

Why would I need the SeedChangeAndWarp code?

The purpose of this code is to make RNG Abuse on Pokémon FireRed and LeafGreen easier by overwriting the current seed with one of your choice. This will place you in a PRNG state near to your target one, bypassing the initial seeding mechanics completely. The warp feature will also teleport you into the right location regardless of the place the code was executed in, getting over one of the biggest limitations of FRLG ACE, which is the need to start a battle of some kind in order to execute a code.

What do I need to do prior to starting this?

It is assumed you already have access to FireRed/LeafGreen ACE. If you do not, you can find a guide here:

<https://pastebin.com/UFspsi9N>

This code also makes use of a short exit code, which requires a glitched box 14 name, looking like this: EEE€ If you do not have the setup ready for short exit codes you can follow this simple guide: https://esh4rk.github.io/EmeraldACE_web/doc/FRLG_Short_Exit_Codes_Guide.pdf

A basic understanding of Emerald RNG Abuse (not necessarily of FireRed and LeafGreen ones, as the main purpose of this code is to avoid all the complications that these two games introduce over Emerald) is strongly advised.

There's one more thing worth mentioning. The following setup will require your ACE Pokémon to attack first: this should not be a problem if you perform the execution in an early game Route but if you want to be sure levelling up your Pokémon a little bit may be worth it.

FIX FOR LEAFGREEN PLAYERS: the original ACE setup for non-Japanese LeafGreen used a glitch move with negative priority, thus attacking before the opponent was actually impossible: if you followed the guide after 25/10/2022 you're fine, otherwise you need to do something to get around this issue. Don't worry, you'll not need to restart the entire procedure, you can just execute this code on your non-Japanese LeafGreen game (regardless of the language) while making sure that box 9 slot 27 is empty:

```
Box 1:  (n UnGSUn) [one space after n]

Box 2:  (8...o8.....o ) [one ...; two ...; ends with space]

Box 3:  (EEB2Rm  ) [ends with two spaces]

Box 4:  (E? 'Rm  ) [lefty ' ; ends with three spaces]

Box 5:  (5.....o,C!n) [two ...]

Box 6:  (8!n"'Rm ) [righty " ; righty ' ; ends with space]

Box 7:  (EE8...9n  ) [one ...; ends with two spaces]

Box 8:  (E"'Rm  ) [righty " ; lefty ' ; ends with three spaces]
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Box 9: (E) [ends with seven spaces]
Box 10: (E) [ends with seven spaces]
Box 11: (E) [ends with seven spaces]
Box 12: (ES...Un) [one ...; ends with three spaces]
Box 13: (zLloyFRn) [lower case L]
Box 14: (LRnzF!q) [ends with space]

After the execution a shiny lv.100 Crobat should appear in box 9 slot 27. Its only move is the new ACE move that doesn't have the disadvantage of having negative priority: you can use this shiny Crobat instead of the regular old one to perform the SeedChangeAndWarp code but also any other code (so you can just get rid of the old Crobat if you want).

END OF THE LEAFGREEN FIX

What map ID do I enter to teleport into the right location?

You can simply find the index number associated to your target location from this list:

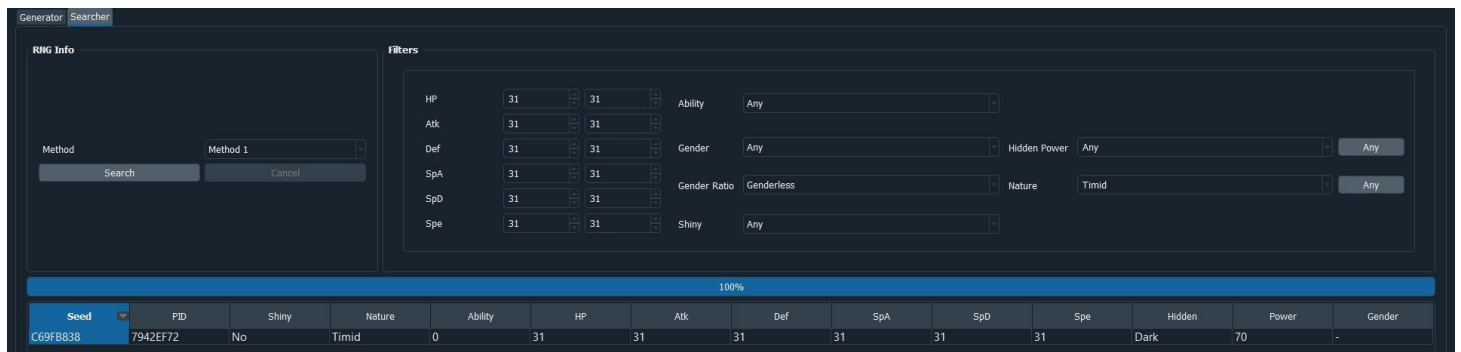
<https://pastebin.com/peDhNbEt>

Just copy the four digits hexadecimal value (including the 0x, which indicates that the value is in hexadecimal form) you find near to the name of the location you want to teleport into and input it in the code. For example, let's say I'm going to hunt a Mewtwo: my target location would be Cerulean Cave B1F thus my map ID would be 0x4A01.

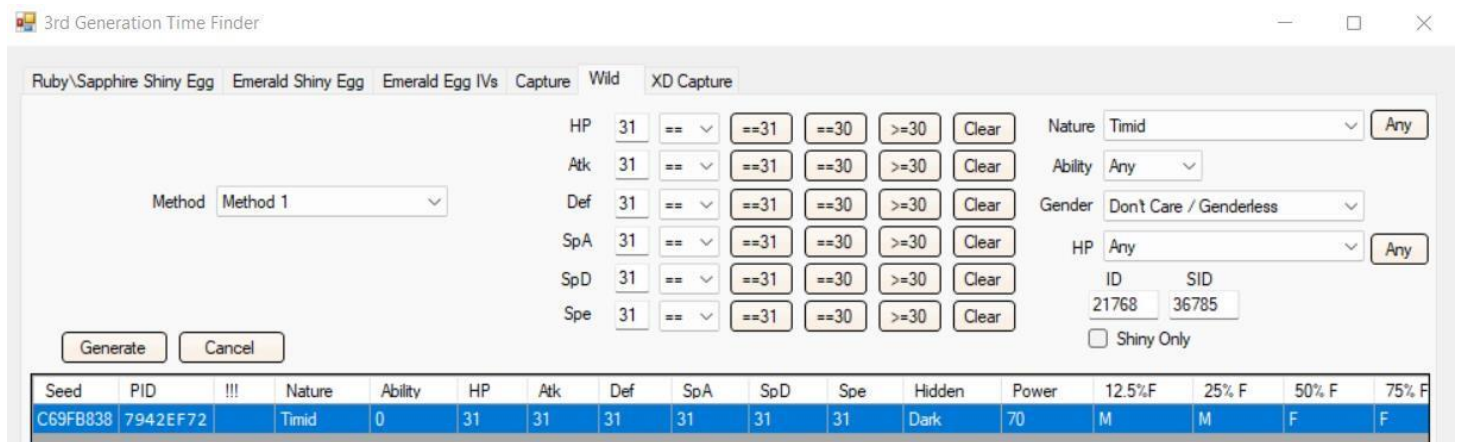
What seed do I enter to get my desired Pokémon?

First of all, you need to find the seed that generates your desired Pokémon. You can easily do this with Pokéfinder. In the "Searcher" tab, input all the features you're interested in for your target Pokémon and press "Search": a list of all the results that meet the conditions you input will show up and, together with other data, the seed that generates each specific Pokémon will be displayed. If no result shows up, you may have to adjust your conditions.

In case you already know how your target Pokémon looks like, for example because you've already found it in the "Generator" tab, the process is still the same: just use the "Searcher" tab and use your already known data as input.



Something really similar can be done with RNGReporter: in the “3rd Generation Time Finder” the tab “Wild” works in the exact same way.



This though is not the seed you must input in the code: you must choose a seed prior to this in order to have enough time for the RNG abuse after executing the code. To get such seed you can use this tool:

https://e-sh4rk.github.io/EmeraldACE_web/scripts/seed/

This tool is designed for Emerald PRNG stall codes but works perfectly here as well: simply input the seed you just found (remember the 0x for hexadecimal), then choose the function 4 “No, but please show me the seeds in the vicinity.”. At this point you just need to choose the number of frames you want to have before hitting the target frame and input it in the form of “-* -*”, where * is said number of frames. For example, I like to go about a thousand frames early, thus I would need to enter “-1000 -1000” (without quotations). At this point the tool will output one single seed, which is your target one.

What target frame do I enter in the timer?

Calculating your target frame is rather simple: take the number of frames you chose in the previous step (following the previous example this would be 1000), subtract the animation delay value of your target Pokémon and then add 32, which is a constant advance intrinsic of this method. In my example, since I was going for a Mewtwo, which has an animation delay of 2 frames, I would have to calculate my target frame as $1000 - 2 + 32$, which is 1030.

What is the in-game procedure to hit the target?

In game, after inputting the right box names and setting everything up for the ACE execution, just start a wild battle the way you want. If you want to control the exact tile you'll land on after the teleportation you'll need to first do a bit of trial and error to understand which tile you must start the wild battle on. If that's the case using Sweet Scent as your way to start the battle is highly advised. After starting the battle, place the cursor on the ACE move or, if needed, select the move and direct the cursor on Pokémon the move should target: you want the next A press to actually use the move. At this point start the pre-timer: you want to press A, which is using the move, when the timer runs out. After pressing A the real timer will start and you'll be teleported into the target location. Get ready to hit the target frame as needed depending on your target Pokémon (so for example by placing the cursor on Sweet Scent if going for a wild hunt, or by starting a dialogue box for certain stationary Pokémon). Press A at the end of the timer. Just like any RNG abuse, some recalibration and multiple attempts may be needed.