1.00:

Initial release

1.01:

Fixed Ditto being over level 100 when you obtain it from the Game Corner

1.02:

Fixed Shiny Stone messing up the bag + Floette can now evolve properly with it

1.03:

Slowpoke now evolves properly via Link Stone

1.04:

Underleveled trainers in Saffron Gym in Challenge Mode have been fixed

1.05:

Minor text correction in Celadon Department Store
Oak now gives 5 Poke Balls (thanks Mateo)
Adjustments to the prices of Game Corner Prizes

1.06:

Field Surfing mechanic fixed (again, thanks Mateo)
Game Freak Director no longer gives out the Shiny Charm and Diploma after seeing 1 Pokemon (now 252)

1.07:

Gen 2 front sprite patch added. 10 Pokemon front sprites are missing as of this update
Amulet Coin glitch fixed, complete rework of how it reads trainer money
No Music patch removed

1.08:

Mareep's growth rate corrected

All Pokemon now have Gen 2 sprites in the Gen 2 sprite patch

Fixed crash when you tried to evaluate a completed pokedex with Oak

Slowpoke and Poliwrath now evolve correctly

Arbok now has it's Gen 1 pattern

Surfing text fixed

Even more custom pokemon palettes for Gen 2 and Gen 1 sprites. Nearly all Pokemon have two different colors in their Gen 2 sprites now

More custom shinies

HP Drain on Substitute bug fixed

Swift no longer hits digging or flying users

Sucker Punch now has its canonical effect (does not hit the opponent if it does not attack – thanks to Shanty)

Updated player trainer back sprites

1.09:

All Gen 1 sprites whose Gen 2 palettes did not mesh well together have been reworked so that they can use the full four-palette coloring (in reality, two colors) properly.

A few new Gen 2 sprites as well.

Typo fixes in some dex entries.

Battle Factory now has an Inverse on/off switch! It can only be toggled within a Factory challenge, however. (credit to Unown Lord for suggesting this)