

IN A NUTSHELL:

Obtaining 0x0611 for use in Arbitrary Code Execution

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Introduction:

This written guide will show you how to obtain glitch Pokémon 0x0611 eggs to undergo arbitrary code execution in English and European copies of Pokémon Emerald. This will start assuming you have no prior experience with glitching in Generation 3 games before. Special thanks to merrp, Sleipnir17, and others for making ACE possible.

Prerequisites:

-A copy of Emerald that has reached the Battle Frontier.

-Have Dots and Pluses the trade Pokémon able to be obtained.

Note: If you have already traded for Dots, you must not have trained it at all, otherwise you will need to get rid of all its EVs. It won't matter if you have trained Pluses or not, but you will need it to have the move Growl later on.

First Stage: Preparation

The very first step you will need to undergo is to obtain both Dots and Pluses. Dots can be obtained by entering Kobe's house next to the gym in Rustboro City and trading him a Ralts.

Kobe's house, located to the right of the gym in Rustboro.



Next, to obtain Pluses, you must trade a Volbeat to Roman in Fortree City. There are two ways to get Volbeat; you can either find it as a 1% encounter in the grass left of Mauville City, or you can breed with Illumise until you get a Volbeat egg;

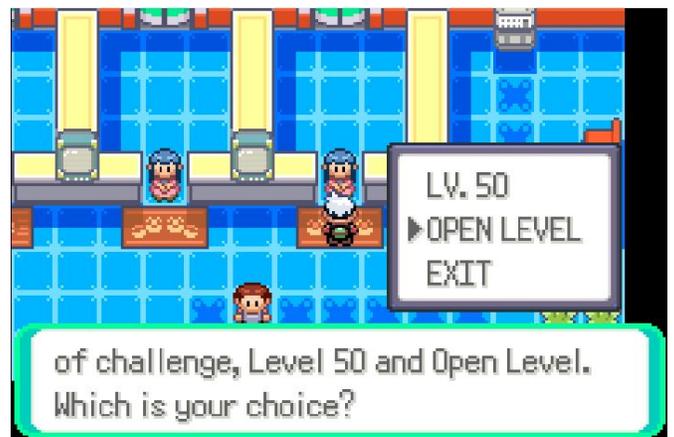
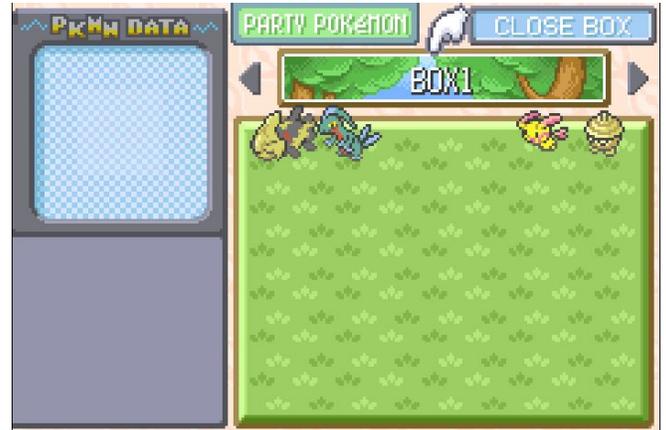


Roman's house, located directly right of the Fortree Pokemon Center.

Before you do anything else, you must clone at least one extra copy of Dots and Pluses. This is in the event that you mess up the glitch and need to restart, or if you want to try other corruptions later on. Follow the instructions laid out on the next page to clone Dots and Pluses.

CLONE GLITCH:

- Put the Pokemon you want to clone into your PC box, exit the box, and save. You can clone up to five pokemon at a time.
- After saving, and without taking or putting away anything else, take the Pokemon you want to clone out of the box. If you place anything back into the box at this stage they will be permanently deleted after you perform the clone glitch.
- Walk to the counter closest to the PC box. Talk to the receptionist and enter either challenge. It will ask you to select two pokemon; select any two, it will not matter which.
- It will ask if it is okay if your progress is saved. Select yes. There will be a brief pause before it gets to the actual save prompt. Once you have reached the Yes/No prompt, turn off your game. Do not turn off your game until you have reached this prompt.
Note: That brief "pause" is the game saving your party and your location, but nothing else. If you turn the game off during this pause you may corrupt your save file.
- When you boot up the game again, Dots and Pluses will be cloned! Dots and Pluses will still be in your party, but there will be clones of them where you placed them before saving. Move them to Box 3 and label the box "Blanks", so you remember these have not been altered.



Once you have your spare blank copies of Dots and Pluses, you can move on to the next few steps. We will be glitzer popping Dots into a glitch Pokemon 0x0611 egg. To do this, you must EV train a copy of Dots so it has 17 HP EVs and 6 Attack EVs. You can do this easily by following the steps below.

-Give Dots one HP UP.

HP UP gives Dots ten HP EVs.

- Make sure Dots and other party members do not have Pokerus. Give Dots an Exp. Share, and defeat 7 Whismurs with one of your party Pokemon.

Defeating Whismur gives you one HP EV, so KOing seven will give you the remaining seven EVs for the 17 that you need.

Whismur can be found at a 100% encounter rate at Rustboro Tunnel.

To keep track of how many you've defeated accurately, I recommend paying attention to how much PP is left on the move you are using.

- Knock out 6 Poochyenas.

Defeating Poochyena gives you one Attack EV, so Knocking out six will give you the 6 Attack EVs you need.



It's crucial that you give Dots the correct amount of EVs, so be sure you get it right. Once Dots is EV trained, place it back into Box 4 and name the box 0x0611, so you know these are to be used for 0x0611.

Next, you want to strip away all of Pluses' moves except for Growl. You can do this by talking to the Move Deleter in Lilycove City. Then, you can move on to the next stage.



Second Stage: Corruption Setup

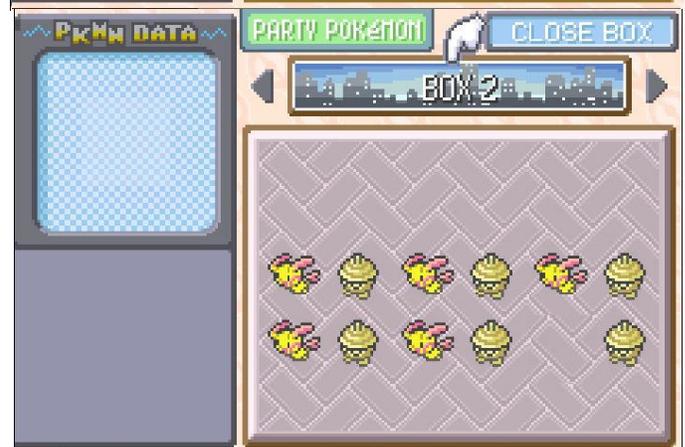
At this point, you should have one copy of Dots that has 17 HP EVs and 6 Attack EVs, and one copy of Pluses that has only Growl as the first move. The first thing we'll do is clone extra copies of these. Go back to the Battle Tower and follow the steps to perform the Clone Glitch. Then, move everything out of Boxes 1 and 2, as well as the Daycare.

- Next, you must clone your Dots with EVs and Pluses with Growl and place them in a certain pattern within Box 2. This is the most you will need, you don't need to clone any more as it will not boost the chances of success. Pluses will act as a corruption initiator; it will effectively triple the chances of the corruption succeeding. Which, speaking of, we can now move on to.

We will now be performing the Pomeg glitch. This will (of course) require you to have at least one Pomeg Berry. You can find these at the Berry Master's house on Route 123, as well as several other locations around the map.

Additionally, you will need a decently leveled Pokemon that has more than 8 or so HP EVs; anything that you have used in your playthrough will likely fill this criteria. If you are uncertain if they have enough HP EVs, give them 1 HP UP.

Now, we will want to set up our party so that we have one Pokemon with 1 HP, one fainted Pokemon, and one spare Pokemon. Take a Pokemon with Fly and allow it to be fainted.



Note: It does not necessarily need to have Fly. This is in the case that you get stuck out of bounds after pomeg glitching, but I'd recommend just soft resetting if that happens anyways.

You will want to take your Pokemon with at least 8 HP EVs and reduce its HP to 1. This can be done by getting it poisoned in Fiery Path and whittling its health down to 1 through walking, then curing it of poison.

Note: You can also do this with a Ghost type with an odd number of health using Curse twice, but I do not have one. We'll settle for poison chip damage. To make it so you do not have to walk 200+ steps, take a lot of damage in battle before exiting.

Your party should now look like this:

You should have one Pokemon at 1 HP with at least 8 HP EVs, one fainted Pokemon with Fly, and one spare Pokemon.



When your party is set up, fly to Oldale Town and save outside of the grass. You are now ready to perform the Pomeg Glitch.



Third Stage: Obtain 0x0611 Eggs

POMEG CORRUPTION GLITCH:

Now that you've saved outside of Oldale Town, note that **you should not save until you have gotten your 0x0611 egg**. Enter the grass and get into a wild encounter with your 1 HP pokemon in the lead position. Once in battle, switch to your spare Pokemon and exit the battle.



Next, head to the PC and deposit your spare Pokemon in a box outside of Boxes 1 and 2.



Now, go back outside and use the Pomeg Berry on your Pokemon with 1 HP. It will either be fainted, or it will have a very high amount of HP. If it has a high amount of HP like in the right picture, use a potion on it. Now, both Pokemon in your party will be fainted.



Go back into the grass and enter a battle. Instead of sending out one of your Pokemon, you will send out a Decamark.



Enter your party. View the summary of your second Pokemon, and exit it. You will now be able to scroll up past your party and into miscellaneous data. Hold up and scroll through your “extended” party for **no more than 1-2 seconds**. This will ensure the only data you are corrupting is the data in Box 2. After you are done scrolling, exit the party menu and exit the battle.

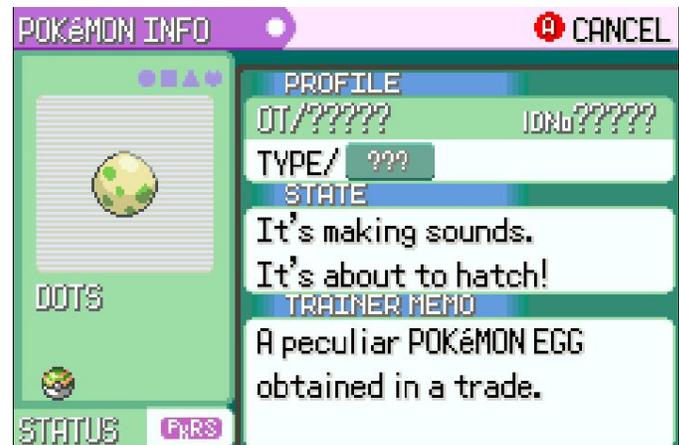


You will white out and return to the Pokemon Center. From there, enter your PC Box and check Box 2. Your Pokemon will now be corrupted, with many turning into Bad Eggs.



Occasionally, there will be a normal Egg in your box. When a successful corruption happens, your Dots will turn into a regular egg in a Nest Ball that is about to hatch. This is your 0x0611 egg. When this happens, exit the box and save.

Note: There are two types of eggs that can appear. One where the PID has been corrupted, and one where the TID has been corrupted. We want the PID corrupted egg, which will look like the picture on the right. The TID corrupted egg will say it will take a while to hatch (or that it occasionally moves) and will be in a Premier, Timer, or Repeat Ball. We do not want the TID corrupted egg, so if you get it just reset.



If you did not have a successful corruption (i.e you did not get the 0x0611 egg), soft reset and start the Pomeg Glitch over again. This may take several attempts (3/32 chance). If you did have a successful corruption, congratulations! If you gave Dots the right EVs, you now have the capability to perform ACE in Emerald.

Final Stage: Cleanup and ACE Preparation

You have now obtained 0x0611 eggs required for ACE, but there is still some work we need to do. First, move the 0x0611 eggs to the box labeled “0x0611” from earlier.

Next, we will sort through the “debris” in Box 2. Separate the bad eggs from the unaffected Pokemon. You can either release the unaffected Pokemon or keep them, it does not matter.

If there are any invisible bad eggs, you can get rid of them easily by making a group selection over them with the orange hand (press select in the PC box), picking them up along with another Pokemon, and placing them back down. The invisible bad eggs will be deleted.



For the remaining Bad Eggs, you must use the Anti-Clone Glitch. This is very similar to the Clone Glitch, except instead of saving with the things we want to clone in the PC box and taking them out after saving, we will save with the things we want to delete in our party and put them back into the PC box after saving.

- With two pokemon in your party, withdraw up to four bad eggs from your PC Box and save.

Note: saving with bad eggs will not cause any issues. Despite many rumors, bad eggs are inert. They will not corrupt your game, or cause any harmful effects.



- After you have saved, place all the bad eggs in your party back into the PC Box.

Go to the receptionist like before and enter a challenge.



- You shouldn't have any Pokemon in your party other than the two you had at the start at this point. Accept the challenge. Again, there will be a slight pause before you reach a Yes/No prompt to save your game. Turn your game off only when you have reached this prompt.

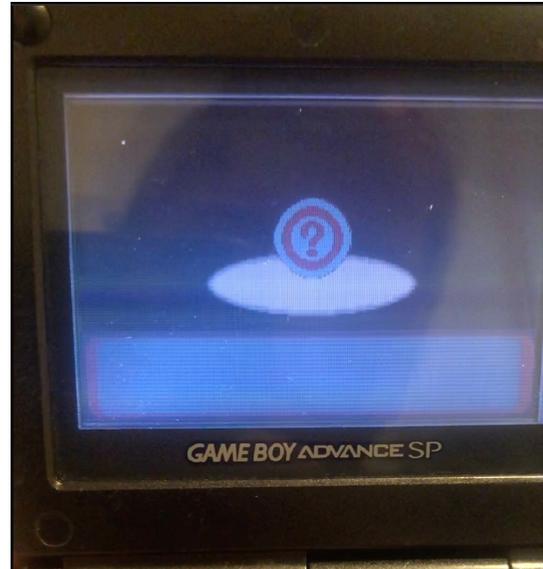


- The bad eggs you selected will be permanently deleted when you reenter the game. Continue to do this until Box 2 is empty.



Once you have cleaned Boxes 1 and 2 completely, clone your 0x0611 egg. I'd recommend having at least six on hand. The only thing left to do before you use 0x0611 is to clear out Boxes 11-14. Once Boxes 11-14 are empty, you can now execute code by hatching 0x0611 eggs!

To set up ACE, simply find a code for something you want to do, and name your box names according to what the source tells you. Then, hatch the 0x0611 egg. The code will be executed. Alternatively, if you have already hatched your 0x0611 egg, you can bring 0x0611 into a contest. This will also execute your box name codes.



HOW TO GET RID OF 0x0611 AFTER USE

One issue with 0x0611 is that it loves to crash the game, through viewing its summary, scrolling over it in the PC box, etc. After hatching 0x0611, it's usually best to just get rid of it. This can be done by moving it to the first slot of your party, going to a PC box, entering Deposit mode, selecting 0x0611 and releasing it.

FREQUENTLY ASKED QUESTIONS/ISSUES

1. Can this be done on retail cartridges?

Yes!

2. Will Pomeg Glitching harm my game?

With the set up here, no. In fact, Pomeg corruption mostly just has annoying side effects, with the majority of them being able to be easily fixed. If you scroll up for only 1-2 seconds like it is said here, you will not corrupt any data outside of Box 2.

3. Will Bad Eggs harm my game?

No, Bad Eggs act like any other Pokemon except that their checksum is invalid. They will not corrupt Pokemon around them, nor will they destroy your save.

4. I've gotten the egg, but when I hatch it, it just turns into Dots again.

You obtained the wrong egg. There are two eggs you can get; a PID corrupted egg and a TID corrupted egg. The egg you got was the TID corrupted egg; you can tell because it will be in a Timer, Premier, or Repeat Ball, and it will say it will take a while to hatch.

5. I've gotten the egg, but when I hatch it the game freezes/crashes.

A couple things could've gone wrong here. First, you could've entered the box names wrong. Check the names and make sure they are correct. Second, you have pokemon in boxes 12-14 or the last row of 11. Place these elsewhere and try again. Third, you may have gotten the wrong Pokemon. If you gave Dots the wrong EVs, it will turn into a different glitch Pokemon

6. What versions does this work on?

This works on English and European (Italian, Spanish, German, etc.) copies of Pokemon Emerald. 0x0611 will not work for ACE on Japanese Emerald; there is a different setup.

If you have any other questions, message me on discord at rileyk64#0820

Gon 3 ACE codes Repository

Emerald Codes

First list of box name codes (Sleipnir17)

<https://pastebin.com/kYfBzVE3>

Second list of box name codes (Sleipnir17)

<https://pastebin.com/dFLaf2TB>

Program that gives codes to change your TID/SID (JakeGrubbs and Sleipnir17)

https://github.com/jakegrubbs/emerald_tid_sid_converter/tree/master

Obtain glitch pokemon 0x40E9 easily for fast ACE (merrp)

<https://pastebin.com/Sz2Aiu6p>

Obtain glitch pokemon 0x288A easily for fast cloning/decloning in US Emerald (merrp)

<https://pastebin.com/ruxYS2kU>

Warp to Birth/Faraway Island (merrp)

<https://pastebin.com/q7zTp7hE>

<https://www.youtube.com/watch?v=-fejhzkU8X0&t=2s> video by ChickasaurusGL

Warp to Navel Rock (code in video description) (merrp)

<https://www.youtube.com/watch?v=Stcx-1wkMus>