

Note: If there is any change at any time – if you are NOT okay with a feature in its ORIGINAL code being used, it will be generally rewritten (or outright removed) ASAP.

Ideas/Coding:

Cause without these things and the people that made them originally, the hack wouldn't be what it is.

Most of these things are easily possible to do regardless – some not so much, and the ideas and work these people put out originally helped me shape this hack.

[Modified] denotes the code has been edited a good deal and is no longer in it's original format.

Everyone that made the Red and Blue disassembly project a reality. Seriously, without that this hack would not exist, end of.

The EXP Bar

I really don't know who actually worked on this, but it was first in Danny's Gen 2 Graphics patch. Clarify whenever.

Sanqui/Sanky:

- Porting of Crystal's audio engine
- Instant text
- Separating of wild mons from trainers
- Porting of TCG/Pinball music

FroggestSpirit:

- Some songs from CrystalComplete
- Porting of TCG/Pinball music
- Pokemon Red Colorized

Drenn:

- Pokemon Red Colorized

Danny-E:

- Pokemon Red Colorized / Gen 2 Graphics Patch HUD
- Exp Bar
- Porting of TCG/TCG2 music

Mateo:

- Running Shoes
- Field Moves ((additional credit to Yenatch))
- Ingame trade name OTs

ShantyTown:

- Battle Factory [modified]
- Shiny Pokémon [modified]
- Max DV/Shiny Ball idea + code

- Lucky Egg/Amulet Coin code [modified]
- Sucker Punch hit detection

Dabomstew:

- Improved AI [modified]

Pigu-A, others:

- Battle Tent [modified]
- Female Trainer based off of Blue/Green from Adventures
- Leader Rematches, Oak

Sprites:

NOTE: Your name might be on here even though your sprite hasn't been used.

- BooGhostly
- BatteryManAAA
- Chaos Rush
- Fexiled
- Pokekoks
- Neslug
- NICKTendo DS
- Fishmuffin
- Gors
- Javckdark
- ubasuteyama
- n_kin
- LinnCastillan
- Involuntary-Twitch
- CyberMaroon
- Seiyoh
- Dragonball253
- Pia Carrot
- Solo0993
- Chamber
- Cartoons!
- Linnie
- burstxshadowzx
- Various anons on /vp/
- ... and probably more.

Red and Blue DX was worked on by...

- TheScarletSword / CrimsonNagi - Coding w/ the Red and Blue disassembly, beta

testing, planning

- PurseOwnah - Documents, beta testing
- krawky398 - Beta testing, shiny palette suggestions
- Purple Zigzagoon - Beta testing, shiny palette suggestions
- InnocentBoy – shiny palette suggestions
- Nyalicirno – Shiny Druddigon palette
- Alphex – Documents

Special Thanks

- GameFreak, for creating this game - and the franchise we've all come to know and love.
- Everyone on the coding and spriting list. Seriously. Without these people this hack wouldn't be done anytime soon.
- Smogon and it's webzine The Smog for producing three articles on Gen 1 competitive that sparked this idea in the first place.
- _Crystal for helping contribute to the idea of this hack in the first place with these two articles: <http://www.smogon.com/smog/issue26/underdogs> & http://www.smogon.com/smog/issue27/dpp_bw_underdogs - as well as his contributions to the Gen 1 hacking scene.
- Deck Knight for another article that contributed to the creation of this hack: http://www.smogon.com/smog/issue27/rby_moves
- PokéCommunity and Skeetendo for even having this hack on their forums.
- Pokémon Reborn for hosting this as well, and providing me some of the best friends I have.
- Literally everyone at Hell for Infinite Losers. I couldn't ask for better friends in the entire world.