyther	4B: Zapdos	7B: Caterpie	AD: Magnemite
1B: Staryu	4C: Ditto	7C: Metapod	B0: Charmander
1C: Blastoise	4D: Meowth	7D: Butterfree	B1: Squirtle
1D: Pinsar	4E: Krabby	7E: Machop	B2: Charmeleon
1E: Tangela	52: Vulpix	80: Golduck	B3: Wartortle
21: Growlithe	53: Ninetales	81: Hypno	B4: Charizard
22: Onix	54: Pikachu	82: Golbat	B9: Odish
23: Fearow	55: Raichu	83: Mewtwo	BA: Gloom
24: Pidgey	58: Dratini	84: Snorlax	BB: Vileplume
25: Slowpoke	59: Dragonair	85: Magikarp	BC: Bellsprout
26: Kadabra	5A: Kabuto	88: Muk	BD: Weepinbell
27: Graveler	5B: Kabutops	8A: Kingler	BE: Victreebel
28: Chansey	5C: Horsea	8B: Cloyster	

Step 2
Choose Pokémon Type:

Type 1: 01???0D1
Type 2: 01???1D1

Replace the question marks in the codes above with the corresponding numbers/letters from the list below.

- | | | |
|--------------|-------------|------------|
| 00: Normal | 03: Potion | 08: Ghost |
| 14: Fire | 04: Ground | 1a: Dragon |
| 17: Electric | 02: Flying | |
| 16: Grass | 18: Psychic | |
| 19: Ice | 07: Bug | |
| 01: Fighting | 05: Rock | |

Step 3
Choose 4 Moves For Your Pokémon:

Move 1: 01???1CD0
Move 2: 01???1DD0
Move 3: 01???1ED0
Move 4: 01???1FD0

Replace the question marks in the codes above with the corresponding numbers/letters from the list below.

- | | | | |
|--------------------|--------------------|--------------------|-------------------|
| 00 - Nothing | 1D - Head Butt | 3A - Ice Beam | 57 - Thunder |
| 01 - Pound | 1E - Horn Attack | 3B - Blizzard | 58 - Rock Throw |
| 02 - Karate Chop | 1F - Fury Attack | 3C - Psybeam | 59 - Earthquake |
| 03 - Double Slap | 20 - Horn Drill | 3D - Bubble Beam | 5A - Fissure |
| 04 - Comet Punch | 21 - Tackle | 3E - Aurora Beam | 5B - Dig |
| 05 - Mega Punch | 22 - Body Slam | 3F - Hyper Beam | 5C - Toxic |
| 06 - Pay Day | 23 - Wrap | 40 - Peck | 5D - Confusion |
| 07 - Fire Punch | 24 - Take Down | 41 - Drill Peck | 5E - Psychic |
| 08 - Ice Punch | 25 - Thrash | 42 - Submission | 5F - Hypnosis |
| 09 - Thunder Punch | 26 - Double Edge | 43 - Low Kick | 60 - Meditate |
| 0A - Scratch | 27 - Tail Whip | 44 - Counter | 61 - Agility |
| 0B - Vice Grip | 28 - Poison Sting | 45 - Seismic Toss | 62 - Quick Attack |
| 0C - Guillotine | 29 - Twin Edle | 46 - Strength | 63 - Rage |
| 0D - Razor Wind | 2A - Pin Missile | 47 - Absorb | 64 - Teleport |
| 0E - Swords Dance | 2B - Leer | 48 - Mega Drain | 65 - Night Shade |
| 0F - Cut | 2C - Bite | 49 - Leech Seed | 66 - Mimic |
| 10 - Gust | 2D - Growl | 4A - Growth | 67 - Screech |
| 11 - Wing Attack | 2E - Roar | 4B - Razor Leaf | 68 - Double Team |
| 12 - Whirl Wind | 2F - Sing | 4C - Solar Beam | 69 - Recover |
| 13 - Fly | 30 - Supersonic | 4D - Poison Powder | 6A - Harden |
| 14 - Bird | 31 - Sonicboom | 4E - Stun Spore | 6B - Minimize |
| 15 - Slam | 32 - Disable | 4F - Sleep Powder | 6C - Smoke Screen |
| 16 - Vine Whip | 33 - Acid | 50 - Petal Dance | 6D - Confuse Ray |
| 17 - Stomp | 34 - Ember | 51 - String Shot | 6E - Withdraw |
| 18 - Double Kick | 35 - Flame Thrower | 52 - Dragon Rage | 6F - Defense Curl |
| 19 - Mega Kick | 36 - Mist | 53 - Fire Spin | 70 - Barrier |
| 1A - Jump Kick | 37 - Water Gun | 54 - Thunder Shock | 71 - Light Screen |
| 1B - Rolling Kick | 38 - Hydro Pump | 55 - Thunderbolt | 72 - Haze |
| 1C - Sand Attack | 39 - Surf | 56 - Thunder Wave | 73 - Reflect |

- | | | | |
|-------------------|-------------------|------------------|-----------------|
| 74 - Focus Energy | 81 - Swift | 8E - Lovely Kiss | 9B - Bonemerang |
| 75 - Hide | 82 - Skull Bash | 8F - Sky Attack | 9C - Rest |
| 76 - Metronome | 83 - Spike Cannon | 90 - Transform | 9D - Rock Slide |
| 77 - Mirror Move | 84 - Constrict | 91 - Bubble | 9E - Hyper Fang |
| 78 - Selfdestruct | 85 - Amnesia | 92 - Dizzy Punch | 9F - Sharpen |
| 79 - Egg Bomb | 86 - Kinesis | 93 - Spore | A0 - Conversion |
| 7A - Lick | 87 - Softboiled | 94 - Flash | A1 - Tri Attack |
| 7B - Smog | 88 - Hi Jump Kick | 95 - Psywave | A2 - Super Fang |
| 7C - Sludge | 89 - Glare | 96 - Splash | A3 - Slash |
| 7D - Bone Club | 8A - Dream Eater | 97 - Acid Armor | A4 - Substitute |
| 7E - Fire Blast | 8B - Poison Gas | 98 - Crabhammer | A5 - Struggle |
| 7F - Waterfall | 8C - Barrage | 99 - Explosion | |
| 80 - Clamp | 8D - Leech Life | 9A - Fury Swipes | |

Pokémon Value List

The list below contains values that will be used for the codes in steps 4 - 6.

- | | | | | | |
|---------|---------|----------|----------|----------|----------|
| 00 = 0 | 2B = 43 | 56 = 86 | 81 = 129 | AC = 172 | D7 = 215 |
| 01 = 1 | 2C = 44 | 57 = 87 | 82 = 130 | AD = 173 | D8 = 216 |
| 02 = 2 | 2D = 45 | 58 = 88 | 83 = 131 | AE = 174 | D9 = 217 |
| 03 = 3 | 2E = 46 | 59 = 89 | 84 = 132 | AF = 175 | DA = 218 |
| 04 = 4 | 2F = 47 | 5A = 90 | 85 = 133 | B0 = 176 | DB = 219 |
| 05 = 5 | 30 = 48 | 5B = 91 | 86 = 134 | B1 = 177 | DC = 220 |
| 06 = 6 | 31 = 49 | 5C = 92 | 87 = 135 | B2 = 178 | DD = 221 |
| 07 = 7 | 32 = 50 | 5D = 93 | 88 = 136 | B3 = 179 | DE = 222 |
| 08 = 8 | 33 = 51 | 5E = 94 | 89 = 137 | B4 = 180 | DF = 223 |
| 09 = 9 | 34 = 52 | 5F = 95 | 8A = 138 | B5 = 181 | EO = 224 |
| 0A = 10 | 35 = 53 | 60 = 96 | 8B = 139 | B6 = 182 | E1 = 225 |
| 0B = 11 | 36 = 54 | 61 = 97 | 8C = 140 | B7 = 183 | E2 = 226 |
| 0C = 12 | 37 = 55 | 62 = 98 | 8D = 141 | B8 = 184 | E3 = 227 |
| 0D = 13 | 38 = 56 | 63 = 99 | 8E = 142 | B9 = 185 | E4 = 228 |
| 0E = 14 | 39 = 57 | 64 = 100 | 8F = 143 | BA = 186 | E5 = 229 |
| 0F = 15 | 3A = 58 | 65 = 101 | 90 = 144 | BB = 187 | E6 = 230 |
| 10 = 16 | 3B = 59 | 66 = 102 | 91 = 145 | BC = 188 | E7 = 231 |
| 11 = 17 | 3C = 60 | 67 = 103 | 92 = 146 | BD = 189 | E8 = 232 |
| 12 = 18 | 3D = 61 | 68 = 104 | 93 = 147 | BE = 190 | E9 = 233 |
| 13 = 19 | 3E = 62 | 69 = 105 | 94 = 148 | BF = 191 | EA = 234 |
| 14 = 20 | 3F = 63 | 6A = 106 | 95 = 149 | CO = 192 | EB = 235 |
| 15 = 21 | 40 = 64 | 6B = 107 | 96 = 150 | C1 = 193 | EC = 236 |
| 16 = 22 | 41 = 65 | 6C = 108 | 97 = 151 | C2 = 194 | ED = 237 |
| 17 = 23 | 42 = 66 | 6D = 109 | 98 = 152 | C3 = 195 | EE = 238 |
| 18 = 24 | 43 = 67 | 6E = 110 | 99 = 153 | C4 = 196 | EF = 239 |
| 19 = 25 | 44 = 68 | 6F = 111 | 9A = 154 | C5 = 197 | FO = 240 |
| 1A = 26 | 45 = 69 | 70 = 112 | 9B = 155 | C6 = 198 | F1 = 241 |
| 1B = 27 | 46 = 70 | 71 = 113 | 9C = 156 | C7 = 199 | F2 = 242 |
| 1C = 28 | 47 = 71 | 72 = 114 | 9D = 157 | C8 = 200 | F3 = 243 |
| 1D = 29 | 48 = 72 | 73 = 115 | 9E = 158 | C9 = 201 | F4 = 244 |
| 1E = 30 | 49 = 73 | 74 = 116 | 9F = 159 | CA = 202 | F5 = 245 |
| 1F = 31 | 4A = 74 | 75 = 117 | A0 = 160 | CB = 203 | F6 = 246 |
| 20 = 32 | 4B = 75 | 76 = 118 | A1 = 161 | CC = 204 | F7 = 247 |
| 21 = 33 | 4C = 76 | 77 = 119 | A2 = 162 | CD = 205 | F8 = 248 |
| 22 = 34 | 4D = 77 | 78 = 120 | A3 = 163 | CE = 206 | F9 = 249 |
| 23 = 35 | 4E = 78 | 79 = 121 | A4 = 164 | CF = 207 | FA = 250 |
| 24 = 36 | 4F = 79 | 7A = 122 | A5 = 165 | DO = 208 | FB = 251 |
| 25 = 37 | 50 = 80 | 7B = 123 | A6 = 166 | D1 = 209 | FC = 252 |
| 26 = 38 | 51 = 81 | 7C = 124 | A7 = 167 | D2 = 210 | FD = 253 |
| 27 = 39 | 52 = 82 | 7D = 125 | A8 = 168 | D3 = 211 | FE = 254 |
| 28 = 40 | 53 = 83 | 7E = 126 | A9 = 169 | D4 = 212 | FF = 255 |
| 29 = 41 | 54 = 84 | 7F = 127 | AA = 170 | D5 = 213 | |
| 2A = 42 | 55 = 85 | 80 = 128 | AB = 171 | D6 = 214 | |

Step 4 Choose Trainer ID:

01??77D1
01??78D1

Replace the question marks in the codes above with the corresponding numbers/letters from the Pokémon Value List above, ranging from 01 to FF.

Step 5 Choose Your Pokémon's Level:

01??8CD1

Replace the questions marks in the code above with the corresponding numbers/letters from the Pokémon Value List above, ranging from 01 to FF.

Step 6 Choose Your Pokémon's Stats:

Max HP:	Defense	Special
01??8DD1	01??91D1	01??95D1
01??8ED1	01??92D1	01??96D1

Attack	Speed
C1??8FD1	01??93D1
C1??90D1	01??94D1

Replace the question marks in the codes with the corresponding numbers/letters from the Pokémon Value List, ranging from 01 to FF.

The codes which follow this list will use the following values when determining Pokémon.

01: Rhydon	1C: Blastoise	3C: Tauros	64: Jigglypuff
02: Kangaskhan	1D: Pinsar	40: Farfetch'd	65: Wigglytuff
03: Nidoran Male	1E: Tangela	41: Venonat	66: Eevee
04: Clefairy	21: Growlithe	42: Dragonite	67: Flareon
05: Spearow	22: Onix	46: Dodou	68: Jolteon
06: Voltorb	23: Fearow	47: Poliwhag	69: Vaporeon
07: Nidoking	24: Pidgey	48: Jynx	6A: Machop
08: Slowbro	25: Slowpoke	49: Moltres	6B: Zubat
09: Ivysaur	26: Kadabra	4A: Articuno	6C: Ekans
0A: Exeggcutor	27: Graveler	4B: Zapdos	6D: Paras
0B: Lickitung	28: Chansey	4C: Ditto	6E: Poliwhirl
0C: Exeggcute	29: Machoke	4D: Meowth	6F: Poliwrath
0D: Grimer	2A: Mr. Mime	4E: Krabby	70: Weedle
0E: Gengar	2B: Hitmonlee	52: Vulpix	71: Kakuna
0F: Nidoran Female	2C: Hitmonchan	53: Ninetales	72: Beedrill
10: Nidoqueen	2D: Arbok	54: Pichachu	74: Dodrio
11: Cubone	2E: Parasect	55: Raichu	75: Primeape
12: Rhyhorn	2F: Psyduck	58: Dratini	76: Dugtrio
13: Lapras	30: Drowzee	59: Dragonair	77: Venomoth
14: Arcanine	31: Golem	5A: Kabuto	78: Dewdong
15: Mew	33: Magmar	5B: Kabutops	7B: Caterpie
16: Gyarados	35: Electabuzz	5C: Horsea	7C: Metapod
17: Shellder	36: Magnetron	5D: Seadra	7D: Butterfree
18: Tentacool	37: Koffing	60: Sandshrew	7E: Machamp
19: Gastly	39: Mankey	61: Sandslash	80: Golduck
1A: Scyther	3A: Seel	62: Omanyte	81: Hypno
1B: Staryu	3B: Diglett	63: Omastar	82: Golbat

83: Mewtwo	95: Alakazam	A7: Nidorino	BB: Vileplume
84: Snorlax	96: Pidgeotto	A8: Nidorina	BC: Bellsprout
85: Magikarp	97: Pidgeot	A9: Geodude	BD: Weepinbell
88: Muk	98: Starmie	AA: Porygon	BE: Victreebel
8A: Kingler	99: Bulbasaur	AB: Aerodactyl	
8B: Cloyster	9A: Venusaur	AD: Magnemite	
8D: Electrode	9B: Tentacruel	B0: Charmander	
8E: Clefable	9D: Goldeen	B1: Squirtle	
8F: Weezing	9E: Seaking	B2: Charmeleon	
90: Persian	A3: Ponyta	B3: Wartortle	
91: Marowak	A4: Rapidash	B4: Charizard	
93: Haunter	A5: Rattata	B9: Odish	
94: Abra	A6: Raticate	BA: Gloom	

Change Monster
Pic: 01??D9CF
Capture Pokémon
Modifier: 01??D8CF

Fight Selected
Pokémon In Every
Battle: 01??D8CF

Rival's starting Pokémon: 01??15d7

Have Pokémon In Selected Position:

1st Pokémon: 01??64D1
2nd Pokémon: 01??65D1
3rd Pokémon: 01??66D1
4th Pokémon: 01??67D1
5th Pokémon: 01??68D1
6th Pokémon: 01??69D1

Fossilized Pokémon in Cinibar Island:

0101A3D7
01??10D7

A note about using the character Mew:

You must start a new save file and proceed into the game until you reach the professor. The professor will give you your first Pokémon to train, and it will have a name other than Mew (Balbasaur, Squirtle, or Charmander). Once you receive the Pokémon, it will ask you to nickname the character. Name the character Mew and it will be listed in the Pokédex as "Mew 151." The Pokémon will show up and fight as Mew from this point on.

For the codes listed below use this list of values provided to replace the question marks.

01 - Master Ball	0E - Awakening	1C - Earth Badge	2A - Helix Fossil
02 - Ultra Ball	0F - Paralyze Heal	1D - Escape Rope	2B - Secret Key
03 - Great Ball	10 - Full Restore	1E - Rapel	2C - ?????
04 - Poké Ball	11 - Max Potion	1F - Old Amber	2D - Bike Voucher
05 - Town Map	12 - Hyper Potion	20 - Fire Stone	2E - X Accuracy
06 - Bicycle	13 - Super Potion	21 - Thunder Stone	2F - Leaf Stone
07 - Surf Without Pokémon	14 - Potion	22 - Water Stone	30 - Card Key
08 - Safari Ball	15 - Boulder Badge	23 - HP Up	31 - Nugget
09 - Poké-Dex	16 - Cascade Badge	24 - Protein	32 - PP Up
0A - Moon Stone	17 - Thunder Badge	25 - Iron	33 - Poké Doll
0B - Antidote	18 - Rainbow Badge	26 - Carbos	34 - Full Heal
0C - Burn Heal	19 - Soul Badge	27 - Calcium	35 - Revive
0D - Ice Heal	1A - Marsh Badge	28 - Rare Candy	36 - Max Revive
	1B - Volcano Badge	29 - Dome Fossil	37 - Grand Special

36 - Super Repel	50 - Ether
39 - Max Repel	51 - Max Ether
3A - Dire Hit	52 - Elixer
3B - Coin	53 - Max Elvir
3C - Fresh Water	C4 - HM01 Cut
3D - Soda Pop	C5 - HM02 Fly
3E - Lemonade	C6 - HM03 Surf
3F - S.S. Ticket	C7 - HM04 Strength
40 - Gold Teeth	C8 - HM05 Flash
41 - X Attack	CA - TM01 Mega Punch
42 - X Defend	CB - TM02 Razor Wind
43 - X Speed	CC - TM03 Swords Dance
44 - X Special	CD - TM04 Whirlwind
45 - Coin Case	CE - TM05 Mega Kick
46 - Oak's Parcel	CF - TM06 Toxic
47 - Item Finder	CG - TM07 Horn Drill
48 - Silph Scope	DD - TM08 Body Slam
49 - Poké Flute	D1 - TM09 Take Down
4A - Lift Key	D2 - TM10 Double Edge
4B - Exp. All	D3 - TM11 Double Beam
4C - Old Rod	D4 - TM12 Watergun
4D - Good Rod	D5 - TM13 Ice Beam
4E - Super Rod	D6 - TM14 Blizzard
4F - PP Up	D7 - TM15 Hyperbeam

Item Modifier 1st Position: 01??1ED3
 Infinite Quantity 1st Position: 01631FD3
 Item Modifier 2nd Position: 01??20D3
 Infinite Quantity 2nd Position: 016321D3
 Item Modifier 3rd Position: 01??22D3
 Infinite Quantity 3rd Position: 016323D3
 Item Modifier 4th Position: 01??24D3
 Infinite Quantity 4th Position: 016325D3
 Item Modifier 5th Position: 01??26D3
 Infinite Quantity 5th Position: 016327D3
 Item Modifier 6th Position: 01??28D3
 Infinite Quantity 6th Position: 016329D3
 Item Modifier 7th Position: 01??2AD3
 Infinite Quantity 7th Position: 01632BD3
 Item Modifier 8th Position: 01??2CD3
 Infinite Quantity 8th Position: 01632DD3
 Item Modifier 9th Position: 01??2ED3
 Infinite Quantity 9th Position: 01632FD3
 Item Modifier 10th Position: 01??30D3
 Infinite Quantity 10th Position: 016331D3

Buy any item at Pokémart:

1st Slot: 01??7CCF
 2nd Slot: 01??7DCF
 3rd Slot: 01??7ECF
 4th Slot: 01??7FCF

Pokémon-Image modifier:

01009C1	Facing forward Ash	010409C1	Facing back Ash
010109C1	Facing forward running Ash	010509C1	Facing back running Ash
010209C1	Facing forward Ash	010609C1	Facing back Ash
010309C1	Facing forward running Ash	010709C1	Facing back running Ash

D8 - TM16 PayDay	F0 - TM40 Skull Blast
D9 - TM17 Submission	F1 - TM41 Soft Boiled
DA - TM18 Counter	F2 - TM42 Dream Eater
DB - TM19 Seismic Toss	F3 - TM43 Sky Attack
DC - TM20 Rage	F4 - TM44 Rest
DD - TM21 Mega Drain	F5 - TM45 Thunder Wave
DE - TM22 Solar Beam	F6 - TM46 Psywave
DF - TM23 Dragon Rage	F7 - TM47 Explosion
E0 - TM24 Thunderbolt	F8 - TM48 Rock Slide
E1 - TM25 Thunder	F9 - TM49 Tri-Attack
E2 - TM26 Earthquake	FA - TM50 Substitute
E3 - TM27 Fissure	
E4 - TM28 Dig	
E5 - TM29 Psychic	
E6 - TM30 Teleport	
E7 - TM31 Mimic	
E8 - TM32 Double Team	
E9 - TM33 Reflect	
EA - TM34 Bide	
EB - TM35 Metronome	
EC - TM36 Self-Destruct	
ED - TM37 Egg Bomb	
EE - TM38 Fire Blast	
EF - TM39 Swift	

010809C1	Facing left Ash	010C09C1	Facing right Ash
010909C1	Facing left running Ash	010D09C1	Facing right running Ash
010A09C1	Facing left Ash	010E09C1	Facing right Ash
010B09C1	Facing left running Ash	010F09C1	Facing right running Ash

To be able to fight Gym leaders again:

Brock:	010055D7	Koga:	010092D7
	0100A6D5		
Misty:	01005ED7	Blaine:	01009AD7
		Giovanni:	010051D7
LT Surge:	010073D7		0100ACD5
Erika:	01007CD7	Professor Oak:	01E22DCD
			01005ED7
Sabrina:	0100B3D7		

To fight Professor Oak, talk to one of Misty's fellow trainers in the Cerulean Gym.

Slow Text Speed: 010155D3

Fast Text Speed: 01FF55D3

Slow Walking Speed: 010100D7

Fast Walking Speed: 01FF00D7

Steal other trainer's Pokémon: 010157D0

Get into a match with another trainer and fight until you're up against the Pokémon you want to steal. When you're at the "FIGHT/ITEM/PKMN/RUN" menu, flip the GS switch into the "On" position, then flip it back into the "Off" position. You may now use your Pokéball to capture the Pokémon! Also allows you to run from a match, use a poke doll in a match, whirlwind out of a match, or teleport out of a match, all resulting in victory. This code temporarily stops random battles.

Fight Any Pokémon or Trainer:

01C9D8CF	Youngster	01DCD8CF	Rocker	01EED8CF	Koga
01CAD8CF	Bug catcher	01DD88CF	Bug Juggler	01EF88CF	Blane
01CBD8CF	Lass	01DED8CF	Tamer	01F0D8CF	Sabrina
01CCD8CF	Sailor	01DFD8CF	Birdkeeper	01F1D8CF	Gentleman
01CDD8CF	Jr.Trainer (boy)	01E0D8CF	Blackbelt	01F2D8CF	Gary
01CED8CF	Jr.Trainer (girl)	01E1D8CF	Gary	01F3D8CF	Gary
01CFD8CF	Pokémaniac	01E2D8CF	Prof oak	01F4D8CF	Lorelei
01D0D8CF	Super Nerd	01E3D8CF	Chief	01F5D8CF	Chameler
01D2D8CF	Biker	01E4D8CF	Scientist	01F6D8CF	Agatha
01D3D8CF	Burgler	01E5D8CF	Giovanni	01F7D8CF	Lance
01D4D8CF	Engineer	01E6D8CF	Rocket		
01D5D8CF	Juggler	01E7D8CF	Cooltrainer (boy)		
01D6D8CF	Fisherman	01E8D8CF	Cooltrainer (girl)		
01D7D8CF	Swimmer	01E9D8CF	Bruno		
01D8D8CF	Cue ball	01EAD8CF	Brock		
01D9D8CF	Gambler	01EBD8CF	Misty		
01DAD8CF	Beauty	01ECD8CF	LT.Surge		
01DBD8CF	Psychic	01EDD8CF	Erica		

Use the values from the list provided below to replace the question marks for the following six codes.

00 = 0	25 = 37	4A = 74	6F = 111	94 = 148	B9 = 185	DE = 222
01 = 1	26 = 38	4B = 75	70 = 112	95 = 149	BA = 186	DF = 223
02 = 2	27 = 39	4C = 76	71 = 113	96 = 150	BB = 187	E0 = 224
03 = 3	28 = 40	4D = 77	72 = 114	97 = 151	BC = 188	E1 = 225
04 = 4	29 = 41	4E = 78	73 = 115	98 = 152	BD = 189	E2 = 226
05 = 5	2A = 42	4F = 79	74 = 116	99 = 153	BE = 190	E3 = 227
06 = 6	2B = 43	50 = 80	75 = 117	9A = 154	BF = 191	E4 = 228
07 = 7	2C = 44	51 = 81	76 = 118	9B = 155	CO = 192	E5 = 229
08 = 8	2D = 45	52 = 82	77 = 119	9C = 156	C1 = 193	E6 = 230
09 = 9	2E = 46	53 = 83	78 = 120	9D = 157	C2 = 194	E7 = 231
0A = 10	2F = 47	54 = 84	79 = 121	9E = 158	C3 = 195	E8 = 232
0B = 11	30 = 48	55 = 85	7A = 122	9F = 159	C4 = 196	E9 = 233
0C = 12	31 = 49	56 = 86	7B = 123	AO = 160	C5 = 197	EA = 234
0D = 13	32 = 50	57 = 87	7C = 124	A1 = 161	C6 = 198	EB = 235
0E = 14	33 = 51	58 = 88	7D = 125	A2 = 162	C7 = 199	EC = 236
0F = 15	34 = 52	59 = 89	7E = 126	A3 = 163	C8 = 200	ED = 237
10 = 16	35 = 53	5A = 90	7F = 127	A4 = 164	C9 = 201	EE = 238
11 = 17	36 = 54	5B = 91	80 = 128	A5 = 165	CA = 202	EF = 239
12 = 18	37 = 55	5C = 92	81 = 129	A6 = 166	CB = 203	F0 = 240
13 = 19	38 = 56	5D = 93	82 = 130	A7 = 167	CC = 204	F1 = 241
14 = 20	39 = 57	5E = 94	83 = 131	A8 = 168	CD = 205	F2 = 242
15 = 21	3A = 58	5F = 95	84 = 132	A9 = 169	CE = 206	F3 = 243
16 = 22	3B = 59	60 = 96	85 = 133	AA = 170	CF = 207	F4 = 244
17 = 23	3C = 60	61 = 97	86 = 134	AB = 171	DO = 208	F5 = 245
18 = 24	3D = 61	62 = 98	87 = 135	AC = 172	D1 = 209	F6 = 246
19 = 25	3E = 62	63 = 99	88 = 136	AD = 173	D2 = 210	F7 = 267
1A = 26	3F = 63	64 = 100	89 = 137	AE = 174	D3 = 211	F8 = 248
1B = 27	40 = 64	65 = 101	8A = 138	AF = 175	D4 = 212	F9 = 49
1C = 28	41 = 65	66 = 102	8B = 139	B0 = 176	D5 = 213	FA = 250
1D = 29	42 = 66	67 = 103	8C = 140	B1 = 177	D6 = 214	FB = 251
1E = 30	43 = 67	68 = 104	8D = 141	B2 = 178	D7 = 215	FC = 252
1F = 31	44 = 68	69 = 105	8E = 142	B3 = 179	D8 = 216	FD = 253
20 = 32	45 = 69	6A = 106	8F = 143	B4 = 180	D9 = 217	FE = 254
21 = 33	46 = 70	6B = 107	90 = 144	B5 = 181	DA = 218	FF = 255
22 = 34	47 = 71	6C = 108	91 = 145	B6 = 182	DB = 219	
23 = 35	48 = 72	6D = 109	92 = 146	B7 = 183	DC = 220	
24 = 36	49 = 73	6E = 110	93 = 147	B8 = 184	DD = 221	

Skill Modifier 1st Position: 01??1CD0
 Skill Modifier 2nd Position: 01??1DD0
 Skill Modifier 3rd Position: 01??1ED0
 Skill Modifier 4th Position: 01??1FD0
 Enemy Level Modifier: 01??22D0
 Wild Pokémon Level Modifier: 01??F3CF

Ex. For a wild Pokémon with a level of three the code should read, 01 03 F3CF. For a wild Pokémon with a level of 10 the code should read, 01 0a F3CF.

POKÉMON RED AND BLUE MUSIC CODES

Occasional Wrong Note: 013967C0
 Slow Beat: 0115B6C0
 Messed Up Music: 011908C0

Beats Music: 01910AC0
 Jazzy Music: 0141B6C0
 Funny Beat Music: 013AB7C0

Distorted Music: 012808C0
 Weird Music: 015908C0
 Distorted Music: 2016808C0
 Weird Beat: 017807C0
 Really Weird Music: 018908C0
 Fast Tempo Music: 011208C0
 Funny Beat Music: 201E406C0
 Different Beat Music: 012108C0
 Funny Fast Beat Music: 017A0AC0
 Up Beat Music: 0104D7C0
 Messed Up Music: 01392AC0

No Sound: 01440FC0
 Funny Sounds: 0114D7C0
 Some Funny Sounds: 0124D7C0
 Techno Sounds: 01A013FF
 Static Sounds: 01A023FF
 Egyptian Music: 01A034FF
 Echo: 01A117FF
 Band Music: 01A11AFF
 Robot Music: 01A038FF
 Weird Glitch In Music: 011367C0

Pokemon Yellow modifier codes

Since Yellow is an older game, there are some extra cool codes added to give some life back into the game! Just enter the codes as you see them. Just remember that the Modifier codes are the ones with the ?? in the value.

Bulbasaur: 0199D7CF
 hysaur: 0109D7CF
 Venusaur: 019AD7CF
 Charmander: 0180D7CF
 Charmeleon: 01B2D7CF
 Charizard: 01B4D7CF
 Squirtle: 01B1D7CF
 Wartortle: 01B3D7CF
 Blastoise: 011CD7CF
 Caterpie: 017BD7CF
 Metapod: 017CD7CF
 Butterfree: 017DD7CF
 Weedle: 0170D7CF
 Kakuna: 0171D7CF
 Beedrill: 0172D7CF
 Pidgey: 0124D7CF
 Pidgeotto: 01 96
 Pidgeot: 0197D7CF
 Rattata: 01A5D7CF
 Raticate: 01A6D7CF
 Spearow: 0105D7CF
 Fearow: 0123D7CF
 Ekans: 016CD7CF
 Arbok: 012DD7CF
 Pikachu: 0154D7CF
 Raichu: 0155D7CF
 Sandshrew: 0160D7CF
 Sandslash: 0161D7CF
 Nidoran (female): 010FD7CF
 Nidorina: 01A8D7CF
 NidoQueen: 0110D7CF
 Nidoran (male): 0103D7CF
 Nidorino: 01A7D7CF
 NidoKing: 0107D7CF
 Clefairy: 0104D7CF
 Clefable: 018ED7CF
 Vulpix: 0152D7CF
 Ninetales: 0153D7CF

Jigglypuff: 0164D7CF
 Wigglytuff: 0165D7CF
 Zubat: 016B7D7CF
 Golbat: 0182D7CF
 Oddish: 0189D7CF
 Gloom: 018AD7CF
 Vileplume: 01BBD7CF
 Paras: 016DD7CF
 Parasect: 012ED7CF
 Venonat: 0141D7CF
 Venomoth: 0177D7CF
 Diglett: 013BD7CF
 Dugtrio: 0176D7CF
 Meowth: 014DD7CF
 Persian: 0190D7CF
 Psyduck: 012FD7CF
 Golduck: 0180D7CF
 Mankey: 0139D7CF
 Primeape: 0175D7CF
 Growlithe: 0121D7CF
 Arcanine: 0114D7CF
 Poliwhirl: 0147D7CF
 Poliwhirl: 016ED7CF
 Poliwrath: 016FD7CF
 Abra: 0194D7CF
 Kadabra: 0126D7CF
 Alakazam: 0195D7CF
 Machop: 016AD7CF
 Machoke: 0129D7CF
 Machop: 017ED7CF
 Bellsprout: 01BCD7CF
 Weepinbell: 01BDD7CF
 Victreebell: 01BED7CF
 Tentacool: 0118D7CF
 Tentacruel: 019BD7CF
 Geodude: 01A9D7CF
 Graveler: 0127D7CF
 Golem: 0131D7CF

Ponyta: 01A3D7CF
 Rapidash: 01A4D7CF
 Slowpoke: 0125D7CF
 Slowbro: 0108D7CF
 Magnemite: 01ADD7CF
 Magnetron: 0136D7CF
 Farfetch'd: 0140D7CF
 Doduo: 0146D7CF
 Dodrio: 0174D7CF
 Seel: 013AD7CF
 Dewgong: 0178D7CF
 Grimer: 010DD7CF
 Muk: 0188D7CF
 Shellder: 0117D7CF
 Cloyster: 018BD7CF
 Gastly: 0119D7CF
 Haunter: 0193D7CF
 Gengar: 010ED7CF
 Onix: 0122D7CF
 Drowzee: 0130D7CF
 Hypno: 0181D7CF
 Krabby: 014ED7CF
 Kingler: 018AD7CF
 Voltorb: 0106D7CF
 Electrode: 018DD7CF
 Exeggcute: 010CD7CF
 Exeggutor: 010AD7CF
 Cubone: 0111D7CF
 Marowak: 0191D7CF
 Hitmonlee: 012BD7CF
 Hitmonchan: 012CD7CF
 Lickitung: 010BD7CF
 Koffing: 0137D7CF
 Weezing: 018FD7CF
 Rhyhorn: 0112D7CF
 Rhydon: 0101D7CF
 Chansey: 0128D7CF
 Tangela: 011ED7CF

Kangaskhan: 0102D7CF
 Horsea: 015CD7CF
 Seadra: 015DD7CF
 Goldeen: 019DD7CF
 Seaking: 019ED7CF
 Staryu: 011BD7CF
 Starmie: 0198D7CF
 Mr. Mime: 012AD7CF
 Scyther: 011AD7CF
 Jynx: 0148D7CF
 Electabuzz: 0135D7CF
 Magmar: 0133D7CF
 Pinsir: 011DD7CF

Tauros: 013CD7CF
 Majikarp: 0185D7CF
 Gyarados: 0116D7CF
 Lapras: 0113D7CF
 Ditto: 014CD7CF
 Eevee: 0166D7CF
 Vaporeon: 0169D7CF
 Jolteon: 0168D7CF
 Flareon: 0167D7CF
 Porygon: 01AAD7CF
 Omalyte: 0162D7CF
 Omastar: 0163D7CF
 Kabuto: 015AD7CF

Kabutops: 015BD7CF
 Aerodactyl: 01ABD7CF
 Snorlax: 0184D7CF
 Articuno: 014AD7CF
 Zapdos: 014BD7CF
 Motres: 0149D7CF
 Dratini: 0158D7CF
 Dragonair: 0159D7CF
 Dragonite: 0142D7CF
 Mewtwo: 0183D7CF
 Mew: 0115D7CF

Catch a Pokémon level 5: 010526D1
 Catch a Pokémon level 10: 010A26D1
 Catch a Pokémon level 15: 010F26D1
 Catch a Pokémon level 20: 011426D1
 Catch a Pokémon level 25: 011926D1
 Catch a Pokémon level 30: 011E26D1
 Catch a Pokémon level 35: 012326D1

Catch a Pokémon level 40: 012826D1
 Catch a Pokémon level 45: 012D26D1
 Catch a Pokémon level 50: 013226D1
 Catch a Pokémon level 75: 014B26D1
 Catch a Pokémon level 100: 016426D1
 Catch a Pokémon level 150: 019626D1
 Catch a Pokémon level 190: 01BE26D1

For the following codes use the values provided in the list below to replace the question marks.

01: Master Ball
 02: Ultra Ball
 03: Great Ball
 04: Pokéball
 0A: Moon Stone
 0B: Antidote
 0C: Burn Heal
 0D: Ice Heal
 0E: Awakening
 0F: Parlyze Heal
 10: Full Restore
 11: Max Potion
 12: Hyper Potion
 13: Super Potion
 14: Potion
 1D: Escape Rope
 1E: Repel
 20: Fire Stone
 21: Thunderstone
 22: Waterstone
 23: HP up
 24: Protein
 25: Iron
 26: Carbos
 27: Calcium
 28: Rare Candy
 2E: X Accuracy
 2F: Leaf Stone
 31: Nugget
 32: PP up
 33: PokéDoll
 34: Full Heal
 35: Revive
 36: Max Revive
 37: Guard Spec
 38: Super Repel

39: Max Repel
 3A: Dire Hit
 3B: Coin
 3C: Fresh Water
 3D: Soda Pop
 3E: Lemonade
 41: X Attack
 42: X Defend
 43: X Speed
 44: X Special
 4B: Exp. All
 4F: PP Up
 50: Ether
 51: Max Ether
 52: Elixir
 53: Max Elixir
 C4: HM01 Cut
 C5: HM02 Fly
 C6: HM03 Surf
 C7: HM04 Strength
 C8: HM05 Flash
 C9: TM01 Mega Punch
 CA: TM02 Razor Wind
 CB: TM03 Swords Dance
 CC: TM04 Whirlwind
 CD: TM05 Mega Kick
 CE: TM06 Toxic
 CF: TM07 Horn Drill
 D0: TM08 Body Slam
 D1: TM09 Take Down
 D2: TM10 Double Edge
 D3: TM11 Double Beam
 D4: TM12 Watergun
 D5: TM13 Ice Beam
 D6: TM14 Blizzard
 D7: TM15 Hyperbeam

D8: TM16 PayDay
 D9: TM17 Submission
 DA: TM18 Counter
 DB: TM19 Seismic Toss
 DC: TM20 Rage
 DD: TM21 Mega Drain
 DE: TM22 Solar Beam
 DF: TM23 Dragon Rage
 E0: TM24 Thunderbolt
 E1: TM25 Thunder
 E2: TM26 Earthquake
 E3: TM27 Fissure
 E4: TM28 Dig
 E5: TM29 Psychic
 E6: TM30 Teleport
 E7: TM31 Mimic
 E8: TM32 Double Team
 E9: TM33 Reflect
 EA: TM34 Bide
 EB: TM35 Metronome
 EC: TM36 Self-Destruct
 ED: TM37 Egg Bomb
 EE: TM38 Fire Blast
 EF: TM39 Swift
 F0: TM40 Skull Blast
 F1: TM41 Soft Boiled
 F2: TM42 Dream Eater
 F3: TM43 Sky Attack
 F4: TM44 Rest
 F5: TM45 Thunder Wave
 F6: TM46 Psywave
 F7: TM47 Rock Slide
 F8: TM48 Explosion
 F9: TM49 Tri-Attack
 FA: TM50 Substitute

Pokemon Trading Card Game modifier codes

Have Any Card In Your Next Booster Pack Modifier:

Slots 1 thru 3:
 01xx00C4
 01xx01C4
 01xx02C4

Card Digits: Replace xx's with:

01 - Grass Energy	2B - Wheezing	54 - Seaking	7A - Dugtrio
02 - Fire Energy	2C - Tangela	55 - Staryu	7B - Mankey
03 - Water Energy	2D - Tangela	56 - Starmie	7C - Primeape
04 - Lightning Energy	2E - Scyther	57 - Magikarp	7D - Machop
05 - Fighting Energy	2F - Pinsir	58 - Gyarados	7E - Machoke
06 - Psychic Energy	30 - Charmander	59 - Lapras	7F - Machop
07 - Double Colorless Energy	31 - Charmelon	5A - Vaporeon	80 - Geodude
08 - Bulbasaur	32 - Charizard	5B - Vaporeon	81 - Graveler
09 - hysaur	33 - Vulpix	5C - Omalyte	82 - Golem
0A - Venusaur Promo	34 - Ninetales	5D - Omastar	83 - Onix
0B - Venusaur	35 - Ninetales	5E - Articuno	84 - Cubone
0C - Caterpie	36 - Growlithe	5F - Legendary	85 - Marowak Jungle
0D - Metapod	37 - Arcanine	Articuno	86 - Marowak GB
0E - Butterfree	38 - Arcanine	60 - Pikachu	87 - Hitmonlee
0F - Weedle	39 - Ponyta	61 - Pikachu Jungle	88 - Hitmonchan
10 - Kakuna	3A - Rapidash	62 - Pikachu promo)	89 - Rhyhorn
11 - Beedrill	3B - Magmar	64 - Flying Pikachu	8A - Rhydon
12 - Ekans	3C - Magmar Fossil	65 - Surfing Pikachu	8B - Kabuto
13 - Arbok	3D - Flareon	66 - Surfing Pikachu	8C - Kabutops
14 - Nidoran Female	3E - Flareon Jungle	67 - Raichu	8D - Aerodactyl
15 - Nidorina	3F - Moltres	68 - Raichu Fossil	8E - Abra
16 - Nidoqueen	40 - Legendary	69 - Magnemite	8F - Kadabra
17 - Nidoran Male	Moltres	6A - Magnemite	90 -alakazam
18 - Nidorino	41 - Squirtle	6B - Magnetron	91 - Slowpoke Promo
19 - Nidoking	42 - Wartortle	6C - Magnetron	92 - Slowpoke Fossil
1A - Zubat	43 - Blastoise	Fossil	93 - Slowbro
1B - Golbat	44 - Psyduck	6D - Voltorb	94 - Gastly
1C - Oddish	45 - Golduck	6E - Electrode	95 - Gastly Fossil
1D - Gloom	46 - Poliwhg	6F - Electrode	96 - Haunter Fossil
1E - Vileplume	47 - Poliwhirl	Jungle	97 - Haunter
1F - Paras	48 - Poliwraoh	70 - Electabuzz	98 - Gengar
20 - Parasect	49 - Tentacool	Promo	99 - Drowzee
21 - Venonat	4A - Tentacruel	71 - Electabuzz	9A - Hypno
22 - Venomoth	4B - Seel	72 - Jolteon GB	9B - Mr. Mime
23 - Bellsprout	4C - Dewgong	73 - Jolteon	9C - Jynx
24 - Weepinbell	4D - Shellder	74 - Zapdos	9D - Mewtwo
25 - Vitrebebell	4E - Cloister	75 - Zapdos Fossil	9E - Mewtwo Promo
26 - Grimer	4F - Krabby	76 - Legendary	9F - Mewtwo Promo
27 - Muk	50 - Kingler	Zapdos	A0 - Mew Promo
28 - Exeggcute	51 - Horsea	77 - Sandshrew	A1 - Mew Card Pop
29 - Exeggutor	52 - Seadra	78 - Sandslash	Promo
2A - Koffing	53 - Goldeen	79 - Diglett	A2 - Mew
			A3 - Pidgey

A4 - Pidgotto
 A5 - Pidgeot
 A6 - Pidgeot Jungle
 A7 - Rattata
 A8 - Raticate
 A9 - Spearow
 AA - Fearow
 AB - Clefairy
 AC - Clefable
 AD - Jigglypuff Promo
 AE - Jigglypuff GB
 AF - Jigglypuff Jungle
 B0 - Wigglytuff
 B1 - Meowth GB
 B2 - Meowth Jungle
 B3 - Persian
 B4 - Farfetch'd
 B5 - Doduo
 B6 - Dodrio

CA - Pokémon Breeder
 CB - Clefairy Doll
 CC - Mysterious Fossil
 BA - Tauros
 BB - Ditto
 BC - Eevee
 BD - Ponygon
 BE - Snorlax
 BF - Dratini
 C0 - Dragonair
 C1 - Legendary Dragonite
 C2 - Dragonite
 C3 - Professor Oak
 C4 - Imposter Professor Oak
 C5 - Bill
 C6 - Mr. Fuji
 C7 - Lass
 C8 - Irukaun?
 C9 - Pokémon Trader

DD - Potion
 DE - Super Potion
 DF - Full Heal
 EO - Revive
 E1 - Maintenance
 E2 - Pokémon Flute
 E3 - Gambler
 E4 - Recycle

70 - Chansey
 71 - Tangela
 72 - Kangaskhan
 73 - Horsea
 74 - Seadra
 75 - Goldeen
 76 - Seaking
 77 - Staryu
 78 - Starmie
 79 - Mr. Mime

7A - Scyther
 7B - Jynx
 7C - Electabuzz
 7D - Magmar
 7E - Pinsir
 7F - Tauros
 80 - Magikarp
 81 - Gyarados
 82 - Lapras
 83 - Ditto

84 - Eevee
 85 - Vaporeon
 86 - Jolteon
 87 - Flareon
 88 - Porygon
 89 - Omanyte
 8A - Omastar
 8B - Kabuto
 8C - Kabutops
 8D - Aerodactyl

8E - Snorlax
 8F - Articuno
 90 - Zapdos
 91 - Moltres
 92 - Dratini
 93 - Dragonair
 94 - Dragonite
 95 - Mewtwo
 96 - Mew

!Mew Can't Be Caught, But Is Worth 3 Million Points Per Hit)

POKÉBALL MODIFIER 91XX7ED4

REPLACE XX'S WITH POKÉBALL DIGITS BELOW:

01 - Pokéball
 02 - Great Pokéball
 03 - Ultra Pokéball
 05 - Master Pokéball

Pokémon Pinball modifier codes

CATCH ANY POKÉMON

91XX79D5

REPLACE XX'S WITH POKÉMON DIGITS BELOW:

00 - Bulbasaur	1C - Nidoran (F)	38 - Primeape	54 - Dodrio
01 - Ivysaur	1D - Nidorina	39 - Growlithe	55 - Seel
02 - Venusaur	1E - Nidoqueen	3A - Arcanine	56 - Dewgong
03 - Charmander	1F - Nidoran (M)	3B - Poliwhar	57 - Grimer
04 - Charmeleon	20 - Nidorino	3C - Poliwhir	58 - Muk
05 - Charizard	21 - Nidoking	3D - Poliwraht	59 - Shelder
06 - Squirtle	22 - Clefairy	3E - Abra	5A - Cloyster
07 - Wartortle	23 - Clefable	3F - Kadabra	5B - Gastly
08 - Blastoise	24 - Vulpix	40 - Alakazam	5C - Haunter
09 - Caterpie	25 - Ninetales	41 - Machop	5D - Gengar
0A - Metabod	26 - Jigglypuff	42 - Machoke	5E - Onix
0B - Butterfree	27 - Wigglytuff	43 - Machop	5F - Drowzee
0C - WeeDle	28 - Zubat	44 - Bellsprout	60 - Hypno
0D - Kakuna	29 - Golbat	45 - Weepinbell	61 - Krabby
0E - Beedrill	2A - Oddish	46 - Victreebell	62 - Kingler
0F - Pidgoy	2B - Gloom	47 - Tentacool	63 - Voltorb
10 - Pigeotto	2C - Vileplume	48 - Tentacruel	64 - Electrode
11 - Pigeot	2D - Paras	49 - Geodude	65 - Exeggcute
12 - Rattata	2E - Parasect	4A - Graveler	66 - Exeggutor
13 - Raticate	2F - Venonat	4B - Golem	67 - Cubone
14 - Spearow	30 - Venomoth	4C - Ponyta	68 - Marowak
15 - Fearow	31 - Diglett	4D - Rapidash	69 - Hitmonlee
16 - Ekans	32 - Dugtrio	4E - Slowpoke	6A - Hitmoncham
17 - Arbok	33 - Meowth	4F - Slowbro	6B - Lickitung
18 - Pikachu	34 - Persian	50 - Magnemite	6C - Koffing
19 - Raichu	35 - Psyduck	51 - Magnetron	6D - Weezing
1A - Sandshrew	36 - Golduck	52 - Farfetch'd	6E - Rhyhorn
1B - Sandslash	37 - Mankey	53 - Doduo	6F - Rhydon

Pokémon Puzzle Challenge modifier codes

Level Modifier

01XXfdde

REPLACE XX'S WITH THE FOLLOWING DIGITS (LEVELS 1 THRU 50):

00 = 0	0D = 13	1A = 26	27 = 39	34 = 52	41 = 65	4E = 78	5B = 91
01 = 1	0E = 14	1B = 27	28 = 40	35 = 53	42 = 66	4F = 79	5C = 92
02 = 2	0F = 15	1C = 28	29 = 41	36 = 54	43 = 67	50 = 80	5D = 93
03 = 3	10 = 16	1D = 29	2A = 42	37 = 55	44 = 68	51 = 81	5E = 94
04 = 4	11 = 17	1E = 30	2B = 43	38 = 56	45 = 69	52 = 82	5F = 95
05 = 5	12 = 18	1F = 31	2C = 44	39 = 57	46 = 70	53 = 83	60 = 96
06 = 6	13 = 19	20 = 32	2D = 45	3A = 58	47 = 71	54 = 84	61 = 97
07 = 7	14 = 20	21 = 33	2E = 46	3B = 59	48 = 72	55 = 85	62 = 98
08 = 8	15 = 21	22 = 34	2F = 47	3C = 60	49 = 73	56 = 86	63 = 99
09 = 9	16 = 22	23 = 35	30 = 48	3D = 61	4A = 74	57 = 87	
0A = 10	17 = 23	24 = 36	31 = 49	3E = 62	4B = 75	58 = 88	
0B = 11	18 = 24	25 = 37	32 = 50	3F = 63	4C = 76	59 = 89	
0C = 12	19 = 25	26 = 38	33 = 51	40 = 64	4D = 77	5A = 90	

Abbreviation Explanation

You will notice that some of the codes that are loaded for all of the games are abbreviated to fit the screen. Below are the translations. Some require additional instructions on how to use the code.

1 Hit Kills = Enemy dies after one attack

AllPokinDex = PokéDex Completed/Full

2BillionPts = 2,000,000,000 Points

AlwaysOnBike = Always On Your Bike

All3PokéElm = Get All 3 Starter Pokémon From Prof Elm To use: Just keep picking up starters until he's out of them.

AnyPokéBreed = Make any Pokémon Breed

Ball 1 Mod = Modifies which Ball is in that Slot (There are 12 Slots For Balls)

BuyMasBFor0 = Buy Master Balls For Free

ClrHalloFame = Hall of Fame Cleared

CtchSparPoke = Catch Sparky/Shiny Pokémon

EnAlwysAslep = Enemy Always Asleep And Poisoned

EnmyCantAtt = Enemy Can't Attack

EnmyLvlMod = Modifies Enemy's Level

FloaT on Air, Fly Mode = Your character will fly once he jumps over a fence

HaveBadges = Have All Badges

HaveBalSaver = Always Have Ball Saver

InfBoostPak = Infinite Booster Packs

InfCasCoin = Infinite Casino Coins

Inf DualPika = Infinite Dual Pikachu Kickback

Inf Energy = Infinite Energy

Inf HP = Infinite HP

Inf HP 1 = Infinite HP First Pokémon

Inf HP in btl = Infinite HP in Battle

InfItems1 = Infinite Item in that Slot (There are 17 Slots For Items)

Inf Money = Infinite Money

Inf Money, Inf Cash = Infinite Money
Inf PP 1 Pos = Infinite PP in First Position

Inf PP 1 = Infinite PP First Pokémon Position

Inf SafaBalls = Infinite Safari Balls

Inf Time Saf = Infinite Time in the Safari

Item 1 Mod = Modifies Item in the Slot (There are 17 Slots For Items)

Max Balls = Infinite Balls for that specific slot.

Max Def Spd = Max Defense, Speed, and Stats
Max Exp = Max Experience Level

Max Items = Infinite Items for that specific slot

Max Lvl = Max Level

Max Level 1,2,3,4,5,6 = Maximum Level For Pokémon in Slots 1-6

Max Lvl Up = Max Level Up

Max Stats 1,2,3,4,5,6 = Maximum Stats For Pokémon in Slots 1-6

Miss Fossil = Have Missing Fossil

MustBeOnBall, Balls On = Enable Scrolling for Balls

MustBeOnItem, Items On = Enable Scrolling for Items

Never Miss = You will never miss an attack

No Rndm Bats = No Random Battles

Pacific Pika = Have Pacific Pikachu

Poke MaxLvl = Max Level for all 6 Pokémon

Pokémon1,2,3,4,5,6 Mod = Modifies which Pokémon is in Slot

Protect Stat = Protect Status

StealTranPok = Steal Trainers Pokémon To use: Have the GameShark switch off until you fight the trainer, then turn it on and throw the ball.

Hacking tips

Welcome to the Hacking Tips chapter of the Game Boy® Color GameShark booklet. I am sure that you are excited that you can now take your gaming to a whole other level by creating your very own **Pokémon** codes. Hopefully all of you will take advantage of the In-Game Trainer feature built into your GameShark unit. Inside of this section you will find out all of the information that you need to get you set to starting hacking just like the pros. **Make sure that you have read "CODE HACKING" below on how the**

In-Game Trainer works before you start hacking your own codes because you are going to need that information before you get started. With everything inside this chapter, you will be able to take what you learned and use it to find any code that you want to create for any game. For further information about hacking, you can log on to www.gameshark.com and read the Hacking Tips for more advanced search techniques and codes. Practice makes perfect, so give it time and be patient! Soon you will be amazing yourself and your friends with your own special **Pokémon** codes! So turn the page and let's get hacking!

-Lik

Code hacking

Please read all of this information before you read the Hacking Tips and attempt to start hacking. This information explains everything in detail about what hacking is and the technical aspect of it. After you read all of this information and grasp the concept, you will be ready to start hacking your own codes.

CODE GENERATOR / GAME TRAINER

The terms "Training" and "Hacking" have been used throughout the gaming industry to describe the process of finding enhancement codes within a game. For several years, we have been hacking GameShark™ codes for our customers and providing them on the GameShark™ website, in the GameShark magazine, and other means. We will continue to do so, but in addition, you can also find your own unique codes using GameShark™ Online's built-in Code Generator (also known as the "Game Trainer") feature. You can try your hand at finding codes for infinite lives, weapons, secrets, etc.!

The following section of this manual explains the Code Generator feature, including a detailed FAQ (frequently asked questions) section of common questions. Also, check out the discussion board on the GameShark™ website (www.gameshark.com). It offers an excellent forum for communication with others within the GameShark™ hacking community.

Here is some information that you should know before using the Code Generator.

1. DUE TO THE COMPLEXITY OF THIS FEATURE, QUESTIONS ON HOW TO HACK CODES USING THE CODE GENERATOR WILL NOT BE ANSWERED BY INTERACT'S CONSUMER SERVICES DEPARTMENT.

However, we've included as much information as possible for users to try hacking codes on their own. We encourage everyone to give it a try and to use the discussion board on the GameShark™ website to talk to others.

2. We must warn that this is an advanced feature, and will not be for everyone. A general knowledge of programming code is recommended, but not required, and some practice will most likely be needed to develop good hacking skills.

FINDING A GAMESHARK™ CODE SEARCHING FOR A KNOWN VALUE

1. Choose a game that you would like to find codes for.
2. At the Main Menu, select "Start Game" and begin your game with "Codes Off".
3. As the game is starting, decide which variable you would like to find a code for. This variable can be something like Infinite Ammo, Infinite Lives, Unlimited Time, etc. For this example, let's imagine that you want to find Infinite Lives.
4. Once the game starts and you can move your character, immediately press the GS Button, which is located at the top of the GameShark™ Online.
5. You'll enter the IN-GAME MENU. Highlight GAME TRAINER and press the A button to enter the Game Trainer Menu. Let's say that you start the game with 10 lives. The number "10" is called a "known value" - this is the number you will search for.
6. Select the option "Known Value", and then select "Search Value" from the next menu ("Known Value Search").
7. Next you will be prompted to enter the known value. Underneath the words "Enter Search Value" you will see two groups of numbers, eg "000 = 00". The number on the left is the decimal value, while the number on the right is the hexadecimal ("hex") value.

You must edit the hex number so that the decimal value equals, in this case, 10. Use the D-Pad to move around the characters at the bottom of the screen, and press the A button to select a character. The arrow characters "<" and ">" will move the cursor left or right.

The hex equivalent of the number 10 is "0A", so that is the value we enter in the Search Value box. Select "done" and press the A button when you are finished. A status bar will appear at the top of the screen while GameShark™ scans the game's raw code for the value you specified. A message then appears: "Found xx possible", where xx is the number of times our value "10" appears in the game's code. The number xx is the number of "possibilities" available - only one of these possibilities will be the correct location for Infinite Lives. So long as you have less than 64 possibilities, you can skip to the next step.

- Click on "View Results" to see all the possibilities.

A new screen will appear. In the window on the right of the screen are all the possible codes that GameShark™ has found - remember only one of these is likely to be the code you are searching for. You need to test out the codes one by one, to see what effect each one has on the gameplay.

- To test a code, you first need to make it active. Select a code from the list of possibilities and press the A button. The code will appear in the "Active" window. Now press the "Start" button to return to the "Known Value" menu. Select "Return to Game" and test out the code.
- If nothing happens, you will need to select a different code and try again.

You can also try losing a life, then changing the known value to the new figure. In our example, losing one life would give you a new value of 9 - you may be able to reduce the number of possibilities by entering this new number as your known value.

If you suddenly find that you are invincible then congratulations - you've found the infinite lives code!

- Now return to the "View Results" screen in the Game Trainer. Highlight your new infinite lives code and press B to add the code to GameShark™'s memory.
- Switch your Game Boy® off, and then back on again to go to the GameShark™ Main Menu. Follow the instructions to add your new code. When you are asked to input your new code, pressing "Select" will display your saved code on screen. Press the "Start" button to store it.

Trial and error is the key to finding codes you want - sometimes you'll even discover fantastic codes completely by mistake!

SEARCH FOR AN UNKNOWN VALUE

- Start the game again without codes. Press the GS button on your GameShark™, then select "Unknown Value" from the Game Trainer menu. Select "Start". A large number of possibilities will appear at the top of the screen. Now return to the game. When you can control your character, lose a life. So if you started the game with 3 lives, let your character die, so that you'll have 2 lives.
- Once you see that your number of lives have dropped, immediately press the GS button again. Go back into the Game Trainer menu. This time, highlight and select the "Less Than Last" option. You chose this command because you lost a life and 2 lives are LESS than 3 lives.
- A number will appear on screen. This number represents the amount of possibilities that were found in a "less than" code search. You want this number to be as low as possible before you view your cheat codes. If the number is still high, keep repeating steps 2 and 3 until the number is as low as possible, selecting the "Less Than Last" option every time your character is killed to reduce the number of code possibilities.
- When you have only a few possibilities, test the codes you have found as explained in the previous section "Searching For a Known Value".

FREQUENTLY ASKED QUESTIONS

Go to The Hackery at www.gameshark.com to find more Frequently Asked Questions regarding hacking with the Game Boy® GameShark™ Online.

Q: What is the difference between the numbers and letters?

A: The numbering system that the GameShark™ Online uses is called hexadecimal (hex). Instead of the standard decimal system (0 - 10), the GameShark™ Online reads 0 through f (a = 10, b = 11...f = 15). Here is an example of 1 - 20 in Decimal, then in Hex:

Decimal: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20.....

Hex: 1, 2, 3, 4, 5, 6, 7, 8, 9, a, b, c, d, e, f, 10, 11, 12, 13, 14.....

It is of great assistance to have a calculator that can convert from decimal to hexadecimal.

Q: What does the code itself mean?

A: The first two digits are the address in the RAM (Random Access memory) of the Game Boy® unit and the last six digits are the values of that address. So, as an example, 01 xxxxxx 01 is the address of the code in the RAM and xxxxxx is the value (where xxxxxx can range from 0000 [decimal = 0] to ffff [decimal = 65,535])

Q: After I find a code, will other codes generally be in the same area?

A: Most of the time, if you have found one code, others will be in the same area. This is a general rule and does not necessarily apply to every game.

Q: The code I have selected is not working. What's wrong?

A: There are a couple of possibilities. The first is that the code you have selected is the wrong one. Even though some codes match all the search criteria you input (Greater Than, Less Than, Equal To) does not mean that it is in fact the code you are looking for. Also, the code may not be enabled. Be sure to slide the on/off switch to the left (towards the GS button).

If the code is incorrect, try the search again. If the codes you have are not working, you may have searched in the wrong area or have the wrong code/s turned on. Write down codes that you know do not work, as well as the ones that do work.

A NOTE FROM THE GAMESHARK.COM HACKERS

Game training (hacking) requires a great deal of patience. Take it from CodeBoy, Lik, Nick, FNG, and all of our hackers, do not expect to be a hacking genius overnight. We come across things we have not seen before every once in awhile ourselves. With experience, you will be able to crack just about any game code a programmer can throw at you.

Infinite HP

Are you getting tired of your Pokémon fainting all the time in battle because they run out of HP too fast? Well read on for your solution.

- Get into the game and hop into battle. Check to see what your current HP level is. For example, pretend it's 50. Before the battle starts do a Known Value search for the value 50 (32 in hex) and then return to the game.
- Once you are back in the game and in a battle, let your opponent hit you once. You should lose some HP. For example, let's say that your HP is now set at 20, do a Known Value search for the value 20 (14 in hex). Then get back into the game.

3. As soon as you are back into the battle, let your opponent hit you again so you will lose some more HP. Let's say that your HP is now at 5, do a Known Value search for the value 5 (05 in hex). You should only have about 2 possibilities left so check your results by testing your codes out.

Once you are looking at your results, take the first address and change the value to FF and return to the game and get into battle. The first part of your HP should be set at 255 (FF in hex). If you get hit and your HP doesn't go down, you have your code. If it does go down, try out the other possibilities you have left and repeat the last couple of sentences of directions. After that, it's time to find the next part of your HP.

This is the easy part. Every **Pokémon** game has a specific pattern. The other part of your Pokémon's HP is always 1 or 2 addresses higher than the first part. For example, if the address for the HP you just found looks like this: 91FF4CDA, the address for the next part will either be: 91FF4DDA or 91FF4EDA; so just test them out. The right address will give you 255 for the last half of your HP, so your HP will now look like this: 255/255. Your final code will look something like this:
91FF4CDA
91FF4DCA

Now that you've hacked your very own code for Infinite HP, you will never faint in battle again. Nothing can hurt your Pokémon!

Infinite Money

Are you tired of not having enough cash to buy all of the things you want at the Pokémart? Well follow these directions for your unlimited cash flow.

1. Get into the game and check to see how much money that you have. After you look, do an Unknown Value search and get back into the game.
2. Go find the nearest Pokémart and buy something cheap, and then do a Less Than search. Now get back into the game.
3. Walk around in the Pokémart and do an Equal To search. Get back into the game and leave the Pokémart.
4. Now walk around outside of the Pokémart and do another Equal To search. Now get back into the game.
5. Go back into the Pokémart and buy something cheap, and do a Less Than search. Now get back into the game.
6. Repeat Steps 3 thru 5 until you only have a couple of possibilities remaining.
7. After you have narrowed the possibilities down to about 10 or less, it's time to check your results.

Now look at your results. You need to test out all of the codes to find out which is the right address. Test out each code one at a time by going to the Pokémart and buying something. If your money doesn't deplete, you have the right code. Once you have the right code, change the value to FF and get back into the game to see how much money you now have!

Your code should look something like this: 91ff4DCA. For you more seasoned hackers, try going up an address to find the other 2 parts for the whole money line.

Example: The complete money line will look something like this:

91FF4DCA
91FF4ECA
91FF4FCA

Just play around by going up or down in addresses until you affect all of the numbers in the money.

Now you will never have to worry about your Pokémon's financial status again. And just think, it's all tax-free too!

Infinite Rare Candies

Are you tired of running out of those valuable Rare Candies? Well that won't be a problem anymore, just follow these simple steps....

1. Get into the game and go to your item section and scroll down to find your Rare Candies. Say for example that you have 3 Rare Candies left, do a Known Value search for the value 3 (03 in hex). Now get back into the game.
2. Give a Rare Candy to one of your Pokémon, so if you had 3 before you should have 2 left. Do a Known Value search for the value 2 (02 in hex). Get back into the game.
3. Now give your Pokémon another Rare Candy, if you can't give one to your Pokémon, just toss one out so the quantity goes down one (don't worry about losing one, you're hacking an Infinite Rare Candies code here, so soon you'll have more than enough). If you had 2 before you used one, you will have 1 left. Do a Known Value search for the value 1 (01 in hex). You should only have 1-2 possibilities remaining.

Check to see the results that you have, and change the value to 63 (99 in hex) and test them out. Once you have found the right code, you will have 99 Rare Candies and when you go to use one they will not deplete. Your code should look something like this: 91634DCA.

Now you don't have to worry about your Rare Candies running out! So, um, does that make them less rare?

Max Level

Do you want your Pokémon to be the top of his class, level-wise? Well now you can make your Pokémon have the highest level possible without having to win all of those battles, just follow these simple directions.

1. Get into the game and look at your Pokémon's level. Say, for example, that it's set at 12, do a Known Value search for the value 12 (0C in hex). Now get back into the game.
2. Go fight some battles so that your level will go up. For example, say that your level is at 13, do a Known Value search for 13 (0D in hex) and then get back into the game.
3. Fight some more battles until your level goes up again. For example, if your level is now at 14, do a Known Value search for 14 (0E in hex). Now you should only have a few possibilities left.

Look at your results and change the value to FF on the remaining addresses. Now test them out to see which is the right one. You will know when you have the right code because your Pokémon's level should be at 255. Your code should look something like this: 91FF49DA.

Now your Pokémon's level is maxed out, so you have an experienced Pokémon without having to fight hundreds of battles!

Enemy level modifier

Do you want to be able to control the level of all of the Pokémon you battle? Do you want their level to be 0? Follow these steps:

1. Get into the game and go into battle. When you are in battle look to see your enemy's level. For example, if your opponent's level is 05, do a Known Value search for the value 05. Now go back into the game.
2. Go find another Pokémon to battle, and make sure its level is different than the Pokémon you just battled. For example, say the next Pokémon you battle is level 06, do a Known Value for the value 06. Now go back into the game.
3. Find a battle with another Pokémon who's level is different from the last two you just battled. For example, if this Pokémon's Level is 04, do a Known Value search for the value 04. Now you should only have about 1 to 3 possibilities left.
4. Now it's time to check your results.

Test out your results one at a time. Change the value on each address to 00 and go back into the game and get into battle. If the Pokémon you battle Level is 00 you have found your code! Your code should look something like this: 910045DA. Now you can change the Level of your enemy by changing the value. Try these out:

63 - will make your enemy's Level 99
 0F - will make your enemy's Level 15
 32 - will make your enemy's Level 50
 FF - will make your enemy's Level 255

Now you can be that master trainer you always wanted to be by having the power to make your opponent's level 0! How is that for being a master!?!

Max Stats

Do you want your Pokémon to be the strongest and the quickest? Well now you can have your Pokémon's stats maxed out quickly and easily by following these directions:

1. Get into the game and check to see what your stats are set at. Now you have to pick which one of your stats you would like to max out first. Let's max out your Attack first. Say, for example, that your Attack power is at 10, do a Known Value search for the value 0A (10 in hex) and then get back into the game.
2. Go battle some Pokémon so that your Attack Level goes up. Once you have been in enough battles that your Attack goes up, it's time to do a search. So if your Attack Level went up to 12, do a Known Value search for the value 0C (12 in hex) and then get back into the game.
3. Now find other Pokémon to battle so your Attack level will go up. After you have fought enough battles so that your Attack Level goes up, see what it went up to. If it's now at 14, do a Known Value search for the value 0E (14 in hex). Now you should only have 1 to 2 possibilities left.
4. Look at your results.

Change the value to FF and test each code out. When you look at your Attack Level it should be at 255. If it is, you have found your code! Your code should look something like this: 91FF65DA.

For you seasoned hackers, try going up addresses and down in addresses to find the other Stats. Usually they are 1 address higher than the last. For example all 5 addresses for your Stats should

look something like this:

91FF65DA
 91FF66DA
 91FF67DA
 91FF68DA
 91FF68DA

You use this same technique to find the other 4 stats so your Pokémon will become one powerful little pocket monster! With maxed out Stats, you are sure to win every battle!

1 Hit Knockouts

Do you want to be able to knockout your opponent in one swift blow? Well now you can.

1. Get into the game and get into battle and when your opponent's HP is full, do an Unknown Value search. Now go back into the game.
2. Go back into battle and hit your opponent once. Now do a Less Than search. Now go back into the game.
3. Go back into the battle and hit your opponent one more time and do a Less Than search. Go back into the game.
4. Now get into a new battle. When your opponent's HP is full, do a Greater Than search. Now go back into the game.
5. Go back into your battle and hit your opponent and do a Less Than search. Now go back into the game.
6. Repeat Step 5 twice.
7. Now repeat Step 4 thru 6 until you only have about 1 to 5 results left.
8. Now look at your results.

While you look at your results, change the values to 00. Test them all out by getting into battles and seeing if your opponent starts with no HP. If your opponent doesn't have any HP and you knock him out with one hit, you have your code! Your code should look something like this: 910072D5

That was simple enough right? Now you are a true master Pokémon trainer, all it takes is one hit and those opposing Pokémon are done!

Have All Badges

Don't feel like fighting all of the Gym leaders just to get all of the badges? Well you don't have to, just follow these steps.

1. Get into the game and before you battle any of the Gym leaders, do an Unknown Value search. Now return to the game.
2. Walk to a different area and do an Equal To search and return to the game.
3. Repeat Step 2 about 2-4 times.
4. Now find your way to a Gym leader and before you enter save your game (you will find out why in the next couple of steps).
5. After you've finished saving your game, go battle the Gym Leader. After you have won the battle and collected his badge, do a Greater Than search. Now return to the game.
6. Walk around in different areas of the game and do an Equal To search, and return to the game.
7. Repeat Step 6, 2 to 4 times.

- Reset your game (DO NOT TURN THE GAME OFF!) by pressing Select+Start+A+B at the same time. Now load up your saved game (remember I told you to save your game before you fought the Gym leader!) and in this save you won't have a badge, so do a Less Than search and then return to the game.
- Walk around in different areas of the game while doing an Equal To search.
- Repeat Step 9, 2 to 4 times.
- Now go back to the same Gym leader and battle him/her to get the same badge again. After you won the battle and the badge, do a Greater Than search and return to the game.
- Now repeat Steps 6 thru 11 until you only have a few possibilities left.
- After you have a few (5 - 10) possibilities remaining, it is time to test the codes out.

Your last search should have been when you had the badge (if you followed the instructions right), so change the value of each address that is left to FF. Now test them all out and the one that gives you all 8 badges is the right code! Your code should look something like this: 91FF6FD5. For you seasoned hackers, if there are 16 badges in your Pokémon game, the next address up from the one you just hacked is the address for the other 8, so your codes should look something like this:

91FF6FD5
91FF70D5

Now you can have all of the badges without having to trouble yourself to battle all of the Gym leaders. How is that for convenience?

No Random Battles

Are you tired of walking through the grass and having to fight against your will? Well read on for your remedy...

- Get into the game and walk around and do an Unknown value search. Now get back into the game.
- Walk into different areas and do an Equal To search. Now get back into the game.
- Repeat Step 2, 2 to 4 times.
- Now go walk around in the grass and look for a battle. Now right when the screen starts flashing (as you are entering a random battle), do a Different To search. Now get back into the game.
- Once you are back in the game and in battle, do an Equal To search. Now get back into the game.
- Now get out of the battle and walk and get out of the grass. Once you are safe ground, do a Different To search. Now get back into the game.
- Repeat Steps 2 thru 6 until you have 2 to 6 possibilities left.
- Look at your results.

If you followed the directions correctly, your last search should have been when you were on safe ground. The value for the right code should be 00. Test out all of the codes that have the value 00, and if you walk around in the grass and nothing happens (no random battle) you have your code!

Now you don't have to worry about getting in all of those annoying random battles. That makes the game easier right?

Fly

Have you ever wanted your Trainer to fly instead of walk through Pokéland, just like a flying Pokémon? Well follow these steps and he can...

- Get into the game, walk around, do an Unknown Value search, and return to the game.
- Walk around in different areas and do an Equal To search.
- Repeat Step 2, 2 to 4 times to narrow down the possibilities some and then return to the game.
- Now find a fence and walk up to it. When your character starts to jump in the air, do a Different To search and return to the game.
- When your character is on the ground, do a Different To search and return to the game.
- Repeat Steps 2 thru 5 until you have 2 to 6 results left.
- Now look at your results.

It's trial and error time, and you are going to have to try out all of the codes. Look at your results, and if your last search was when your character was on the ground, the code should look similar to this: 91 00 456F or 91 01 456F. The value should be either 00 or in some cases it is 01, but it most likely will be the 00 value. Sometimes certain Pokémon games will have a totally obscure value, so test all of the codes out is the key. When you test the codes out, the one that will not allow you to jump is the right one, now bump up the value to 01 or 02 and that should give you the Fly Mode, if not try bumping the values up even higher. Your code should look something like this: 9101456F.

When you have your code, you may notice your character will not come back down to the ground once he starts flying. That's not a problem, just turn the GameShark switch off when you want to come back down again.

Tips and cheats

Welcome to the Hints and Tips guide of the book, fellow pokémasters. The following hints and programmers cheats will help you wow your friends over and maybe even snag you a couple extra Pokémon for your pokédeck. Before trying any of the tricks, always make sure that you save your game beforehand. Enjoy!

Pokemon Crystal: Tips and Cheats

Create a "Rescue" Pokémon

Want a huge jump on the opposition, while keeping your Pokémon safe? Well, here's an easy way to do it. After you have received your Pokémon from Prof. Elm (for the example, we'll use Chikorita), and head out to the closest grass area and start fighting Pokémon. If it's hurt, you can use the healing machine back in Elm's lab. Keep fighting until you've raised it to about a Level 8, and continue on with the travelling. On Route 29, you'll be able to walk into a building with a back door, exit out back and walk around. You should be able to find several GeoDudes in the grass. Use Chikorita's Razor Leaf move on them to win in one round. The experience points you gain will quickly raise you Pokémon to level 10 or 11.

Now continue with the story, and capture a Pokémon or two with the Balls you'll get from Elm's helper. Here's where your new "Rescue" Chikorita comes in to play. Head back to an area with Pokémon who are near the same level as Chikorita. Have Chik fight them until they're almost at the fainting point, and then switch to one of the new Pokémon. They'll finish off the enemy, and split the experience. Once the new Pokémon raise a level or two, have them attack instead. If it looks like they'll faint, simply send in the Chikorita. This way if they do defeat the monster, they'll gain levels faster, and if you 'rescue' them with Chikatora, they're still get the Experience Points and will have avoided fainting!

Visit Annon

Inside the Alph Ruins are puzzle rooms. In the back of each puzzle room there are words formed by Unowns. They require you to perform tasks in order to get to the very back room. One will require you to equip a Water Stone, another will have you use the escape rope, and the other will make you play Ho-Oh in your first battle spot. The last will require you to use Flash. When you get to the back room, grab all the items, and fall down the hole. There will be a message about Unowns. Fall down the next hole to return to the Unown Shrine.

Find Sulcune

This opponent can be found in the following locations:

- Outside of National Park
- Below the bush in Mount Mortar
- And up in Cianwoods

After finding these locations, go to the Tin Tower, and he'll appear to fight you.

Eerie Sounds

Inside the Unown Ruins, use your radio to dial into Channel 13.5. You'll be able to hear the weird sounds made by the Unown.

Know Your Rival's Pokémon

In the beginning of the game, when you're asked to pick a Pokémon, your Rival will automatically have the one best suited against yours. So:

Your Pokémon is: = His/Hers Will be:

Chikatora = Cyndaquil

Totodile = Chikatora

Cyndaquil = Totodile

Phone Stones

Many of the phone conversations in Crystal are new. Grab a Trainer's phone number, and when they call, go visit them. There's a chance they'll give you a rare stone.

New Disc Jockey

If you stop by the Radio Tower on a nightly basis, Buena will give you a chance to collect some great items.

Acquire Map Card

When you arrive at Cherrygrove City, allow the Old Man near the entrance to show you around. He'll give you the map at the end of his tour.

Acquire Steelix

Equip an Onix with the Metal Coat and trade him to another cartridge.

Acquire Slowking

Equip a Slowbro with the King's Rock as it evolves.

Acquire Scizor

Equip a Scyther with the Metal Coat as it evolves.

Acquire Moon Stone

Look for the Moon Stone on Rt 27.

Acquire Solar Stone

Win the Bug Catching Tournament to get the Solar Stone.

Acquire Poliwh

Equip a Poliwh with the King's Rock as it evolves.

Pokemon Gold/Silver: Tips and Cheats

Don't Dis Moms

When your mom offers to save money for you, say "Yes." She'll act as a back up bank account during game play. Each time you earn money, part of it will go to her. This is extremely helpful when you're in need of some extra cash. Also, with this option equipped, she'll even buy things for you and dump them in your PC for you.

Time Of Day Pokémon

There are now time specific Pokémon. Look for different Pokémon at night or day.

Grass Vs. Air Attack Advice

If you happen to fight a Grass Pokémon against an Air Pokémon, use the Tackle rather than a Special Move, as it has a higher chance of doing better damage.

Fishing Rod Tip

Remember that you can use the Fishing Rod on the lakes inside caves as well as outside ones.

Play On A Friday

Certain Pokémon will only be available inside the Caves near Route 33 if you play the game on Friday.

Find Charcoal

Near the Ilex forest, the Charcoal Apprentice will lose his Farfetch'd. In the forest. Retrieve the Pokémon for him. Then revisit the Charcoal Kiln cabin and you will receive Charcoal.

Find Sunstone

Win the bug catching contest that is held on Thursdays at Relaxation Square National Park.

Exit Sprout Tower

Use the Escape Rope you find to get out of Sprout Tower.

Berries

Equip Pokémon with berries, they will use them during battle when they need them, and it won't take up a turn!

Capturing Pokémon Tip

To capture Pokémon, get their health down as much as possible without causing them to faint and then use a Pokéball. Also try putting them to sleep with a move like Sleep Powder or Lovely Kiss.

Pokemon Red/Blue: Tips and Cheats

Easy Experience For Low-Level Pokémon

Once you have a Pokémon of substantial power, one that can endure, or evade a free attack from an enemy Pokémon, place that strong Pokémon in the second position. In the first position place the weaker Pokémon that you wish to advance in level and experience. With the weak Pokémon in the lead search out Pokémon of a comparable level to that of the Pokémon you have in the second position. Once you begin a fight, the first thing to do is switch to the second, more powerful Pokémon. After you win the fight the weaker Pokémon gets half of the experience without even fighting. This is very useful for advancing your Pokédex, and once you have reached 50 Pokémon, you may receive

EXP All from Prof. Oak's Assistant, which makes advancing and evolving your Pokémon much easier. This method does take some time, but the quicker you achieve 50 Pokémon and get EXP All, the quicker your Pokédex will fill up.

Unlimited Items

To get 99 of any item, first put the item to be multiplied in the sixth slot. Now use FLY and go to Viridian City. Talk to the old man almost all the way north of the town. When he asks if you are in a hurry, say no and watch him catch a Weedle. After that, fly to Fuchsia city. Make your way south and, when you reach the water's edge, use SURF and go to Seafoam Island. After arriving, swim up and down the beach until you run into a Pokémon called "M" (a glitch like Missingno). Once you see him, kill him or run away – don't catch him! After that, you should have 99 of your 6th item!
 Note: You can use the code as many times as you want and you can catch "M" another time. Additionally, instead of "M" a level 128 Starmie or Snorlax may appear.
 Note: Obtaining "M" may prevent you from progressing in the game, so use this trick with caution.

Unlimited Money

To have unlimited money, place a gold nugget in the 6th item slot and get ninety-nine of them by using the "Unlimited items" trick. Sell all except one to increase your money. Use the remaining gold nugget to repeat the process. Head for any PokéMart and sell the nuggets until you have 999,999 coins. Go to Celadon City and go to the Game Corner. Go inside and talk to the man at the counter, who is on the right of the counter. He will ask you if you need coins. Say yes. He will give you 50 coins. Continue until you have about 7,000 coins. Now you can buy any item or Pokémon in the Prize Exchange house.

Infinite Items

Surf the coast of Cinnibar Island until you find Pokémon 'M'. Then defeat him or run away.

Hint: Finding Money:

Walk around and press A in the Rocket Game Corner to pick up coins that have been dropped.

Finding Experience All

Once you collect 50 or more Pokémon, find Professor Oak's Aide and he will give you Experience All.

Unlock Road Blocks

To get the guards to open the Closed Roads, give one a beverage.

Game Designers

The Pokémon game designers can be found hanging out at the Mansion in Celadon.

Get Ancient Pokémon Aerodactyl & Omanyte

Collect Amber from the Museum of Science's Annex and collect the fossils from Rock Tunnel. Go to the Lab on Cinnibar Island and give the scientists the Amber and Fossil to get Ancient Pokémon

Pokemon Yellow Tips and Cheats

Pikachu Surfing Mini-Game:

Note: You will need the Pokémon Stadium game on the Nintendo 64. Successfully beat the tournament mode on Pokémon Stadium without using any rented Pokémon. Transfer Pikachu to the Pokémon: Yellow Edition cartridge to play the Pikachu surfing mini-game.

Note: Another method is to trade Pikachu to a Red version of the game. Use the GameShark code on that version of the game to teach Pikachu Surf. Then, trade Pikachu back to the Yellow version. Travel to the Surfing Guru south of Fuchsia City and talk to him.

Surfing Super Stunt:

When surfing with Pika, do your tricks 'til the very end of the course, then on the last wave (the biggest one), do one backflip and two frontflips. You should receive 500 points for this.

Note: This difficult, but not impossible.

Catch Pokémon Easily:

When you toss a Poké Ball, Great Ball, or Ultra Ball, hold the B button when the ball just starts to explode. An Ultra Ball is recommended.

Check Ghost Pokémon without the Silph Scope:

You can see the Pokémon Ghosts in Pokémon Tower without the Silph Scope. When you are in the fight, choose the PKM menu as if you were going to switch Pokémon. Instead, just check the stats of any Pokémon in the party and go back to the battle. You will now see the Pokémon that is there.

Note: Sorry, but it's impossible to catch them, but it will be registered by your Pokédex.

Pokemon Trading Card Game Tips and Cheats

Control the Coins:

Get Heads On Coin:

Press A when the Pikachu coin is spinning right on Pikachu's face.

Note: This takes really good timing.

Get Tails On Coin:

Press Up just before the opponent's coin is displayed.. If done right, it will land on tails most of the time.

Free Booster Pack:

Start by going to your PC. Start a duel with anyone. As soon as you receive your hand, pick the top card and select "Check". Turn off game off, and then back on. Select "Continue" from the diary. When you continue, you will be in front of the person you were previously fighting. They will say that they lost and will give you booster packs.

Four Booster Packs From Battling:

Go to Imanaku in the Fighting Club after talking to a girl at the Fire Club. Chat with her and she will tell you to look for Imanaku. Battle him. If you win, he will give you four booster packs.

Unlimited Energy Cards:

In Dr. Mason's Lab, both Sam and Aaron will give you a pack full of energy when you defeat them. Sam will only play with two prizes, making him faster to defeat.

Peek At Deck:

Use a card that allows you to look in your deck. As soon as you're done, turn off the game. Select "Continue Duel". You have just peeked at your deck without shuffling.

Do I Know You?:

When you go to the Psychic Card Club there is a person in green. He is your character in the Red, Blue, and Yellow versions of Pokémon.

Check Your Prizes:

When you defeat your opponent's Pokémon, you can draw a prize. Draw a prize then turn off your game. Turn it back on, and then press Start at the title screen. Select "Continue Duel" and resume just before your opponent's Pokémon has fainted. Faint it again and select a different prize. Repeat this step and you will see all your prizes.

Card Pop! Specials:

The following very rare cards are only obtainable in Card Pop!.

Lv. 15 Mew HP 50

1. Mystery Attack (Does a random damage or may cause random effect)

Lv. 64 Venusaur HP 100

1. Pokémon Power: Solar Power (Cures both Pokémon from an effect)
2. Mega Drain (Does 40 damage, removes damage equal to half of damage of the defending Pokémon)

Pokémon Card Battle: Beating the Big Guys**Defeat the Grand Champions:**

When you defeat a Grand Master and are prompted to prepare your deck, answer "Yes". You will be able to save the game. If you lose, just turn off the game and restart at the Grand Master again rather than starting from the beginning or losing the legendary cards. Note: This also is useful during the Challenge Cup.

Defeating the 8 Club Masters:

Gene of the Rock Club: use a grass and water deck

Amy of the Water Club: use a lightning and fighting deck

Isaac of the Lightning Club: use a fighting and colorless deck

Nikki of the Grass Club: use an all fire deck

Rick of the Science Club: use psychic and lightning deck

Murray of the Psychic Club: use a psychic and colorless deck

Ken of the Fire Club: use a water and fighting deck

Mitch of the Fighting Club: use a psychic and colorless deck

Pokemon Pinball Tips and Cheats

BONUS CAVE BONUSES

Getting the pinball into the Bonus Cave when it is open will get you the following.

Ball Saver: Begins the Ball Saver (under the flippers) for a limited amount of time

Ball Upgrade: Levels up the pinball 1 level

Big: 1,000,000 - 9,000,000 points

Bonus Multiplier: Increases current Bonus Multiplier

Catch 'em Mode Start: starts Catch 'em Mode

Evolution Mode Start: Begins Evolution Mode. Extra Ball: You get an extra ball.

Go To Bonus: Transports you to the Bonus Stage shown.

Small: 100 - 900 points

Super Pikachu Kickback: Pikachu Kickbacks for both flippers are activated.

PINBALL UPGRADES:

Light up all 3 Field Multiplier Lanes to upgrade by 1 Level. This lasts 1 minute, and then the ball drops back down a Level. Here are the ball multipliers:

Poké Ball (Red): 1x Field Multiplier

Great Ball (Blue): 2x Field Multiplier

Ultra Ball (Yellow): 3x Field Multiplier

Master Ball (Purple): 5x Field Multiplier

FIND BONUS STAGES:

Here are the objectives and scoring for each Bonus Stage.

RED FIELD BONUS STAGES**DIGLETT Stage**

Time Limit: N/A

Pinball Amount: 1

Objective: Defeat all 31 Digletts. After they are defeated, beat Dugtrio. Scoring:

Diglett = 1,000,000 Dugtrio = 50,000,000

GENGAR Stage

Time Limit: 1:30

Pinball Amount: N/A

Objective: ???

Scoring:

Head Stone = 1,000 Gastly = 1,000,000 Haunter = 5,000,000 Gengar = 50,000,000

BLUE FIELD BONUS STAGES**MEOWTH Stage**

Time Limit: 1:00

Pinball Amount: N/A

Objective: Collect 20 gold coins by hitting Meowth. Every time you hit him, he'll drop a gold coin.

Collecting coins quickly will increase the amount you knock out of him briefly.

Scoring:

Meowth = 10,000 Gold Coin = 1,000,000

SEEL Stage

Time Limit: 1:30

Pinball Amount: N/A

Objective: Make the counter (at the top of the screen) reach 20. Hit Seel whenever he pops his head out of the water. Seel pops its head out of the water, hit him. Like the **MEOWTH Stage**, if you hit the Seels quickly enough, it will result in a higher counter increase.

Scoring: Seel = 1,000,000

Pokemon Puzzle Challenge tips and cheats

No Combo Pauses:

Turn on the Game Boy, and then immediately press Left, A, B, Up when Pikachu smiles at the opening screen. A sound effect will let you know it was done correctly. Now the Skill chains and combos will no longer stop the blocks.

Turbo Mode:

Turn on the Game Boy, then immediately press B, A, Left, Left, when Pikachu smiles at the opening screen. A sound effect will let you know it was done correctly. The game speed in marathon mode can now be turned up to 99.

S-Hard Mode:

Select Challenge Mode in a one player game, where you must battle the Gym leaders. Hold Select and press A at the difficulty screen. The new "S-Hard" mode will appear, allowing the game to be played at a really hard difficulty.

Intense Mode:

After beating Normal Mode with hatching at least one egg and having at least six Pokémon, go to Challenge Mode and start a new game. Highlight "Hard" at the difficulty screen, then hold Select and press A. The "S-Hard" difficulty selection will appear. Highlight it, then hold Select and press A. The "Intense" difficulty setting will now be available.

More options:

Press Select + A at the options screen to access more choices.

Pokémon Puzzle Challenge: Unlocking Characters**Bellossom:**

Play single-player challenge under the normal difficulty setting. Defeat any Gym Leader in less than 25 seconds before reaching Clair, to face a trainer named Lass. Defeat her to unlock Bellossom.

Elekid:

Defeat Lance and Dragonite under the hard difficulty setting. You can use him in marathons, time zone, and garbage.

Igglybuff:

Play the game for a while. You will obtain it without knowing it early on in the game, and you can use it in Marathons.

Marri:

Play single-player challenge under the normal difficulty setting. Perform a 4 block-combo before reaching Clair, to face a trainer named Swimmer. Defeat him to unlock Marri.

Pichu:

Play single-player challenge under the normal difficulty setting. Stay undefeated for more than 4 minutes to face a trainer named Pokéfán. Defeat him and you'll unlock Pichu.

Pikachu:

Play single-player challenge under the normal difficulty setting. Perform a 6 block-combo before reaching Clair, to face a trainer named Gentleman. Defeat him to unlock Pikachu.

Sentret:

Play single-player challenge under the normal difficulty setting. Perform a 7-chain before reaching Clair, to face a trainer named Beauty. Defeat her to unlock Sentret.

Togepi:

Play single-player challenge under the normal difficulty setting. Perform a 10 block-combo before reaching Clair, to face a trainer named Pokéfán. Defeat him to unlock Togepi.

Bellossom:

Play single-player challenge under the normal difficulty setting. Defeat any trainer in under 25 seconds or less before reaching Clair to face a trainer named Lass. Defeat her to unlock Bellossom.

Pichu:

Last 4 minutes or more before you defeat any trainer, before reaching Clair. You will now fight a Pokefan for her Pichu.

Pokémon Puzzle Challenge: Game Play Hints**More damage:**

If you use Pokémon that the gym leader's Pokémon is weak against, your attacks will do more damage.

Save time:

Try to figure out the puzzle answer before the timer starts.

Hatch eggs:

Play all the modes to hatch the eggs as fast as possible.

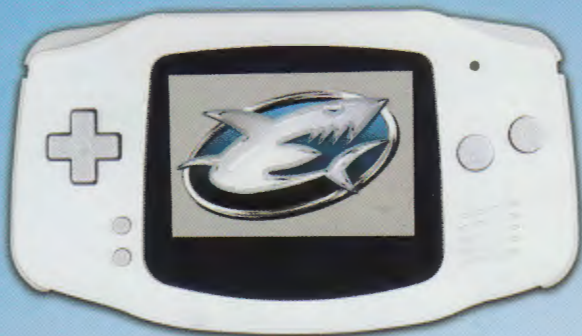
Defeating Bruno and Hitmontop:

Beat Bruno and Hitmontop as fast as possible, since they are able to pull off very long chains. If you can, try to make your own chain while blocks are disappearing.



- Bright Light Source With Light Focus Control
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Domination Advanced



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