

Pokémon Ultra Violet Cheats — Working vs Source-Based / Unconfirmed

Purpose: This PDF separates codes that have strong cross-source support from codes that are published by cheat sources but have conflicting, version-sensitive, or insufficient evidence. “Corroborated” means the same code/effect appears in multiple independent references; it is not a claim that every emulator/version has been physically tested.

The primary current source used for the detailed code tables is PokeCoders, which states that its listed Ultra Violet cheats were tested on Delta and identifies the required cheat type. Its comment history also contains reports of individual cheats failing on specific emulators, so those conflicts are retained rather than hidden.

SECTION 1 — CORROBORATED / STRONG-SUPPORT CODES

These are the codes for which the exact code is reproduced by multiple published cheat references, or where the source explicitly reports testing and another independent source reproduces the same code. They should still be labelled with the tested version/emulator rather than universally guaranteed.

Walk Through Walls — Action Replay / GameShark

509197D3 542975F4
78DA95DF 44018CB4

100% Catch Rate — Action Replay / GameShark

87ACF659 707466DC
8BB602F7 8CEB681A

No Random Battles — Action Replay / GameShark

D41DD0CA 33A629E5
8E883EFF 92E9660D

Poké Mart Items Cost 1 — Action Replay / GameShark

3C25A344 FD8F451C
AD86124F 2823D8DA

Instant / One-Hit Kill — Action Replay / GameShark

95EDFBBA A5A72A78
C833D1A0 02FA7205

Unlimited Money — CodeBreaker

820257BC 423F
820257BE 000F

Money Alternative — Master — Action Replay / GameShark

3AF85ACA C4D18CEC
8E883EFF 92E9660D

Money Alternative — 999,999 — Action Replay / GameShark

29C78059 96542194

Unlimited PP — CodeBreaker

42023C08 6363
00000002 0002

Unlimited Rare Candies — CodeBreaker

82025840 0044

Unlimited Master Balls — CodeBreaker

82025840 0001

Unlimited Healing Items — Max Revive — CodeBreaker

82025840 0019

TM / HM Item Modifier — CodeBreaker

82003884 YYYY

Max Stats — Pokémon 1 — CodeBreaker

420242DA 03E7
00000007 0002

Max Stats — Pokémon 2 — CodeBreaker

4202433E 03E7
00000007 0002

Max Stats — Pokémon 3 — CodeBreaker

420243A2 03E7
00000007 0002

Max Stats — Pokémon 4 — CodeBreaker

42024406 03E7
00000007 0002

Max Stats — Pokémon 5 — CodeBreaker

4202446A 03E7
00000007 0002

Max Stats — Pokémon 6 — CodeBreaker

420244CE 03E7
00000007 0002

Fast Egg Hatch — Master — CodeBreaker

97726CAE 9184
8F7AAA5C 15FE
B85E5A77 0386

Fast Egg Hatch — CodeBreaker

AFFCC14D D7FA

Catch / Steal Trainer Pokémon — Action Replay / GameShark

4D83B1BF E0F5F507
8E883EFF 92E9660D
B6C5368A 08BE8FF4
90B4977C C0151DC2

SECTION 2 — SOURCE-BASED / NOT FULLY CONFIRMED

These codes are published by the researched cheat sources, but should not be described on the website as universally “working.” The evidence includes emulator-specific failures, version differences, malformed/unclear source tables, or direct warnings from the source itself.

Wild Pokémon Modifier — Master — CodeBreaker

```
000014D1 000A
1003DAE6 0007
```

Why unconfirmed: Source-published; community reports include freezes/non-working results.

Wild Pokémon Modifier — CodeBreaker

```
83007CEE YYYY
```

Why unconfirmed: Source-published; same source warns some Pokémon may not work in the hack; Delta users report freezes.

Shiny Wild Pokémon — Action Replay / GameShark

```
1670047D 04815C68
18452A7D DDE55BCC
```

Why unconfirmed: Published by PokeCoders; community reports include non-working cases and interaction problems.

Wild Pokémon Gender — Female — Action Replay / GameShark

```
EB34F751 A96B854D
78DA95DF 44018CB4
```

Why unconfirmed: Published source code; community reports show modifier conflicts.

Wild Pokémon Gender — Male — Action Replay / GameShark

```
EB34F751 A96B854D
141BB87C 83D7018F
```

Why unconfirmed: Published source code; community reports show modifier conflicts.

Wild Pokémon Nature Modifier — Action Replay / GameShark

```
AA3BB0ED 41CD5D95
YYYYYYYY YYYYYYYY
```

Why unconfirmed: Published source code; nature-specific values are source-based.

Wild Pokémon Level Modifier — Action Replay / GameShark

```
754ED27A 8B1BEFEE
YYYYYYYY YYYYYYYY
```

Why unconfirmed: Published source code; 1–100 level values are source-based.

Legendary Pokémon Modifier — Master — CodeBreaker

```
000014D1 000A
1003DAE6 0007
```

Why unconfirmed: Source explicitly warns some listed Pokémon may not be available/work in the hack.

Legendary Pokémon Modifier — CodeBreaker

```
83007CEE YYYY
```

Why unconfirmed: Source-published; multiple community reports say the legendary modifier did not work.

Unlimited Experience — Master — Action Replay / GameShark

```
0000295F000A
101DC9D40007
830050000000
830050020000
```

Why unconfirmed: Source-published; community reports include freezing after battles.

Unlimited Experience — EXP — Action Replay / GameShark

```
74000130027D
7300218C0001
82023D501388
```

Why unconfirmed: Source-published; use only after testing on a backup save.

Steal Trainer Pokémon — warning — Action Replay / GameShark

```
Same code above
```

Why unconfirmed: Source says it can create a Bad Egg; therefore not a clean “working” claim.

Complete Nature Values — Source-Based

Nature	Value
Hardy	D0E34D66 5796A7D3
Lonely	D73BC50A 5F47AA0E

Nature	Value
Brave	E485844D 2F24038C
Adamant	5EB8DEEE 692ED298
Naughty	83286B46 6479AA98
Bold	35EB915F 08F33974
Docile	A58F6F1B BFB13FEF
Relaxed	34027F23 7E7E1599
Impish	CDA2AB99 F89D5BB9
Lax	D593BF29 E18AAAE5
Timid	1BC372C9 06B4D17F
Hasty	D4950A99 D729D80A
Serious	93F04759 F95753D9
Jolly	E9EC2CBF A7EDD4A7
Naive	56F744B0 37E16732
Modest	E1EB2109 4480C28D
Mild	A2461E51 304137B6
Quiet	0456554B 66D3AAF9
Bashful	B05B4CCD A0A1505B
Rash	909149AB 2DE8726A
Calm	31F62F82 D9A0C100
Gentle	9A41D845 41B93FE6
Sassy	D47DA721 6C3B9FFC
Careful	1A15BF1E E72650E4
Quirky	5A7B2626 21ECD183

Legendary Modifier Values — Source-Based

Pokémon	Code
Articuno	83007CEE 0090
Zapdos	83007CEE 0091
Moltres	83007CEE 0092
Dratini	83007CEE 0093
Dragonair	83007CEE 0094
Dragonite	83007CEE 0095
Mewtwo	83007CEE 0096
Jirachi	3007CEE0199
Regirock	83007CEE0191
Regice	83007CEE0192
Registeel	83007CEE0193
Groudon	83007CEE0195
Mew — source says won't obey	83007CEE 0097
Deoxys — source says won't obey	83007CEE 019A
Entei	83007CEE 00F4

Pokémon	Code
Lugia	83007CEE 00F9
Ho-oh	83007CEE 00FA
Rayquaza	83007CEE 0196

Item, Berry, TM/HM and Pokémon-ID Tables

These tables are reproduced as **source-based reference data**. They are not being marked as independently verified working values. This is especially important for the Wild Pokémon ID table because the published source contains apparent duplicates, gaps, and naming/ID anomalies.

Healing Item IDs

Name	ID
Potion	000D
Antidote	000E
Burn Heal	000F
Ice Heal	0010
Awakening	0011
Parlyz Heal	0012
Full Restore	0013
Max Potion	0014
Hyper Potion	0015
Super Potion	0016
Full Heal	0017
Revive	0018
Max Revive	0019

Berry IDs

Name	ID
Cheri Berry	0085
Chesto Berry	0086
Pecha Berry	0087
Rawst Berry	0088
Aspear Berry	0089
Leppa Berry	008A
Oran Berry	008B
Persim Berry	008C
Lum Berry	008D
Sitrus Berry	008E
Figy Berry	008F
Wiki Berry	0090
Mago Berry	0091
Aguav Berry	0092
Iapapa Berry	0093
Razz Berry	0094
Bluk Berry	0095
Nanab Berry	0096
Wepear Berry	0097
Pinap Berry	0098
Pomeg Berry	0099

Name	ID
Kelpsy Berry	009A
Qualot Berry	009B
Hondew Berry	009C
Grepa Berry	009D
Tamato Berry	009E
Cornn Berry	009F
Magost Berry	00A0
Rabuta Berry	00A1
Nomel Berry	00A2
Spelon Berry	00A3
Pamtre Berry	00A4
Watmel Berry	00A5
Durin Berry	00A6
Belue Berry	00A7
Liechi Berry	00A8
Ganlon Berry	00A9
Salac Berry	00AA
Petaya Berry	00AB
Apicot Berry	00AC
Lansat Berry	00AD
Starf Berry	00AE
Enigma Berry	00AF

TM / HM IDs

Name	ID
TM01 Focus Punch	0121
TM02 Dragon Claw	0122
TM03 Water Pulse	0123
TM04 Calm Mind	0124
TM05 Roar	0125
TM06 Toxic	0126
TM07 Hail	0127
TM08 Bulk Up	0128
TM09 Bullet Seed	0129
TM10 Hidden Power	012A
TM11 Sunny Day	012B
TM12 Taunt	012C
TM13 Ice Beam	012D
TM14 Blizzard	012E
TM15 Hyper Beam	012F
TM16 Light Screen	0130

Name	ID
TM17 Protect	0131
TM18 Rain Dance	0132
TM19 Giga Drain	0133
TM20 Safeguard	0134
TM21 Frustration	0135
TM22 Solar Beam	0136
TM23 Iron Tail	0137
TM24 Thunderbolt	0138
TM25 Thunder	0139
TM26 Earthquake	013A
TM27 Return	013B
TM28 Dig	013C
TM29 Psychic	013D
TM30 Shadow Ball	013E
TM31 Brick Break	013F
TM32 Double Team	0140
TM33 Reflect	0141
TM34 Shock Wave	0142
TM35 Flamethrower	0143
TM36 Sludge Bomb	0144
TM37 Sandstorm	0145
TM38 Fire Blast	0146
TM39 Rock Tomb	0147
TM40 Aerial Ace	0148
TM41 Torment	0149
TM42 Facade	014A
TM43 Secret Power	014B
TM44 Rest	014C
TM45 Attract	014D
TM46 Thief	014E
TM47 Steel Wing	014F
TM48 Skill Swap	0150
TM49 Snatch	0151
TM50 Overheat	0152
HM01 Cut	0153
HM02 Fly	0154
HM03 Surf	0155
HM04 Strength	0156
HM05 Flash	0157
HM06 Rock Smash	0158
HM07 Waterfall	0159

Name	ID
HM08 Dive	015A

Wild Pokémon Modifier — ID Table Warning

The researched source publishes a long Pokémon ID table under the Wild Pokémon Modifier. We are intentionally not converting that table into a “working” list because the source itself contains apparent data-quality problems, including duplicate IDs, skipped IDs, and entries that appear to have incorrect names or ordering. Examples visible in the source include duplicate/conflicting values around Marill/Azumarill/Politoed, Koffing, Gyarados, Feraligatr, and later Johto/Hoenn entries. The source also explicitly warns that some Pokémon modifier values may not work because Ultra Violet is a ROM hack. ■cite■turn4view0■turn4view1■

For the website, the correct approach is to preserve the source list in a clearly marked **source-based / needs verification** section until each ID is tested on the exact Ultra Violet build. Do not silently “fix” the IDs from a different FireRed list and call them Ultra Violet codes.

Source Evidence and Conflicts

PokeCoders currently says its Ultra Violet cheat list was tested on Delta and that the listed cheats worked, but its own comment section contains reports of the Wild Pokémon modifier freezing on Delta, the shiny cheat failing on some emulators, legendary modifiers not working for some users, and other emulator-specific failures. It also records a later personal test of the Trainer-Pokémon capture cheat. Those conflicts are why this PDF uses two evidence buckets instead of calling every published code “working.” ■cite■turn1view0■turn2view0■turn2view2■

Recommended Website Status Labels

- **Cross-source corroborated:** same exact code appears in multiple independent references.
- **Source-tested:** a publisher states that it personally tested the code, but there may still be emulator/version reports of failure.
- **Community-reported / version dependent:** code exists in published sources, but user reports show inconsistent results.
- **Unverified:** source provides the code, but evidence is insufficient to claim that it works.

Web sources consulted: PokeCoders Ultra Violet cheats and its comment history; SuperCheats Ultra Violet codes; Cheat Code Central Ultra Violet cheats; PokeCoders' cheat compilation/test statement. Verification date: October 2, 2026.