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Digimon ruby rom

(original) (Supercott) Provided two videos on YouTube. The first is the original film in its regular glory. The second is the supercut code, with various changes: Fade-in and disappear from animation when traveling between seats or leaving the fight to cut all non-boss encounter battles also cut whenever the music restarts (after taking the cuts into account), it will instead resume from where it left off. This applies to both otherworldly and combat music. There are still some minor SS IT music and artifacts, but overall it makes listening to music a much more interesting experience. Lua displays on the screen displays information about the player's game (level and exp outside of combat, level and hp and mp in combat) and about enemies in combat. Because of all the abbreviations, the film's running time is reduced by more than two hours (more than half the running time), from 3 hours and 59 minutes to 1 hour and 44 minutes. Generally speaking, supercut emphasizes more relevant/interesting parts, those dialogue/scenario, boss battles, and overworld movements, while cutting out grinding, casual encounters, and wasting time screen animations, and fixing music. In addition, both videos have comments in the form of CC subtitles. Table ContentGame Target Emulator used: Different, but the final launch syncs to BizHawk 2.4 Goals for a quick time takes damage, To Save Time Uses Sequences reboot game Heavy manipulation of the luck Heavy failure abuse Heavy abuse of bad scripted game events Heavy abuse of English Digimon Ruby (also known as Digimon Rury, as it is written on his box-art) is a bootleg role-playing game developed by Taiwanese bootleg game developer Extensive Fame (known for games including Zook Hero, Rockman DX3, Devil's Island, and The Devil's Island). Throughout its existence from about 1998 to 2003, Extensive Fame has developed various Game Boy games and several Game Boy Advance games. Most of their games are either platform games (usually strongly inspired by Mega Man games) or role-playing games (usually inspired by Pokemon, often taken after Digimon). This game is a naive example of the latter. Huge fame games are usually known as relatively high quality for uncensored developers, with original stories, fairly solid gameplay, and surprisingly decent music (helped by the fact that they took the sound engine from Mega Man V for many of their games). They are also known for their rather spotty understanding of English, for any games they made English versions. Digimon Ruby is one of the last Vast Fame games released around 2003. Unlike most other Game Boy Advance games, it uses Direct Sound for its title music for percussion in the game's soundtrack, but retains the use of chiptune audio for everything else. As noted earlier, Digimon Ruby is a role-playing game. The plot revolves around Davis/Daisuke Motomia (known as DaFu DaFu this game), from Digimon Adventure 02 fame. During a school picnic, DaFu is transported by a mysterious portal to Digimon World (world of figures), and he must find a way to return to the human world by revealing and stopping evil influences along the way. The basics of this run began in mid-2014. That was when I first discovered the game, and started collecting data just to be able to get the resources needed to develop the route. One of the first problems that comes with routing for this game is how ridiculously grinding it is at its core. If you want to fight the final boss on equal terms, you will need to reach level 74. It takes about 420K experience points. If you were to grind in the final area of the game (filled also with lv73-74 enemies, you get 800 exp apiece, so you need to beat over 500 of them. With a more realistic spread of progression (starting all the way from enemies that give 2 to 6 experience in the first area), you're easily looking at a few thousand monsters grinding just to be able to have a chance at the end of the game. , I gathered knowledge on several aspects of the game, including the complete lists of 171 Digimon in the game with their stats, curve experience, 166 moves, 625 instances of meeting data, and 16 points. However, I ended up stuck routing how to effectively pass the second boss (not to mention everything else) and let the slide out for a few years. Fast forward to five years later, when I decided with a better understanding of the scenarios and using the information, I could at least mathematically develop a way to pass all the bosses in the game, or find a shortcut, if any. An important part of the new data collection was getting complete information about all Digimon availability and learnsets to get a proper idea of what options were available and if there were any particularly good ones. In the end, I found an important breakthrough: a pair of absorbent moves that always cause exactly 10% damage. When considering the odds we tend to be up against in the run, 10% is a lot. There were several different ways to access them, but after a few rounds of testing (and uncovering a few hiccups along the way, such as an error that prevented some Digimon from learning a certain step when that was exactly the movement I needed), I found the best solution to have a Mon Bada beast that learns the absorbing move of the Blood-Suck Needle at level 15. And can beat the ultimate boss with him in a test environment. This significantly reduced the projected execution time. In doing so, along with displaying places so I knew where to find icons to skip the hardest part of alignment, you could finally create an alignment route. This route comes down to: Dark tower lv1-lv4, hot desert (boss only), Spiral Mountain lv4-lv8, lv4-lv8, Ves (dot) lv Forest 8-lv13, and the last two levels are made using update icons. The rest of the game can be done without the need for further grinding. As soon as I understood the route, it was just a matter of fulfilling it. Tricks like skipping bosses, Dark Crystals, and other events related to the plot also added a good time-saving, but none that affected the bulk of the route all that much. Much of the main storyline is still playing out as usual, and the final bosses still have to fight as usual. In the classic Pokemon style and similar RPG, you can have a batch of up to 6 Digimon that can all level up as they gain experience throughout the battle. Digimon also learn new moves as they level up. Experience requirements are increased at a level, but otherwise identical for each Digimon. The player can get up to 7 different Digimon; one starter, and six that are in different chests all over the first island. If a player finds a chest with a maximum of 6 Digimon, he will open, but the player will not receive Digimon. However, the player has the option to transfer/opt out of Digimon to free up the slot if desired. Statistics All Digimon have the following stats: HP - your Digimon faints if it reaches zero MP - is consumed whenever Digimon uses a move (except for a few early moves that cost 0 MP). Generally, the better the move, the more MP it consumes, although this is not a strict rule. The attack - used in calculating stroke damage for any standard attack moving defense - does not actually use speed - determines whether the player can move first. If the player's speed exceeds the speed of the opponent, the player moves first. Otherwise, the enemy moves first. Magic - also not actually used by Magic Defense - also does not actually use All the changes in statistics and status effects recovered at the end of the battle if HP Digimon is zero - in which case, the player must use the element to revive Digimon before it can be used in battle again. All 171 Digimon have a baseline of statistics that determines the stats they have at level 1. Another stat list determines the increase in statistics for each state by level; This stat benefit is universal for every Digimon. As a result, while the early game Digimon may have some stat differences, in later levels their number will not be more different, resulting in very even statistics differences across the board. Moves game has a list of moves consisting of 166 moves. 16 of these are element effects (which are simply encoded as a performance item specific move) and of the remaining 150 moves, 119 default total attack with different power. The other 31 moves different kinds of status moves, with effects including: Nothing to do - supposedly, there are steps that increase Magic Defense, which in itself would be useless, but they don't even do that to reduce the enemy's defenses - still functionally completely useless, but at least at least kind of does anything to reduce the enemy attack - some options require to only the last 3-4 turns, but the effect is constantly on the duration of the battle, even if switching out Reducing the enemy speed Heal user - depending on the move, can be 30% or even 100% complete healing Absorb 10% health from the enemy effect of the state of the cause of the poison - 25% chance of success, in which case it does 5% damage, then 1 damage per turn within 4 turns - this damage is presumably bugged. There are options that claim to make 10% in the description, but they still do 5% anyway. Travel descriptions also claim that the effect takes 2-3 or 3-4 turns depending on the move, but they all last for 4 turns each time. This applies to all running moves. The reason for the disordered status - causing Digimon to be unable to perform a move for 4 turns Cause Sleep status - causes Digimon to be unable to perform a move within 4 turns Cause paralysis status - causes Digimon to be unable to perform a move within 4 turns Cause instant Murder - only one step has it, and it is only available at the end of the game meeting. Unfortunately, there is no way for a player to get this. While the game has different Attack and Magic stats along with matching defense and magic defense stats for Digimon, all normal attacking moves follow the same damage formula based only on the forward injury rating, attacking stats, and attacking level compared to the level of the defender. Items in the game are only 16 different types of items (not counting the plot items that are not included in the logic of the gameplay). All but one can be bought from the seller in the building of the bureau chief. All of these are also restoration elements: this includes the restoration of HP, MP Restoration, HP and MP Restoration, Revival 1 Digimon, and elements that revive all Digimon at once. The last item is only available in a few chests scattered around the world, upgrade Badge, which functions as Rare Candy in Pokemon - it immediately updates the Digimon level one at a time, and unlike other items that it cannot be used in combat. Because the level is an important aspect of the startup strategy (especially the early game), these elements can be very valuable. Digivolution Digimon Digivolve once they have reached a certain level is a constant update, and the updated Digimon will have increased stats (beyond the regular bonus for sticking out) and new moves. Note that Digivolution will re-write the old travel list completely - moves from the previous Digimon class are not stored. Depending on which class Digimon's, it can Digivolve at 10, 30 or 60. Since all Digimon players start at the level 1 first class, they can all digivolve three times in total. Interestingly, unlike Pokemon (and largely unlike its own source materials), digivolution chains are not one chain, but branched out - most Digimon are capable of Digivolve in one of the higher-end options that are determined by RNG on Digimon reach the required level. Some Digimon will have 1 possible version of Digivolution, but others may have 2, 3, 4, or in some cases even 6 or 8 options. Conversely, Digivolution trees can also intersect with each other, so that a higher class of Digimon can emerge from a variety of lower class Digimon. Moving Learning What specific steps Digimon learns is unique in Digimon, but what levels they learn moves on are universal for everyone. The order is: Level 1: First move. Because of the error, it is always Air Bulb, even if the learnset database says something different. Level 4: Second move. Level 8: Third move. Level 10: First Digivolution. The movement is replaced by the first movement and the second movement of the new species Digimon. The third move was forgotten, and its replacement in the learnset database was never studied. Level 15: Fourth move (actually third move) Level 22: Fifth move (actually fourth move) Level 30: Second dihyvolution. The move is replaced by five moves of the new kind of Digimon, and an additional sixth move has been learned. Level 35: Seventh Running Level 43: Eighth Stroke Level 56: Ninth Stroke Level 60: Third digivolution. Nine moves of the new digimon have been replaced by the move. Level 61: Tenth Stroke Level 65: Eleventh Stroke Level 75: Twelfth Move There's a small group of 4th class Digimon who learnset data for two more moves, but they never found out, even after reaching the maximum level of 99. After all, the maximum number of moves controlled by a Digimon player can learn 12, even if the user interface takes place up to 24. Meetings and bosses of Enemy Digimon meetings and bosses follow different rules from the player: Species are not strictly tied to the level. In the Ice Frost Tower you can meet both lv10 Viner Beast (first class) and lv9 V Beast (second class). Bosses are even worse about this as you will come across the third class of Cape Dragon already in lv4, and the fourth class Corpse Dragon on lv30. HP enemy is not tied to their level or mind, but is separately defined in the meeting data. Basically, meetings cheat terribly. Bosses are cheating even more horribly. Typically, by the end of the game, the lv70 player Digimon will have about 850 HP. The meeting at this level has about 1600 HP, and the boss will have over 4000 HP. In meeting data, unlike any kind or logic level, the movement of any meeting or boss is also determined. All enemies have a complete list of 24 moves identified, although many of them consist of simple duplicate loops (early enemy move data looks like 1, 2, 1, 2, 1, 2, 2, etc). In fact, enemies have 2 to 15 moves. And of course they shouldn't have any correlation with the actual set of enemy views at all. Enemy MP is calculated from his view and level, although enemies and never use any of their deputies. Other enemy statistics are also calculated from their types and levels and follow the same rules as the player. RNG this game is an absolute pain, and provides only bare essentials to have something to work with at all. It is only ever updated when it is called (rather than on a frame or input basis), which drastically limits the possibilities for manipulation you have. Fortunately, there is one way to promote RNG without much side effects - this is by switching Digimon in combat, which is a free action (in most cases), can advance RNG once or twice depending on where the included Digimon are in the batch, and costs about 20 frames per use. It works, but it leads to some very noticeable switching situations from time to time, sometimes up, say, 5 seconds of switching. The DaFu hitbox when moving in the otherworld is actually a small rectangle that extends further to its front than its sides. Because of this, you can clip deeper into the wall than just walk into it, instead approaching it from the side if possible. Usually it's not that interesting, but in rare cases there are some interesting level geometry that leads to things like one way. The above example is the visualization of the overhead hitbox as well as geometry, forcing a one-way path: it is impossible to pass through this dense passage on the left side, but you can pass on the right side. Encounters in this game mostly function on a walking timer: the timer is randomly initiated between 256 and 511, and is subtracted by one on each frame of walking in a wild environment (outside the city). If it hits 0, the meeting is triggered (with further RNG calls to determine a specific meeting). The timer thing means that there is a slight bit of freedom for manipulation to reduce/minimize encounters, but they cannot be removed completely. It is also possible with in-combat manipulation to determine the type of next encounter that is useful for grinding (making sure to get the most profitable encounters for experience). When the player steps into the transition screen, and holds on to that direction, the player will make a one-step frame in the middle of the transition to a new room (until fade-in). If the player starts a meeting in this 1 frame, the game will stop loading the new room and start the meeting. As a result, after the meeting and the player returns to the otherworld, the player will be in the new room, but the triggers of the events will not be loaded. This primarily affects chests, NPCs and similar objects; chests, NPCs, and objects from the previous room are still loaded into memory so that the player can interact with them on the new screen if they are achievable. The new screen objects don't load, so it can help. For example, an object blocking the path to something. Old screen objects still send events when triggered, now to the event table that has been updated for the new screen - so the interaction will now cause an unintentional event. Most often it leads to a failure in the game. However, sometimes an object event is consistent with a new event in the room, leading to consequences such as opening another breast or starting a dialogue with the NPC that will be in the room, or interacting with the object that will be in the room. In some cases, this can be used to skip an event (or boss's battle) or a break sequence to an event earlier than is usually possible. In these cases, a significant amount of time can be saved with this trick. Scenario of the game (as in the requirements to promote the plot)... less durable. The plot can tell you to destroy the dark crystal when in fact the script will ignore the flag about destroying this crystal completely, and it will speed things up significantly if you avoid it. Therefore, an important aspect of routing is not just to look at what the game tells you to do, but also to find exactly what flags need to be installed in order for the next event to happen or the dialogue to be unlocked. This will lead to some comical situations, especially in various cases where some basic plot elements just passed by and are completely ignored. Thanks to the way the Digivolution

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walking walk 50 3 General Attack M68 Anger Stone 72 10 General Attack M69 Thunder Band 60 10 General Attack M70 Spin Flying Knife 56 6 General Attack (M71) Overstocked Atomization 0 14 Lower Enemy identify 50 3-4 around reduces enemy defense on reduced enemy defenses on reduced enemy defenses on the lower enemy 2

M72 Super Aairc 0 10 Let enemy tumltuary 2-3 about 25% chance of disorderly within 4 turns (M73) Thunder shock 67 8 General Attack (M75) Pearl Attack 52 6 General Attack (M77) X-ray 47 2 General Attack (M78) Cat mauley 36 1 General Attack (M79) Heavenley 75 12 General Attack (M80) Final Peg Strike 67 10 General Attack (M81) Super Flame 76 10 General Attack M82 Meteorite Big Pinn 65 9 General attack M83 Fox Flame 75 12 General Attack (M84) Touch mauley 52 5 General attack M85 St. Light-Ball 40 3 General attack M86 Umbra dint knife 56 5 General attack M87 Volcano Shell 57 6 General Attack (M88) Tornado Spiral 56 6 General Attack (M89) Super Ice Arrows 60 5 General Attack (M91) Flame Jet 64 9 General Attack (M92) niff 0 08 Let the enemy tuMltuary 2-3 about 25% probability disorderly for 4 turns M93 Super hydraulic 76 12 General Attack (M94) Dragon double nip 55 6 General Assault (M95) To demolish gun 68 10 General Attack (M96) Dragon flash gun 55 7 General Attack (M97) Spin Fly Needles 55 3 General Assault (M98) Pound 84 12 General Assault (M99) Assimilate the Root of Life 0 5 Assimilate Assimilate HP 10 Always does 10% damage, Steals HP (M100) Honeybee Needle 59 6 General Attack (M101) Meteor Rain 67 9 General Attack (M102) Super dint Attack 74 12 General Attack (M103) Sea Dragon Ice Arrows 80 12 General Attack (M104) Ifron Darts 74 12 General Attack (M103) Sea Dragon Ice Arrows 80 12 General Attack (M104) Ifron Darts 74 12 General Attack (M103) Sea Dragon Ice Arrows 80 12 General Attack (M104) Ifron Darts 74 12 General Attack (M103) Sea Dragon Ice Arrows 80 12 General Attack (M104) Ifron Darts 74 60 9 General Attack M105 Water Fly Arrows 70 12 General Attack M106 Large Tsunami 83 12 General Attack M107 Thunder Flags 90 15 General Attack M108 Blood-Red Claw Shot 77 12 General Attack M109 Miga Large Gun 105 18 General Attack M110 Flash Gun 40 2 General Attack M111 Anger Hair Day 65 5 Redound attend 20 No effect M112 Satisfied stick 61 8 General attack M113 Kill gun 107 18 General attack M114 Flames ba M116 Small Bird Pick Shot 42 2 General Attack M117 Sacred Bow and Arrow 94 14 General Attack M118 Waive Sin Holy Light 109 18 General Attack M119 Super Rocket 79 12 General Attack M120 Energy Sword 65 10 General Attack M121 zero cruise flip 85 12 General attack M122 Iron Claw Shot 60 8 General Attack M123 Harpoon Attack 57 7 General Attack M124 Wave Break 2 0 8 Let enemy tumltuary 2-3 about 25% chance of disorderd during 4 turns M125 Spider spin silk 0 8 Let the enemy can not move 2-3 about 25% chance of paralysis for 4 turns M126 Sulphuric acid smoke 0 10 Lower enemy hit the 20 2-3 Around Reduce Enemy Attack by 30% (M127) Bint Snake Shot 63 8 General Attack (M128) Die it shock 0 25 Hit and immediately die Instant Murder (M129) Madness is the arrows of the 86 12 General Attack (M130) Ivory Coast M131 Die Bomb 102 15 General Attack M132 Black Wave Hell 88 14 General Attack M133 Black Poison Sin 0 12 Venenation 3 4 Around One Around Dammify 10 25% Probability of Poison , 5% damage (M134) Obituary to shoot 118 20 General Attack (M135) Kalulu Gun 88 12 General Attack (M136) Large Sword Attack 102 16 General Attack (M137) Light Laser 115 18 General Attack (M138) Blaze mauley 48 4 Attack Shell General Fly Knife 11880 12 General Attack M140 Thunder Ford 95 13 General Attack M141 Lightning Cape cut 85 12 General Attack (M142) Ion shoot 97 13 General attack M143 Infinity Wave 115 20 General attack M144storm Winda 110 20 General attack General attack M145 Golden Drilling Pound 105 14 General Attack M146 Devil emmagee 109 14 General attack M147 Secret attack 82 10 General attack M148 Force Tower 110 25 General attack M149 Sacred pin-rain code 100 18 attack General M Meteor Rays rays 110 25 General attack M149 Sacred pin-rain code 100 18 attack General M Meteor Rays rays 110 25 General attack M149 Sacred pin-rain code 100 18 attack General M Meteor Rays 2 110 20 Usually Attack M151 Vitality Cookey 0 0 Summary of Individual HP 30 Healing 30% M152 Activity Cookey 0 0 Summary Of Individual HP 50 Healing 50% M153 Evaporated Food 0 0 Summary Individual HP 100 Healing 100% M154' Nutritioneiry Cook 0 0 Summary of Wholeness HP 50 Heal Party 50% (M155) Manual 0 0 Summary Of The Integrity of HP 100 100 Party 100% M156 Power Tablet 0 0 Summary Individual MP 30 Recovery MP 30% (M157) Chicken vim 0 0 Summary of Individual MP 50 Recovery MP 50% (M158) Witch Breasts 0 0 0 0 Summary Individual MP 100 Recovery MP 100% M159 Power Stone 0 0 Summary Wholeness MP 30 Recovery Party MP 30% M160 Energy Spring 0 0 Summary Integrity MP 30 Restoration Party MP 30%? (M161) First Aid Needle 0 0 Revival and Summary HP 30 M162 Livesaving 0 0 Revival and Resume HP 50 M163 First Aid Breast 0 0 Revival and Resume HP 100 Regina Tear 0 0 All Revival and summary of HP 50 M165 Angel Bless 0 0 All Revival and Summary HP 100 M166 Update Icon 0 0 Operational Update One Level can not be used in combat Starter digimon to start with 15 experience (8 experience points for level 1 7 to level 2 with 27 required). Digimon derived from chests start with 6 experience and 9 required for Level 2, which actually equates to starting with 32 experience. 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All items can also be found in chests. 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