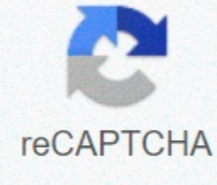




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## Pokemon insurgence save files

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Hello guys his Jamzy and today I want to talk about a what-if question really and that's storing files in Pokémon. Call Kite that helped me with some thoughts I had when I created this blog. In addition, after a little research in forums where users have briefly talked about this topic, I became interested and wondered how saving files in Pokémon might work. After completing various Pokémon titles, I sometimes feel that I might be able to do a few things with an additional save file or two to participate in the game. All right enough of the introduction then let's get into this... Why have several? Multiple storage files can be a great addition to games, they allow players to have different backups or different storage files for a particular game. This may also be enough as I have played games where you can only have 3 save files, while others allow much more 10+ even. Allow, the reason I initially thought it might be a cool addition to Pokémon was for 'Replay Value'. Don't get me wrong in the latest addition to Pokémon (ORAS) there are tons of things to do once you've beaten the main and post-game storylines, but have you ever thought about restarting your game for any reason that is that? I think few of us have, but haven't followed through, since we may not want to overwrite the save file that we've spent so much time playing. You could say that this is not a problem if you bought both versions of this generation, but at the same time not everyone buys both versions. The main reasons why I would want to store multiple files in Pokémon, hmm we say, 3 slots is maximum because it would allow players to do different things in their games, for example homemade challenges. By this I mean Nuzlockes, Replay Story (I did this countless times with Emerald when I was a child, because of the damage to my original save file haha), Speed Runs, etc. All of these things would be great, without the question of having to wipe out the salvation you already have. Pro or Con? On the other hand, on paper, it all sounds like a good idea, although many will argue that this is not the case, and I accept that. For example, what I have seen a few times has been repeated by users in forums is that one reason for a single save file is only for marketing purposes, with only one save file, if you really want to restart your game, you are forced to overwrite this cartridge or avoid this, buy another cartridge (i.e. another copy of Alpha Sapphire or Omega Ruby). Really, I have nothing wrong with it, if we want a new Pokémon game, we have to pay haha. In addition, other reasons could be valuable even, when we start a Pokémon game for the first time, we have the ultimate choice to select a starter Pokémon that will inevitably become a key member of each player team. Multiple save files can ruin this sense of making this important decision or in other words make the selection of a starter absolutely invalid if you could choose all 3 starters to save one in each. Nevertheless, I also think that this is a fair statement. Possible problems? One of the most important things, in my opinion, is about user interaction. A key aspect of Pokémon is that as players, we should interact with other players to fight, collect, and trade Pokémon. I'm not saying that multiple stores remove this, but there are numerous problems. For example, the interaction between storages could be very problematic. Without a way to remove the connection between stored files, players could easily exploit the game via GTS for example, you put a Pokémon on one and collect it on the other. As someone who loves 'Genning', I'm not really against it, but I can see that it shouldn't be possible to do this and therefore would be game freak To limit the interaction between storing files, I'm not sure how this could be done, to be honest, but it might be possible. I could go into this particular point in more detail, but I think I made a point. What about storage? I've heard some people say that the 3DS system would not be able to process more than one storage file, it can't run three saving files at the same time, etc. I do not agree with this aspect. First, as I suspect that the 3DS system and other computer systems work, is that only the saving file/data that is played on is what the system handles. For example, only 1 memory file is loaded or saved at a time, the system will never save/load instructions on three save files at once, which is not how it works (at least not yet :joy:). Secondly, since the Game Boy pre-season Pokémon Save files are significantly small compared to other games, with only a few kilobytes in size to be exact. With the progress to the newer systems, 3D modeling and other factors, I'm pretty sure that the size of Pokémon storage files has increased enormously, but I don't think to the point where 3 storage files couldn't be stored on a cartridge. The actual saved file itself is stored on the game cartridge (unless you buy a digital copy), but other types of data such as retries and updates are stored on the SD card of a 3DS (this only needs to happen once for changes to take place on each saved file). For me this is all speculation I do not know what takes the maximum memory area of the file ORAS on a cartridge, but after playing other games like Mario 3D Land, the use of three save files makes it anything but impossible that Pokémon Games could not support multiple save files. Conclusion After a brief overview of how multiple memory files might be in Pokémon games, I have mixed feelings. Surely they could add a playback value for some users, although for others this could ruin their Pokémon experience in aspects such as decision making. There is also the factor of a few potential errors to consider. Overall, I think multiple stores could work in Pokémon Games, although I think there are a few people that need to be discussed first. Thank you for reading be sure to comment below and if there is something I have omitted or even you have something to say, feel free to share. Finally, do I want to ask multiple memory files Yes or No? now [ Direct Download Link (MAC OS) ] Pokemon Insurgence 1.2.3 Cheat Engine Multihack for MAC OS X and iOS. This tool works on your Mac, all latest versions are supported. Our tool is reliable and will do exactly what you expect and more. 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