

Pokémon Ambrosia

A Rom Hack with a focus on unique features, fun gameplay and extensive additional and post game content.



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Pokedex

- Fully reworked Pokedex which includes fan favorite Pokemon and legendaries from the first 6 generations with 253 Pokemon in total.
- All Pokemon have one or more abilities.
 - Some are the abilities you might expect such as Sandstream Tyranitar.
 - Some are different such as Lucario with Intrepid Sword.
 - Some are completely new such as Gardevoir raising a light screen upon switch in.
- Physical special split
- Numerous new moves and items



Overworld Pokemon

Pokemon wander in the overworld. They randomly spawn and come in 3 varieties.

- Normal Pokemon that appear in various colors and are at an appropriate level.
- Aggressive Pokemon that appear red and will attack the player on sight, they are at high levels and can only be escaped from by using a Pokedoll.
- Shiny Pokemon that appear gold and generally have a 1/8 chance to spawn in the area.



Story

- The story is completely new and centers on an imminent invasion of Kanto due to a war with Hoen.
- New dialog for every NPC and event in the entire game
- Three recurring rivals, one of which uses an exact copy of the players party including stats, items, nicknames, everything.



World

- Many updated maps and numerous all new maps.
- Random battle weather assigned upon entering an area, though some maps have fixed weather.
- With a more open world design allowing the player to enter areas with trainers and Pokemon far stronger than they would be able to beat but with hidden powerful rewards.
- Can travel north to Blackthorn and west to Olivine from the beginning of the game.
- Can travel to Kanto as soon as reaching Goldenrod.



Level Caps

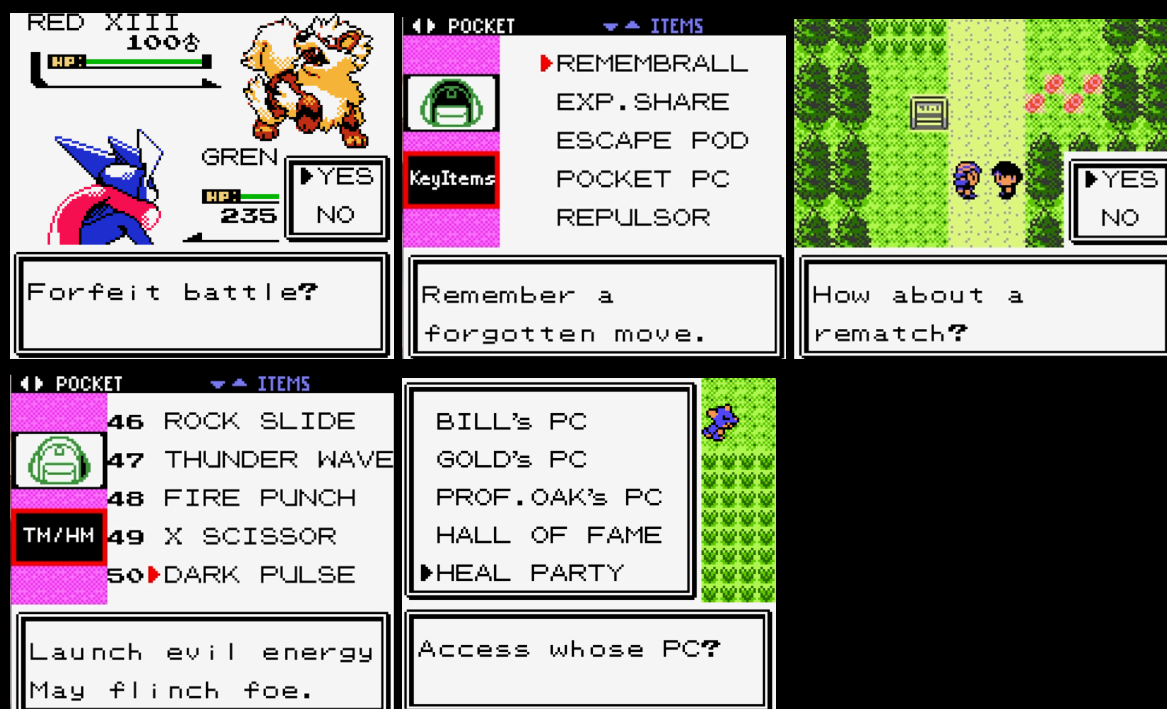
Open world design is balanced by two levels caps, both of which are visible on your trainer card and increase upon defeating Gym leaders.

- Cap on the max level you can train Pokémon to. This is a generous cap that starts at 20 and is generally slightly higher than the next gym leaders max level.
- Cap on the max level of Pokémon you can capture. This is generally 10 less than your training level cap.



Quality of Life

- Can rematch any trainer by talking to them, including Gym leaders. However, rematches give reduced exp and forbid the use of items.
- Can forfeit almost any battle via the Run option.
- Exp share available from very early on, giving 50% exp to all Pokemon who do not participate. This is upgraded by endgame to give 200% exp to all Pokemon.
- Sport Shoes which allows the player to run by default (rather than having to hold B) except when indoors where walking is the default (though you can still run by holding B).
- A Remembrall key item which acts as a portable move relearner with no cost.
- All TMs are infinitely reusable.
- HMs can be used by any Pokemon which is able to learn them, without actually needing to know them.
- A Pocket PC allows access to PC anywhere except caves and dungeons for balance reasons.
- Pocket PC also acts as a portable Pokecenter allowing the player to heal their party instantly
- An infinitely reusable escape rope called Escape Pod.
- An infinitely reusable repel called a Repulsor.
- Warp Device which lets the player instantly warp to important locations.



Items and Moves

competitive items

- Choice band
- Choice specs
- Life orb
- Focus sash (is not consumed upon use)
- Muscle band
- Wise glasses
- Expert belt
- type boost items give 20% boost
- Leftovers



Unique items



- New item the Red Eye Orb allows the player to become a dark souls like invader. This gives the player a Red sprite, gives them double prize money upon winning a battle but losing a battle costs all the players money.
- New rare vitamin item Ambrosia maximizes all of the following in one use
 - DVs (IVs)
 - Stat Exp (EVs)
 - Happiness.



Moves - not exhaustive list

- Bulk Up
- Calm Mind
- Nasty Plot
- Dragon Dance
- Quiver Dance
- Shell Smash
- Geomancy
- Close Combat
- Stone Edge

- Brave Bird
- Flare Blitz
- Volt tackle
- Aura Sphere
- Dark Pulse
- Moon Blast

			
No. 238 100		No. 091 100 ♀	
XERNEAS		CLOYSTER	
/XERNEAS		/CLOYSTER	
◀ [Pink] [Green] [Blue] [Orange] ▶		◀ [Pink] [Green] [Blue] [Orange] ▶	
ITEM	LEFTOVERS	ITEM	FOCUS SASH
MOVE	GEOMANCY	MOVE	SHELL SMASH
	PP 10/10		PP 10/10
	MOON BLAST		AVALANCHE
	PP 15/15		PP 10/10
	EARTH POWER		WATERFALL
	PP 10/10		PP 15/15
	THUNDERBOLT		SURF
	PP 15/15		PP 15/15

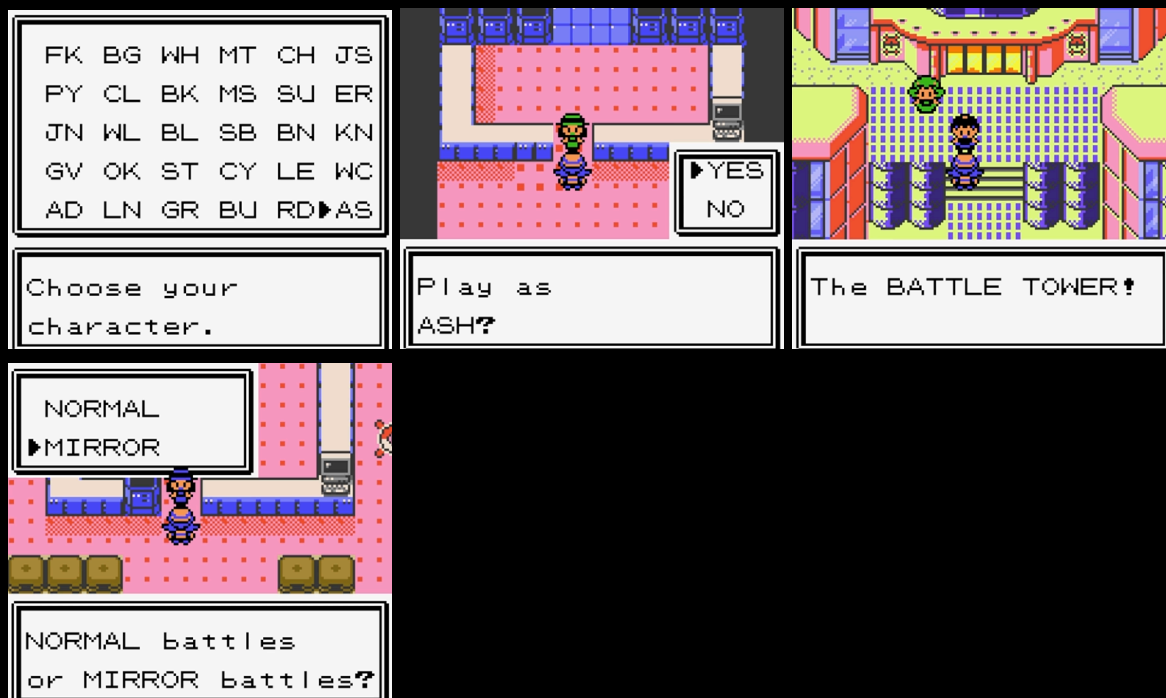
Entertaining Features

Battle Frontier

Fully revamped battle frontier including 5 areas

- Battle Mirror where you battle an exact copy of your current team.
- Battle Roulette where you battle a random boss enemy you have fought before and receive a random reward.
- Battle Arcade where you select a team to use, then an enemy to fight against from a selection of Gym Leader, Elite Four and boss teams. You start with all Gym leaders and unlock other characters as you play through the story.
- Battle trial where you face consecutive story enemies of increasing strength with your party only being healed every three fights.
- Battle tower which now consists of four 6v6 fights with no rules and has five difficulties.

- Battle tower (mirror mode) here instead of using your own party you use an exact copy of the random enemy party. Keeping the fights interesting.



RPG NPC

A recurring RPG minigame where the player plays through stories where they battle using fixed teams based on choices the player makes. The stories available include.

- Star Wars
- Yugioh
- Dragon Ball Z
- Lord of The Rings
- Merlin



Invaders

Invader enemy class based on dark souls invaders. They don't generally have high level Pokemon but their Pokemon are min-maxed and they utilize meta strategies. They are all avoidable.



AI

AI has been extensively improved. At all times it has knowledge of

- Whether it has any moves that can 1HKO, 2HKO or 3HKO the player from both their current and max health.
- Whether the player has any moves that can 1HKO, 2HKO or 3HKO the AI from both its current and max health.
- Whether the AI can outspeed the player.
- What item the player Pokemon has.
- Whether the AI is locked into a resisted move, it will switch out in this case.

It uses all these to make decisions, take these moves for example

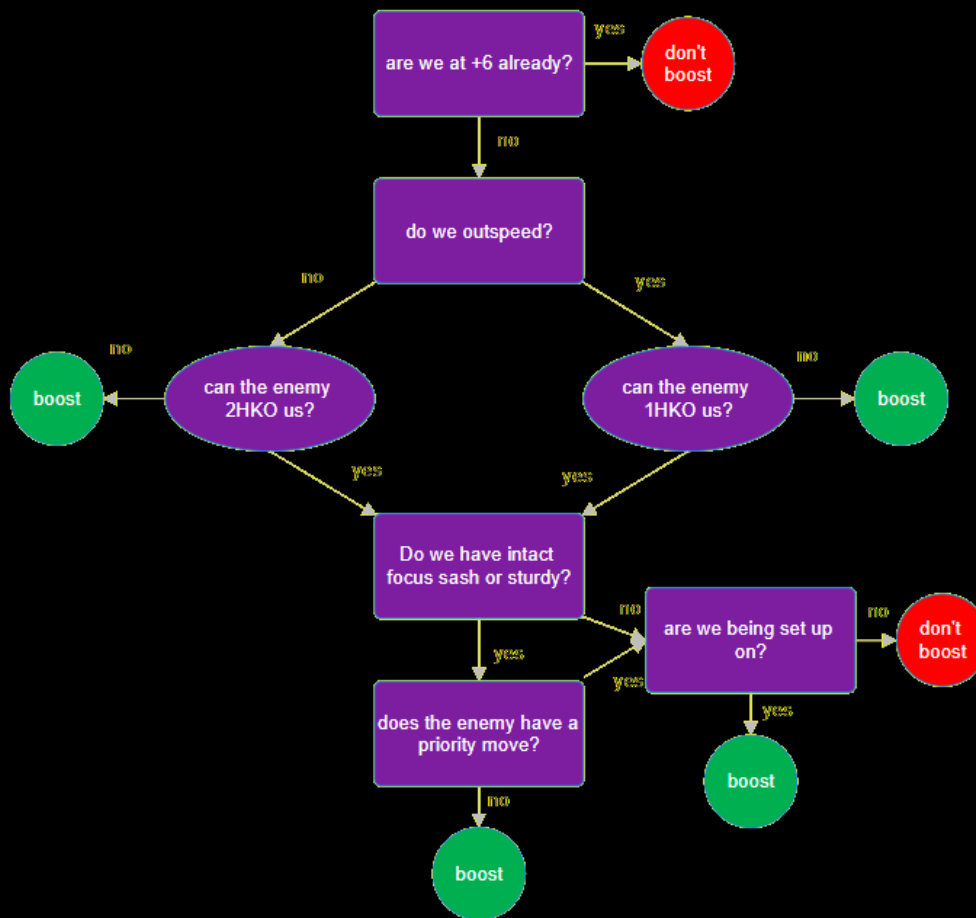
Recover

- AI will use if it will only get one more turn before being defeated by the player.
- Unless the player can 2HKO AI from max HP, no point using recover in that case.

Swords Dance

- AI will use it if it will be able to get off at least one attack after using it.

- It will not use if the player can 1HKO unless all the following are true
 - The AI outspeeds player
 - AI has intact focus sash or sturdy
 - The player does not have a priority move



Post game

- 28 legendary Pokemon, 14 of which are Uber, including Mewtwo which has been redesigned to be equivalent to RBY Mewtwo mechanically and Arceus which is mechanically extremely overpowered.
- Several huge new maps with over 50 optional bosses.
- Significantly game changing rewards for completion including Mark of God and Hand of God.



Mark of God

- Can be toggled on and off
- Gives the player a gold sprite.
- Makes all player Pokemon appear shiny regardless of stats.
- Gives the player infinite money.
- Makes the player immune to all aggressive overworld entities.



Hand of God

- Can be toggled on and off and lets the player instantly make new teams or cosplay as any player they want.
- Upon entering a trainer battle the player party is replaced with a copy of the enemies party.
- This persists after battle, the player can deposit the Pokemon in their box if they want.
- This gives the player the option to restore their original team from the last save when turned off.



Useful Data Guide

- For evolution conditions and level up movesets see [this file](#) - search for the desired Pokemon.
- For abilities search for the desired pokemon file in [this directory](#), this contains pokedex entries which include abilities on the second page.

- For base stats and tms learnsets look for the desired pokemon file in [this directory](#).
- For catch locations check [this file](#) for Johto and [this file](#) for Kanto - this does not include locations of overworld Pokemon.
- For move information see [this file](#).
- For enemy party data see [this file](#).

Cheat Codes

I would recommend playing the game at least once without these. Cheat codes are provided in game to those who complete all post game content. They include those below and a few additional codes focused on making second playthroughs more interesting.

Change first item sold in Marts

- Master Ball: 0101FCD0
- Rare Candy: 0120FCD0
- Ambrosia: 018BFCD0

Infinite Money

- 010F40D8
014241D8
013F42D8

Acknowledgements

Sprites

- Rosehudson
- Rangi
- Solo
- GoldZ
- lakeofdance
- Pokekoks
- boonzeet
- Proyecto
- Axel-Comics
- BlueEmerald

Music

- Mmmmmm
- ShockSlayer

Code

- All contributors to pret/pokecrystal tutorials