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The more advanced video games become, the more valuable older consoles and games seem to get. Whether it's the nostalgia factor or newer generations simply discovering classic titles for the first time, retro gaming is hotter than ever. One of the most popular retro titles is the legendary Pokémon series. Now there's another reason to revisit those
old games: The Pokémon randomizer. No matter how much you love Black, Gold, Crystal, or even OG Red and Green, the games get repetitive after numerous playthroughs. That's where randomizers come in. They allow for a completely different playing experience, meaning you get to experience a game fresh with a whole new set of parameters.
Fun! So what are they and how do they work? Read on! Related: 15 Best Pokemon in Pokemon GO: Best attackers, defenders, and teams for PvP on PC Invasion Simply put: a Pokemon randomizer lets you changes aspects of the game in unpredictable ways, making for a completely new playing experience. This means you'll encounter different wild
and trainer Pokémon, different items, abilities, moves, and a whole mess of other things. The randomizer will make sure all the Pokémon in the game are completely unexpected. While the story would remain the same, everything else would be different. For
example, in Black you can choose from three starter Pokémon: Oshawott, Snivy or Tepig. Instead you could start with a Crustle, or a Axew, or a Golurk. Doesn't have to! That's the whole point of it. A rock-type Pokémon could learn flying-type moves. Also, TMs can be randomized as well if so desired. (HMs are not because they're
not need for game progression). Trainers and gym leaders can have completely different Pokémon as well. Are you used to only certain Pokémon spawning in specific areas? No more. You could even change the classes of the trainers as well. Getting a randomizer for newer Pokémon games, like Sword or Shield, can be more difficult because you have
to mod a Nintendo Switch, and that will void your warranty and could potentially brick your system if you don't know what you're doing. However, for Pokémon on the Game Boy, Game boy Advance or Nintendo DS, the process is much easier. The simplest way to do it is to first get a ROM of the game you want to randomize. These are pretty easy to
find online, and you'll also need an emulator, which can also be found with a simple Google search. Finally, get the Universal Pokémon Randomizer has a way of obliterating the difficulty of the game. It basically exists to pose a challenge to
players who use randomizers but still don't want to breeze through a game. The name's origin is sort of mysterious, but it involves a combination of the Nuzleaf Pokémon comic and the name John Locke. The thing about the Nuzleaf Pokémon comic and the name John Locke. The thing about the Nuzleaf Pokémon comic and the name John Locke. The thing about the Nuzleaf Pokémon comic and the name John Locke.
the first Pokémon they encounter in the area. If the Pokemon faints or escapes, then you can no longer catch a Pokémon in that area. If there are scripted battles or Shiny Pokémon in that area. If there is a double battle, then the player can only catch one of
those Pokémon. Any Pokémon that the player owns that will faint will be considered as actually dead. The players must release the Pokémon or just keep it in the storage without using it for the duration of the game. As you can see, this pretty much levels the player owns that will faint will be considered as actually dead. The players must release the Pokémon or just keep it in the storage without using it for the duration of the game. As you can see, this pretty much levels the players must release the Pokémon or just keep it in the storage without using it for the duration of the game. As you can see, this pretty much levels the players must release the Pokémon or just keep it in the storage without using it for the duration of the game. As you can see, this pretty much levels the players must release the Pokémon or just keep it in the storage without using it for the duration of the game. As you can see, this pretty much levels the players must release the Pokémon or just keep it in the storage without using it for the duration of the game. As you can see, this pretty much levels the players must release the Pokémon or just keep it in the storage without using it for the duration of the game. As you can see, this pretty much levels the players must release the players must
randomizer will start by shuffling all the Pokémon in the game itself. That means you never know what you're going to run into, and your starters will be completely different. However, randomizers have the ability to set custom parameters. You can
randomize both gift and Legendary Pokémon, to switch out type for type and get a different legendary, or you can make those completely random as well. Wild Pokémon you can encounter on certain routes can be switched out for others.
There's also Global one-to-one Mapping, which means specific Pokémon get switched out for other specific ones. Enemy trainer to have 100 percent random ones, or have them be all one type, and you can even make everyone in the gym have
the same type as well. Encounters can be customized too. You can pick similar strength encounters so you have more control over power differentials between your Pokémon and enemies. Another fun option is the Catch Em All Mode, which makes sure you'll be able to collect every single Pokémon in the game. It's a good mode for all you
completionists out there. Honestly, there is so much to randomize and customize it's like you're playing a whole new game, and it's really fun to do! You can even make areas type-themed so you only encounter one type of Pokémon, and you can also disable Legendaries if you want to. If you really want to get crazy, you have the option to randomize a
Pokémon's moves, stats, abilities and types, but be warned, this pretty much throws things off the rails. It's like using that every car goes 100 mph mod on GTA5. So as you can see, a randomizer is an excellent way to spice up a game you've played a million times or have gotten sick of from replaying so many times. There are so many options and
custom choices to set that it really makes you feel like you're playing a whole new game. We Got This Covered is supported by our audience. When you purchase through links on our site, we may earn a small affiliate commission. Learn more about our Affiliate Policy Introduction This program allows you to customize your experience playing the
Pokemon games by randomizing many aspects of them. This means that the Pokemon you get at the Pokemon you fight in the wild and the Pokemon wou fight in the wild and the pokemon would be will be
because it's an example of quite a lot of different ROM hacks, and also because a fair amount of research/code written by members here & other forums was used in its creation. The randomizer *program* (to
my knowledge) to support Gen4, or Gen5 outside of the original B/W. Known Issues: Acknowledgements/Credits See here Downloads The release is available attached here, though the version attached may be out of date. The latest release will always be available attached here, though the version attached may be out of date. The latest release will always be available on the randomizer website. The full source code (on GitHub) is also available under
GPLv3. It's written in Java - all the dependencies used were ported over by me (except DSDecmp which had a Java version which should work for people who
were getting "cannot find Advance.tbl" or similar errors before. Improvements are on their way, including better foreign language ROM support and a few more options. This is by far my favourite Randomizer now, you did amazing work! I have one suggestion; perhaps a patch alongside the National Dex that allows for all 649? Maybe another random
option that randomizes the items you find on the ground. Other than that this is pretty amazing. Great work. Krobelus: The randomizer already does pick from all the Pokemon available in the game, rather than just the local Dex. This is why National Dex patches are useful (and necessary, at least in FRLG, to allow non-Kanto Pokemon to evolve). (If
you mean patching Gen3 games to add all 649, that's beyond my abilities for now). Item randomization could happen, though not in my immediate plans. @All: A new release [1.0.2] is out which allows for randomizing abilities, along with some other improvements. I did mean to allow all 649 Pokemon to become available. Great job. What other
features do you have planned at the moment? I did mean to allow all 649 Pokemon to become available. Great job. What other features do you have planned at the moment? The closest you're going to get for now for randomised 649 Pokemon in generation 3 is using this randomizer here which supports the FireRed 649 hack being made by members
of this forum, to an extent. If/when a more formal/complete release of that comes out I might support it too, but it's not part of my plans right now. There aren't a whole lot of sane things left to randomizer is largely focusing on
making sure everything works for every version (allowing static Pokemon to be changed in the DS games, for example) and quality of life improvements (National Dex patches, cool little ASM hacks, etc, which come as I get inspiration to make them). Thx. This is pretty awesome. I dreamed about it, you did it. Really thx, i'm going to talk about it on
french boards (because i am French yea) because i hope he'll be soon the main randomiser ever. Thx again. And I have a request about the next features. Randomize the evolutions (lol i'm weedle *evolve* helo i'm slaking)! And add randomly a number (or suppress a number) of evolutions (lol i evolve 3 times).. And modify the evolution levels of
pokemons... I don't really know if this is feasible but... it would be cool. Hey, this tool is really awesome, you did great job. I am a fan of Gen II and this is a great opportunity to beat this gameonce again. Some things, though, have been randomized too far. In my game, Heracross is an electric type learning Zap Cannon at lvl 6 and Thunder at lvl 12;) I
might make similiar tool to this one day, for gen II exclusively... Well this tool is awesome! I got Ledian as a starter of Dragon type with max special attack and Outrage! Check out my gaming company: Thanks for the latest feedback. If I do make an "evolution randomiser" that would definitely go under a "crazy options" section! I have released a new
version, 1.1.0, of the randomiser. This adds support for randomising move tutor moves, among other improvements and fixes. There's also a patch available inside for Gen1 and Gen2 games which changes them to use the Black/White-style EXP gain calculation system, inspired by what the Liquid Crystal team did in their Gen3 hack. More to come!
Thanks for the latest feedback. If I do make an "evolution randomiser" that would definitely go under a "crazy options" section! I have released a new version, 1.1.0, of the randomiser and Gen2 games which
changes them to use the Black/White-style EXP gain calculation system, inspired by what the Liquid Crystal team did in their Gen3 hack. More to come! That is amazing! Leveling in BW has made it so much easier and quicker! I would like to suggest random evolutions? [Edit] Random Abilities would be awesome
too! Last edited: Jan 18, 2013 The new versions are amazing. Wurmple with Pressure OMG! Check out my gaming company: New here so sorry if this post stinks of noobness. I want to randomize my pokemon pearl using this tool but cant because some sections a grayed out and all my starter pokemon choices are '-----' I googled everywhere and this
is the only place I found that may be able to provide help. I can't get it to patch Pokemon Red (U), the program itself says it's been patched, but When I run the rom itself the game hasn't changed at all. You gonna add compatibility with spanish roms in the future? This tool is amazing to do nuzlocke, but I prefer play the game in my native language
(You can see that I don't speak very good english) Nice Work. Cya~ OK, quick responses: @Krobelus: All the stuff you suggested has been suggested has been suggested has been suggested before, and most of it might eventually happen. As for abilities, that option is already available! @schimmdog: I think you've emailed me about this too, but in any case, try a different base ROM. @Flaze:
No idea what's going on here - does the same happen with other games? @AlejaKaiser: The randomiser already supports R/B/Y and D/P/Pt/HG/SS (generation 1 and 4) Spanish ROMs, with more to come in the next major release, probably 1.2.0. How easy is this software to use on a Black/White ROM or a HeartGold/SoulSilver ROM? Hello~ In fact, l
played recently Pokémon Dungeon 1. It could be really awesome if you could randomize the wild pokémon, or the starters, or the event pokémon (like absol..).. This is actually not a priority. But I think it could be a good option for originals.. By the way, for everyone. This software is the easier and more complete randomizer you could find on the
internet.. Don't hesitate anymore! I can't get it to patch Pokemon Red (U), the program itself says it's been patched with any other patch? I managed to successfully patch my Red rom which is the same version as yours... On topic: This is simply amazing, I have never
used a randomizer before so I can't compare but this is fantastic! I feel like a five year old catching all the pokemon just to see the new my normal/flying onix wanted to learn fire punch). Awesome work once again! Page 2 I feel I have to post here to say thanks very much for creating such an
amazing tool! I've recently started doing nuzlocke runs and also watched a couple of randomizer nuzlockes which got me interested in randomizer nuzlockes which got me interested in randomizer nuzlockes which got me interested in randomizer nuzlockes which allows you to change movesets, types and other trainers pokemon. All I've done is remove the need to trade evolve, randomized all wild pokemon
and also the legendaries etc... I've been playing SoulSilver, and was pleasantly surprised to find that the guard at the gate in Goldenrod who usually asks you to deliver a message attached to a Spearow in fact gave me a Salamence called Kenya! Great work with this tool! This is a great tool, though the catch rate option doesn't seem to work, at least
Sacred Fire!) This is the best creation ever. I cant get it to work help me I used your randomizer on platin and it's awesome. I got Jirachi and Mew on the the first routes, haha =) What I would like to aks, would it be possible to add an option that only unevolved wild pokemon appear? I like to train them myself and stuff. Also random catch rates or an
option to choose a constant chatch rate for every Pokemon would be nice. Never mind what I said, I was being stupid.: P Last edited: Feb 15, 2013 Been a while since I last posted - oops! Things have been ticking along since then, and I've just released a new version 1.2.0 with several significant updates. To reply to feedback since I last did so: sabrino
(Mystery Dungeon) - The PMD games are not something I've ever played, nor investigated in great depth, but it's certainly not impossible. Time2 (catch rate of 45 is still reasonably hard to catch with Poke Balls. You will definitely see the difference with anything better though. Lilio
(unevolved Pokemon in wild) - Something like this has been proposed for a while, I just have never got round to it. I'm sure it'll come eventually! Been a while since I last posted - oops! Things have been ticking along since then, and I've just released a new version 1.2.0 with several significant updates. To reply to feedback since I last did so: Do you
have a changelog? I can't seem to find anything detailing what's in 1.2.0. Whoops - here you are: - An update check has been added to the program which will check for new versions of the randomizer when you open it. * If you have the external config version correctly
extracted, you will be able to update automatically and preserve things like your custom trainer classes and names. * If the update check fails due to the site being down or a lack of an internet connection, the randomizer will still work fine. * You can also
download a randomizer version with the update checks disabled, if you prefer. - You can now load & save quick settings files which will allow you to produce similar ROMs with different actual randomized results. A few sets of recommended settings are included with the
randomizer in the settings directory. The included settings are as follows: * Balanced & fun playing experience. Trainers get Pokemon of similar strength, starters are limited to Pokemon with 2 clear evolutions, neither trainers nor wild Pokemon areas have
legendaries, and legendary battles just have the Pokemon swapped to another legendary. * Classic: This creates an experience similar to what the idea of randomized Pokemon was when it was first created - starters and wild Pokemon are randomized Pokemon was when it was first created and experience similar to what the idea of randomized Pokemon was when it was first created and experience similar to what the idea of randomized Pokemon was when it was first created and experience similar to what the idea of randomized Pokemon was when it was first created and experience similar to what the idea of randomized Pokemon was when it was first created and experience similar to what the idea of randomized Pokemon was when it was first created and experience similar to what the idea of randomized Pokemon was when it was first created and experience similar to what the idea of randomized Pokemon was when it was first created and experience similar to what the idea of randomized Pokemon was when it was first created and experience similar to what the idea of randomized Pokemon was when it was first created and experience similar to what the idea of randomized Pokemon was when it was first created and experience similar to what the idea of randomized Pokemon was when it was first created and experience was also and experience with the idea of randomized Pokemon was when it was first created and experience was also and experience was also and experience with the idea of randomized Pokemon was when it was first created and experience was also and experienc
and Shedinjas at lower levels. * Randomizer Race: Produces settings which are recommended for randomized except the core Pokemon traits also randomized.
For the brave. - Foreign language versions of Generation 2, 3, and 5 games are now fully supported (except the Korean releases of Gold/Silver). - Randomization of Pokemon held items has been added up to a point. In every generation wild Pokemon held items too.
More held item randomization will be added in future releases, where it is possible to do so. Potentially, items on the ground could also be randomization for Pokemon in the Pokedex of Black 2 / White 2 are now updated. Sadly,
the Habitat List can not be updated due to technical restrictions. The "area" data may still be broken in other games - this will be checked & fixed in the near future. - Generation 2 games have better trainer name randomization - many more names can be
picked for each trainer than was previously allowed. - Generation 2 games now have the Pokemon catchable in the Bug Catching Contest randomized. - A bug concerning corrupted trainer names text file contains strange characters has been fixed. - Support for randomizing Generation 3 ROM hacks (hacks of Ruby, Emerald or
Fire Red) should now be improved. However, I cannot say if a specific ROM hack will work now - you still have to try them for yourself. Hacks that make large scale changes to events, trainers or expand the number of Pokemon available are still very unlikely to work properly. - Extensions should now be added properly to short saved filenames (less
than 5 characters). - The Pokemon that the professor shows you in Generation 1, 2 and 3 games (except Yellow) in the intro is now randomized, as a reminder that you are playing a randomized game. Do note that there is a small chance the original Pokemon could be chosen - this isn't a bug if it happens! - FireRed/LeafGreen are now patched to allow
evolutions of Johto or Hoenn pokemon even if you do not use the "Give National Dex at start" option. This is in preparation for the removal or improvement of said option in the future, as it does not work very well right now. - DS hacks which have strange header data in their NARC files (such as Blaze Black 2 / Volt White 2) should no longer bug out
the randomizer or refuse to load entirely. They are still not officially supported, however, and will probably not work well yet. - An obscure bug relating to TM item updating in the Generation 4 DS games has been fixed. - Pokemon that have more than 4
level 1 moves will now still be guaranteed to have a damaging move in their starting set. lol i really love this i download it don't forget to do the random pallets, which are now included in some RBY/GSC randomisers... good luck guy, you are working hard Oh, and think about randomize PDM games. It could be a fun thing, but also a awesome
springboard for the Rom hacking... Last edited: Feb 22, 2013 I have to say this is just a brilliant tool. I second the non-evolved wilds suggestion, but already what you have done with this is phenomenal. Keep up the great work! This is probably the greatest thing in the history of forever. I hope that made sense, you don't have enough talent to win on
talent alone You are a LIFESAVER! I took control of the new Reandomized Nuzlocke Challenge thread and it was only avaliable to Red Blue and Emerald, You opened it up to Pretty much all the games now and for that I thank you! I'm actually having trouble randomizing any game when it comes to wild pokemon, I'm not really sure why. Anyone else
have this same issue? you don't have enough talent to win on talent alone I used this tool to randomize PkmFR, now i got myself a Scyther and I was wondering when it's gonna evolve to Scizor. Do i need the metal coat? I made it so that trade evos shouldn't be necessary. I used this tool to randomize PkmFR, now i got myself a Scyther and I was
wondering when it's gonna evolve to Scizor. Do i need the metal coat? I made it so that trade evos shouldn't be necessary. It should be Level 30, but because of a small bug at the moment it will be level up with high happiness. don't forget to do the random pallets, which are now included in some RBY/GSC randomisers... Those are heavily game-
specific, and the guy who made the original RBY palettes has already had some documented struggles making them for his upcoming improved Emerald randomizing any game when it comes to wild pokemon, I'm not really sure why. Anyone else have this same issue? What
games are you trying to randomize? What actually happens when you try to randomize wild Pokemon? Thank you very much for this:) now I can have more of a challenge in my rom hacks (Blaze Black etc) Proud MLP Fan/NCIS/Ghost Hunters/Ghost Adventures/CSI and many others RIP: Step Mom 7/17/53-7/2/13 RIP: Uncle Jesse ???-1/3/2014 "I do
breed for IVs/Ev's...but I always remember to have fun playing Pokemon" "I always play for fun on my emulators and Y version only" www.youtube.com/trollshammy80 Page 3 I was just wondering, you seem to have made a list of the evolution replacements (with no trade evos ticked). Is there any chance of you posting some form of that, It feels like a
bit of a guessing game atm. I was just wondering, you seem to have made a list of the evolution replacements (with no trade evos ticked). Is there any chance of you posting some form of that, It feels like a bit of a guessing game atm. They're directly at the top of the log file. They're directly at the top of the log file. If that's the case then where is the
log file? I went through all the readable files for the program to find what you suggested to no avail. Would it be possible for a more detailed description? Okay,
when you randomise a game, press randomise. Then lots of stuff happens, and the program says: Do you want a log file? Press yes and HOORAY. You have a file that contains every single change in the rom. Fantastic Living Pokedex Complete: Yellow, Crystal, Ruby, LeafGreen, Emerald, Diamond, Platinum, HeartGold, Black, Black2, X, Y, OmegaRuby
AlphaSapphire, Moon, UltraMoon, Let'sGoPikachu, Sword, ShiningPearl, Legends: Arceus, Scarlet Big thanks especially to DestinedJagold, Xerneas X, Elements1, ~RNC~ and ThePoke Man Hello, I've been having an issue where the program will load a file but refuses to execute changes. If I only change one thing or just load and then save the
program without changing anything, it seems to work, but if I change more than a little it screws up. It's kind of weird, since I've been running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and it's only stopped working now. I tried running this program several times recently and the several times recently and th
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java.awt.EventDispatchThread.run(EventDispatchThread.java:138) Does this make sense to you? EDIT: Weirdly enough, it seems to work if I do it piece by piece. I don't understand what's happening. Last edited: Mar 14, 2013 I unsure if it would be possible for an application like this to achieve what I want, but are you able to add a option for adding
all pokemon into equivalent routes? (e.g. all pokemon you find in the first route of each game are grouped together.) Kind of like how it was done in Blaze Black and many others. This would make it possible to play a minimalist version of those hacks and could allow a different spin to "Catch em' all!
Mode" without the need to be based on chance. Have any good seeds/strings for me to try out on any of the generations? Seeing some of the possibilities sounds like a good idea to me. Is there any way to make this work with hacks like liquid crystal or shiny gold? I'd love to be able to play those randomized. Great tool, I also think unevolved wild
pokemon (or only evolved if they've reached their evolution level) and an option to apply the physical/ special split would be fantastic. I would also approve of unevolved-until-evo
level Wild Pokemon, as well as possibly no wild Stone/Happiness evolution Pokes that have already evolved until later. Maybe even something like the "replace Pokemon instead of trainers. The Physical/Special split is really hard to apply though. People bumbled about working for one for Gen III for a
while and I think they made one, but it was rather buggy in my experience; Gen II also had a recent Crystal hack(search for Crystal with the P/S split, sorry about the lack of G/S. I'm pretty sure a P/S hack for RBY is basically
impossible, lol, but who knows? how do i use this tool do i patch it to a rom? Keeps saying Unsupported File Type. Thoughts? Okay, this tool is simply amazing. One question, this tool is simply amazing. One question
this tool support pokèmon rom from other languages? in the readme: Version 1.2.0 supports the following official ROMs: * Pokemon Red (any) * Pokem
Sapphire (any) * Pokemon Emerald (any) * Pokemon Emerald (any) * Pokemon Black (any) * P
Dabomstew I think you should add support to GBA roms that have more than 354 moves Like, specify the amount of moves in the ini, and people could modify that number to allow a LOT more moves to be had. But if it would be too difficult, that's okay too. Living Pokedex Complete: Yellow, Crystal, Ruby, LeafGreen, Emerald, Diamond, Platinum
HeartGold, Black, Black2, X, Y, OmegaRuby, AlphaSapphire, Moon, UltraMoon, Let'sGoPikachu, Sword, ShiningPearl, Legends: Arceus, Scarlet Big thanks especially to DestinedJagold, Xerneas X, Elements1, ~RNC~ and ThePoke Man I recently found this cause my friend wanted to try a Platinum Randomizer. I downlaod the 120a which didn't open
even though gameboy jap.tbl was in the config. And, I downloaded the 120a internal config instead, which when i load up the rom it won't save and many of the options are grayed out. And, yes I did use different base roms. So im not sure what the exact problem is cause every other generation works fine. So i've got everything to randomize correctly
except for BW and BW2. Each time i try it I get a folder called tmp PokemonWhite2. This doesn't contain a .nds file. Any ideas what I'm doing wrong? Last edited: Apr 11, 2013 Gave this a go the other day, it's really neat. Although I wish there was a way to tell the randomizer to only put water types (and any pokemon officially found in water that isn't
a water type) in the water/fishing/diving. I like it random but not THAT random. I was fishing Absol out of the map would become black and were like a wall. (It first occurred in Violet city after exiting Bellsprout tower) However I tried it with Pokemon
Leaf Green and it appears to work perfectly. Heart Gold was funny though, one of the first pokemon I encountered after leaving New Bark Town was Arceus. I Have a Huge Problem in Soulsilver i cant do any trainerbattle and can cant visit any house after violet city and the city just ends because everywhere its just blackground where i cant go on
This seems exactly like what happened to HeartGold for me. Last edited: Apr 11, 2013 Looking for X & Y friends, friend code is: 2964-8571-0102 Send me a pm if you add me. So i've got everything to randomize correctly except for BW and BW2. Each time i try it I get a folder called tmp PokemonWhite2. This doesn't contain a .nds file. Any ideas what
I'm doing wrong? This is because the rom. When you SAVED the rom. When you randomized White, it would bring up a save to window thing to where you would save the new randomized rom. Just go to that location and there it is. The folder is just for the randomized to use. Living Pokedex Complete: Yellow, Crystal, Ruby, LeafGreen, Emerald,
Diamond, Platinum, HeartGold, Black, Black2, X, Y, OmegaRuby, AlphaSapphire, Moon, UltraMoon, Let'sGoPikachu, Sword, ShiningPearl, Legends: Arceus, Scarlet Big thanks especially to DestinedJagold, Xerneas X, Elements1, ~RNC~ and ThePoke Man Page 4 Would it be possible the log-file reads the item, ability and move names right of the ROM,
so that for e.g. a German ROM the log file contains German moves, abilities and items? I'd like to use it as a kind of 'Pokédex', but I can't recognize many moves, abilities or items immediately and it's kind of annoying to look them up constantly:) I'd even do the translation for you to implent (- if you'd tell me exactly how to do it). Last edited: Apr 13,
2013 Are there any plans to randomize core stat total? I would greatly enjoy playing a game where i could find, say, a pikachu or krabby with base stats 350. Then you would actually be able to use typically bad/weak/unevolved pokemon competitively on your team, if you found what's really strong in your game, and
not just use the same old fully evolved powerhouses (even with random stat distribution, they are still the best). If this has been done anywhere, please let me know! Two questions. First have you thought about only including certain generations of pokemon? E.g. playing pokemon black with only generation 1 pokemon. Or Emerald with only
generation 2 and 3 pokemon. Second is the map in HG/SS. None of the pokemons locations are updating in the map in HG/SS. None of the pokemon? E.g. playing pokemon black with
only generation 1 pokemon. Or Emerald with only generation 2 and 3 pokemon. Second is the map in HG/SS. None of the pokemons location is hard coded on
the Gen IV and V games, so unless you recode that, you aren't gonna be able to change them. It'd be troublesome to do that anyway. Just use the .log file that comes with the randomization. Living Pokedex Complete: Yellow, Crystal, Ruby, LeafGreen, Emerald, Diamond, Platinum, HeartGold, Black, Black, Black, Y, Y, OmegaRuby, AlphaSapphire, Moon,
UltraMoon, Let'sGoPikachu, Sword, ShiningPearl, Legends: Arceus, Scarlet Big thanks especially to DestinedJagold, Xerneas X, Elements1, ~RNC~ and ThePoke Man Is there a way to play Pokemon Black/White randomized and also have the exp patch (or action replay code) activated? It worked fine but then I realized I wouldn't gain exp....then it
didn't work with a patched version. Looking for X & Y friends, friend code is: 2964-8571-0102 Send me a pm if you add me. This is such a great program. It really brings a freshness to the old games even after multiple playthroughs. Excellent job. Also, I'm curious if you're planning on randomizing the Pokemon Colosseum and/or Pokemon XD games,
since I think it'd be awesome if your starting Espeon/Umbreon team were randomized. (Although it'd probably be tricky to program certain Pokemon. But, then again, I know nothing about programming.) I have the same problem, which is luckyseven67 having. I'm able to randomize gb, gbc and gba roms, but I can't
randomize nds roms. Please any help?? Really good Randomizer (in fact my favorite), but there are some things that bug me or I think could make a good addition: 1. The B/W exp patch causes US G/S/C games to glitch out (Infinite exp gain, game self Soft Resets with glitchy colors (or playing Crystal will might display the "This Game Pak is designed
only for use on the Game Boy Color" screen), straight up emulator crash, or all of the above) 2. Allowing the "Rival carries Starter through game" check box. If you don't want random Trainer Pokemon, but have random or selected starter Pokemon (so
no more lvl 15 dragonites and lvl 3 charizards) but can put a Game Freak things like lvl 50 Dragonites can still happen. (and have the two below be compatible with this option) 4. a Trainer/wild pokemon level increaser. So you could input a single digit number, like 3 and then they can be randomly 0-3 levels higher. and have them separate (so you can
somthing like 3 for trainers and 5 for wild pokemon by type" option, which means each pokemon by type or choose a random normal pokemon of it's type (example: a Trainer with 5 Zigzagoons, would instead have 5 random normal pokemon of it's type (example: a Trainer with 5 Zigzagoons, would instead have 5 random normal pokemon) (incase of dual types, the randomizer would just pick one type or choose a random
pokemon of the same dual type). Edit: I forgot to mention that when you give random names and/or classes to Trainers, your Rival may not keep the starter even though the "Rival carries Starter through game" is checked One question: Will the randomized Pokemon have a chance of having their Hidden abilities even though you do not check the
 "Randomize abilities" box? For example, a Lugia with Multiscale instead of Pressure. Oh, and will different forms of randomized Pokemon appear? Last edited: May 11, 2013 My thing has a problem. When I press save and replace the original file, it does not appear with the gen 4 and 5 games. Also, almost all the options are grayed out and I can't
change much. How can I fix this? (BTW, I'm using the Internal config version) Last edited: May 15, 2013 My past is like my logic, straight and true. Nothing's changed. All I did was point the finger of justice in the proper direction. -Phoenix Wright Sorry if I necroposted, but the "Set minimum catch rate" option doesn't work (at least with the US
versions of the 3rd gen games), things that would make this randomize really eic make it work on ALL hacks make it randomize pokemon pallete colors levels (maybe through in a nuzlcoke patch cant wait for the next relese OK I suck at getting this thing to work. Sorry for the noob question but def need some help here. I
have downloaded the randomizer a couple of times now and have use alzip and winrar to try and extract the files in a rom folder or is it suppose to be the a program that opens up? Thanks for any and all help and sorry again My thing has a
problem. When I press save and replace the original file, it does not appear with the gen 4 and 5 games. Also, almost all the options are grayed out and I can't change much. How can I fix this? (BTW, I'm using the Internal config version) I have the same Probem. pls help My thing has a problem. When I press save and replace the original file, it does
not appear with the gen 4 and 5 games. Also, almost all the options are grayed out and I can't change much. How can I fix this? (BTW, I'm using the Internal config version) This is stumping me as well I saw my sister playing Pokemon Pearl randomized, and I couldn't wait to try it out. So, I downloaded both files, put 'em both in my UPR folder, and I
randomized Pokemon Ruby, and when I tried it, nothing had worked. Can anyone help me? I'm using a Windows 7 Starter, and I'm hacking Pokemon Ruby, and when I tried it, nothing had worked. Can anyone help me? I'm using a Windows 7 Starter, and I'm hacking Pokemon Ruby, and when I tried it, nothing had worked. Can anyone help me? I'm using a Windows 7 Starter, and I'm hacking Pokemon Ruby, and when I tried it, nothing had worked. Can anyone help me? I'm using a Windows 7 Starter, and I'm hacking Pokemon Ruby, and when I tried it, nothing had worked. Can anyone help me? I'm using a Windows 7 Starter, and I'm hacking Pokemon Ruby.
program but i have java what do i do? Playing SS and Yellow simultaneously, loving it. Trapinch with Ice Type - First Pokemon encountered was a Fighting type Giratina, but presently maining a Steel/Poison Igglybuff Yellow - Starter was a Rock/Ground Bellsprout and found a Mew on Route 1, how appropriately Adventuresish Page 5 I have the same
problem and have windows, I have tried CMD way but that wont work either. HELP I get it to work using a .bat file with the following: @ECHO OFF SET BINDIR=%~dp0 CD /D "%BINDIR%" "%ProgramFiles%\Java\jre7\bin\java.exe" -Xmx128M -jar randomizer.jar PAUSE to make a .bat file: 1. open notepad 2. make your cmd commands 3a
File>Save As> (change the file type from .txt to all files ".") and save as (file name here).bat 3b. make sure the .bat is in the same folder as the .jar file 4. double click the .bat file and enjoy the randomness This Doesnt Work For Me, It Works For my friend and hes Tryed Giving me his Folder and it doesnt work and i downloaded and it didnt work.
heres what it says The File Gameboy jap.tbl is missing from the configuration Cannot Start. Please extract the .Zip file before running a Windows 8 laptop With Java, 4 gigs of RAM. My Friends Laptop is basically the same But he can run it. Hmm I keep getting this error when I try to open it.
(Can't post link due to post count) But I'm pretty sure it's in there. This Doesnt Work For Me, It Works For my friend and hes Tryed Giving me his Folder and it doesnt work and i downloaded and it didnt work. heres what it says The File Gameboy jap.tbl is missing from the configuration Cannot Start. Please extract the .Zip file before running. ive
tryed extracting it but i Cant run Folders. Im Running a Windows 8 laptop With Java, 4 gigs of RAM. My Friends Laptop is basically the same But he can run it. Try the internal config version Edit: For some reason in B2/W2 swift (and maybe aerial ace and shadow punch as well) loses it's infinite accuracy. (with "No game breaking moves is checked")
Last edited: Aug 19, 2013 Try the internal config version Edit: For some reason in B2/W2 swift (and maybe aerial ace and shadow punch as well) loses it's infinite accuracy. (with "No game breaking moves is checked") Thanks It Worked
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