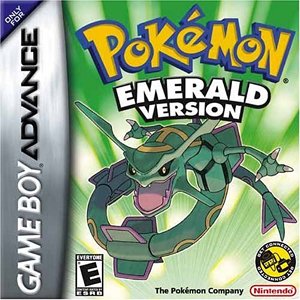
**Professional EMERALD**

Hard edition



Hack Rom

Jose\_1995

Jose Luis Cárdenas Acosta

1. **INTRODUCTION**

Basically, **I have improved all trainers** in the game**, increasing its difficult**, **using THE ORIGINAL GAME** (original stats, attacks, items, etc…). This way, “difficult” is an abstract concept, but this won’t mean that IA has teams with legendary Pokemon or Pokemon at level >100 (like in crystal kaizo). I have played crystal kaizo and I have made certain things, specially the complex structure of all teams AI, using different strategies. Please read the following point (2. Rules, how to play) to understand this better. Also, you cannot “catch” all “strong pokemon” since the “beginning” (like Kingdra, Salamence, Ludicolo or Alakazam), this way, you’ll be surprised about how can I do you to use certain Pokemon or strategies that its difficult to think or to use, without having all considered strong Pokemon, you will “unlock” it during the game.

I have dividided the game in 3 Roms (this is so due to all changes I have modified, it cannot be supported in only one rom). Your saves can be imported and exported as well, without no problem.

1. **RULES, HOW TO PLAY**

**1) GO TO OPTIONS INSIDE THE GAME AND SELECT THE OPTION "SET", this way you can't change your pokemon before trainers send their pokemon, this is "real".**

**2) WHEN YOU CATCH A POKEMON USE AN EDITOR (like pokésav) FOR BOOSTING YOUR POKEMON WITH 10 IV’S IN ALL STADISTICS AND A “NEUTRAL” NATURE (like serious, IA has random IV’s and neutral nature), and REMEMBER YOU HAVE TO INTRODUCE ALL “MODIFIED POKEMON” IN THE PC TO “UPDATE” ALL. ALSO, YOU WON’T WIN EV’S DURING BATTLES, due to IA Pokemon trainers have 0 ev’s in all stats.**

**DON’T CATCH MANY TIMES A POKEMON AND GET A CERTAIN NATURE WITH "GOOD" DV. ENJOY PLAYING!!!**

**And…**

**¡¡¡IMPORTANT, SEE THE SECTION “3. EXPERIENCE” BECAUSE YOU CAN’T CHANGE THE LEVEL OF A CERTAIN POKEMON, YOU MUST CHANGE THE EXP (cumulative experience).**

**3) YOU CAN TEACH ALL “TUTOR MOVES” FROM THE BATTLE FRONTIER AFTER GETTING ALL 8 BADGES (I mean, you can use it against The Elite Four). THE ELITE FOUR AND THE GYM LEADERS WILL USE IT AGAINST YOU. USE A SAVE EDITOR TO “TEACH” THESE MOVEMENTS.**

**4) DON’T USE ANY CURATIVE ITEMS DURING BATTLES (I couldn't introduce this in the game, but do this and the game will be fair and you will enjoy more playing) BECAUSE GYM LEADERS, LEADERS OF TEAM GALAXY, THE ELITE FOUR, THE CHAMPION OF THE LEAGUE, ALL TRAINERS IN THE GAME (maybe I could forget someone but It would be rare), ETC… , BUT, OF COURSE, USE YOUR ITEMS, POTIONS, LEMONADES, HYPER POTION,... *OUT* OF BATTLE!!**

**5) TRAINERS WILL BE HARDER WHEN THEY INCREASE THEIR LEVEL** **(their movesets will be so much better than previous trainers (level < 30 approximately)) and they can use all TM that you “unlock” during the game (for example: after your visit to Mauville City, trainers will be able to “teach” these movements: ice beam, flamethrower, thunderbolt and psychic to their pokemon, the same argument with the rest TM, even MO like Surf).**

**The Elite Four will be at the level maximum, level 100.**

**6) THE MOVEMENT HIDDEN POWER IS VERY UNFAIR IN THE GAME AND IT IS NOT “REAL” (all pokemon can learn special moves of all types in the game). So, don’t worry, THERE IS NOT ANY TRAINER, GYM LEADER, ELITE FOUR, YOUR RIVAL, ETC… WHO HAS A POKEMON IN THEIR TEAMS WITH THIS HATED MOVEMENT.**

**7) THE MOVEMENT BATON PASS CAN’T BE USED TO “PASS STATS CHANGES”, BUT YOU CAN USE IT TO “CHANGE” YOUR POKEMON), (this is like this due to IA cannot do that, I mean, use this movement to pass stat changes). ALSO, DITTO, SMEARGLE, WOBBUFFET, NINJASK AND SHEDINJA ARE FORBIDDEN AND ALSO ALL EGG MOVES THAT CAN BE LEARNT ONLY BY USIGN SMEARGLE (you can approach stat changes/mirror coat or counter and baton pass + swords dance and agility, due to trainers don’t use to switch their pokemon, no one will use it against you) like a Houndoom that can learn reversal thanks to Smeargle... or a Primeape can learn meditate and reversal thanks to Smeargle too… You won’t encounter with these Pokemon (knowing these “strange movements”) in my hack game because I have removed them at all.**

**8) YOU CAN BUY ALL TM AT THE GAME CORNER IN MAUVILLE CITY, ALL TM YOU WANT. DON’T WORRY ABOUT THE MONEY, IF YOU CAN BUY OR “TEACH” a certain movement (for example, ice beam, flamethrower, thunderbolt or even psychic) YOU CAN DO IT USING AN EDITOR SAVE (it’s absurd getting more money in this game), remember trainers will use this against you after your visit to Mauville City.**

**ALSO, AFTER ARRIVING TO THE FALLARBOR TOWN, INTRODUCE ALL HEART SCALES YOU WANT (using an editor save) TO “REMEMBER” ALL MOVEMENTS TO YOUR POKEMON.**

**9) There are some movements which are overpowered and I couldn’t modify them, so…**

* **Gyarados learns dragon range at level 25 (only available from level 35, if you use it before, it will be considered illegal).**
* **Perish song (IA doesn’t switch their pokemon, so It would be so overpowered to you).**
* **Destiny bond (IA doesn’t switch, same argument).**
* **Dig, doing Slaking IA useless at the beginning-mid game, it will be available from Rom 3.**

**THESE MOVEMENTS WILL BE FORBIDDEN (YOUR OPPONENTS WON’T USE THEM AGAINST YOU), YOU CAN’T TEACH THE TM DIG TO YOUR TEAM IN THE ROM 2.**

**10) DON’T USE POKENAV TO ADD THE PHONES OF THE TRAINERS, THESE ARE NOT MODIFIED AND ABSURD (you will finish the game at level 100 without needing this).**

**11) NO ONE WILL USE A LEGENDARY POKEMON No one will use legendary pokemon against you (not even gym leaders or the Elite Four and Wallace, of course, NO ONE WILL HAVE A LEGENDARY POKEMON IN THEIR TEAMS), so, I recommend you not to use these pokemon in the game.**

**12) ABOUT GYM LEADERS!! ALSO (at the end of this point) I HAVE WRITTEN THE “SPOILERS” OF HOW TO DEFEAT ALL OF THEM (AND IMPORTANT MEMBERS OF TEAM MAGMA/AQUA IF YOU CAN’T DEFEAT SOME OF THEM)**

**It will be considered that gym leaders have a type x when more than a half of their team have the type x. From the third leader they will “unlock” an important item (items for fighting like choice scarf, choice band, life orb, expert belt, leftovers and choice specs).**

**YOU SHOULD NOT OVERPASS GYM LEADERS SO MUCH, I MEAN:**

**Roxanne: your pokemon must be at level < 20 (for example, Kirlia is forbidden).**

**Brawly: your pokemon must be at level < 28.**

**Wattson: your pokemon must be at level < 39.**

**Flannery: your pokemon must be at level < 57.**

**Norman: your pokemon must be at level < 59 (Blaziken with sky uppercut (level 59) will be considered “illegal”).**

**Winona: your pokemon must be at level < 73.**

**Tate and Liza: your pokemon must be at level < 85.**

**Juan: your pokemon must be at level < 96.**

**Elite Four no restrictions.**

**DON’T WORRY! You will get this if you defeat all the trainers with your team (if you have got the levels with some pokemon of your team, use pikasav or an editor save to go down the corresponding levels and, on the other hand, you will be able to go up those levels to other components of your team without overpassing it). THIS PROCEDURE WILL BE SIMILAR WHEN INTRODUCING A NEW POKEMON (WITHOUT TRAINING WITH WILD POKEMON). MOREOVER, THERE WILL BE ALWAYS A TEAM BY USING ANY STRATEGY, SO THAT YOU CAN DEFEAT ALL GYM LEADERS (AND THE ELITE FOUR, THE CHAMPION OF THE LEAGUE, ANY IMPORTANT TRAINER) WITH A VERY HIGH RATE OF WINNING WITHOUT THE NEED OF SUCCEEDING “WITH LUCKY” IN THE BATTLE.**

**Here you are the spoilers of how to defeat all of them, they appear in order (first leader, second leader, third leader, …). *Use ZOOM to see the SPOILERS***

***Spoilers of Gym Leaders***

***Roxanne:***  you have to introduce a Marsthomp to defeat its Nosepass and “avoid” its thunder wave. You should use 2 Bayleef to use Reflect (switch to Bayleef after hitting Solrock with 1 water gun), one against its Solrock (just 1 hit before defeating it) and another one against Relicanth. Use a Wartortle to defeat its Aerodactyl (by reflect). Also, you can use growl against its Gligar if you endure its wing attack due to reflect. But the big deal is how to defeat its “invencidble” Shucle, it is extremely dangerous with the combo sandstorm (x2 special defense) + wrap + rest, trapping your pokemon forcing them to die. So, you should introduce a Grovyle with leer (to shuckle) + absorb (to relicanth) and a Combusken with double kick. This way, you have to use Grovyle against its shuckle and use 6 leer about it. Then, send Combusken with double kick to finish the battle.

***Brawly:*** Use Marsthomp at the beginning. Use Swellow to defeat its Breloom and its Heracross, it is the only way to defeat these two. Use 2 Kirlias with psychic to defeat its Hitmonlee and its Hariyama. You can introduce an Ivysaur with leech seed + growl + sleep powder too.

***Wattson*:** This leader is not especially difficult, it can be defeated in several ways. You can use leech seed against Lanturn and Use 3 calm mind Gardevoir + psychic to destroy its team. Also, use a Blaziken to defeat its dangerous Volbeat with tail glow + giga drain + thunderbolt + signal beam.

***Flannery:*** Begin with Swampert with earthquake and chesto berry equipped if you want (Rapidash knows hypnosis). It will use sunny day and Flannery will send Houndoom. Houndoom in sunny day is imposible to defeat (you can’t get the pokemon that can take it down at this moment in the game), so, the only thing you can do is to wait until the sunny day fades (you MUST use someone to defeat it in this exactly turn). Use protect with Swampert and then change to Sceptile (introduce 2 Sceptile) because Sceptile will endure the solarbeam and can learn detect per level (and is quicker than houndoom too). Use then all you want like screech or rock tomb, it doesn’t matter and let Sceptile die. Then, you can use Swampert to use earthquake (the sunny day will fade this turn). So on you can defeat its 2 Houndooms. The other big problem is how to defeat its 3 Blazikens with salac berry. She has 2 Blazikens with the combo endure + substitute + reversal + salac berry and the other one with several movements with no endure. The only way to defeat its 2 Blazikens with the combo endure + substitute + reversal + salac berry is using some priority movement, I mean, quick attack. The best choice will be 2 Fearow with drill peck (per level) + quick attack (egg move) and so on you will be able to take it down. The last Blaziken is not extremely difficult to defeat, be careful with letting with low hp to defeat by 1 quick attack or not to let it with <= 25% of its hp (due to the salac berry).

**Normnan:** Begin with Blaziken double kick (don’t use bulk up because Zangoose can use swords dance + strength and defeat Blaziken). You will activate the salac berry and Zangoose will be +2 attack due to its swords dance. Use Forestress with, for example, strength to defeat it (Zangoose can’t do anything with Forestress). Then Norman will send Flygon. Use and SWITCH to a Claydol ice beam to defeat it (you MUST RESERVE FORESTRESS with life). Use explosion against Snorlax and use some offensive movement with a Swampert or a Sceptile (only introduce one of them) with protect/detect respectively (you WILL NEED THIS to defeat ITS SLAKING). Then, Norman will send a Slaking. You can defeat it using protect/detect impair turns and attack in pair turns due to its weak ability. Norman will send Snorlax, then switch to a minun with the combo charm + thunder wave + wish + baton pass. I mean, be careful with Snorlax, it can use block against you and then Snorlax will be impossible to defeat. This way, you can paralyze it and use 1 charm against it. If it uses block you can use baton pass to use a Wigglytuff with the combo thunderbolt (a special attack non fire non ice BECAUSE Snorlax has the ability Thick fat) + fake tears + charm + rest about this paralyzed Snorlax. Use first charm and then 3 fake tears about it (recover with rest if necessary) and force it to die using thunderbolt. Now, Norman will send Zangoose. Let wigglytuff die or use charm or all you want. Then, use Forestress with explosion for finishing this hardcore battle.

**Winona**: Begin with Swampert and use the combo rock tomb + 1 or 2 ice beams depending she uses double-edge or light screen (you can’t defeat Dragonite in one-hit ice beam) and don’t worry if she uses light screen. You must introduce 2 Noctowls (sitrus berry equipped, Jumpluff will hit you with aerial ace) to defeat its 2 dangeorus Jumpluff to “avoid” its 2 sleep powder (due to insomniac ability, furthermore the light screen wore off if she uses at the beginning of the battle). So, when Winona sends Jumpluff switch to Noctowl to defeat it using wing attack. Winona will send Salamence to defeat your 2 Noctowls. Use feather dance (egg move) because Salamence could use some dragon dance against Noctowl and this will be your irremediable death. Use Swampert with 2 ice beams (DON’T USE ROCK TOMB TO MAXIMICE YOUR PROBABILITY TO WIN, ROCK TOMB CAN FAIL (80% chance to fail)). Then, continue with ice beam until Swampert dies (except she uses Jumpluff mentioned before). Dragonite can use light screen and you can’t beat its Salamence or Dragonite with it. So, use 1 Electrode with explosion to defeat one of them. BE CAREFUL, it could be that you’ll have 2 Swamperts with <= 50% Hp and Winona sends Dragonite as a penultimate pokemon (having Salamence as the last pokemon in her team). If this is so, let Dragonite with low Hp critical (DON’T KILL IT WITH SWAMPERT), because if you do and she sends Salamence and uses 1 dragon dance, she will crush your team. So, use surf or something with Swampert for losing time if necessary, so that you can defeat it in hp critical with your Electrode, then explosion against Salamence (she won’t attack this turn and can’t use dragon dance) and then send one of your Swampert to defeat its Salamence using ice beam.

**Tate and Liza:** Their team is extremely dangerous, I will talk about some possible teams that can’t defeat this team. Alakazam knows psychic (+twisted spoon equipped) + thunder punch + fire punch + iron tail (it defeats Blissey with this movement, Alakazam has enough attack to do this and a 30% chance to low the defense of Blissey). Alakazam doesn’t know ice punch because you can’t get Salamence or Dragonite that could defeat it. Tate and Liza has the following team: 2 Alakazam with this set – 2 Starmies with Hydro pump (+mystic water) + thunderbolt + secret power (to defeat Blissey) + reflect, a Metagross and an Exeggcutor with the combo sunny day (+ ability Chorophyll) + solarbeam + psychic + sludge bomb (to defeat Blissey). There is no individual pokemon that can defeat this extremely dangerous team leader. So, the best you can do is forcing IA to use Metagross and then use a Scyther with agility + swords dance attacking with silver wind to defeat all team (all except Metagross). Begin with an Electrode (with the movement substitute, remember you have availiable this movement after your visit to Lilycove City, tutor move in this city) using 2 thunderbolts against Starmie (you will endure its hydro pump if it uses it) or only 1 thunderbolt + 3 substitute to waste time to force it light screen gone and then the other thunderbolt XD, then Tate and Liza will send Metagross, switch to a Typhlosion with overheat to defeat it (or a fire attack and then thunderbolt with Electrode, as you wish). Now, the IA will send Starmie again, sacrifice Typhlosion and use Electrode to use light screen and die (introduce 2 Electrodes and 2 Scyther in your team to get 2 trieds), Procure Electrode dies the same turn (or at least the next turn) that uses light screen to support Scyther. Then, send Scyther and use 1 swords dance and 1 agility, if you don’t receive a critical hit you can beat all their pokemon using silver wind. If you receive a critical hit, repeat the same strategy (we are maximizing the probability to win) using the other Electrode and the other Scyther.

**Juan:** The team of Juan is 1 Walrein with ice beam + surf + earthquake + rain dance, 1 Starmie with rain dance + hydro pum (mystic water equipped) + thunderbolt + secret power (to defeat Blissey), 2 Kingdra swift swim (petaya berry equipped, so be careful with letting it low hp) with rain dance + hydro pump + ice beam + double-edge (to defeat Blissey and special walls) and 2 Ludicolo (salac berry equipped) swift swim with rain dance + hydro pump + giga drain brick break (to defeat Blissey). As you can see the rain dancer team is extremely dangerous and you can’t have Ludicolo or Kingdra or a Slowbro with amnesia or Salamence or Starmie, etc… All pokemon that could defeat clearly this gym leader are not unlocked for you. So, the only way to stop this gym leader is using a physical dragon dancer Gyarados with earthquake, secret power and HYPER BEAM (Gyarados can defeat in 1 hit Kingdra or Starmie or Ludicolo using more than 1 dragon dance). You will need to “support” Gyarados with a light screen to use some dragon dance, particulary you will need 3 dragon dance to be quicker than a swift swimmer Kingdra or Ludicolo. The best team you can build is 1 Alakazam screener, 2 Electrode with the combo light screen + explosion (and thunderbolt too if necessary) and 3 Gyarados (one of them with aspear berry equipped) with Earthquake + hyper beam + dragon dance (+ surf one of them to reach the Gym XD). Begin with an Alakazam using THUNDER PUNCH PLEASE (I will explain later, procure not to use light screen so soon, you’ll need to have at least 3 turns the light screen against its Walrein), after this, let Walrein get you with <50% Hp and then use light screen (don’t worry if Walrein don’t kill you this turn, you have 5 turns). Then, send a Gyarados with aspear berry equipped (to avoid frozen from its ice beams, remember each one has 10% chance to frozen, so it will be “normal” if some of them frozen you) and use 3 DRAGON DANCE (if you are hitting by a critical hit you have 2 tries using the 2 Electrode mentioned before) and use earthquake to defeat its Walrein (YOU WON’T DEFEAT IT IF YOU DON’T USE THUNDERPUNCH AGAINST IT WITH ALAKAZAM BEFORE). Juan will send Starmie, use earthquake to defeat it. You can use 2 Earthquake to defeat Kingdra and use hyper beam against Ludicolo. You will crush the team but Gyarados will die before finishing the job. Use the rest of the team (explosion from Electrode or light screen + repeat same strategy with no necessary 3 dragon dance, well, all you want XD).

**13) ELITE FOUR AND WALLACE!! ALSO I HAVE WRITTEN THE SPOILERS OF HOW TO DEFEAT THEM AT THE END OF THIS POINT *REMEMBER YOU CAN’T CHANGE YOUR TEAM AND THE ÍTEM EQUIPED IN YOUR POKEMON IN THESE 5 HARD BATTLES***

***YOU WILL FIGHT 2 TIMES AGAINST THE ELITE FOUR, THE ONE OF THEM AFTER GETTING THE 8 BADGES FROM JOHTO, AND THE OTHER ONE AFTER GETTING 16 BADGES FROM KANTO.***

**I will indicate the type of the Elite Four. It will be considered that they have a type x when more than a half from their team have the type x. Of course, all this trainers will have the maximum level, level 100.**

**THE ELITE FOUR**

**I will indicate the type of the Elite Four. It will be considered that they have a type x when more than a half from their team have the type x. Of course, all this trainers will have the maximum level, level 100.**

***ELITE FOUR 1: Psychic***

***ELITE FOUR 2: Ghost***

***ELITE FOUR 3: Water***

***ELITE FOUR 4: Dragon***

***CHAMPION OF THE LEAGUE: ¿?***

**AlSO, THERE WILL BE ALWAYS A TEAM BY USING ANY STRATEGY SO THAT YOU CAN DEFEAT ALL THE ELITE FOUR AND WALLACE** **WITH A VERY HIGH RATE OF WINNING WITHOUT THE NEED OF SUCCEEDING “WITH LUCK” IN THE BATTLE, ALTHOUGH IT WILL BE AN EXTREMELY DIFFICULT OBJETIVE.** **REMEMBER YOU CAN’T CHANGE YOUR TEAM AND THE OBJECT YOU HAVE EQUIPED (obviously, If you use some ítem like focus sash or some berry, you will be able to equip the corresponding item to the same pokemon, I mean, you can “restore” this item to it). Here I let you the spoilers below:**

***Spoilers of the Elite Four and WALLACE***

First of all, I have used a certain strategy to defeat all Elite Four (including Wallace), I think it is the only one to defeat all of them with a high probability (>90%), I mean, “without lucky”. If you have found another way to defeat all of them, please, tell me how you have done it!! It will be gratefull to hear your experiences with my game! I will explain how to defeat each trainer:

***Sidney:*** Sidney has 3 Starmies and 3 Alakazams. Blissey won’t serve to defeat its Alakazam due to iron tail from Alakazam. Starmie has hydro pump with mysticwater + secret power (to Blissey too).You will need a spport pokemon with light screen + raise your stadistics. The only choice will be a SalamenceORScytherORScizorORTyranitar with double-edge + silk scarf (if Salamence) or swords dance + agility (if ScytherORScizor) or Tyranitar dragon dancer (egg move) to defeat Starmie + aerial ace/earthquake to defeat Alakazam. You will need some pokemon to defeat the rest of its team. You have several choices in this moment.

***Phoebe:*** READ THE PREVIOUS TRAINER BEFORE. 1SalamenceORScytherORScizorORTyranitar/2support light screen are necessary to continue. Phoebe has 4 Gengar that have a dangerous set: Shadow ball (only the first)/thunderbolt (the rest) + ice punch (+nevermiltice: it will defeat in 1 hit Salamence and Dragonite) + explosion (500 physicall power in this generation, tutor move) + fire punch. You could think in using Alakazam with psychic to defeat all these team, but it won’t be possible because Phoebe has 2 Tyranitars with the combo pursuit + blackglasses that defeat Alakazam in 1 hit (Alakazam can survive but the sandstorm will finish it over). This way, both tyranitar “protect” Gengar from Alakazam. The only way to defeat this strategy using only 1 pokemon is an Umbreon (item leftovers) with shadow ball (to gengar) + iron tail (to Tyranitar) + curse (egg move) + wish/moonlight. You HAVE TO USE REFLECT with your support screener before sending Umbreon (because of possible Explosion of Gengar) and use in this order: curse –wish – curse – wish, etc… because Gengars can get you down using explosion one after another. It will be enough if you defeat 3 Gengar, (The pokemon support or the rest of the team can defeat the fourth). Also, probably Umbreon can’t ndefeat both Tyranitar (possible explosions or a critical hit received), so someone could do something. Tyranitars know pursuit + ice beam + brick break + flamethrower.

***Glacia:*** READ THE PREVIOUS TRAINER BEFORE. 1Support reflect and light screen/2SalamenceORScytherORScizorORTyranitar/3Umbreon/something to stop Tyranitar or Gengar are necessary to continue. Glacia is like Juan, but it won’t serve so many Gyarados XD, now we have avaiiable Ludicolo (item leftovers) with giga drain + leech seed + synthesis + protect, it is THE ONLY ONE that can defeat its 2 Kingdra and can support the rest of the team. You will need the SalamenceORScytherORScizorORTyranitar mentioned before to defeat Ludicolo, so TYRANITAR is discared, it should be a SalamenceORScytherORScizor. Both Tentacruel only apport psynergie to the team. Both can be defeated in several ways. Use the rest of your team to defeat it. Salamence should know the movement aaerial ace if you use it to defeat Ludicolo.

***Drake:*** READ THE PREVIOUS TRAINER BEFORE. 1Support reflect and light screen/2SalamenceORScytherORScizor/3Umbreon/something to stop Tyranitar or Gengar are necessary to continue/4Ludicolo are necessary to continue. Drake has an Electrode light screen (support from ice beams/punchs its Dragon team) + explosion, the rest of them are 5 Salamence (item equipped lum berry, avoids from will-o-wisp or paralyzed) with the best combo: dragon dance + double-edge (120 power) + earthquake + crunch (ghost pokemon, a special movement is necessary too, mixswepper). You will need someone with an ice movement, wait until light screen wore off and then defeat one after another. Salamence mentioned before in your team can learn the movement scary face that can stop the first Salamence after defeating Electrode. So the rest are discarded. We MUST continue minimizing the number of pokemon used, so THE ONLY ONE SUPPORT pokemon screener (reflect and light screen) with an ice movement that can defeat Gengar in 1 hit is Alakazam. Use it with nevermiltice to defeat all Salamence of Drake.

***Wallace***: READ THE PREVIOUS TRAINER BEFORE. 1AlakazamSupport reflect and light screen and ice punch and psychic/2Salamencedragon dancer + scary face + aerial ace (3º Elite Four) + double-edge (1º Elite Four)/3Umbreon/something to stop Tyranitar or Gengar are necessary to continue/4Ludicolo are necessary to continue. Wallace use extremely dangerous pokemon, 2 Exeggcutor sunny day + Chloropyll + solarbeam miracle seed + psychic + sludge bomb (to defeat Blissey), 2 Metagross meteor mash + earthquake + thubnderpunch (possible Gyarados) + ice punch (nevermiltice equipped to defeat Salamence and Dragonite) and 2 Tyranitar dragon dancer + crunch + rock slide + earthquake. You need 2 pokemon that can help you against both tyranitar of 2º Phoebe Elite Four and against Glacia and its water pokemon (against at least 1 of its Ludicolo). THE ONLY WAY to defeat and crush Wallace’s team is using a Scizor (item blackbelt or liechi berry) with reversal + endure + swords dance + agility using screens reflect and light screen. Scizor is steel type, so the sandstorm won’t be a problem (the rest possible reversarls won’t be useful, not flail neither). The sixth pokemon should be a Gyarados dragon dancer + hyper beam (to defeat Ludicolo and possible Tentacruel from Glacia) + ice beam (to defeat Exeggcutor) + flamethrower (using its sunny day), because Wallace will use Tyranitar against you (after defeating you its Exeggcutor using 1 ice beam and 2 flamethrower). Then, send to Alakazam and use 1 reflect + 2 light screen (only reflect needed but well, do something XD) and then send Scizor and use 1 agility (you’ll be quicker than a Tyranitar dragon dancer 1 or 2) + 2 swords dance + endure + reversal. Don’t worry if Tyranitar don’t let you with 1 hp, use another endure after defeating Tyranitar. Using a +4 attack reversal with item equipped (liechi berry or blackbelt) will be enough to defeat its Exeggcutor. So on, using reversal will kill everything.

**14) FULL COMPATIBILY WITH THE BATTLE TOWER INTRODUCING EV’S AND CHANGING TO THE NATURE YOU WANT USING A SAVE EDITOR: remember you can’t obtain ev’s during the game because I have removed them at all. Also, remember I have not modified any movement, stats or ability, this is the “original game extremely hard”, so you can enjoy fighting and getting all silver/gold symbols (remember this battle tower is considered the most difficult battle tower nowadays). Also, you will have the original emerald USA to cath some Pokemon not available in my hack game (like Smeargle, Ditto, Wobbuffet, Shedinja/Ninjask) importing and exporting your saves.**

1. **EXPERIENCE**

Use Asave (or an editor sabe, I think Asave is the best tool for this gen) to grow up levels your team, forget “training” with “wild pokemon”, **FOLLOWING the RULES (mentioned before, rule 13)**. Also, you can “remember” movements to all your Pokemon (the “legal” way will be by breeding and training this certain Pokemon to the corresponding level, namly, a “hard” and “absurd” way). The same about egg moves or tutor moves or TM.

1. **MOVEMENTS**

You can remember any movement of your pokemon when you want in this game**, I know there isn’t the move reminder, so, you will have to use an editor save** (like pikasav) for doing it. **Also, all the TM will be “unlimited”**, you can teach every time you want all the TM that you obtain during the game (using an editor save again, sorry, I couldn’t introduce this, but well, I suppose it doesn’t matter, right?). Trainers will use this too against you.

**All trainers in the game have pokemon with POSSIBLE MOVEMENTS IN THIS GENERATION,** **INCLUDING EGG MOVES**, **I mean, by egg move… Linoone can learn charm, Scyther can learn silver wind using Butterfree/Beautifly, Tangela can learn amnesia using Bulbasaur and Marill, etc… in gen III**. Also, trainers will have accessible to the same TM (and MO, of course) as you, they will “unlock” the same movements like you during all the game. **No trainer will have a pokemon knowing some movement “impossible” for you, even gym leaders or the Elite** Four (maybe, there are some movements that you can’t get in that movement like certain TM or something like that, gym leaders can know these movements because they ARE gym leaders, but all movements will be possible using TM or tutor or breeding… and you will unlock these movements during the game, like rock tomb from Rosanne after defeating her)**, EVERYONE** (If I didn’t do this, the game will be a non-sense, introducing difficult in an easy way… like many hacks…). You could think that this generation III wasn’t good because there are a lot of pokemon which can’t learn too much movements, but let show how I can do harder trainers and magnificent gym leaders/The Elite Four, etc… let me demonstrate you the power of forgotten pokemon like Volbeat, Misdreavus, Linoone, Jumpluff, etc… **Remember you only can obtain the wild pokemon I have written on the tables** (**read section ….WILD POKEMON), this will add difficult and will force to you to use a lot of interesting pokemon that you didn’t use in “normal conditions”.**

About the Pokemon day care, it’s not necessary to use it and walk and walk until you get your pokemon, you can do it if you want, but, if it’s possible to get a certain pokemon with a certain movement you can use an editor save to “teach” this movement to your pokemon**. I recommend you to consult the egg moves in this particular generacion, there are powerful movements which can only be learned by egg moves.**

**Bellsprout won’t be able to learn the movement swords dance by egg move, due to it can learn it switching from old editions in difficult conditions (anyway, it will be so overpowered to this generation**).

**You can teach THE MOVEMENT SUBSTITUTE after visiting Lilycove city (remember there is a tutor teaching this movement), all trainers will use against you (since this point in the game), YOU CAN “TEACH” THIS MOVEMENT AND ALL TUTOR MOVEMENTS SEVERAL TIMES (not only 1), by using an “editor save”.**

1. **EVOLUTION**

The following pokemon will evolve so (except Onix, it will evolve by trading, so you will have to catch a wild Steelix to get it)...

* Haunter will evolve to Gengar at level 40.
* Graveler will evolve to Golem at level 35.
* Machoke will evolve to Machamp at level 42.
* Slowpoke will evolve to Slowking using a water stone (not trading).
* Seadra will evolve to Kingdra at level 51.
* Staryu will evolve to Starmie at level 46.
* Scyther will evolve to Scizor by happiness.
* Porygon will evolve at level 33.
* Nidorino and Nidorina will evolve at level 36.
* Weepinbell will evolve to Victreebell at level 42.
* Exeggcute will evolve to Exeggutor at level 43.
* Sunkern will evolve at level 25.
* Skitty will evolve to Delcatty at level 27 (you can evolve it at levels 37/39 because it learns heal bell and double-edge respectively).
* Feebas will evolve to Milotic at level 20.
* Clamperl will evolve to Huntail (happiness at night) or to Gorebyss (happiness at day).
* All Pokemon (not mention before) which need a “stone” (fire/ice/thunder/Moon/leaf stone, except Vileplume/Bellosom and Politoed/Poliwrath will evolve at level 36/sun stone and water stone respectively and exeggcute at level 30, if you want evolve it later to learn sleep powder and solarbeam as Exeggcute) will evolve at level 36, if you want (for example, Weepinbell learns razor leaf at level 42, you could evolve it at that level, it’s like an “evolve per level”). You can choose if you want to evolve Poliwhirl into Poliwrath or Politoed at that level.

1. **WILD POKEMON**

Here I write down you where you can localize all wild pokemon in each route/cave, etc … and… ***You will find the same pokemon in the morning, during the day or at night, don’t worry about the time or hour in the game!*** (I think it is a bit “silly” to wait for a certain hour in the game for catching a certain pokemon, anyway, ghost pokemon will be inside dark places like caves, tunnels… to be coherent). If I don’t say anything about a certain route or place is because I have not modified it. You will have to “change” the rom manually importing and exporting your save to encounter the following Pokemon and the “modified game” **(it will be considered illegal to catch a Pokemon which doesn’t appear in the tables):**

**ROM 1**

***Route 101 (level 3)***

|  |  |
| --- | --- |
| Poochyena | Rattata |
| Zigzagoon | Hoothoot |
| Pidgey | Sentret |

***Route 103 (level 5)***

|  |  |
| --- | --- |
| Torchic | Charmander |
| Mudkip | Squirtle |
| Treecko | Bulbasaur |

***Route 102 (levels 6-7)***

|  |  |
| --- | --- |
| Cyndaquil | Taillow |
| Totodile | Ralts |
| Chikorita |

***Route 104 (levels 8-9)***

|  |  |
| --- | --- |
| Ledyba | Nidoran M |
| Spinarak | Hoppip |
| Nidoran F |

***Petalburg Woods (levels 5-10)***

|  |  |  |  |
| --- | --- | --- | --- |
| Wurmple | Cascoon | Kakuna | Butterfree |
| Caterpie | Silcoon | Beautifly | Shroomish |
| Weedle | Metapod | Dustox |

***Route 116 (levels 13-14)***

|  |  |
| --- | --- |
| Skitty | Jigglypuff |
| Spearow | Aipom |
| Clefairy | Farfetch’d |

***Rusturf Tunnel (level 15)***

|  |
| --- |
| Whismur |

***Dewford Town (levels 5-10)***

|  |
| --- |
| Magikarp |

***\*REMEMBER IT’S FORBIDDEN TO “CATCH” POKEMON USING RODS (old, good and super rods), except Magikarp. ALL POKEMON WILL BE AVALIABLE BY SURF.***

***Granite Cave (levels 16-18)***

|  |  |
| --- | --- |
| Zubat | Rhyhorn |
| Onix | Misdreavus |
| Geodude | Nosepass |

***Route 110 (levels 20-21)***

|  |  |
| --- | --- |
| Electrike | Gulpin |
| Plusle | Oddish |
| Minun | Azumarill |

***Route 117 (levels 30-32 except Nuzleaf level 30)***

|  |  |
| --- | --- |
| Volbeat | Yanma |
| Illumise | Nuzleaf |
| Tangela |

**ROM 2**

***Route 112 (levels 33-35)***

|  |  |
| --- | --- |
| Ursaring | Sunkern |
| Camerupt | Sunflora |
| Gligar |

***Fiery Path (levels 34-36)***

|  |  |
| --- | --- |
| Weezing | Magcargo |
| Torkoal | Sudowoodo |
| Muk |

***Route 113 (levels 37-38)***

|  |  |
| --- | --- |
| Spinda | Hypno |
| Arbok | Forretress |

***Route 114 (levels 40-41)***

|  |  |
| --- | --- |
| Seviper | Parasect |
| Zangoose | Venomoth |
| Altaria |

***Meteor Falls entry (levels 42-43)***

|  |  |
| --- | --- |
| Solrock | Togetic |
| Lunatone | Quagsire |
| Dunsparce |

***And by surf like the original game (Golbat/Solrock)***

***Jagged path (levels 44-45)***

|  |  |
| --- | --- |
| Lickitung | Magmar |
| Grumpig |
| Xatu |

***Route 111 (levels 48-49)***

|  |  |
| --- | --- |
| Flygon | Cacturne |
| Claydol | Donphan |
| Sandslash | Dugtrio |

***Routes 105 and 106 (levels 50-55)***

|  |  |
| --- | --- |
| Seaking | Pelipper |

***Routes 107 and 108 (levels 50-55)***

|  |  |
| --- | --- |
| Mantine | Qwilfish |

***Route 115 (levels 50-52)***

|  |  |
| --- | --- |
| Persian | Tauros |
| Girafarig | Chansey |
| Granbull | Stantler |

***Routes 103, 110, 111 and 115 (levels 50-55)***

|  |  |
| --- | --- |
| Corsola | Whiscash |

***New Mauville (levels 50-55)***

|  |  |
| --- | --- |
| Raichu | Electabuzz |
| Magneton | Ampharos |
| Electrode |

***Routes 118 and 119 by surf (levels 50-55)***

|  |  |
| --- | --- |
| Crawdaunt | Kingler |

***\*it will be considered ILLEGAL to catch a Feebas at this moment in the game***

***Routes 118 and 119, grass (levels 50-55)***

|  |  |
| --- | --- |
| Machamp | Kecleon |
| Masquerain | Mr. Mime |
| Roselia | Tropius |

***Route 120 (levels 60-62)***

|  |  |
| --- | --- |
| Exeggutor | Rapidash |
| Hariyama |
| Skarmory |

**ROM 3**

***Route 120 (same as Rom 2)***

***Route 121 (levels 65-67)***

|  |  |
| --- | --- |
| Victreebel | Primeape |
| Pinsir |
| Scyther |

***Safari Zone: No changes (original version)***

***Routes 122 and 123 by surf (levels 55-65)***

|  |  |
| --- | --- |
| Poliwrath | Politoed |

***Route 123, grass (levels 67-68)***

|  |  |
| --- | --- |
| Dodrio | Kadabra |
| Miltank |
| Alakazam |

***Mt. Pyre (levels 69-70)***

|  |  |
| --- | --- |
| Banette | Chimecho |
| Dusclops | **Murkrow** |
| Sableye | **Ninetales** |

***Magma hideout: no modify***

***Route 124 by surf (levels 65-75)***

|  |
| --- |
| Gyarados |

***Route 125 by surf (levels 70-80)***

|  |  |
| --- | --- |
| Dewgong | Cloyster |

***Shoal cave by walk (both, levels 75-80)***

|  |  |
| --- | --- |
| Walrein | Piloswine |
| Jynx | Glalie |
| Sneasel | Delibird |

***Shoal cave by surf (both, levels 75-80)***

|  |  |
| --- | --- |
| Walrein | Lapras |

***Route 126 by surf (levels 72-82)***

|  |  |
| --- | --- |
| Luvdisc | Gorebyss |

***Route 127 by surf (levels 72-82)***

|  |  |
| --- | --- |
| Sharpedo | Huntail |

***Routes 126, 127 and 128, underwater (levels 72-82)***

|  |  |
| --- | --- |
| Relicanth | Lanturn |

***Route 128 by surf (levels 72-82)***

|  |  |
| --- | --- |
| Golduck | Octillery |

***Seafloor Cavern (levels 80-82)***

|  |  |
| --- | --- |
| Aerodactyl | Mawile |
| Armaldo | Steelix |
| Cradily | Shuckle |

***Seafloor cavern by surf (levels 75-85)***

|  |  |
| --- | --- |
| Kabutops | Omastar |

***Routes 129-134 by surf (levels 80-90)***

|  |  |
| --- | --- |
| Wailord | Tentacruel |

***Sky Pillar (levels 85-90)***

|  |  |
| --- | --- |
| Arcanine | Metagross |
| Houndoom | **Absol** |
| Tyranitar |

***Meteor Falls entry (levels 42-43), same as ROM 2***

|  |  |
| --- | --- |
| Solrock | Togetic |
| Lunatone | Quagsire |
| Dunsparce |

***And by surf like the original game (Golbat/Solrock)***

***Meteor Falls inside 1 (levels 85-90)***

|  |  |
| --- | --- |
| Porygon2 | Hitmonchan |
| Heracross | Hitmonlee |
| Hitmontop | Slaking |

***Meteor Falls inside 2 (levels 85-90)***

|  |  |
| --- | --- |
| Porygon2 | Slaking |
| Espeon |
| Jolteon |

***Meteor Falls inside by surf (levels 80-90)***

|  |  |
| --- | --- |
| Starmie | Vaporeon |

***Meteor Falls hindquarters (levels 90-100)***

|  |
| --- |
| Altaria |
| Dragonite |
| Salamence |

***Meteor Falls hindquarters by surf (levels 90-100)***

|  |  |
| --- | --- |
| Kingdra | Milotic |

***Victory Road entrance (levels 90-95)***

|  |  |
| --- | --- |
| Aggron | Kangaskhan |
| Marowak | Gengar |

***Victory Road inside (levels 90-95)***

|  |  |
| --- | --- |
| Medicham | Umbreon |
| Snorlax | Flareon |

***Victory Road by surf (levels 80-90)***

|  |  |
| --- | --- |
| Slowbro/Slowking | Ludicolo |

1. **IMPORTANT ITEMS, HOW TO GET THEM**

***You can catch (IT’S FORBIDDEN TO STEAL ITEMS FROM GYM LEADERS, THE ELITE FOUR, ETC… FROM EVERY TRAINER, THE TM AND MOVEMENT STEAL WILL BE FORBIDDEN, except against wild pokemon) important items from wild pokemon. But the probabilities of some of them are very low, so, when you can encounter a certain wild pokemon which has a x% chance to have equipped a certain item, you can introduce this item with pikasav (1, 2 or more, all you want). Don’t worry, I will write you below all important items and when you can get them during my hack game. Standar trainers won’t have equipped items on its pokemon, only gym leaders, your rival, the Elite Four, etc… will have items equipped. Also, all “imposible items” like liechi berry (mirage island) or salac/petaya/apicot berries (from Pokemon Colosseum) will be now available to the player by wild Pokemon. I will show you the most important items equipped in the wild pokemon:***

* 1. **BATTLE ITEMS (without including berries)**
* **White herb**: Torkoal can have equipped this item at the fiery path (50% chance).
* **Twisted spoon**: Kadabra and Alakazam can have equipped this item at the route 123 (50% chance).
* **King’s rock**: A girl gives you at the lilycove city, near the Pokemon center, like in the original version.
* **Shell bell**: Walrein can have this item equipped (50% chance). This way you do not have to “collect” anything to get this item all times you wish.
* **Nevermeltice**: there is 1 at the shoal cave (see original game).
* **Dragon scale**: Dragonite can have equipped this item at the Meteor Falles (50% chance instead).
* **Liechi berry**: Salamence can have equipped this item at the Meteor Falles (50% chance).
* **Salac berry**: Medicham can have equipped this item at the Victory Road (50% chance).
* **Petaya berry**: Gengar can have equipped this item at the Victory Road (50% chance).
* **Ganlon berry:** Ludicolo can have equipped this item at the Victory Road (50% chance).
* **Apicot berry:** Slaking can have equipped this item at the Meteor Falles (50% chance).
* **Thick club:** Marowak can have equipped this item (50% chance).
* **Leftovers:** Snorlax has equipped this item at the Victory Road (100% chance).
* **Blackbelt:** Machamp can have this item equipped (50% chance).