

INSTALLATION

Just drop the folder "Mods" into the folder "[Pokemon Reborn]\Data\"

(At the end you should have a "[Pokemon Reborn]\Data\Mods" folder with a bunch of files inside.)

Every component is stand-alone; **please make sure to delete the one(s) you do not want** from "[Pokemon Reborn]\Data\Mods\"

Of course, deleting all the contents of "[Pokemon Reborn]\Data\Mods\" will restore the unmodded game.

MOD COMPONENTS

- **"SWM - AAA"**: this component is a trap, and its purpose is to crash the game. It only exists to force people to read this section. :p
- **"SWM - BagSortByType"** adds a "sort by type" option when sorting the bag; alphabetical sorting is still available. (Thanks to DreamblitzX for the help!)
- **"SWM - ChooseStarter"**: in the starter selection room, you can select your starter (as if you wanted to give it an item) and use the "Change starter" option to randomize or choose its species.
- **"SWM - EvOverflow"**: if your mon's EV in any stat would go over 252, without breaking the 510 overall limit, then you are offered the choice to improve its IV, at the cost of resetting that EV.
If instead you use friendship berries at 0 EV you are offered the choice to reduce the IV.
- **"SWM - ExpShareFullTeam"**: if you have at least 1 ExpShare in your bag and noone in the team is holding one, then everybody in the team will share the battle exp (total exp gained is unchanged: instead of 1 mon getting 60 exp from the battle, you will have 6 mons getting 10 exp each); only the mons who actually fought get Evs.

If you do not have an ExpShare in your bag (i.e. you haven't found it yet, or you gave it to one of the mons in the PC) or if one of the mons in your team is holding it, then it will behave as it does in the unmodded game.

- **"SWM - FindInPC"** lets you use the box options to find items, eggs, or mons in the PC. (Leave the search field empty to find anything.)
- **"SWM - InfiniteBackups"** prevents the game from deleting the oldest backup saves.
- **"SWM - ItemRadar"** changes the ItemFinder so that, when activated, it stays on and marks hidden items on the game map.
- **"SWM - ItemsBan"** forbids item usage in battle.
- **"SWM - LearnEggMoves"** lets the move relearner teach any egg move.

- **"SWM - MiningForRich"**: while mining the wall won't collapse, but mining further costs cumulatively more and more money (spent on materials to build a tunnel, of course :p).
- **"SWM - Mouse"** simply enables the mouse in-game.
(Eh, I've always wanted to use "simply" to describe something this big XD)
(Thanks to DreamblitzX for the help!)
- **"SWM - MultiSelectPC"** lets you move a group of mons in the PC: hold [CTRL] when choosing "Move" to mark (or unmark) the mons you want to move, then select an empty space to move them all or clear the selection.
- **"SWM - NoHpAnimation"** hides the HP gauge animations during battle.
- **"SWM - NoTMXAnimations"** hides the TM animations for using Cut, Strength, etc, out of battle.
- **"SWM - NoTMXNeeded"** makes it no longer necessary to teach TM moves (Cut, Strength, Fly, etc) to your mons; just having the badge and the machine is enough to use them out of combat.
- **"SWM - PickupQoL"** alters the ability PickUp: items picked up are put directly in your bag, and you are sent a message stating who picked what up.
- **"SWM - PredictRelationshipValues"** makes the move Psychic usable out of combat, and using it lets you know each npc's relationship value.
- **"SWM - SetWeather"** adds new options in the Pokegear.
"Select Weather" allows you to directly choose the weather for today in the area you are in.
"Reroll weather week" resets the internal weather calendar of the game; useful if you got it stuck by messing with the system date.
- **"SWM - SharedPC"** makes the last box in the PC shared amongst savegames: mons you put in it will be there if you start a new game or load a different savegame.
- **"SWM - ShowStatBoosts"** shows each pokemon's stat stages in battle.
- **"SWM - TypeBattleIcons"** shows each pokemon's type in battle.
- **"SWM - UnrealClock"** shows the current in-game time.
- **"SWM - UnrealTime"** changes the game time from real time to simulated time, so that if you only play in the evening you can still get to see morning events too.
- **"SWM - WildEncounterRates"**: if the party leader is holding a Smoke Ball or has the ability Run Away and there are mons in the area that you haven't caught yet, then you're guaranteed to encounter one of those.