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Omega ruby rom hacks

From Bulbapedia, the Community-led Pokémon encyclopedia. Pokémon Prism and Pokemon Prism redirect here. For the TCG mechanic, see Prism Star. Jade's redirecting here. For the key element associated with Rayquaza, see Jade Orb. A warning to users about bootleggers included in Pokémon rijonAdventures ROM hacks, also known as hack games or ROM patches, are video games that have been edited or modified by enthusiasts. Hackers do this by changing the read-only memory code of a published video game to create something new. The basic Pokémon series game system is considered very versatile and lends itself well to modification, giving hackers a lot of creative freedom along with a solid, well-tested game engine. These factors, as well as Pokémon's notable popularity around the world, have led to the creation of thousands of different games covering several generations, ranging from minor adjustments to additional new features and, increasingly, pokémon games made with fans more and more often. Although the basic series is by far the most popular series of hacks, there are also many Pokémon games created by fans who do not use them as the basis, and instead are, for example, modified versions of the Pokémon Mystery Dungeon and Pokémon Conquest series. There is a distinction between ROM hacks and bootleg games. These are unauthorized copies of published games that are sold to consumers, often flashed on after-sales game paks or game cards and devoid of official Nintendo Deal. However, since ROM SIBs are often distributed on the Internet for free, they are regularly sold as bootleg games, usually against the hacker's wishes. The reliability of these bootlegs are often poor, and it has become such a problem that hackers have started to introduce warning screens into their games, warning users that if they paid for it, they may have been scammed. The history of Pokémon Brown's screen title Early Pokémon ROM hacks the date of the late 1990s, with modified editions of Pokémon Red. These were often relatively minor adjustments, would be sprite or changes to dialogue, and would generally follow the original game flow. These early ROM hacks were infamous for being particularly crude in nature, ranging from changing Pokémon and human sprites around to replacing dialogue with obscene text. This trend continued until the release of Pokémon Brown by user Koolboyman in the early 2000s, one of the most notable Pokémon Hacks in history. It was the first hack to completely re-invent the game, with a brand new region and completely new plot. Subsequent editions included an extended Pokémon (including Pokémon from Generations II, III and IV), dungeons and additional plot tricks. This is one of the few completed hack games and has been enough success to justify a sequel (Pokémon Prism, a Pokémon Crystal-based hack) and a generation (Pokémon rijonAdventures) based on Pokémon FireRed. Since Brown, pokémon hacking has expanded exponentially, with developers creating many software tools for desktop operating systems to help create maps, edit sprites, graphics and even developing languages of scripting specifically for the Pokémon game engine. It also inspired many hackers to learn to edit the assembly code of the games directly (known as ASM hacking). Numerous hacks have been released, often using FireRed as a base, such as Pokémon ShinyGold, Pokémon Naranja and Pokémon Ruby Destiny series, to name a few. There are many sites dedicated to Pokémon ROM hack development. Notable examples include Skeetendo, PHO and PokémonCommunity's ROM Hack section, the largest known English Pokémon ROM hacking community. Many of these sites hold award nominations and ceremonies to showcase some of the best talents of their community. The legality of Nintendo is against the practice of rom hacking and has taken action against it. [1] [2] The types of Pokémon ROM hacks games tend to fall into five vague categories, although due to the huge versatility of the Pokémon engine, some hacks will transcend multiple categories at the same time. Dex hacks Pokémon Blaze Black 2, a popular 649 hack These hacks are designed to make all Pokémon available in the game, including starters, Pokémon event, exclusive Pokémon game, and Pokémon that can only be obtained or evolved by trading, thus allowing Pokédex to be completely completed into one game. They are often, though not always, named by simply adding the size of the National Pokédex (depending on the generation) at the end of the name of the base game, as in Pokémon Red 151 or Pokémon Emerald 386. Such hacks will often not stray too far from the official story of the game, and are often used in nuslocke running and, especially, for more running in Twitch Pokémon Plays. Hard Mode hacks These hacks, would be Pokémon FireRed: The Hard Version and Pokémon Expert Emerald also differ slightly from the official game in story terms. Instead, they have a significantly greater difficulty than usual experienced in regular pokémon games. These types of games too are popular among Nuslockers as an additional challenge on top of the Nuslocke rules. Many fans see Pokémon Black and White 2's Challenge Mode as a recognition of these hacks, although no official link has been made. BASES ROM Late evening in Pokémon Liquid Crystal as a result of the fan-developed Day/Night System These hacks are often designed to be used as a basis for other ROM hacks, and often include major reviews of the game's basic code through ASM hacking for add new features, such as additional types or a completely re-vasked tileset. Notable features include introducing a female character played in Pokémon Gold, adding a split and clock in real time in Pokémon FireRed, which gives way to a complete day/night system, a feature that has been missed by many fans in Generation III. Another noteworthy feature is the development of the UPS format, which allows the expansion of game boy advance rum hacks from their original 16MB format to 32MB. This has the advantage of effectively doubling the space available for new maps and graphics, but means that the game is played only under emulation and will collapse when played on the official Nintendo hardware. Language hacks A Chinese fan-translation of Pokémon Emerald Since the basic games series before Generation VI were regularly released first in Japan, sometimes months before their international versions, amateur enthusiasts would often translate into Japanese Pokémon games in English and other languages so that they could be played by international audiences. Since the translation was often performed by one or a small group of people, the quality of these translations were often dubious to say the least, the most humorous example being the Vietnamese Crystal Pokémon. However, these hacks were generally translated well enough to be played and were very popular among YouTubers. In recent years, the basic series games have simultaneously begun releasing around the world in several languages and as a result, the need for language hacks has diminished somewhat. It still happens for languages where Pokémon games are not yet available, especially in Chinese before Generation VII. Full Hacks/Complete These hacks are complete reviews of games with new characters, plots, regions and features. They often review the game's graphics, incorporating what they've seen in next-generation games, including battle backgrounds, sprites, and map tiles. These will regularly include Pokémon, moves and future generation types, and will sometimes include those brand new created by the hacker. Some hacks, such as ShiinyGold and LiquidCrystal, are remakes of entire games previously released, in the same way that FireRed and LeafGreen were remakes of red, blue and yellow. Because of the extraordinary amount of work involved by a volunteer hacker or hacking team, a few of these games are entirely finished and are usually rendered as a beta. Most of the notable hacks below are considered to be part of this category. Notable basic series hacks With the launch of easy-to-use hacking tools for the core series games, there are thousands of ROM Hacks available. What follows are some notable examples, each with a brief explanation. Pokémon ShinyGold The player at his home in New Bark Town Pokémon ShinyGold was a third-generation remake of gold silver using the Pokémon FireRed engine, echoing how FireRed is a remake of Pokémon Red. Although it is not the first of its kind, it is among the most well-known generations III hacks, hacks, never leaves the beta stage. It is also one of the best-selling illegal ROM hacks, with many bootleg versions of ShinyGold available as pre-patch ROMs or flashed game paks. The creator of ShinyGold, zel username, included a warning in subsequent editions warning users about the issue and asking for their money back if they paid for it. ShinyGold is one of the number of generation II remakes developed by hackers. Other examples include Pokémon LiquidCrystal and Pokémon CrystalDust, both of which include areas and extensive features, among others. Pokémon Ruby Destiny Series Surfing cinematic in Life of Guardians, and the example of side-scrolling perspective sometimes used in Pokémon ruby Destiny hack games is a popular series of games based on the Pokémon Ruby engine created by user PokéCommunity intendedforJaGold. The series consists of three completed games: Reign of Legends, Rescue Rangers and Life of Guardians. This series is of particular note as it is one of the longest completed hack series available, especially for its in-depth gameplay and plot. It, like other popular hacks, has even attracted interest from the creators of Let's Play. The series is also known for incorporating the Fairy type into the Generation III game engine, as well as a user-created Chaos Type, alongside several user-created Pokémon (known as Fakémon among fans). A fourth game in the series, Broken Timeline, was in development and would have involved the duo Eon, Latias and Latios, but the development for the game has since been canceled due to destinedJaGold losing interest after going through several plot changes to the story and never passed the beta phase, and since then it has been done with ROM hacking in general. Moemon The Kanto Starters, represented by Moemon Moemon (short for Moekko Monsters, 萌擬) is a prominent hack by Pokémon FireRed that changes all Pokémon into gijinka. It's a simple change of FireRed, but with additions, it would be the ability to catch the three starters, Eevee, and a blend of both LeafGreen and FireRed Pokémon (thus making it easier to get all Pokémon). The game still receives a fair amount of attention, as a patch was released exclusively for Hack FireRed which has updated both sprites of Pokémon as well as their menu sprites, functioning as DLC would be for any game. A ROM hack by Emerald has been released as well. As fireRed hack, it's a simple change of Emerald, replacing all Pokémon with ginjika counterparts, however, a few aesthetic changes have been applied to both Route 101 and Littleroot Town, adding many puddles to the city, and Oran Berry was, curiously, renamed Berry Ged, possibly for comic effect. Moemon a brief explosion of fame when the games site Kotaku posted an article about it in late 2007. [3] Pokémon Naranja/Orange Battling Tracey Sketkit in Pokémon Naranja Nanja is a Spanish hack by Pokémon Ruby in which the player plays either as Ash or Misty and travels around the Orange Archipelago. Nanja is a Spanish word that means orange. Celebi appears as the mascot of this game. This game is based on Saga Orange in anime. The game begins after the player has won the Indigo League. Despite this, the player starts with only a Lv. 5 Pikachu. Many characters, intrigues and events from the Orange Saga are included in the game, such as GS Ball, Ash's Lapras, Orange Crew, Crystal Onix, Goldduck from Bye Bye Psyduck and Ash's Snorlax. This game is particularly well polished and features a completely revised graphic system as well as many hours of play. Other anime-based hacks include the popular Pokémon AshGray, a fireRed-based game representing Ash's journey through the Kanto region in the original series. Pokémon TPP Version Boxart banner for the release of the physical cartridge of Pokémon TPP Version Main article: Twitch Plays Pokémon/Season 2#R01: Pokémon Anniversary Red Pokémon TPP Version is a hack of Pokémon Red created for the opening season 2 of Thotch Plays Pokémon and developed by users pigdevil2010 and EliteAnax17. The hack was based on an earlier Dex hack called Pokémon Red 151 by User Pokémon Community Blue, which showed significant increases in level throughout the game, as well as making all 151 Pokémon catchable in the wild. In addition to previous modifications, Pokémon TPP Version includes additional challenges and features, such as the legendary Pokémon respawns, Gym Leader and Elite Four rematch with top-level teams, and level 100 fights with Professor Oak and the original red from the first Twitch Plays Pokémon episode. It also includes Battle Tent, a battle tower-like feature intended for players to earn money without having to repeatedly rebattle the Pokémon League. This hack is notable as the first to be designed specifically for live streaming, as well as the first to be designed for The Unique Play Pokémon's unique style of play. For example, Mew's cave (a new affordable post-game bonus dungeon in the S.S. Anne area after pushing the infamous truck) is full of numerous holes, which makes it not too difficult to navigate for a single player, but extremely challenging with hundreds or thousands of players controlling the game at the same time. The game lasted 39 days in total, the patch was released only after the completion of the Twitch community. It is also one of the very few hacks that were launched on a physical cartridge with the permission of hackers as part of a community-led project. Bootleg games While technically speaking these are changes to published games, ROM hacking community generally considers these more like bootlegs rather than ROM hacks. difference being these games were probably designed to trick in thinking were official for monetary gain, something that most ROM hackers actively try to avoid. These games were often flashed to third-party game paks and sold illegally. Below are some notable examples. Pokémon Diamond and Jade Screen Title Keitai Denjuu Telefang: Power Version Screen Title of Pokémon Diamond, its

bootleg Title screen by Pokémon Jade, its possibly best known bootleg Pokémon games are notoriously Pokémon Diamond and Jade (not to be confused with official generation IV Pokémon Diamond and Pearl games). These games are knock-off versions of the power and speed versions of Keitai Denjū Telefang, respectively, which were released in Japan only for Game Boy Color in November 2000, a year after Pokémon Gold and Silver and a month before Pokémon Crystal. Pokémon Jade is sometimes found on the same cartridge as a Pokémon crystal cartridge produced illegally, but could also be found as an independent cartridge. It was also mentioned in Pokémon.com mailbag in 2003 as bootleg and illegally produced Pokémon Jade. These bootlegs had numerous bugs that the actual games did not have, would be the inability to upload a file save properly. The game also contains broken English, blasphemy, and swearing, which is absent from all the official Pokémon games licensed by Nintendo, with the British Gaming Blog describing the additions as a healthy dose of English and a lot of swearing. [4] Real Telefang games have conceptual similarities to real Pokémon games. While in the basic Pokémon games series, Players take the role of a Pokémon Trainer who travels through a certain region of the Pokémon world to get or catch Pokémon in Poké Balls and send them for battles in The Lefang games, players take the role of a T-Fanger who travels through Denjū World to befriend creatures called Denjū and fight each other using a device called D-Shot. However, unlike Pokémon, Denjū themselves have a D-Shot and call each other to battle. Other similarities between the two series of games can be seen in each one's mechanics: creatures in both share common statistics, such as HP, Attack, Defense, and Speed; both series have joint movements or attacks, such as Telefang), (Pokémon, Telefang), (Pokémon, Telefang), (Pokémon, Telefang), or Pokémon), or Pokémon, Telefang), and both series also have natures for their creatures (Pokémon, Telefang), although the effects of the movements are not necessarily the same in each case, and nature works differently. Pokémon Diamond 2 and Jade 2 Screen title Pokémon Jade 2 Similar to the first fake Games Diamond and Jade, Diamond 2 and Jade 2 were hacked from Keitai Denjū Telefang 2. Also, like Diamond and Jade, the power version of Telefang 2 became Pokémon Diamond 2, Speed Version became Pokémon Jade 2. They are in Chinese, and their title screens have been modified to showcase the official works of art by Ethan and Kris from Pokémon Crystal with the Dragon character from the film Shrek (perhaps because of her superficial similarity to a Charizard). The similarities between the title screens of this and the original Diamond and Jade (as well as the fact that they have Pokémon names in the first place) suggest that they can be made by the same people. Diamond 2 hangs after the title screen, making it unplayable without a save state, and Jade 2 has graphic bugs. There is also a poorly translated English version of the Power version of Telefang 2 called Pokémon Ruby, which has nothing to do with the real one. Vietnamese Pokémon Crystal A poorly translated version of Professor Oak's opening speech; Pokémon are constantly referred to as elf(s) throughout the game Pocket Monsters Crystal Version (popularly known as The Vietnamese Crystal Pokémon) is a bootlegged version of Pokémon Crystal. Translated from the original Japanese into Chinese into English (and supposedly sold in Vietnam, giving bootleg its popular name), the dialogue in the game (now Engrish) is often meaningless and unintentionally humorous. All Pokémon names, character, and location are similarly mistranslated, often similar to the Romanizations of Chinese transliterations of Japanese names. The translation is so weak that the game has reached a cult status, and is the subject of many popular memes on the Internet. It was made popular by various Let's Play video series on YouTube, most notably by DeliciousCinnamon. Another well-known playthrough is that of Twitch Pokémon Plays. Pokémon Adventure Screenshot from Pokémon Adventure Pokémon Adventure is a bootleg of Sonic Adventure 7, which in itself is a Sonic bootleg game for Game Boy Color. Pokémon Adventure is a platformer game in which the player plays as an anthropized version of Pikachu. The only similarities the game has with Pokémon are the main character and the use of Pokémon Balls as a points system, similar to the rings in the Sonic franchise. Many of the enemies are nothing like any Pokémon. See also External Link References

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