



# SACRED GOLD & STORM SILVER

## Action Replay Codes

*This document serves as a reference guide to some useful codes for Sacred Gold and Storm Silver designed for ease of gameplay. These are **not** intended to make the game easier!*

*All codes for the American Heart Gold & Soul Silver will work for Sacred Gold & Storm Silver; codes listed in here are simply my personal recommendations. However, the Game IDs for SG/SS are different, which will affect those of you playing on flashcarts.*

*The new IDs are as follows:*

*Sacred Gold - Complete: IPKE 66972395*

*Storm Silver - Complete: IPGE D5D82CBF*

*Sacred Gold - Classic: IPKE 7BAC813A*

*Storm Silver - Classic: IPGE C794B178*

### *Instant Message Code*

12002346 00002100  
120202EE 00001C0C  
120202F0 00004818  
1202031E 0000BD10  
02020320 E7E53C2D  
1202032E 0000D0DF  
1202033A 0000E7F1

*This is a personal favourite of mine. This will make all messages appear instantly rather than waiting for scrolling text. Note that when using this code with DeSmuME, you will need to disable it when booting up/restarting the game or it will stick in place.*

### *Quick Screen Change*

1200FA78 00002200  
1200FA9C 00002200

*This is a code that will speed up the transition between buildings. Use if you really want to boost your time.*

### *Pokémon Center Animation Cut*

1206325E 0000E000  
1206327A 0000E000  
9224BDCC 00002000  
1224BDCC 00002001  
D2000000 00000000

*This is a useful code if you want to speed things up. It will cause your Trainer to hand their Pokémon to the nurse and then get them handed straight back with no intermediate animation.*

### *Gauge Bar Animation Cut*

```
12265A80 00001C20  
12265A8E 00001C20  
12081750 00001C21
```

*A code useful to counter the slow moving HP bars of the fourth generation; after Pokémon have a sufficiently high amount of max HP, instead of a scrolling animation the HP bar will simply cut straight to the point it will end up at. This also affects the EXP bar. Note that some sound effects may be cut out as a result.*

### *High Speed Processing*

```
12000104 00000000  
B21D1594 00000000  
DA000000 00000004  
D3000000 00000000  
D6000000 02000100  
D3000000 00000000  
92000100 00001C1C  
12000E1E 000046F0  
12000E20 000046F0  
12000104 00008080  
D2000000 00000000  
92000100 0000071C  
12000E1E 000046C0  
12000E20 000046C0  
12000104 00008080  
D2000000 00000000  
A2000104 00008080  
12000E1E 0000F0D0  
12000E20 0000E826  
D2000000 00000000
```

*This is an interesting code that will speed up the rate of things in the game; this is particularly useful on flashcarts as it will make battles go that much faster, kind of giving an emulation-like experience.*

### *HM Animation Cut*

12043768 0000E00B

*This will cut out a large amount of the animation for HMs, making it a lot quicker to move around when you have to use them.*

### *Disable 3D Edge Marking*

521FBC38 20204001

221FBC3A 00000010

D2000000 00000000

*This code will tidy things up if you're playing the game on NO\$GBA. It's totally useless on anything else that renders the graphics correctly (e.g. DeSmuME, flashcards...)*

### *Rematch Trainers*

02040EA8 F7FF68E0

94000130 FEFF0000

02040EA8 E0002000

D0000000 00000000

*This code might help if you're feeling a bit low on experience. Talk to any generic trainer while holding the R button to rematch them.*

*All codes with thanks to the guys over at [cheats.gbatemp](http://cheats.gbatemp).*