

Main Page

- **Open ROM File (Button)** - Browse your files and select a valid FireRed ROM file to use
- **Save New ROM File (Button)** - Save the chosen options to your ROM
- **Seed Modification (Button)** - Enter in seeds before hand for specific outcomes
- **ROM File Information (Display Box)**
 - **ROM File** - Shows ROM name
 - **Status** - Shows if ROM is loaded
- **Settings (Button)** - Opens settings box
 - **Default** - Keeps the UI mainly white
 - **Dark** - Switches UI to a darker color

Starter Pokemon

Main Options

- **No Change (Button *unselects others*)** - Ensures there is no change
- **Fully Randomized (Button *unselects others*)** - Completely randomize the starter pokemon to be any possible pokemon
- **Three Stage (Button *unselects others*)** - Randomize the starters to be any one of the first stage pokemon in a three stage evolution (ex. Geodude but not Graveler or Golem)
- **Exclude Legendaries (Button *unselects others*)** - Randomize to be any possible Pokemon **except** legendary pokemon

Sub Options (Can be checked along side a main option)

- **Randomize Starters Levels (Check Box w/ Min/Max text inputs)** - Randomize the starters initial levels
 - First hit **Enable Level Randomization**, enter level range below, then hit **Verify Levels**

Wild Pokemon

Main Options

- **No Change (Button *unselects others*)** - Ensures there is no change
- **Complete Randomization (Button *unselects others*)** - Wild pokemon will be completely randomized for each encounter
- **1-to-1 Area Randomization (Button *unselects others*)** - Each pokemon in an area is replaced by a random pokemon
- **1-to-1 Pokemon Randomization (Button *unselects others*)** - Every pokemon in the region is replaced by another random pokemon

Sub Options

- **Each Pokemon can only be selected once (Check Box)** - Removes a pokemon from the possible pool once it is chosen once for randomizing
- **Legendary Pokemon in Random Pool (Check Box)** - Adds legendary pokemon to the possible choices for randomization

Trainers Teams

Main Options

- **Fully Randomized Teams (Button *unselects others*)** - Trainers teams will be completely random
- **Enable Type Themes Randomization (Check Box)** - Select a type theme for trainers to have when randomizing (Pairs with Keep Gym Leader Type Theme)

Type Theme Options

- **Drop Down Box** - Picks a specific type theme
- **Keep Gym Leader Type Theme (Check Box)** - Gym leaders teams will be randomized according to their type themes
- **Exclude legendaries (Check Box)** - Trainers will not have legendary pokemon
- **Randomize with Type Themes (Button)** - Enables chosen options

Field Items

Main Options

- **No Change (Button *deselects others*)** - Ensures there is no change
- **Ground Item Randomization (Radial Button)** - Randomizes all items found on the ground in the overworld
- **Enable Poke Marts Items (Button)** - Randomize the items sold in Pokemarts
 - **Randomize all cities (Button *deselects other option*)** - Randomize all cities Pokemarts
 - **Choose Cities (Button *deselects other option and unlocks checkbox box*)** - Pick the cities whose marts will be randomized

Choose Cities Check Box (Each option should have a radial button)

- Viridian City
- Pewter City
- Cerulean City
- Vermilion City
- Lavender Town
- Celadon City Department Store
- Saffron City
- Fuchsia City
- Cinnabar Island
- Pokemon League
- Three Island
- Four Island
- Six Island
- Seven Island
- Trainer Tower

- **None (Button)** - Ensures no category is chosen if chosen previously

Sub Options

- **Exclude Key Items (Check Box)** - Exclude key items from the possible items being randomized
- **Early Bike (Check Box)** - Get the bike early on (Speak to the woman in the lower right of Pallet Town facing the sign)

Moves and Stats

Main Options

- **Full Stat Randomization (Radial Button)** - Completely Randomize all pokemons stats
- **Delta Randomization (Radial Button w/ Text entry box for Delta)** - Randomize stats based on a given value (if you enter 5, each stat will change from between -5 to +5)

- First hit **Enable Delta Randomization**, then enter your value, finally hit **Verify Delta Randomization**

Summary

- **Display box** - Displays options that had been previously chosen