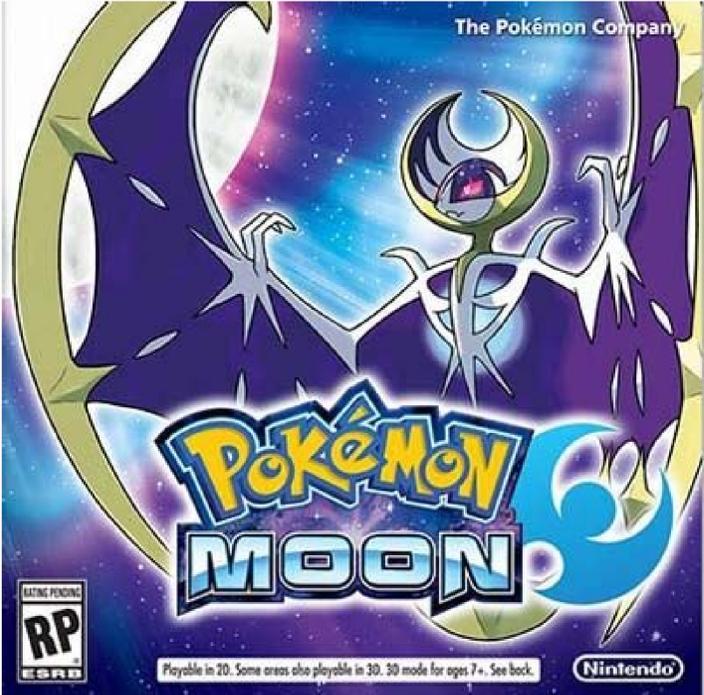


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Pokémon Ultra Sun work great in Citra. Graphically, the games look amazing with minor graphical issues, but require a decent hardware to achieve higher frame rates. ROM Hack for: Pokémon Ultra Sun and Pokémon Ultra Moon (Nintendo 3DS) Pokémon Supernova Sun and Penumbra Moon are mods for Pokémon Ultra Sun and Ultra Moon. Like my Rutille Ruby & Star Sapphire hacks and my Nova Sun & Umbra Moon hacks, their main purpose is to provide a more challenging game experience while not artificially limiting the player. The premier feature of Supernova Sun and Penumbra Moon is the ground-up redesign of Pokémon Trainers in the world to increase the game's challenge. Every trainer in the game has been edited, and the level curve expects use of the Experience Share, which means that the player levels up very quickly. Every Pokémon in Trainers' teams has a proper moveset and many are holding items. The Elite Four and Champion are Level 100, and the player doesn't need to grind to equal that! Supernova Sun and Penumbra Moon's secondary focus is inspired by Super Smash Bros. Melee's "20XX Hack Pack" which is designed to improve competitive players' ability to practice and grind. In Supernova Sun and Penumbra Moon's Legit Build, everything obtainable is 100% legal and legitimate for real online battles or trades. In all Builds, some features are designed to make preparing competitive teams much less of a hassle. Competitive hold items are much more available, a 6IV Ditto is available through an in-game trade (holding a Destiny Knot), Eggs hatch in one cycle, and Level 100 Memento Blissey battles are available in the Battle Buffet once the main story has been beaten. These mods are very expansive. In addition to Trainers, Supernova Sun and Penumbra Moon also feature edited: Wild Pokémon availability (in three different ways)! Wild Pokémon hold items! Availability in Poké Marts and from special vendors! Evolution methods for Trade Evolutions and "Level up in a specific area/version" Evolutions! Level-Up movesets to handle the increased level curve and add access to TM and Tutor moves (details)! And much more! Trainer Changes Harsher Level Curve: The game is balanced around use of the EXP Share, which allows for explosive growth. Disabling the EXP share is not recommended. All-new Trainer teams, designed from the ground up, many featuring six Pokémon! All Captains, Kahunas, and other bosses have six Pokémon! Every fully-evolved non-Legendary Pokémon (and Mega Evolution) will be encountered in a Trainer's team during the main story! Totems are powered up and pack new strategies! Post-game Memento Blisseys added to Battle Buffet in Hau'oli City! Trainers are capable of EV Training their Pokémon! While grinding is always possible, the curve is such that the player will be approximately even with all enemy levels. The player might become overleveled if they use the Lucky Egg, Pokémon Refresh, and/or the Trade Bonus. Wild Pokémon Changes There are four builds available of Supernova Sun & Penumbra Moon! They differ in Wild Pokémon availability. The Expanded Build is the most popular, since it increases the variety of Pokémon found in Aloha. Legit Build All Wild Pokémon are 100% legit for trade and will not appear as "hacked" by any legitimacy testers. Most nocturnal Pokémon are available in the day. The converse is true for diurnal Pokémon. Rare and interesting Pokémon have been moved into more common slots. Fearow, Yungoos, and friends now occupy the rarer encounter chances. The more unique, fun Pokémon like Mimikyu and Stufful are now as common as a Yungoos or Alolan Rattata would have been. This Build is recommended if you're using the mod to facilitate competitive breeding. Shiny hunting, Pokédex filling, or other such post-game concerns. Leveled Build Wild Pokémon are the same as in the Legit Build, but are leveled up to keep pace with SnS/PuM's harsh level curve. It is recommended to use this over the Legit Build for gameplay if you don't want to use the Expanded Build, since the Legit Build's Wild Pokémon will be far behind the level curve. Anything caught in the Leveled Build just needs a quick adjustment in PKHeX (edit its Met Level) to become 100% trade-ready. Expanded Build Wild Pokémon are altered so that every non-Legendary (Tapu/UB/Mythical Pokémon count as Legendary) species is available, at the same level as the Leveled Build. Legendary encounters are not changed in this or any Build. Click here to see where you can catch every Pokémon! This Build is the recommended way to play the ROM hack. The player will have access to 58% of non-Legendary evolution lines on Melemele Island alone. This access expands to 83% after Akala Island, and 98% after Ula'ula Island. Every non-Legendary evolution line is available before the Elite Four! By editing anything caught in the Expanded Build to have come from an Egg (and making sure to obey Poké Ball legality), even Pokémon from this Build can be made legal, though not technically legitimate. All encounter levels are increased to match Supernova Sun & Penumbra Moon's harsh level curve. This Build also features all of the rarity changes of the Legit Build. Lite Build No changes to the Wild Encounter tables of Ultra Sun and Ultra Moon were made. Pokémon Changes Certain tweaks have been made to Pokémon, but nothing "breaks the rules". No illegal moves have been added to level up learnsets, no stat changes have been made, and Supernova Sun and Penumbra Moon maintain intercompatibility with Ultra Sun and Ultra Moon. Improved Level-Up Learnsets Learnsets have been adjusted to provide better access to moves, particularly in Expanded and Leveled Builds. Species no longer "miss out" on moves because they were encountered at a high level, and most "Level 1" moves have been added to the standard level-up learnset. TM and Tutor moves have also been added to the Level-Up learnsets. No illegal moves have been added to any species in any Build. If you're breeding Pokémon and both parents know a move that's normally a Tutor/TM exclusive for the offspring, the offspring will get that move as an illegal Relainer move. To avoid this issue, delete the file /romfs/a/01/13 (this will remove all move-set changes) if you intend to breed without a Ditto or simply check the Pokémon's Relearn Moves in PKHeX. Improved Wild Hold Items Every species is now capable of holding at least one item in the wild. Every species that has a Mega Evolution in its line is capable of holding its Mega Stone in the wild. Wimpod, Alolan Meowth, and certain other species have been known to hold Bottle Caps and Gold Bottle Caps! Pokémon that evolve through use of a hold item have a chance to hold that item in the wild. Pokémon that need a special Incense to produce certain offspring have a chance to hold that Incense in the wild. Check here for a list of all species and which Hold Items they can have in the wild. The 10 Fossils available in Gen VII are now held by certain wild Pokémon 50% of the time. Some other Pokémon also have a chance to hold Fossils. ► Fossil Details Arcom Fossil: Jangmo-o, Hakamo-o, Kommo-o. Claw Fossil: Crabrawler, Crabominable. Cover Fossil: Mareanie, Toxapex, Torkoal. Dome Fossil: Scraggy, Scrafty. Helix Fossil: Poliwhirl, Poliwag, Poliwhirl, Poliwhirl, Politoed. Jaw Fossil: Spearow, Fearow. Root Fossil: Bounsweet, Steenee, Tsareena. Sail Fossil: Basculin. Skull Fossil: Vullaby, Mandibuzz, Rufflet, Braviary. The remaining Fossil (Old Amber) is now held by the Oddish line, which only appears in the Expanded Build. Universal SOS All non-Legendary Pokémon are able to SOS call in the wild. Baby Pokémon and Pokémon with predatory SOS calls (Corsola, Caribink, Durant, etc.) have a higher SOS call rate than most species. The "normal" SOS call rate has been increased thanks to an anti-annoyance feature in Ultra Sun and Ultra Moon: Only one SOS call per fight will succeed unless the player uses an Adrenaline Orb. Item Changes A new Item, Restoration Wing, has been added to Poké Marts. It fully restores a Pokémon's HP and status, but cannot be used during battles. This item replaces the Health Wing item, so it won't show up as an illegal item and can freely be traded to other Gen VII games. Sacred Ash has been renamed to "Revival Powder" and is available in Poké Marts! Revival Powder functions as a Max Revive for your whole party, but is unusable during battles. Max Repel's duration is increased by 50%. Drink items and the Super Potion have had their Generation I-VI potency restored. Revives have been nerfed to only heal 1 HP, to add strategic risk to their use in battle (Sacred Ash is unusable during battles). Beware of powder damage! Roost has been nerfed, and now only boosts Attack, Special Attack, and Speed. Poké Mart Changes Redundant items have been removed from Poké Marts! Items like Antidote and Paralyze Heal have been replaced with disposable competitive items like Focus Sash and Weakness Policy. Item prices have been altered. Some items are more expensive than standard Ultra Sun and Ultra Moon, and many are much cheaper. All Poké Balls and Repels are on sale! Thrifty Megamart is now the go-to place to purchase competitive items like Leftovers and Life Orb. Don't forget to grab a Discount Coupon at the door! The third counter sells useful breeding and training items, like Lucky Egg and Ability Capsule. Route 8's Pokémon Center sells second-tier competitive items like Flame Orb, Scope Lens, and Safety Goggles. Route 2's Pokémon Center sells the complete list of standard Poké Balls. Hau'oli City's Pokémon Center sells the complete list of Apricorn Balls, as well as Beast Balls. Route 5's Pokémon Center sells the six EV Reduction Berries, in addition to the Sitrus and Lum berries. Removing unused EVs (SPA on Machop, etc.) is a great way to passively optimize your team! Konikoni City's Pokémon Center sells Bottle Caps, Gold Bottle Caps, and the six Power Items! Mount Lanakila's Pokémon Center sells everything you need to get your team ready to finish the game. Rare Candy, PP Max, and Heart Scale! Full list of Poké Mart Changes. Evolution Changes Trade Evolutions now have alternate methods. You can still evolve them through their normal trade methods. Pikachu, Exeggute, and Cubone have alternate methods to evolve into their Kanto forms. You can still obtain Kantonian Raichu, Exeggutor, and Marowak by evolving them in the Ultra Wormhole. Pokémon that evolve in specific areas now have alternate methods. You can still evolve them through their normal level-up locations. Evee can no longer evolve with its normal methods for Gen II+ Evolutions. It now uses a Stone to evolve into all of its options. Please note that Sylvion will be detected as illegitimate if it has less than two Affection and has never been traded. Version-based Evolutions can now Evolve using the Sun or Moon Stone. ► Altered Evolution Methods Lunala Evolves into Gigalith: Level up to 42. Charjabug Evolves into Vikavolt: Thunder Stone. Clamperl Evolves into Gorebyss: Dawn Stone or level up while holding a Deep Sea Tooth. Clamperl Evolves into Huxtlak: Dusk Stone or level up while holding a Deep Sea Tooth. Cosmoem Evolves into Solgaleo: Sun Stone. Cosmoem Evolves into Lunala: Moon Stone. Crabrawler Evolves into Crabominable: Ice Stone. Cubone Evolves into Marowak (Kanto Form): Level up to 42 with a Dark-type in the party. Dusclops Evolves into Dusknor: Level up while holding a Reaper Cloth at night or knowing the move Pursuit. Evee Evolves into Espeon: Sun Stone. Evee Evolves into Glaceon: Ice Stone. Evee Evolves into Leafaon: Leaf Stone. Evee Evolves into Sylveon: Shiny Stone. Evee Evolves into Umbreon: Moon Stone. Electabuzz Evolves into Electivire: Level up to 65 or while holding an Electrizer. Exeggute Evolves into Exeggutor: Level up while holding a Whipped Dream or knowing the move Aromatherapy. Shiftry Evolves into Slurpuff: Level up while holding a Whipped Dream or knowing the move Aromatherapy. * This Pokémon will be illegal until it reaches its normal Evolution level, at which point it will be 100% legit again. This Pokémon will be illegal if it hasn't been leveled up at all before using the Stone; leveling it up will make it 100% legit again. * This Pokémon can no longer evolve through its default method. Miscellaneous Features Custom Title Screens! Eggs now hatch incredibly quickly. Every species now has a 1-cycle hatch rate. Note this doesn't apply to Event eggs or Trade Mode eggs. Switch Mode no longer reveals the incoming Pokémon. An in-game trade for a 6IV Ditto (holding a Destiny Knot) now exists! New, improved Pickup tables! Custom Banners for *.cia/.3ds installs! Notes if you haven't done so already, please purchase Pokémon Ultra Sun or Ultra Moon! If you are currently being modified. This means that I cannot make cutscenes shorter or skippable. The ability to use Mega Evolution is independent of the "Key Stone" item and is only set by triggering a flag in the save file after the battle with Dexio on Poni Island. This means that Mega Evolution is not accessible throughout gameplay unless save editing tools are used. Installation Instructions Drag & Drop INSTALLATION (Recommended!) Requirements: 3DS Family System with Luma3DS installed, Pokémon Ultra Sun or Ultra Moon (Cartridge, eShop, or CIA install) You need a 3DS running Luma3DS CFW. All 3DS models can install CFW using this guide. Update Pokémon Ultra Sun or Ultra Moon to the latest version. If you haven't already done so. Hold SELECT when booting Luma3DS (this is when you turn on the 3DS if you're using B95 or A9LH). Enable the option "Enable Game Patching" and press START to save. This is a persistent option, you don't have to do it every time you want to play Nova Sun or Umbra Moon. Download and unzip the 7z folder for the Version and Build you want to play. If you prefered language isn't English, run the NonEnglish.bat file. Copy and paste the luma folder to the root of your 3DS's SD card, merging/overwriting if prompted. Boot up your cartridge or eShop copy of Pokémon Sun or Moon and the romhack's modifications should be present! Back up your game save with JKSM, start a fresh save file, and enjoy the ROM hack! Drag and Drop Installation (on Citra) Requirements: functioning Citra Emulator install with Pokémon Ultra Sun or Ultra Moon v1.2 installed on the emulator! If you're using Citra, you need to back up your existing eShop install of the game, use threeSD to do so. Right click Pokémon Ultra Sun or Ultra Moon in the game picker menu. Select "open mods location". Go up one folder, so that you are in the [Citra\loadmods] folder. Download and unzip the 7z folder for the Version and Build you want to play. Copy the contents of the [luma\titles\16DIGITITILEID\romfs/a/0/8] folder into the [Citra\loadmods] folder. Start Pokémon Ultra Sun or Ultra Moon. The game will automatically update itself. If you're using Citra, you need to back up your existing eShop install of the game, use threeSD to do so. Right click Pokémon Ultra Sun or Ultra Moon in the game picker menu. Select "open mods location". Go up one folder, so that you are in the [Citra\loadmods] folder. 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Drag & Drop pack, the game boots as normal Ultra Sun / Ultra Moon!" Make sure the option "enable game patching" is enabled in your Luma3DS configuration.Make sure you copied the luma folder from the ROM hack's install folder directly to the root of your 3DS SD card.If you're using the Title Screen to tell the difference and you are playing in a language other than English, run the NonEnglish.bat file included in the Drag & Drop pack before you copy the files to the SD.Make sure you don't have a code.bin in Ultra Sun or Ultra Moon's Title ID folder.Make sure you're using the latest stable version of Luma3DS CFW. If you're on arm9loaderhax, follow this guide to update to boot9strap so you can use the latest Luma3DS version. The process is very quick (less than five minutes) and mostly consists of downloading and placing files on the SD card.If you want to remain on arm9loaderhax for whatever reason, update your Luma3DS to version 7.0.5, which is the last stable version that supports a9lh. "HELP! I am having trouble building a CIA/"3DS of this!" Always dump your own ROM instead of downloading it from some piracy site. This isn't just for moral reasons: many pirate dumps of games are trimmed, compressed, or simply not decrypted and therefore will not extract correctly.Make sure your rom is in the correct place. It should be in the folder you downloaded with the ROM hack, in "Extra Files", like this.Make sure your rom is named "rom.cia" or "rom.3ds" before you run the All In One.bat or Extract ROM.bat file.You can't build a 3DS file if your dump was from a CIA. You can build a CIA if your dump was from a 3DS file.Both the extraction and rebuilding process will throw error messages at you during the process. Keep going until the process finishes.You need 6GB of open storage space on your main system drive to use 3DS Toolkit. You also need 3GB of available RAM to dump and rebuild the game.As a last resort, extract the ROM hack to the root of a hard drive and make sure you run the batch files as an administrator.If all else fails, just use the Drag and Drop method. Any 3DS capable of installing CIAs is also capable of updating to the latest version of Luma3DS. "WHICH BUILD HAS LEGENDARIES!?" This ROM hack does not add Legendary Pokémon to the wild. This is a design choice made for the following reasons:3DS ROM hackers currently (and for the foreseeable future) can't alter the game script to add events, so adding Legendary Pokémon would just be sticking them in random grass patches as low-percentage encounters. That's ugly, feels hacky, and removes the reason Legendary Pokémon are cool in the first place.Supernova Sun and Penumbra Moon are not balanced around the player using 650+ BST monstrosities. If I added Legendary Pokémon to the grass, they'd turn the supposedly challenging game into a cakewalk. If I balanced the game around Legendary Pokémon, you'd basically be required to either use them or grind and overlevel your team. More power to you if you want to go Ultra Wormhole hunting super-late in the game.Hacked Legendary Pokémon cannot be converted to legitimate Pokémon by altering their data to make them "hatched from an egg". This means using Legendary Pokémon as a post-game reward is absolutely and completely pointless.Ultra Sun and Ultra Moon don't have a National Dex, and any legendaries with illegitimate encounter history won't transfer to the Pokémon Bank.And finally: I personally believe the game is more fun without them, and I want to present the most fun (in my opinion) way to play Pokémon in my ROM hacks.

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