Pokemon ruby emulator save file

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Custom Pokedex Entry for 5 FC.sav (32k) Mew Green 5kai or Tehe set up.sav (32k) Mew Red 8F set up.sav (32k) Mew Yellow ws m set up.sav (32k) PC Pokemon 8 1 Hybridization possible.sav (32k) Pocket Monsters Pikachu v1.0.sav (32k) Pocket Monsters Crystal (based on DJSonic save).sav (64k) Pocket Monsters Ao.sav (32k) Pocket Monsters Geum (Korea.sav (32k) Pocket Monsters Kin Beat Elite Four.sav (32k) Pocket Monsters Midori v1.0.sav (32k) Pocket Monsters Pikachu v1.0.sav (32k) Ruby Pocket Monsters (from CyberBlast.k) Pokemon Crystal v1.0.sav (32k) Pokemon Emerald ACE Poke 1.sav (128k) Pokemon Emerald.sav (128k) Pokemon Esmeralda (Spanish Emerald) for Pomeg glitch.sav (128k) Pokemon FireRed (changed save from GameFA's). Bulbasaur sprite corruption.sav (32k) Pokemon Red Eevee Factory.sav (32k) Pokemon Red long range Trainers left.sav (32k) Pokemon Trading Card Game (EU).sav (32k) Pokemon Yellow Dex 254 ACE.sav (32k) Pokemon Yellow Eevee Factory.sav (32k) Pokemon Yellow Fairy.sav (32k) Pokemon Yellow glitch set up.sav (32k) Pokemon yellow MASTER BAL Rhydon.sav (32k) Pokemon Yellow Mushroom Mario Kingdom .sav (32k) Pokemon Yellow Shrek.sav (32k) Pokemon Yellow long range trainers left.sav (32k) Pokemon Yellow offgao memory editor.sav (32k) Pokemon Yellow .sav (32k) Pokemon Yellow unused tunes to use ws m.sav (32k) Pokemon Red offgao memory editor.sav (32k) Save the files Of Pokemon GB GBA (collect all files above).zip (205k) Virus Save - Ho-o - 1.04 (by pokeglitch86). SAV (32k) Virus Save - Pikablu Virus - 1.03 (by pokeglitch86) . SAV (32k) ace sound test ruby.sav (128k) all glitch trainers yellow.sav (32k) change the character of the player red.sav (32k) cursed Mario 64 sav for pokemon yellow.sav (32k) fake news crystal.jp.sav (64k) life glitches yellow.sav (32k) Pokemon gold technical support guy.sav (32k) Pokemon yellow full screen change ws m.sav (32k32k) Pokemon yellow screen title ace 6 cheats method.sav (32k) poker glitch box moves.sav (32k) poker jfb1337 ram writer.sav (32k) poker-life glitchdex.sav (32k (32k) pokeyellow glitch box moves.sav (32k) sav zzazz memory editor red.sav (32k) steal enemies moves.sav (32k) I played the game on the site on.gamslol.net which has flash games to play. I saved my game as a .sav file that worked perfectly on the website. The game has now been deleted, but I have a save file that is 67kb. Can I use this file for the same PC or Android game, and if so, how? Watch the full version : Can't save Well Pokemon Ruby GigashockOctober 9th, 2003, 00:00I#39;s tricky thing, but here I play Pokemon Ruby, save the game and turn off the emulator. When I open the rum on the emulator (VBA), save there, but when I save again, close the emulator and then reopen the emulator save not the last, but the first save I made. Could you help me. 02:10 Do you save government slots or use in-game save? GigashockOctober 9th, 2003, 18:45I#39;m use in the game save DannyOctober 9th, 2003, 19:23Check to see if the save file is read only. GigashockOctober 9th, 2003, 21:42no save file is not selected as read only GigashockOctober 16, 2003, 18:54well is the funny thing suddenly the emulator started saving well without me nothing changes. inexplicable and funny, but though your help was #39; t aparently useful (im just saying this because you helped me a lot) I#39;d would like to thank you all El FugitivoOctober 16th, 2003, 18:55Uh, rum isn'#39;t accidentally on CD-R, right? If not, I don't know what the problem might be. Make sure all the save directories are installed correctly. GigashockOctober 18th, 2003, 19:39no it'#39;s not on cd-r it#39; s on the hard drive and the catalogs are set perfectly, but not prob it#39; s works well now. Thanks for all belmontOctober 19th, 2003, 21:36Why #39;t you use . SGM save type? You can also download the VBA version. JaleNovember 20th, 2004, 18:18 Download of the latest version of VBA (1.7.2) can do the trick. GigashockJanuary 9th, 2005, 22:10how about I have already solve it problem, um?thanks anyway. JaleJanuary 9th, 2005, 22:41Y had a serious dig here when I had no idea :) It happened a few days after I joined here. GigashockJanuary 19th, 2005, 20:17sorry but to keep up the good work I've seen posts are yours and you really help. ;) svoraxDecember 8, 2007, 07:40ok well, I have browsed some sites on Google when I came across your problem ... although its like 4 or 5 years old, I know the problem. This probly ass is irrelevant to you, but anyone else who finds this post will take care. anyway, I copypastaed it so don't think I did it. NOTE: If you're playing Pokemon Fire Red/Leaf Green, you should use this method, or you won't be able to continue playing your game after defeating the Elite Four. Save the state won't work to continue the game. Some of you may have noticed that when you download Pokemon games (and some other games) in VisualBoy Advance (I'll refer to it as VBA in this guide) that you can't save properly. This is due to a unique memory requirement for games that VBA generally does not recognize. They require a little more memory for their saves than the standard 128K for 128K-Flash savings games. You can, however, make a vba-over.ini file that redefines the default settings for VBA and tells it exactly how much memory to use when creating a save for the specified game. I will guide you step by step on how to do this. Keep in mind that you can't apply this fix in the middle of the game and you should start a new game after that, so it's a good idea to do so before you start playing. First, VBA and go to your options/emulation/directories. Go to browse and check to make sure that the ROM that you want to keep is properly located in the default ROM catalog, as this is where vba-over.ini will look like. Now rename your ROM in if you haven't already done so, and put it in this catalog. If you use windows, click the right button on your desktop and select a new and then a new text document. Here you put the code for the game you want to save. Here are some codes for Pokemon games that need this patch. e-Reader (U) PSAE flashSize-131072 Pokemon Ruby (U) (U) AXVE rtcEnabled1 flashSize-131072 Pokemon Sapphire (U) AXPE rtcEnabled1 flashSize-131072 Pokemon FireRed (U) BP FLASHSize 131072 Pokemon FireRed (U) (U) FLASHSize-131072 Pokemon Emerald (U) rtcEnabled1 flashSize-131072 Now put the necessary codes in the vba-over.ini file and rename the game titles into codes in the codes you're called roms. Don't let the file expand. Now you've completed your vba-over.ini file. Save it and then rename it vba-over.ini if you haven't already, and then put it in the root catalogue of your VBA emulator (meaning not to put it in the roms/music/skins catalog, but the catalog in front of them is where your default.vba is, for all you slower types.) Now set the frameskip to 2 if it's not yet. Set the Flash size to 128K. Turn on the GBA Real Time watch. ESPECIALLY, if you play Ruby/Sapphire/Emerald. That's it! Enjoy the right saving game. P.S. You'll know if you've done something wrong for Fire Red/Leaf Green, if you get a 1M backboard message not installed after you click start on the press launch screen. eMsszyOctober 23rd, 2008, 04:30does anyone here can send me a game of Pokemon ruby? Pls.. Here's my email, emsjl27@gmail.com thank you :) Alexander_13October 23rd, 2008, 12:17 am rum in p2p programs Powered from vBulletin® Version 4.2.4 Copyright © 2020 vBulletin Solutions, Inc. The Home Forums of the Download Center of the Pokemon Content of the Pokemon Save Game of the Game's Pokemon Save Game started by InsaneNutter, September 17, 2017. (You must log in or register to respond here.) Home Forums of the Download Center of the Pokemon Content of the Pokemon Content of the Pokemon Content of the Pokemon Content of the Pokemon content of the Pokemon question is a question posed by Chitransh on July 18, 2017 Last change: July 12, 2018 For a couple of days I played the Pokemon Ruby version on My Boy Gba emulator on Android, and I advanced very far on this game. But today is the day I load the game there it displays the possibility of a new game, my saved game is lost suddenly why it would happen and how I could get the saved game back. I used the In-game feature to keep my progress all long. TRACK REPORT SEE ANSWERS GBAtemp.net - The Independent Community Home Downloads GameBoy Pregame Saves theSLAYER Background I was looking for a Pokemon Channel (PAL) save as I thought the gameplay part was to get to Jirachi, just so freaking out for a long time. So I decided On the internet for saving! Lending Internal SaveNinFanBoyFTW Rescues: Pokemon Coliseum and Pokemon XDtheSLAYER Saves: SkyLink24 Save (link): Lending external saves any saves that I am I from the Internet or from users to be enrolled here. Pokemon Channel (PAL and USA) from batwing321 on Gamefaqs (link) Pokemon Coliseum (JP) from @suloku, featured on Gamefaqs (link) Pokemon Coliseum (PAL) from @suloku and richardj0612, posted on Gamefaqs (link) Pokemon Coliseum (USA) from thegreekweezel, SonikFire and wildgoosespeeder, featured on Gamefaqs (link) Pokemon XD - Gail Darkness (USA) from TrapperKeeperX, post on Gamefaqs (link) 3018 downloads (0 reviews) 5 comments Updated 6 Brilliant Life Dex Key Description: This is probably one of the most complete collections out there! On this page is a few save files that are stored all available Pokemon in boxes. Currently there are saves for RBYG, GSC, RSE, FRLG, DPPt, HGSS, BW, B2W2, XY, ORAS, SM, USUM, LGPE and SWSH. As the 1.0.16 update progresses, RS Save is ready for the Eon Ticket distribution Emerald through recording niuing (RS must be player 1) Key things you should already know that I'll remind you actually): - Non-JPN Ilex Les Celebi will appear illegal on PKHeX only if it's .sav. This is because Celebi's meeting for non-JPN games occurred only in VC games, not a physical basket. - If you import into the VC game, save should be called sav.dat - If you are importing into the 3DS (not VC) game, save should be called basic (without extension) - If you import into the game switch, save should be named the main (without extension)Additional note: Please note that options for multiple changes to the form of Pokemon have been excluded from the main sets, as the full one. They are: Arceus, Furfru, Silvalli, Bezhostny, Vivillon. In addition, these form changes were not included, as they may not legally exist in PC:Deoxys Pre Gen IV, Castform, Cherryme about, Shaimin Pre Gen VII, Darmanitan, Kyurem only one by one, Meloetta, Aegislash, Hoopa Pre Gen VII, Wishiwashi, Minior (three versions), Mimikyu Celebi on ENG Gen II will appear as illegal if saved is not sav.dat as for (so it's legal for VC versions (hence the renaming in sav.dat) Also note you don't necessarily have to play with saves. At ProjectPokemon.org is not responsible if you somehow managed to get yourself banned with these pokemon. 117082 downloads (7 reviews) 81 comments Updated July 4 HaxAras My friend @Baegislash, from the ground down unda, and I worked on a bunch of tape master saves earlier this year and talked about making them public forever. Here's an explanation for each save. HG Palmer 1 and 2. The Pokemon names in the file are legal and will pass as legitimate. Every Pokemon that can be legally obtained as shiny has its brilliant shape in the save file, the other Pokemon out there in non-brilliant form. 90% of the Pokemon in this save file have been hatched/captured in USUM meaning they can be used on the battlespot. The first evolution of almost all Pokemon will be Level 1; average evolutions are often at 70. Most of the final stages of Pokemon evolution are song set. I hope this save helps some people out there. All the complete 806 sets of Pokemon I could find on the internet were either completely riddled with illegal Pokemon, or all Pokemon overall but not even close enough to fill the save. Enjoy! Youtube Video demonstration savefile: 73224 downloads (40 reviews) 179 comments Updated July 12 Half Saves for the first Pokemon Stadium released in 1998 only in Japan, Stadium 2 (Stadium 1 on and Pokemon Stadium Golden and Silver (Stadium 2 in the west). Stadium (1998): The Dodrio GB speed is unlocked. Stadium 2: R-2 completed. Hyper COM level is unlocked in The Kids Club. All 151 Pokemon are in the Hall of Fame. Psyduck ready to be imand. aceused, to it. Magnificent Box Kabuto Kabuto In Lab Oak NOTE: My in-game trade/gift collection has every file for random gifts from Cleaning Gym Leader Lock on both rounds, which you can just change to your liking, such as randomizing IVs or making them shiny. Gold and silver: R-2 completed. A very hard level of COM is unlocked in mini-games. Pokemon Academy is complete. Special Farfetch'd and Gligar are both ready to be handed over. NOTE: I just included an international save for this because they are interchangeable. 736 downloads (0 reviews) 4 comments Updated July 10 By Deoxyz It's Pokemon FireRed savefiles that contain a compilation of legitimate Pokemon event for Generation 3 games (Ruby, Sapphire, Emerald, FireRed and LeafGreen). These savefiles have been in development by several ProjectPokemon members since April 2016, but have been posted exclusively on another site. Currently, these savefiles will be simultaneously posted on ProjectPokemon as well. Generation III Pokemon games have had tons of events, many of which are extremely difficult to get today. Gen III games preceded any online trading, and the Pokemon event from this generation often migrated to new Pokemon games. These factors make it pretty hard to find a legitimate Pokemon event for Gen III. The only way we can expect to get more Pokemon events for Gen III is if others share their savejbk3 files, so please consider sharing if you happen to have some! To learn more about Pokemon events in Generation 3, you can look at the following pages: A list of English Pokemon Distribution Events in Generation III List of Japanese Pokemon Distribution Events in The Generation III List of Travel by America Event Pokemon Distribution List Of The Decade Event Pokemon Distribution List PCNY Event Pokemon Distribution in Generation III List to collect more Pokemon! Campaign event Pokemon Distribution Bonus Drive ----- Main savefile contains the following Pokemon event in every box: Box 1 and 2: 10th Anniversary (Europe, Top 10 Distribution) - Aura Mew Here we have a full set of all European 10th anniversary Pokemon, which we do not know about yet. Dragon Week Seadra Dragon Shiny JP Faraway Island Mew Shiny Navel Rock Lugia Shiny Navel Rock Ho-oh Shiny Southern Island Latias Shiny Southern Island Latios Shiny Sunstone 25% / Leaf Stone 25% Darkness Lv50 - Sunstone 25% / Leaf Stone 25% Rayquaza JP Faraway Island Mew Shiny Navel Rock Lugia Shiny Navel Rock Ho-oh Shiny Southern Island Latias Shiny Southern Island Latios Shiny Flygon Monster Week 2, Lv50 Explod Monster Week 2, Lv50 Aggron Monster Week 2, Lv50 Crawdaunt Monster Week 2, Lv100 Crawdaunt Campaign 4 Sangoose Campaign 4 Seviper Campaign 4 Shiny Tropius Spring Fling Garde PCNY Wish Kangaskhan Egg PCNY Wish Lickitung Egg ----- Box 6: English Events This box contains the remaining English events not yet mentioned. Several JEREMY are still missing. Note: Multiple savefiles FireRed carts that were officially used for Mystery Mew's direct trade has been released to the public, which in total contain all 420 possible sample boxed Mews. If you want to make your own choice of 420 Mews, please see this page: MYSTRY Mew FireRed Distribution Basket Savefiles. Doel Deoxys Distribution Rum, and GBA Cartridge version of the English Berry Glitch Fix Brilliant Sigzagoon distributed used in the UK, have both also been released to the public. Because of the legality of the reasons, drives may not be shared here, but a simple Google search should help. Berry Glitch Fix Brilliant Sigzagon (x2, OTs RUBY and SAPHIRE) ROCKS Metang (x2) SPACE C Deoxys DOEL Deoxys MYSTRY Mew WISHMKR Jirachi (x2, Salak and Ganlon Berries) CHANNEL Jirachi (x2, Salak and Ganlon Berries) METEOR Jirachi (UNRELEASED), prototype distribution of -unknown Pokemon that has been builten together with WISHMKR in multi-bottle files in the U.S. Bonus Drive) Brilliant WISHMKR Jirachi (x9, all dosable shiny Jirachi from the U.S. Coliseum Bonus — disc) A: Japanese Events, Part I This box contains most Japanese events, except egg distribution and GMPC (GCEA) events. Some are still missing, as marked by empty slots. Wishing Star (Negabioshi) Jirachi (x2, Ganlon and Salak Berries) Berry Gluck Fix Brilliant Sigzagun (x2, OTs'Σ' Ruby and z'Z' r'Σ' Sapphire) 2004 Tanabat Girati (x2, Apicot and Petaya Berries) All Hyperan Always (ANA) Pikachu PokePark Meowth Yokohama Pikachu Hadi Mi GW Pikachu 2005 Tanabata Jirati (x2, Apicot and Petaya Berries) Festa Metang Sunday Wobbuffet Hadith Hadith Hadith Hadith Registeel PokePark MewPark , Ganlon and Salak berries) Mitsurin Celebi ----- Box 8: Japanese Events, Part II This box contains a full set of all Pokemon Center 5th Anniversary Eggs, a full set of all Pokemon Egg present eggs, and a full set of all PokePark eggs. Wish Pichu Egg Teeter Dance Peach Egg Brilliant Wish Pichu Egg Brilliant Teeter Dance Peach Egg Wish Ralts Egg Charm Ralts Egg Desire Absol Egg Absol Egg Desire Bagon Egg Defense Bagon Egg Leach Seed Oddish Egg Petal Dance Meowth Egg Sweet Kiss Poliwag Egg Teeter Dance Bellsprout Egg Dirt Sports Psyduck Egg Follow Me Pichu Egg Tickling Igglybuff Egg Dirt Sport Corsola Egg FeatherDance Taillow Egg Dirt Sports Surskit Egg Teesmur Egg Whismur Egg Deployment Skitty Egg Water Sports Plus Egg Dirt Sport Minun Egg Uproar Spoink Egg Spinda Egg Encore Cacnea Egg Water Sports Corphish Egg Tickling Wynaut Egg ----- Box 9: Japanese Events, Part III This box contains the first four sets of the Campaign To Collect More Pokemon! Campaign (aka Gotta Catch Em All) distributions. First campaign: Treecko Torchic Mudkip Second campaign: Chikorita Cyndaquil Totodile Third campaign: Ekans Pikachu Meowth Growlith Bellsprout Shellder Chansey Kangaskhan Scyther Electabuzz Magbuzz Magabuzz Magmar Tauros Murkrow ----- Miscreavous the last two sets of GMPC (GCEA) distribution campaigns. Fifth campaign: Pikachu Lizard Sobel Surskit Scytti Soble mavile Meditdit Plus Minun Rocelia zanguza Seviper Lunaton Solrok Chimejo Sixth Campaign: Pikachu Huthut Marip Aip Sunburn Wobbeffe Pineco Gligar Swiffull Shaki Teddiursa Houndour Stantler Smeargle ----- Box 11: Special Pokemon from the Colosseum and XD: Gale of Darkness for Nintendo GameCube This box contains all special Pokemon from the Colosseum and XD, such as MATTLE Ho-oh that is very tiring to get. This also includes unreleased English versions of the Japanese bonus disc Celebi and Mew. As well as exclusive Japanese electronic cards Togepi, Mareep and Scizor. Finally, included Johto snacks from XD, as they are also incredibly tiring to get. JP Ageto Celebi JP Coliseum Pikachu JP Mt. Battle HO-O JP e Reader Togepi JP e Reader Mareep JP e Reader Mareep JP e Reader Scizor en AGATE Celebi (UNRELEASED) en COLOS PIKACHU (UNRELEASED) en MATTLE HO-o (x3) en E-Reader Togepi (UNRELEASED) en MATTLE HO-o (x3) en E-Reader Togepi (UNRELEASED), x3) en E-Reader Scizor (UNRELEASED) en MATTLE HO-o (x3) en E-Reader Togepi (UNRELEASED), x3) en E-Reader Togepi (UNRELEASED, x3) en E-Reader Mareep JP English and Spanish) ----- Box 12: Special Egg files from Pokemon Box: Ruby and Sapphire for Nintendo GameCube After a certain number of Pokemon are deposited in the Pokemon Box from one of you GBA games, you are presented with an egg that contains Pokemon with a special movement. False Swipe Swablu Egg (x5 and one hatched) (after 100 deposited) Skitty Egg Payment Day (x5 and one you (after 500 deposited) Surf Pichu Egg (x2 and two hatched) (after 1499 deposited) ----- Box 13: In-Game Special Pokemon This box contains a rare in-game Pokemon, such as standard legendary Pokemon and the event is an ame Pokemon, such as standard legendary Pokemon and the event is an ame Pokemon as well as included as Shiny. Note: because of the legality of the reasons, this drive may not be common here, but a simple Google search should help. FRLG Articuno FRLG Zappos FRLG Moltres FRLG Mewtwo South Island Latias Southern Island Latios RSE Regirock RSE Registeel RSE Kyogre RSE Groudon RSE Rayquaza Faraway Island Mew (UNRELEASED, English) Navel Rock Ho-oh Navel Rock Lugia Birth Island Deoxys ----- Box 14 A: Useful Pokemon and JEREMY Trading Events This box contains Pokemon that can be useful in the game for Battle Tower and for pokemon contests. Battle Tower: Salamens Suicune Starmie: Contests: Cool Cute Milotic - Campaign Event Battle JEREMY Иtpyшн R - Toprounе содитни- Ekans Vulpix Oddish Oddish Oddish Growlithe Machoke (transferred) Machamp Haunter (transferred) Gengar Stargu Tauros ----- (POKEMON STILL NEED) Japanese: STAMP About STAMP Pichu Pichu Picchu Hadi Regarok (plus more Hadou Regice for research) PokePark Jirachi English: More of any events PCNY JEREMY Sandshrew ----- JEREMY Shedibler JEREMY contain an overflow of the existing Pokemon event in the main savefile. Because the main savefile usually provides only one or two of each event, these overflow saves contain a greater choice of event to choose from. However, when it comes to Japanese events, there are too many events for the basket to be needed to include here. Most overflows of each Japanese event are included here. English savefiles overflow of Japanese events, please See this page: Ahiru in Wonderland Gen II Event Savefiles Events Savefile 2: Box 1 - 3: PCNY Events (x83) Box 4: Journey to America 10 ANIV Events (x28) Box 5: 510 ANIV Celebi (x10) - Wish Star (Negabitoshi) Girati (x11) - Doel Desisisis x6: German Aura Mew (x24) One of Each Language) Box 7: Space C Deoxys (x30) Box 8: WISHMKR Jirachi (x10) Box 9: Campaign Celebi (x30) Box 10: Pokemon Box Eggs (x5 Event Eggs) Box 11: In-Island x14) Box 12: In-Game Unown Full Set (x28) Box 13: Debugging Distributions from the German version of Pokemon Ruby Debugging (x30) Box 14 : Unown Debugging Full Distribution Set from the German version of Pokemon Ruby Debugging (x28) Savefile 3 : Event Savefile 3 : Box 1: CHANNEL Jirachi (x10) Box 9: WISHMKR Jirachi (x77) Box 4: Pokemon Center 5th Anniversary Eggs (x30) Box 5: JP Berry Glitch Fix Shiny Зигзагун (x27) Box 6 - 7: Яйцо Покемон Настоящее яйца (x48) Box 8 - 10: PokePark Яйца (x90) Коробка 11: Hadou Mew (x10) Парк Мью (x1) Коробка 12: PokePark Celebi (x6) - 2006 Танабата Джирати (x1) - PokePark Meowth (x1) - 2006 Танабата Джирачи (x1) - Mew Пикачу (x18) Box 13: GW Pikachu (x41) x15) - Иокогама Пикачу (x15) Коробка 14: Мицурин Челеби (x30) Событие Savefile 4: Box 1 - 5: GMPC (GCEA) (x139) Box 6 - 14: -нус-нарное события для потенциального будущего расширения- In-Game Trades Savefile : Коробка 1: Полный комплект of Ruby и Саппир - Английский, Немецкий, Французский, Итальянский, Испанский и Японский соответственно Box 2: Полный комплект для Изумруд - Английский , French, Italian, Spanish and Japanese respectively Box 3: Full English Set (x2) from FRLG Box 4: Complete German Set of FRLG Box 5: Full French Set from FRLG Box 6: Full Italian Set from FRLG Box 7: Complete Spanish Set of FRLG Box 8: Complete Japanese Set of FRLG Box 9: Full English Set from Coliseum and XD ----- Credits: While @InsaneNutter owned, maintained and many hours in his development, he would never have been big without huge contribution from the following people. If you have contributed something that has made your way into these savefiles and you are not credited below, please let us know! @vlt - The original FireRed savefile it was built on. @InsaneNutter - Set of WISHMKR savefile it was built on. @HaxAras - Started compiling events in this savefile, and has continued to develop it with HaxAras. @HaxAras - Continued help in developing this savefile, and has contributed many Pokemon from his personal collection. Big Mike - Contributed to the event by his friend HaxAras. @King Impoleon - Overflow Box of The German Aura Mew, Overflow Box Space Center Deoxys, and one Doel Deoxys. @Nigoli - 111 Ageto Celebi @Deoxyz - English, French, German, Italian and Spanish Top 10 and Aura Mew mostly saves, 5 Doel Deoxys in overflow save, as well as two Mystery Mew distribution savefiles. Also, 10ANNIV, Aura Mew, BGF Brilliant Sigzagoon, and Aurora Ticket Distribution savefiles. @Misdreavus - The full set of JAA 10 ANIV Celebi, all basically save. @Irundel TAK - Three 10 ANIV Celebi mostly saved. @Samuel - JAA 10 ANIV Articuno zappos, Raikou, Entei, Suicune, Celebi, Latias, Latios, guest distribution. Chikorita Cyndaquil Totodile Third campaign: @arjun - Brilliant Regice and a brilliant Rayquaza in the main save, and a full set of Unown's overflowing save. Ahiru's Wonderland is a no longer-existing site that actively archived tons of Japanese Pokemon event from 2003 to 2006. @Sabrerine - The legality of checking many of these Pokemon events with its currently unreleased tools. @Kaphotics - Developing PKHeX, a program that without would have made a massive reconstruction of these savefiles a complete nightmare. @Gridelin - Brilliant channel Jirachi and providing a detailed guide on how it was created. @yamipoli - Two pristine ROCKS Metang. @XxPhoenix1996xX - Replacing a suspected Pokemon in In-Game Trades savefile, as well as adding several missing in the Game to trade Pokemon. 7314 downloads (0 reviews) 2 comments Updated April 19 Deoxyz This page contains several savefiles dumped from cartridges that have been distributed by a host of Pokemon events directly from the Pokemon Center New York PCNY distribution equipment that recently closed. For PKHeX, these savefiles are known to provide her personal experience/memory of the event and any details, so when she does that will be shared here. 1067 downloads (0 reviews) 3 comments submitted on January 19, 2018 by HaxAras Featuring @Baegislash for helping me convert my German Coliseum to save NTSC, I was able to do e-reader battles again and save the state. Baegislash was able to convert them back into PAL After a little testing, they work just fine. Here's a set of European Colosseum e-reader shadows Of Pokemon save states. The name OT has been changed to PPorg and TID/SID have been changed to all 0's. So you'll have to import your own data and Pokeballs if you want something outside of the standard Pokeball. You will also need to import your own Pokemon as I have cleared the mine. I used Colosseum to save the state. 329 downloads (0 reviews) 0 comments submitted october 20, 2017 by HaxAras Featuring @Baegislash for helping me convert my German Coliseum to save states. The name OT has been changed to PPorg and TID/SID have been changed to all 0's. So you'll have to import your own data and Pokeballs if you want something outside of the standard Pokeball. You will also need to import your own Pokemon as I have cleared the mine. I used Colosseum/XD to save the editor to change the saves in every language.

All German saves were labeled as French and vice versa. From my experience that the program is unreliable and the options are actually back. 186 downloads (0 reviews) 0 comments submitted on October 17, 2017 by HaxAras This is a Japanese Pokemon Ruby save file that I viewed my Decoration present E-reader card to get Regi Dolls in my save using official equipment. I found that it was possible to use NPC trader jewelry to trade a secret jewelry base between games to get every secret base of decorations in English games. (Or any language I just happened to be in North America.) To get the NPC trader embellishment in your game (without mixing records), your ID must end in 4 or 5. Also, if you don't have it and you need it. It would be an easy task to create new save files until you get the right ID, play through the game and mix records to send it to your desired shopping cart. I've included an offensive chart on how to get regi dolls from Japanese Ruby's non-JP Emerald with the least amount of recording mixing needed, assuming that all 3 saves have a trader's decoration. 641 downloads (0 reviews) 11 comments Updated September 7, 2017 2017

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