

PEERLESS PIKACHU & EXQUISITE EEVEE

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Main Documentation



MISSION STATEMENT

Four years ago, I released my very first mod [Let's Go: Peerless Pikachu & Exquisite Eevee](#). This mod overhauled the Let's Go titles, introducing 40 new moves, reworking wild encounters and trainer battles, and adjusting base stats and evolution requirements among many other features.

Since then, I worked on and released [Crowned Sword & Armored Shield](#) followed by its own challenge mode [His Majesty's Royal Challenge](#). It is fair to say that I learned a lot both about mod development and my own personal preferences during the development of these projects.

While I will always adore Peerless Pikachu & Exquisite Eevee for being my entryway into modding, my design sensibilities have most definitely changed since then and I know I could have absolutely done better. Originally, I wanted to honor that project with an update; a "version 2.0" of sorts. However, upon starting development, I quickly realised that I would be making so many changes, incompatible with the original mod, that it would only be fair to give this new version a life of its own. And so, a sequel was born: Let's Go: Peerless Pikachu & Exquisite Eevee PLUS.

Let's Go: Peerless Pikachu & Exquisite Eevee PLUS (PPEE+) is a fully fleshed sequel to the original mod and is therefore no longer compatible with the original version. In the original version, I replaced 40 existing moves with new moves while being forced to keep their animations intact. During the development of PPEE+, I discovered that it was possible to change animations to those of other moves in the game. With this discovery, I could in theory create the ultimate move roster. In practice, not all moves could be coded into the Let's Go titles. However, PPEE+ replaces a grand total of 87 moves - over a third of the base game's 225 total - with moves found in the series's other entries, including new moves from Scarlet & Violet and its DLCs.

With 87 modified moves comes the responsibility of creating new and improved learnsets. In the original mod, my moveset philosophy was... flawed, to say the least; creating a somewhat Frankenstein mash of movepools from LGPE, SWSH and BDSP, while also adding the Partner Pokémon exclusive moves to any Pokémon with their STAB type. In retrospect, this was probably my biggest issue with the original mod due to how nonsensical it truly was. PPEE+ overhauls this system completely with a new design philosophy; except for Mew, any move that a Pokémon has had access to in any main series game will now be part of its official PPEE+ movepool - whether it previously be learned by level-up, TM, egg move or otherwise (excluding event-only moves). The original game's list of 60 TMs were also changed to facilitate this new philosophy.

Some features from the original mod were kept but mostly revised or enhanced. Pokémon that received cross-gen evolutions in later titles now have their stat-change, typing and movepool reflect that of those evolutions. Many quality of life features were added including alternative evolution requirements for former trade-only evolutions and unobtainable Alola Forms alongside an expanded shopping selection inside the Poké Marts. Wild encounter changes have been completely redesigned from the ground up; now incorporating changes found in the Johto titles and updating the game's level curve and post-game sky encounters. Finally, all trainer battles have been fully reworked to be challenging but fair; while removing the need for the game's AV system.

Four years have passed since the original mod and I can truly say I have never been prouder of any mod project so far than I am with this one. With that, I very proudly present:

Let's Go: Peerless Pikachu & Exquisite Eevee PLUS.

INSTALLATION GUIDE

All downloads for the current mod, optional patches and documentation can be found below.

[HERE](#)

To install, extract the .zip folder containing the mod. Then:

If you are playing Peerless Pikachu PLUS: Copy the 010003F003A34000 folder into the atmosphere\contents folder on your SD card.

If you are playing Exquisite Eevee PLUS: Copy the 0100187003A36000 folder into the atmosphere\contents folder on your SD card.

The current version of this mod is Version 1.0.2. You can find out what the current version has changed in the [Update Changelog](#) section of the documentation.

You must have Version 1.0.2 of Pokémon Let's Go to play this mod.

LIST OF CHANGES

Wild Encounter Changes

Wild encounters, including surfing encounters and the post-game sky encounters, have been altered for every single area in the game, allowing for greater Pokémon availability. All static encounters, gift Pokémon and in-game trades have also been adjusted.

For full details, see the [Wild Encounters Documentation](#).

Trainer Battle Changes

All trainer battles found within the game have been changed. All trainers now have expert AI and Pokémon with 31 IVs, while Gym Leaders and Elite Four members now also have full teams of six Pokémon. The game's AV system goes mostly unused and is therefore also not recommended for use by the player.

For a full list of trainer changes, see the [Trainer Battles Documentation](#).

For postgame trainer changes, see the [Postgame Documentation](#).

Base Stat Changes

All Generation I Pokémon that later received a single final stage evolution now have stats that correspond with their later-gen final stage evolutions. Farfetch'd and Mr. Mime have had stat increases that match the boosts given to Sirfetch'd and Mr. Rime compared to Galarian Farfetch'd and Galarian Mr. Mime respectively. As a counterpart to Mr. Mime, Jynx has received a similar stat buff while swapping the HP and Speed change.

The full list of base stat changes is as follows:

POKÉMON	HP	ATK	DEF	SPA	SPD	SPE
Golbat	85	90	80	70	80	130
Primeape	110	115	80	50	90	90
Magneton	70	70	115	130	90	60
Farfetch'd	62	130	95	68	82	70
Onix	75	85	200	55	65	30
Lickitung	110	85	95	80	95	50
Rhydon	115	140	130	55	55	40
Chansey	255	10	10	75	135	55
Tangela	100	100	125	110	50	50
Seadra	75	95	95	95	95	85
Mr. Mime	70	65	75	120	130	60
Jynx	35	70	45	140	105	125
Electabuzz	75	123	67	95	85	95
Magmar	75	95	67	125	95	83
Porygon	85	80	75	135	75	90

Additionally, “Partner Pokémon” variants of Meowth, Psyduck and Growlithe have been created exclusively for Jessie, Misty and James respectively, with stat boosts similar to those received by Partner Pikachu and Partner Eevee. These stat boosts will be added via the game’s AV system - which will otherwise be unused - based on the following base stat totals:

POKÉMON	HP	ATK	DEF	SPA	SPD	SPE
Partner Meowth	50	85	45	40	50	130
Partner Psyduck	60	87	63	100	65	55
Partner Growlithe	70	95	50	95	50	100

Typing Changes

Primeape is now Fighting/Ghost corresponding with its later-gen evolution Annihilape.
 Seadra is now Water/Dragon corresponding with its later-gen evolution Kingdra.

Evolution Changes

Pikachu, Exeggcute and Cubone can now evolve into their Alolan Form evolution using an Ice Stone - a native stone first discovered in Alola.
 Kadabra, Machoke, Graveler, Alolan Graveler and Haunter can now evolve after reaching level 42 or higher in addition to retaining their regular trade-based evolutions.
 Moltan can now evolve by using a Thunder Stone.

Move Changes

A grand total of 87 moves have been replaced with moves originally not found in Pokémon Let’s Go. These moves are fully functioning and use animations from other moves within the game. For a full list of what moves were removed or added, please see the [Using PKHeX](#) section below.

Some of the newly added moves have had their effects changed. These are as follows:
 Hurricane no longer hits Pokémon during the semi-invulnerable turn of Bounce.
 Rage Fist has been overhauled to work exactly like Rage in Generation VII, but retaining the 50 base power, 10 PP and ghost typing.

Additionally, the following moves have been adjusted to their Generation IX standards:
 Baddy Bad, Bouncy Bubble, Buzzy Buzz, Freezy Frost, Glitzy Glow, Mega Drain, Recover, Rest, Roost, Sappy Seed, Sizzly Slide, Sparkly Swirl & Zippy Zap.

Learnset Changes

Due to the addition and removal of moves, all Pokémon have had their movesets completely reworked. Any move that a Pokémon has learned in a previous or future main series entry - regardless of whether that move was learned via level-up, TM or otherwise - will now be part of its learnset in this mod. This does not include event-only moves. Additionally, any Pokémon that received a stat or typing change corresponding to a later generation evolution will now also learn any moves learned by that evolution. Scyther has also been given access to both Scizor and Kleavor’s movepools. Due to movepool size restrictions, Mew has received a customized learnset.

The full list of learnsets for all Pokémon can be found in the [Learnset Documentation](#).

Item Changes

The price of the following items has been adjusted:

Master Ball (0 → 100,000)
Rare Candy (10,000 → 5,000)
PP Up (10,000 → 5,000)
Moon Stone (5,000 → 3,000)

The following items can now be purchased at any Poké Mart regardless of the number of badges you have acquired:

Poke Ball, Great Ball, Ultra Ball, Master Ball, Potion, Super Potion, Hyper Potion, Max Potion, Full Restore, Paralyze Heal, Antidote, Awakening, Burn Heal, Ice Heal, Full Heal, Revive, Max Revive, Ether, Max Ether, Elixir, Max Elixir, Escape Rope, Repel, Super Repel, Max Repel, Lure, Super Lure, Max Lure, X Attack, X Defense, X SpAtk, X SpDef, X Speed, X Accuracy, Dire Hit, Guard Spec, PP Up, PP Max, Rare Candy, Bottle Cap, Gold Bottle Cap, Heart Scale Razz Berry, Slvr Razz Berry, Gold Razz Berry, Nanab Berry, Slvr Nanab Berry, Gold Nanab Berry, Pinap Berry, Slvr Pinap Berry & Gold Pinap Berry.

The evolution desk at the Celadon Department Store now also sells Moon Stones.

All Mega Stones are now available prior to the end of the main story; with the majority of them being battle rewards from the non-Coach Trainers within Victory Road - excluding the Venusaurite, Charizardite X, Charizardite Y and Blastoisinite stones which remain obtainable via the original method found in the base game.

Additionally, many of the TMs found within this mod have either switched numbers or been replaced by other moves. All TMs, by number, remain in the same location as before. Any TMs that can be bought within the Celadon City Department Store now sell for 10,000.

Text Changes

Dialogue changes have been made to adjust for the new moves, new TMs and the mod itself. The “You used a Potion” text string that erroneously always said “You” even if your opponent used an item now correctly states the trainer’s name.

“Silver” and “Golden” berries are now listed as “Slvr” and “Gold” to enable them to display correctly within the Poké Mart.

UPDATE CHANGELOG

PPEE+ has received some version updates. You can read about the updates and changes featured in each new version below. Updates are shown in reverse chronological order.

Version 1.0.3

Released: April 11th 2026

- Beedrill now learns Cross Poison at Level 18.
- Starmie now learns Ice Spinner at Level 42.
- Growth's type has changed from Normal-Type to Grass-Type.
- Iron Head's flinch chance has been reduced from 30% to 20%.
- Moonblast's effect chance has been reduced from 30% to 10%.
- Night Slash's PP has been increased from 15 to 20.
- Protect's PP has been reduced from 10 to 5.
- Bug Catcher Conner's Beedrill on Route 9 now has Cross Poison instead of Poison Sting.

Version 1.0.2

Released: March 25th 2026

- Kadabra and Machoke now evolve at Level 42 instead of Level 36.
- Pikachu now learns Thunderbolt at Level 25.
- Alakazam now learns Encore, Disable and Nasty Plot at Levels 38, 40 and 42 respectively.
- Machop now learns Drain Punch at Level 40 and both Cross Poison and Rock Blast at Level 42. It now also learns Rock Blast instead of Scary Face on evolution.
- Channeler Angelica (Pokémon Tower) and Juggler Dalton (Silph Co) now have a Kadabra instead of an Alakazam, with revised moves.

OPTIONAL PATCHES

PPEE+ also features some optional patches, listed below.

To install these patches: firstly install the original PPEE+ files, then copy and paste the patch files to the same folder overwriting any existing files.

Enhanced Spawn Count

This patch increases the spawn count and spawn rate in most areas found within Kanto. This does not alter the percentage ratios of the Pokémon found in each area.

Reduced EXP Yield

This patch cuts the EXP yield of all Pokémon in half - essentially reducing the EXP gained by the player by 50%. This is recommended if you want to avoid overlevelling too much.

This patch also contains separate patches compatible with the Mega Dimension X and Y patches listed below. Install your chosen Mega Dimension patch first before installing this one.

The Green Rematch Patch

This patch alters both versions of the Green fight - Cerulean Cave & Cerulean City - to become level 100 like all other rematches. It is recommended that you only install this patch after defeating Green normally in Cerulean Cave.

This patch also contains separate patches compatible with the Mega Dimension X and Y patches listed below. Install your chosen Mega Dimension patch first before installing this one.

Double Trouble

This patch transforms all Trainer Battles (excluding the very first rival fight and all Master Trainers) into Double Battles, with each of these trainers receiving Double Battle AI.

You cannot use couch co-op during these battles. Additionally, be aware with this patch that there will be about a ~10 second delay or stutter every turn after you choose your moves.

Candy Store

This patch increases the sell price of all Pokémon Candy, allowing the player to sell these off for money as they are no longer intended to be used for their original purpose. The candies sell for the following values:

Candy	Sell Value
Regular	250
Large (L)	500
Extra Large (XL)	1,000
Pokémon Species	2,000

Mega Dimension

This patch is the biggest of all the optional patches; removing the ability to mega evolve Pokémon, but instead giving the base forms the same base stats and typings bestowed upon their mega evolutions. This includes Pokémon that received mega evolutions in Pokémon Legends Z-A. Additionally, Onix receives the same stats as Mega Steelix, while Scyther's stats are given the same stat changes that Scizor usually receives upon mega evolution.

This patch contains both an X and a Y version. These versions affect the base stats and typings of Charizard, Raichu and Mewtwo differently.

The following Pokémon receive typing changes:

Charizard X: Fire / Dragon
 Clefable: Fairy / Flying
 Pinsir: Bug / Flying
 Gyarados: Water / Dark
 Mewtwo X: Psychic / Fighting

The full list of base stat changes is as follows:

POKÉMON	HP	ATK	DEF	SPA	SPD	SPE
Venusaur	80	100	123	122	120	80
Charizard X	78	130	111	130	85	100
Charizard Y	78	104	78	159	115	100
Blastoise	79	103	120	135	115	78
Beedrill	65	150	40	15	80	145
Pidgeot	83	80	80	135	80	121
Raichu X	60	135	95	90	95	110
Raichu Y	60	100	55	160	80	130
Clefable	95	80	93	135	110	70
Alakazam	55	50	65	175	105	150
Victreebel	80	125	85	135	95	70
Slowbro	95	75	180	130	80	30
Gengar	60	65	80	170	95	130
Onix	75	125	230	55	95	30
Kangaskhan	105	125	100	60	100	100
Starmie	60	140	105	130	105	120
Scyther	70	130	120	65	100	115
Pinsir	65	155	120	65	90	105
Gyarados	95	155	109	70	130	81
Aerodactyl	80	135	85	70	95	150
Dragonite	91	124	115	145	125	100
Mewtwo X	106	190	100	154	100	130
Mewtwo Y	106	150	70	194	120	140

RECOMMENDED ORDER

Main Story

Despite Kanto's open-ended nature during the middle section of the games, PPEE+ provides a recommended order for players in the interest of game balance. This order, segmented by gyms, is as follows:

Pallet Town → Route 1 → Viridian City → Route 22 → Route 2 (South) → Viridian Forest → Route 2 (North) → Pewter City → **Pewter City Gym**

Route 3 → Route 4 (West) → Mt. Moon → Route 4 (East) → Cerulean City → Route 24 → Route 25 → **Cerulean City Gym**

Route 5 → Route 6 → Vermilion City → S.S. Anne → Diglett's Cave → Route 11 → **Vermillion City Gym**

Route 9 → Route 10 (North) → Rock Tunnel → Route 10 (South) → Lavender Town → Pokemon Tower (1F-2F) → Route 12 (North) → Route 8 → Route 7 → Celadon City → **Celadon City Gym**

Rocket Game Corner → Team Rocket Hideout → Pokemon Tower (3F-7F) → Saffron City → Fighting Dojo → Silph Co. → Route 12 (South) → Route 13 → Route 14 → Route 15 → Fuchsia City → **Fuchsia City Gym**

Route 18 → Route 17 → Route 16 → **Saffron City Gym**

Route 19 → Route 20 (East) → Seafoam Islands → Route 20 (West) → Cinnabar Island → Route 10 (North) → Power Plant → Pokemon Mansion → **Cinnabar Island Gym**

Route 21 → **Viridian City Gym**

Route 22 → Route 23 → Victory Road → **Indigo Plateau**

Postgame Story

During the postgame, it is recommended that the player begin with the Cerulean Cave postgame story, then finish up the Team Rocket arc in both Route 17 and the Team Rocket Hideout. Afterwards the player should challenge me; the final Coach Trainer in Celadon City. Beyond this point, all trainers become rematchable with level 100 Pokémon for a true endgame challenge.

All trainer battles found within the postgame have an additional 10% boost to their Pokémon's stats (excluding HP) - added through the game's AV system. This aims to reflect the stat boost obtained by the player's Pokémon via the game's friendship mechanics. No other additional AVs have been added. It is recommended that the player continue without utilizing the AV system.

For detailed trainer information, see the [Postgame Documentation](#).

USING PKHEX

While PKHeX is mostly compatible with this mod, there are a few important things to be aware of:

Editing a Pokémon that has received a stat change in this mod will result in that Pokémon's stats reverting temporarily until it gains a level.

Additionally, for any of the 87 newly added moves, you are required to input the name of the move that was originally there before being replaced. The PP of these moves will also be inaccurate until you heal at a Pokémon Center. These moves are as follows:

New Move	Replaced Move
Acid Spray	Sky Attack
Aerial Ace	Acid
Air Cutter	Submission
Aqua Tail	Conversion
Bounce	Fly
Brave Bird	Supersonic
Bug Bite	Double Slap
Bulldoze	Barrier
Charge Beam	Sand Attack
Charm	Horn Attack
Chilling Water	X-Scissor
Close Combat	Fury Attack
Cross Poison	Poison Gas
Draco Meteor	Cut
Dragon Breath	Wing Attack
Dragon Dance	Dragon Rage
Drain Punch	Horn Drill
Draining Kiss	Headbutt
Dual Wingbeat	Mist
Earth Power	Egg Bomb
Eerie Impulse	Psywave
Electroweb	Rolling Kick
Energy Ball	Smokescreen
Extrasensory	Razor Wind
Fake Tears	Pay Day
Fire Fang	Pin Missile

Flame Charge	Leer
Focus Blast	Tail Whip
Giga Drain	Absorb
Giga Impact	Kinesis
Grass Knot	Low Kick
Gunk Shot	Glare
High Horsepower	Defense Curl
Hone Claws	Feint
Hurricane	Pound
Ice Fang	Skull Bash
Ice Spinner	Bone Club
Icicle Spear	Spike Cannon
Icy Wind	Constrict
Incinerate	Sing
Infestation	Wrap
Iron Defense	Night Shade
Iron Head	Bonemerang
Knock Off	Vise Grip
Leaf Storm	Minimize
Liquidation	Slash
Lunge	Karate Chop
Magical Leaf	Withdraw
Memento	Self-Destruct
Metal Claw	Sharpen
Metal Sound	Sonic Boom
Mud Shot	Smog
Mud-Slap	Sludge
Night Slash	Scratch
Overheat	Growl
Poison Fang	Barrage
Power Gem	Fury Swipes
Power-Up Punch	Take Down
Psycho Cut	Dizzy Punch
Rage Fist	Rage
Rock Blast	Crabhammer

Rock Tomb	Acid Armor
Sand Tomb	Bind
Scary Face	Super Fang
Scorching Sands	Lick
Seed Bomb	Double Team
Shadow Bone	Strength
Shadow Claw	Meditate
Shadow Sneak	Harden
Shock Wave	Mega Kick
Signal Beam	Comet Punch
Sludge Wave	Lovely Kiss
Snarl	Guillotine
Spark	Vine Whip
Steel Wing	Hyper Fang
Stone Edge	Flash
Struggle Bug	Mega Punch
Supercell Slam	High Jump Kick
Synthesis	Soft-Boiled
Thunder Fang	Stomp
Tickle	Facade
Trailblaze	Mimic
Vacuum Wave	Twineedle
Whirlpool	Clamp
Wild Charge	Slam
Work Up	Seismic Toss
Zen Headbutt	Bubble

BUGS & REPORTING

Metronome

In Pokémon Let's Go specifically, Metronome was changed so that it could only call moves originally created in Generation I. With the majority of the 87 newly added moves in this mod replacing moves originally from Generation I, any move that replaced a Generation I move can now erroneously be called by Metronome.

Move Animations

Any new move where the animation previously came from a status move will not display the HP bar upon inflicting damage. In these cases, the HP bar will not display correctly until the end of the current turn. Also, during double battles, moves that target multiple Pokémon may display incorrectly. These issues are minor and do not affect battle gameplay.

Technical Machines

The TM Pocket of the bag displays the wrong sprites for the new TMs. In addition, sorting the bag by move name gives an incorrect result.

If you know how to fix either of these issues, please contact me on GameBanana.

Mewtwoite X & Y

Due to how Mega Evolutions are coded into Let's Go, Mewtwo can erroneously mega evolve into both of its mega evolved forms even if the player only holds one of its mega stones.

Bug Reporting

For reporting of any other bugs that appear, please contact me on GameBanana.

TOOLS & RESOURCES

[pkNX](#)

[Bulbapedia](#)

[Serebii](#)

[Pokémon Showdown](#)

[PokéPaste](#)

SPECIAL THANKS

[@changminsfw](#)

Creator and designer of the mod's logos, menu icons and boxarts.

OTHER MOD PROJECTS

[Pokémon Crowned Sword & Armored Shield](#)

[Pokémon CSAS: His Majesty's Royal Challenge](#)

[Fire Emblem Radiant Dawn: Path of Heroes](#)

