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The changes made in the latest version are superb, making the game more interesting, faster, and easier. Updates in Player Character sprites, dive sprites, and surfing base. You can now set your skin and hair color at the beginning. Significant changes are made to gameplay, like choosing the random Pokemon for fusion, additional fights, roaming, and a weather tracker. Just as discussed above, the Pokemon Infinite Fusion 6.6.1 is full of new features that are enhanced compared to the games last version. The changes are made to the player character, town map, gameplay, randomizer, and system. Let us discuss what is new in the game 6.6.1. The player characters Sprites are updated in the new version. Updated dive sprites and surfing base, which now change depending on the player characters. the move, are used by the Pokemon. A special sprite is added for surfing players using Surfboard instead of Surf. In the new version, players can set hair color and skin color while fusing. You can pick the abilities of two pokemon, youre fusing. Fusion order does not matter at all. An additional fight is added Dept. Store the top during the Necrozma quest. The abilities to roam legendary pokemon are enhanced; now they can affect the weather when they roam on the latest map. The tracker is renamed as Weather tracker. Removed Vermillion City Lighthouse quest. Added Overheat TM in Mt. Ember. Egg replaced static Flygon on Kindle Road. Teleporting to Mt. Silver now takes you to the base of the mountain instead of the start of the start of the start of the start of the mountain instead of the start of the start of the mountain instead of the start of the start of the start of t from regular encounters randomizer. Added an option for randomized starters to always be 1st-stage Pokemon. Made it possible to set the difficulty from the options menu. Updated the battle command buttons. While concluding the topic of what is new in the game, we can say that Pokmon Infinite Fusion is the second name for modification, updation, and enhancements. Players find them interesting because there is always a new thing in the game in every version of the game. You can download the game, fuse the pokemon, and read about the latest versions and features. Discover the world of Pokmon Infinite Fusion, where you can combine any two Pokmon to create unique hybrids. This fan-made game offers endless possibilities for creativity and strategy. Explore the games features and download it for various platforms below. Pokmon Fusion is an online tool lets you combine sprites and names from classic Pokmon games to make unique and playful new characters. Its a great way to experiment and see what new Pokmon creations you can come up with. If youre into creative twists on popular games, you might also enjoy Nulls Brawl, which offers a fresh take on Brawl Stars with custom content and features. Download Pokemon Infinite Fusion for Windows, Mac Linux, and Android devices using the links below. Download Pokemon Infinite Fusion for Windows, Mac Linux, and Android devices using the links below. the latest version of Pokmon Infinite Fusion and play on your preferred device:Pokemon Infinite Fusion is a fan-made game that allows players to mix any two Pokmon to create a brand-new hybrid Pokmon. This feature offers endless creative combinations and exciting strategic gameplay. Built with RPG Maker XP and the Pokmon Essentials kit, the game delivers a fresh yet familiar experience for Pokmon fans.Game InfoPokmon Infinite FusionRelease Year2015DeveloperSchrumsVersion6.2.3Platform Availability:Windows, Mac, Linux, AndroidLanguage:EnglishLast UpdatedToday (2024)Base Game:Pokmon FireredTypeFan-madeIf you are facing errors in the game then see the solution ofIssues and Fixes here.Here are the some features of Pokemon fusion game.The core feature of Pokemon fusion game.The core feature of Pokemon fusion game. Infinite Fusion is the fusion mechanic. Players can select two Pokmon and combine them to form a new creature with a unique appearance, typing, stats, and moveset. The game includes over 175,000 possible combinations, ensuring that no two playthroughs are the same. While the fusion mechanic is the main attraction, Pokemon Infinite Fusion also offers an engaging storyline. Players can explore a world filled with familiar locations and characters, all while encountering new challenges and surprises. The game includes multiple regions to explore, each with its own set of fused Pokmon. They can choose which moves and abilities to keep, allowing for deep strategic planning and customization. This feature encourages experimentation and replayability, as players can constantly refine their teams. The game features custom sprites for each fused Pokmon, adding a fresh visual element to the experience. The designers have put significant effort into ensuring that the fused Pokmon look natural and cohesive, despite their unusual combinations. Pokemon Infinite Fusion has a dedicated community of fans and developers Players can share their creations, exchange tips, and provide feedback to improve the game. The developers frequently update the game with new features, bug fixes, and additional content, keeping the experience fresh and exciting. Pokemon Infinite Fusion offers a fresh take on the traditional Pokmon formula. It combines the nostalgia of the original games with innovative gameplay mechanics, creating a unique experience that appeals to both longtime fans and newcomers. The fusion mechanic adds a layer of depth and creativity, allowing players to experiment and discover new strategies. To play Pokemon Infinite Fusion, download the game from the links above. Installed, you can dive into the world of fusion and begin creating your own unique Pokmon into unique new forms. With its creative fusion mechanics and engaging gameplay, this fan-made game offers a fresh take on the classic Pokmon experience. Download the latest version now and join a vibrant community of Pokmon enthusiasts in this exciting journey! Creator: Schrroms Version: 6.4.7 Updated: February 08, 2025 Language: English Status: Completed Pokemon Infinite Fusionis an RPGXPFan Gameby Schrroms Was last updated on February 08, 2025. Also, be sure to check out Pokemon Itinerant This game reintroduces the DNA Splicers from Black and White 2 Except, this time you can use it on EVERY Pokmon! Use them to combineany two Pokmon fusion generator. Story Silph Co. created an item that can fuse any two Pokmon and theyre selling it in every PokMart! But Team Rocket might be planning a more sinister way to use this technology The game is closer to a ROM Hack in spirit than to your typical Essentials game in a way. There is, admittedly, not a huge focus on the plot. Its pretty much Pokmon Red but with fusions. Collect 8 gym badges, defeat Team Rocket, and beat the Elite 4. Post Game The story doesn't end after you collect 8 badges and defeat the Elite 4! Here is some of the postgame content that this game offers. 8 new badges to collect in the Johto region and the Sevii Islands, with new cities to explore, sidequests, and puzzles. 25+ legendary Pokmon to track down Rematch all 16 gym leaders to unlock the Super Elite 4 and the Engame Challenger on top of Mt. Silver. Pokemon Fusion: Every Pokmon to track down Rematch all 16 gym leaders to unlock the Super Elite 4 and the Engame Challenger on top of Mt. Silver. Pokemon Fusion: Every Pokemon Fusion Eve any other Pokmon. Each combination has a unique sprite, stats, movepool, PokeDex entry, and everything else you could expect from a Pokmon from generations 1 and 2, with their evolutions, as well as 101 Pokmon from generations 3 to 7 Over 100,000 custom sprites handcrafted by the community. 16 BadgesFight all 16 Gym Leaders from the Kanto and Johto regions Full Kanto regions Full Kanto region 3 years before the events of Gold and Silver. Sevii Islands postgameExplore the Sevii Islands and find some exotic Pokmon Legendary Pokmon25 Legendary Pokmon to track down and catch Nicknaming Pokmon directly from the menu Over 40 Sidequests Rematch or trade with NPCs after battle Facilities: Take part in the Battle Facilities and more! Integrated speed-up button Classic mode, Modern mode, or Random mode Reversed mode: Special game on an Android device, you will need to use Joiplay, as well as the RPG Maker plugin. THE LATEST VERSION OF JOIPLAY IS NOT COMPATIBLE WITH THE GAME so you need to download the supported version from here. Also, do note that even though the game is compatible with Joiplay, it is not optimized for mobile play. Download the Launcher file from the download section below. Run and install the launcher. Launch the Launcher and click on Install end install the launcher and click on Install the launcher. Launch the Launcher file from the download section below. Run and install the launcher and click on Install end install end install the launcher file from the download section below. Run and install the launcher file from the download section below. Run and install the launcher file from the download section below. Run and install the launcher file from the download section below. Run and install the launcher file from the download section below. Run and install the launcher file from the download section below. Run and install the launcher file from the download section below. Run and install the launcher file from the download section below. Run and install the launcher file from the download section below. Run and install the launcher file from the download section below. Run and install the launcher file from the download section below. Run and install the launcher file from the download section below. Run and install the launcher file from the download section below. Run and install the launcher file from the download section below. Run and install the launcher file from the download section below. youre below v6.4.2, you must either reinstall in a NEW folder (since the updater wont work due to bugs) or use the new Launcher: Click Installation Menu on the Launcher to update. Reinstalling doesnt remove or require you to move any Save Files. Launcher: Click Installation Menu on the Launcher to update. Fixes Typos Lowers default game volume Glitched mask obtain method Adds new Character Customization data and options Lowers number of Pokmon to catch for first celadon rocket mission from 4 to 3 Add new hairstyles to Saffron Boutique Made it possible to complete Building Materials quest (Vermillion) after beating the league Added an option to swap the base color in the hair dye menu Pinkan Berries no longer get randomized Lowered the quests requirement for the GS Ball to 50 (Master Ball is now 60) Fixed Team Rocket has disbanded now automatically completed any unfinished missions Fixed Minior not able to be spawned if all 8 constellations were found already. Find the full changelog using the Changelog button below the screenshots! Lightweight Installer: Simple script that will installer on update your game to a folder. Launcher with UI and Menu options for game installation, updates, change logs, and more. Schrromsellation were found already. Find the full changelog using the Changelog button below the screenshots! Lightweight Installer: Simple script that will install or update your game to a folder. Launcher with UI and Menu options for game installation, updates, change logs, and more. This game re-introduces the DNA Splicers from Black and White 2... Except this time, you can use it on EVERY Pokmon! Use them to combine any two Pokmon together into a completely new Pokmon fusion generator. Features Pokemon Fusion: Every Pokmon together into a completely new Pokmon together into a completely new Pokmon together into a completely new Pokmon fusion generator. combination has a unique sprite, stats, movepool, pokedex entry, and everything else you could expect from a Pokmon from generations 1 and 2, with their evolutions, as well as 101 Pokmon from generations 3 to 70ver 150,000 custom sprites handcrafted by the community.16 Badges Fight all 16 Gym Leaders from the Kanto and Johto region 3 years before the Sevii Islands postgame Explore the Sevii Islands and find some exotic PokmonLegendary Pokmon25 Legendary Pokmon to track down and catchNicknaming Pokmon directly from the menuOver 40 SidequestsRematch or trade with NPCs after battle Facilities: Take part in the Battle Facilities and can eventually evolve their Pokmon. Battle Facilities are can eventually evolve their Pokmon eventually evolve their Pokmon New Pokmon, for a total of 501 Pokmon (including forms)Full character customization:150+ hats90+ clothes70+ hairstyles (4 base colors each)Put Hats on PokmonJoin Team Rocket!Customizable Trainer CardsAnd a lot more. Find the full changelog in the announcements channel on the discord!ScreenshotsFusionsPostgame stuff DownloadLatest versionDownload the game's installer from:You may also download the game directly from github if you so wish Preloaded sprites installer (For offline play): versions use the game is a lot larger than other Essentials games. There are lots of files in there, most of them sprites. The game folder is a little over 1gb when extracted so it's normal if it takes a while to extract everything. If you see any bugs in the game (even small ones) or if you have any comments, suggestions about things you'd like to change, or if you just want to share your team, don't hesitate to post it in this thread! About the game (even small ones) or if you have any comments, suggestions about things you'd like to change, or if you have any comments, suggestions about things you'd like to change, or if you have any comments and the game (even small ones) Are you affiliated with the Pokmon Fusion Generator website? No. However, the owners of the website have given me permission to use their cross-generation evolutions. There is also a selection of additional Pokmon from generations 3 to 7 You can find the full Pokdex here.Can I play this game on mobile? Mobile is not officially supported. Some people have been able to run it using an app called JoiPlay, but it is not optimized for it at all.Can I play it on Mac? Yes and no. The game is only compatible with Windows, but it is not optimized for it at all.Can I play it on Mac? Yes and no. The game is only compatible with Windows, but it is not optimized for it at all.Can I play it on Mac? Yes and no. The game is only compatible with Windows, but it is not optimized for it at all.Can I play it on Mac? Yes and no. The game is only compatible with Windows, but it is not optimized for it at all.Can I play it on Mac? Yes and no. The game is only compatible with Windows, but it is not optimized for it at all.Can I play it on Mac? Yes and no. The game is only compatible with Windows, but it is not optimized for it at all.Can I play it on Mac? Yes and no. The game is only compatible with Windows, but it is not optimized for it at all.Can I play it on Mac? Yes and no. The game is only compatible with Windows emulator. mode?If this is your first time playing the game, it is recommended to start with Classic mode.I can't find the option to randomized. But the option to randomized as 'Completed'. Will it still receive updates?Yes. Although the updates will mostly be bugfixes from now on.I got stuck, how can I get unstuck?You can use the DEBUGGER item to get teleported back to the last Pokemon center you've visited. don't have the item, make sure to talk to the Update Man at the top of any Pokemon Center. How does the game deal with nuzlocke in mind. A nuzlocke of this game is possible, but it can be very challenging. How long is the game? There are 8 badges to collect in the main story, plus 8 additional ones in the postgame. Depending on how fast you go, it should be able to reuse my save file in later releases of the game? Normally you should be able to, but I can't promise and it can be very challenging. anything. As long as you make sure to be in a map that hasn't changed, there shouldn't be any problems. Keep in mind that some older areas will have changed a lot too though, so it might be nice to start a new game as well! Didn't find your question? Try the FAQ page on the Wiki for a more up-to-date version. Join the community! Credits This is a fanmade, nonprofit game. It is not affiliated with Nintendo, The Pokmon Company or Game Freak in any way. You can contact me at [emailprotected] for any further information. Last edited: Jun 11, 2025 this is actually interesting you of plagiarism right off the bat without even knowing much about your game, but in that first screenshot, isn't the red-haired boy Rick from Solar Light and Lunar Dark? He has the exact same overworld sprite. If anything, it's a recolor of Gary's sprite. Can't really put any special claims on it. Nice project; looking forward to seeing how this progresses ^^ i love it...i've finished up to where the demo ends the game is great so far haha i did run into an error once when i viewed the pokedex it seemed to only happen after searching though...and it crashed but other then that there hasnt been anything too serious haha cant wait for the next update! found a gamebreaking area just north of cerulean after beating tho update! found a gamebreaking area just north of cerulean after beating tho update! found a gamebreaking area just north of cerulean after beating the nugget bridge running to this spot freezes game... Last edited: May 31, 2015 i love it...i've finished up to where the demo ends the game is great so far haha i did run into an error of the nugget bridge running to this spot freezes game... once when i viewed the pokedex it seemed to only happen after searching though...and it crashed but other then tast there hasnt been anything too serious haha cant wait for the next update! found a gamebreaking area just north of cerulean after beating the nugget bridge but other then that there hasnt been anything too serious haha cant wait for the next update! found a gamebreaking area just north of cerulean after beating the nugget bridge but other than the nugget bridge but of the next update! I'll upload a new version with the nugget bridge but of the next update! I'll upload a new version with the nugget bridge but of the next update! I'll upload a new version with the nugget bridge but of the next update! I'll upload a new version with the nugget bridge but of the next update! I'll upload a new version with the nugget bridge but of the next update! I'll upload a new version with the nugget bridge but of the next update! I'll upload a new version with the nugget bridge but of the next update! I'll upload a new version with the nugget bridge but of the next update! I'll upload a new version with the nugget bridge but of the next update! I'll upload a new version with the nugget bridge but of the next update! I'll upload a new version with the nugget bridge but of the next update. I'll upload a new version with the nugget bridge but of the next update in the next update. I'll upload a new version with the nugget bridge but of the next update. I'll upload a new version with the nugget bridge but of the next update. I'll upload a new version with the nugget bridge but of the next update. I'll upload a new version with the nugget bridge but of the next update. I'll upload a new version with the next update in the next update in the next update. I'll upload a new version with the next update in the next up glitch too, but the Pokedex is to be completely remade eventually anyway. I'm glad that you enjoyed the demo! :) Last edited: May 31, 2015 I downloaded the demon but and completely unable to play it, i get this error Hey so I think stats are combining incorrectly. This Gyarados+Aerodactyl mix should have the following base stats based off averaging of the two HP: 87.5ATK: 115Def: 72SP ATK: 60SP Def: 87.5Speed: 105.5 However the stats it has don't match up. The stats (not base) I got are This is level 20 HP: 68ATK: 55Def: 36SP ATK: 44SP Def: 45Speed: 37 It has an impish nature. Speed should be 29-35. It's too high instead. All the stat values are off. I'd post a picture of it, but I need 5 posts. Also a minor nitpick, but it'd be nice if an exception for gyarados was made so that it's retain water type regardless, acting like a single water type. Looking at my pidgey mankey combo, it also has wonky stats. It also has incredibly low speed. It should have a base stat of 63, but the value I'm getting suggests the base stat is something like 23. Last edited: Jun 21, 2015 Hey so I think stats are combining incorrectly. This Gyarados+Aerodactyl mix should have the following base stats based off averaging of the two HP: 87.5ATK: 115Def: 72SP ATK: 60SP Def: 87.5Speed: 105.5 However the stats it has don't match up. The stats (not base) I got are This is level 20 HP: 68ATK: 55Def: 36SP ATK: 44SP Def: 45Speed: 37 It has an impish nature. Speed is obviously way too low. Like it's speed should be 51-58. Special attack should be 29-35. It's too high instead. All the stat values are off. I'd post a picture of it, but I need 5 posts. Also a minor nitpick, but it'd be nice if an exception for gyarados was made so that it's retain water type regardless, acting like a single water type. Looking at my pidgey mankey combo, it also has incredibly low speed. It should have a base stat of 63, but the value I'm getting suggests the base stat is something like 23. Thanks for letting me know, I'll look into it. And I agree about Gyarados. I think I'll add an exception for it, like I already do for the Gastly line. Edit: Looking at the PBS file, Gyaradactyl has base stats of 87,115,72,60,87,105, which is how it should be, so I'm not sure what's causing this. Did you evolve it from something or did you directly fuse a Gyarados with an Aerodactyl? This might help me to find the source of the problem. Last edited: Jun 21, 2015 Just started playing! Keep up the great work! Can you incorporate battling other users? That would be amazing Thanks for letting me know, I'll look into it. And I agree about Gyarados. I think I'll add an exception for it, like I already do for the Gastly line. Edit: Looking at the PBS file, Gyaradactyl has base stats of 87,115,72,60,87,105, which is how it should be, so I'm not sure what's causing this. Did you evolve it from something or did you directly fuse a Gyarados with an Aerodactyl? This might help me to find the source of the problem. I combined a Aerodactyl with a magikarp as the base (the 500 poke one)Also it'd be nice if Charizard maintained it's primary typing when fused Last edited: Jun 24, 2015 I have decided that I will Nuzlocke this run. I'm really looking forwards to seeing and fixing the whole thingEDIT: Lost in the first battle. If we discount that, I lost in the second battle Last edited: Jun 29, 2015 Let the Dusclops consume the bugs I was a bit surprised that this uses unusual sprites instead of the Standard Pokemon overworld sprites. If I may suggest, could you maybe make the running shoes toggle-able instead of having to Keep pushing the button? Also, I have experienced a bug where I go to Viridian City and walk into the mart, when I move outside, I end up inside the street light next to the store and cannot move anywhere. Edit: Also, not getting healed up after the first Battle with my rival was a surprise. Double Edit: Also, sometimes wild Pokemon do not attack or do anything and instead just sit around and let me attack without anything. Last edited: Jun 30, 2015 Page 2 I was a bit surprised that this uses unusual sprites instead of the Standard Pokemon overworld sprites. If I may suggest, could you maybe make the running shoes toggle-able instead of having to Keep pushing the button? Will do. This should be easy enough. Also, I have experienced a bug where I go to Viridian City and walk into the mart, when I move outside, I end up inside the street light next to the store and cannot move anywhere. Aww crap, I shifted the map to the street light next to the store and cannot move anywhere. Aww crap, I shifted the map to the street light next to the store and cannot move anywhere. Aww crap, I shifted the map to the store and cannot move anywhere. Aww crap, I shifted the map to the store and cannot move anywhere. Aww crap, I shifted the map to the store and cannot move anywhere. Aww crap, I shifted the map to the store and cannot move anywhere. Aww crap, I shifted the map to the store and cannot move anywhere. Aww crap, I shifted the map to the store and cannot move anywhere. Aww crap, I shifted the map to the store and cannot move anywhere. Aww crap, I shifted the map to the store and cannot move anywhere. Aww crap, I shifted the map to the store and cannot move anywhere. Aww crap, I shifted the map to the store and cannot move anywhere. Aww crap, I shifted the map to the store and cannot move anywhere. Aww crap, I shifted the map to the store and cannot move anywhere. Aww crap, I shifted the map to the store and cannot move anywhere. Aww crap, I shifted the map to the store and cannot move anywhere. Aww crap, I shifted the map to the store and cannot move anywhere. attack or do anything and instead just sit around and let me attack without anything. Yeah, this is a known bug. This should be fixed once I upgrade to the newest version of Essentials. In the meantime, I like to pretend that it's a feature! Last edited: Jun 30, 2015 Can you get normal Pokemon through breeding? Like, if I breed a Fusion of Essentials. In the meantime, I like to pretend that it's a feature! Last edited: Jun 30, 2015 Can you get normal Pokemon through breeding? Like, if I breed a Fusion of Essentials. In the meantime, I like to pretend that it's a feature! Last edited: Jun 30, 2015 Can you get normal Pokemon through breeding? Like, if I breed a Fusion of Essentials. In the meantime, I like to pretend that it's a feature! Last edited: Jun 30, 2015 Can you get normal Pokemon through breeding? Like, if I breed a Fusion of Essentials. In the meantime, I like to pretend that it's a feature! Last edited: Jun 30, 2015 Can you get normal Pokemon through breeding? Like, if I breed a Fusion of Essentials. In the meantime, I like to pretend that it's a feature! Last edited: Jun 30, 2015 Can you get normal Pokemon through breeding? Like, if I breed a Fusion of Essentials. In the meantime, I like to pretend that it's a feature! Last edited: Jun 30, 2015 Can you get normal Pokemon through breeding? Like, if I breed a Fusion of Essentials. there a way planned to catch the remaining Starters or otherwise get them? Can you, or are you planning to add the Feature for fused Pokemon to evolve? Can a fused Pokemon that uses Eevee as its main form evolve into the different elemental forms of Eevee with the other Pokemon fused too? I saw that the other game using this Fusion Feature was taken down by Nintendo... anyone know why they

ARTO CODOMYS—BY AND C

to give my input on these topics. Fusion! prefer having the original standard of the Polyment of the original standard of

breed (Squirtle+Ratata) with the same, you should have:1/4 chance of a pure Ratata.1/4 chance of (Squirtle+Ratata)1/4 chance of (Ratata+Squirtle)Here is the graphical representation of this:imgur/dJ2fcVI.jpgThe website I used to generate this orders the results alphabetically. I would switch the order of the top-right result, in this case. I quite like this actually. Like you

think you have enough info on the fusions mechanics already? Hell I can serd you the Java code I use to generate everything if you want (it's messy as shit though!) Yeah that'd be nice for sure. The way I have it set up atm is that I run' a Java script to generate the pokemon.txt file from a csv file containing the pokemon.txt file from a csv file containing the pokemon.txt file from a csv file containing the pokemon.txt file that isn't 400 000 lines and that doesn't take 10 minutes to come up with some code to do it in-engine, I'd gladly use it instead of how I'm doing things right now (and I'd credit you as a programmer of course.) Do you want me to send you the Java code I use to generate everything if you want (it's messy as s\*\*\* though!) Actually, what I'd need would be a copy of your Scripts.rxdata (in your game's Data folder). That way I don't have to sak what changes you made to the scripts already - which as far as I know is only the change to the DNA Splicers. Features of Pokemon EntropyThe black circular "doodles" in the lower right corner of my avatar are actually my username written in Gallifreyan. Yes I'm a Whovian. Page 3 I got your PAM and assumptions? 1.) There will be no Mega Evolution2.) You're only using Gen I Pokemon (1-151). Yes, this is correct. No mega evolutions. I might add more howering in the lower right corner of my avatar are actually my username written in Gallifreyan. Yes I'm a Whovian. I've seen, it will be a lot easier to eventually add new pokemon that you're only using Gen I Pokemon (1-151). Yes, this is correct. No mega evolutions. I might add more howering in the lower right corner of my avatar are actually my username written in Gallifreyan. Yes I'm a Whovian. I will be a lot easier to eventually add new pokemon with you will rever. And the work is a really cool idea, but the spritting in this could really use some work. The designs are awkward and obvious copy/paste mash-ups, and the colors are really jarring for nearly all the example fusions you've shown. What are you s

that I run a Java script to generate the pokemon.txt file from a csv file containing the pokemon information, so I don't really have to apply every small change manually. But you're right, it would absolutely be more efficient to do it procedurally directly in rmxp. Having a pokemon.txt file that isn't 400 000 lines and that doesn't take 10 minutes to compile would be refreshing for sure! Honestly, the

battlesEscalation mode: The opponent's Pókemón levels increase by 5 with every trainer you defeat while yours stay to a set level. Mirror mode: Face a trainer with a team consisting of exactly the same Pokemon and have to take one dited: Aug 14, 2015 I figured some of you would like to see what the game looks like in motion instead of screenshots, so I made a small trailer for it. Tell me what you think! Last edited: Sep 13, 2015 in the first town when ever i leave the Pokemart i get sparwed in it was still there in the next version Let the Dusclops consume the bugs This is an amazing work. Can you get normal Pokemon through breading this at a later date once it has more content. Keep up the amazing work. Can you get normal Pokemon through breading this at a later date once it has more content. Keep up the amazing work. Can you get normal Pokemon through breading this at a later date once it has more content. Keep up the amazing work. Can you get normal Pokemon through breading this at a later date once it has more content. Keep up the emazing work. Can you get normal Pokemon through breading this at a later date once it has more content. Keep up the emazing work. Can you get normal Pokemon for you planning to add the Feature for fused Pokemon to evolve? Can a fused Pokemon to evolve? Can a fused Pokemon that uses Eevee as its main form evolve into the different elemental forms of Eevee what the other pokemon fused too? I saw that the other year least they save they showed the fused Pokemon fused too? I saw that they don't save generally bothered by fangames, so I wonder if they are likely to go after this game to if it becomes a use of least they save they showed the fused Pokemon fused too? I saw that they don't save generally be of they are likely to go after this game to if it least they save they showed the fused Pokemon fused too? I saw that they don't save save they save and the fused Pokemon fused too? I saw that they are likely to go after they save they save and they save they save and they save and t

it's a game about dusing two living creatures, you not all you way stats were made. Also, Raichu doesn't have the right stats. Most notably, the speed. Progress update time!! Is going to be pretty cool! You can expect somewhere between 10-20 quests for the next demo alone! Basically most cities will have a hotel. Those can be used to pass time by renting a room. But more importantly, the top floors will always have trainers giving small optional sidequests! This should be good!Don't hesitate to tell me either here or by P if you have an idea for a quest. I'd love to hear them! Also, I posted a new progress report on Relicscastle. You can read about it (broken link removed)if you're interested! Finally, here's an imgur album with a bunch of new screenshots from the new demo! I seriously cannot want to the remove th

if this was hard to follow or if I messed up the calculations ~~ Actually, Raichu's speed shouldn't be 100 at all. It got buffed in gen 6. Also, our ideas aren't THAT similar, as mine weights the final stat to the higher one, while yours makes the higher one, while you can use for it may be loved Raichu, which has an awful Defense stat which wastes its Special Attack and Special Defense. Oh, and with the Highest Stat Bonus, rounding up, my formula, and gen 6 stats, Raifable's stats look a bit more like THIS.... 105/88/71/115/92/118Spooky. But then again, there ARE stronger Poke you can use for fusing... Last edited: Nov 26, 2015 So I've suddenly started getting errors when I try to load my save? I'm not sure why, but here's an image of the error: Great, now my cute Wedlocke its suspended until five errors when I try to load my save? I'm not sure why... Well I have no idea. So I've suddenly started getting errors when I try to load my save? I'm not sure why... Well I have no idea. So I've suddenly started getting errors when I try to load my save? I'm not sure why... Well I have no idea. So I've suddenly started getting errors when I try to load my save? I'm not sure why... Well I have no idea. So I've suddenly started getting errors when I try to load my save? I'm not sure why... Well I have no idea. So I've suddenly started getting errors when I try to load my save? I'm not sure why... Well I have no idea. So I've suddenly started getting errors when I try to load my save? I'm not sure why... Well I have no idea. So I've suddenly started getting errors when I try to load my save? I'm not sure why... Well I have no idea. Sorry I can't be of more help. Redownloading the Data folder should do it I think, but I don't know if your save file will still be there... Oh I know where the save file is, don't worry about that. First off- i'm so glad this game is happening. Literally a dream come true, a dream ive had ever

defence of 100, the current formula gives the fusion 100 defence unless it is the strongest stat of one the pokemon involved. Doesn't it seem odd? I think a pre-fusion boost of 15% to all stats would make fusions who are worth-naking and make sense in the game, instead of just giving people the informula gives the fusion pokemon involved. Doesn't it seem odd? I think a pre-fusion boost of 15% to all stats would make fusion pokemon with an everage fusion website. Along with some other players, I've noticed an error in fusion stat calculation. Combining my aerodactyl and known with game of the pokemon with game of the pokemon with game in the game, instead of just giving people the pokemon with game in the game, instead of just giving people the opportunity to make edd type combos and freaky sprites. Which is saw the alexonsager fusion website. Along with some other players, I've noticed an error in fusion stat calculation. Combining my aerodactyl high speed care than the pokemon with an everage in the pokemon with game in the game, instead of just giving people the pokemon with game in the pokemon with game in the pokemon world by storm, and if all the trainers are spending thousands to implement then, and if the gym trainers themselves are utilizing fusions to sum to the expension of the wighted and civided by two). It like the current mechanic of weighted an everage people the sum of the pokemon world by storm, and if all the trainers are spending thousands to implement then, and if the gym trainers themselves are utilizing fusions to the sum of the pokemon will have been the sum of their parts (weighted an everage people then then the program is taked and it like the current mechanic on the pokemon will have been the sum of the powemon both have a defence of 100, the turn fusion to the theorem then the program is the pokemon both have a defence of 100, the turn fusion at a like powe people the powemon both have a defence of 100, the turn fusion the powemon both have a defence of 100, the turn fusion at a like

did enjoy making it and would happily make more of them for you (in my spare time between work and college), however what's important is the quality and what everyone thinks. So please, if anyone, everyone and especially you Schrroms could tell me what you think by answering; A) Which of the below images you prefer and B) Would you like to see me attempt at making any other fusions. I like to

think i at least tried to make the idea of fusing them together unique! :) EDIT: Would like to add i did make this at one o clock in the morning in an hour, i assume i could improve the quality by a lot if i was both awake and have more time. After looking at my picture i do realise it looks 'low quality'. I can improve upon it tommorow and re-upload a more highly detailed version if preferred. I only need to re-allign the spikes from the staryu, add more detailed shading and make the shell more round. Last edited: Dec 11, 2015 How would you guys feel about allowing fused Pokemon to have more than two types (up to 4). Sounds like it could make this already mind-blowing pokemon game even mindblowing-ier?... Are you basically saying that you will have your normal double fused pokemon but you can fuse two extra pokemon on top of that to gain one type each time. E.g. Chartle (fire + water + normal) + Beedrill (fire + water + normal) + Pidgey (fire

very amateur - if anyone likes it better than the default blastoise with a star on his face then i'll happy try making more and improve as i go! :D Last edited: Dec 12, 2015 Hahaha! I always enjoy seeing the teams people come up with! The rates for shiny Pokemon are the same as in the official games, congrats! Don't worry, it'll keep its shininess when you fuse it too! Thanks for the bugs. I'll work on fixing them. 1. No breeding doesn't work yet. 2. Yes, the egg that Prof Oak gives is a completely random first-stage Pokemon that will always be shiny. You got pretty lucky to get an Articuno fusion! 3. Yes, you should be able to continue where you left on, but a lot of stuff will have changed before the first 3 badges as well, so it might be better to just start over. 4. I changed all Gym Leaders teams in demo 2.

The levels are mostly the same, but their teams are more interesting and take advantage of type combinations from fusions so you'll have to think outside of the box to beat them. 5. I could probably do that actually. I loaded the game after taking 2 hours to unzip and the game came up with an error saying ??????? I have recently bought the Mt. Moon Poke center. I want to fuse it with my charmander, but I had a question about the typings. If i fuse them together, does the fire-water type stay throughout the evos, or when charizard is evolved, it will be a water-flying type? Thanks in advance. Page 5 Umm you've stolen my graphics and tiles from my gamem Pokemon Solar Light and Lunar Dark...what's with that huh? Please remove them. Could you help me? I've been trying for a few hours to download the game, but I can't open or play it! — It would be really nice if you could help me, or post some instructions because I'm probably doing something wrong. This game looks so cool!:) Thanks in advance! I loaded the game after taking 2 hours to unzip and the game came up with an error saying ??????? Are you on Mac? The game won't work on Mac, unfortunately. I have recently bought the Mt. Moon Poke center. I want to fuse it with that huh? Please remove them. Outly on Mac, unfortunately. I have recently bought the Magikarp from the Mt. Moon Poke center. I would be really nice if you could help me, or post some instructions because I'm probably doing something wrong. The game won't won

the game is made, but if it is hard to add more types to one pokemon or up the STAB of same primary type stacking (like two ground type pokemon fused getting 60% instead of 50%) you could possibly just make new types that are combos, e.g. Rock/Fire, Fighting/Ghost, or Grass/Grass (maybe, like, UltraGrass?). Then a Scyther and Kabutops fusion would have two types-Bug/Rock and Flying/Water. If giving a pokemon four separate types is easier though, that would be just as good. I think it would improve the game, since our pal Makyo could still get both fire and water STAB from his Gyarizard (or Charados), and other combinations would still be true to their components. Right now, you can only get steel type if your magnetine or magneton is the second half of a fusion. Its the same for ghost-the

have to be the first component. This multi-typing would open up the possibilities for interesting new pokemon, and would be something truly novel about the game. ![STARYU + BLASTOISE CUSTOM SPRITE]!...ish - Opinions Please! :D So i just thought i would try and make a sprite for you, i do not have any prior experience (first time making any pixel art) and i hope it's useful. I did enjoy making it and would happily make more of them for you (in my spare time between work and college), however what's important is the quality and what everyone thinks. So please, if anyone, everyone and especially you Schrroms could tell me what you think by answering; A) Which of the below images you prefer and B) Would you like to see me attempt at making any other fusions. I like to think i at least tried to make the idea of fusing them together unique! :)EDIT: Would like to add i did make this at one o clock in the morning in an hour, i assume i could improve the quality by a lot. If i was both awake and have more highly detailed version if preferred. I only need to re-allign the spikes from the staryu, add more detailed shading and make the shell more round. I actually prefer the original sprite. In general, I think all the star-as-head-fusions look fantastic. The algorithm works great for them. It have been made with -all- of the first 151 fused together. The sheer number of possibilities makes this one of my favorite hacks to play and I am eagerly awaiting the next demo release. (Levitate Magnezing anyone?) also don't think sheet very should not get faster when fused with slow pokemon) Downloaded the entire 1.6 demo rar off Mediafire, unzipped it, no game.exe file. 11/10 Did you maybe cancel the unzipping early? I had no problems

with it. It would have taken a while. Also it's hard to take you seriously with a name like that. Hey, I can use some parts of your map in my game? until the map appears to be the pokemon fire red, need your permission if I can use it or not. I will wait your answerSorry for misspelling, I am Brazilian by using Google translate xD umm... if you have read the credits you would have known you asked the wrong person due to the maps were made by me ... and on 2nd note there free to use here I actually am looking for spriters at the moment, so it'd be great!There's a few sprites that I need to be made... These are the ones I need the most because they're pokemon used by important npcs/gym leaders. If you could do any one of these (with shiny sprite ideally), it would really help me out. You can do any other sprite that's not in there if you want to and I'll probably use them in the game, but the ones in this google doc are the most important! Hey, I made one the sprites (Squirtmander). Where do I submit? Hey, I can use some parts of your map in my game? until the map appears to be the pokemon fire red, need your permission if I can use it or not. I will wait your answerSorry for misspelling, I am Brazilian by using Google translate xD umm... if you have read the credits you would have known you asked the wrong person due to the most into google doc are the most important pcs/gym leaders. If you could do any one of these (with shiny sprite ideally), it would really help me out. You can do any other sprite that's not in there if you want to and I'll probably use them in the game, but the ones in this google doc are the most important pcs/gym leaders. If you could do any one of these (with shiny sprite ideally), it would really help me out. You can do any other sprite ideally), it would really help me out. You can do any other sprite ideally), it would really help me out. You can do any other sprite ideally), it would really help me out. You can use it or not. I will wait your answerSorry for misspelling, I am Brazilia

something like that. Would it still be too OP/confusing or is it something you'd like to see in the game? More-than-two-types would work easier with the engine I wrote for you (what I'll call the Kyurem Engine since the fusions are programmed more like the way Kyurem is) than for the normal engine, since with your engine you'd have to do some serious tweaking to the compiler for Pokemon.txt. Maybe not for this game, but for the hypothetical sequel you mentioned that would use the Kyurem Engine? And even if you do, I'd suggest making STAB's boost depend on the number of types the Pokemon would get, say, a 33% boost, whereas a quadruple-typed Pokemon would get a 25% boost.Note that also, if you add the possibility for more than two types, you also have to tweak the type effectiveness code, since the way it's coded now will make any effectiveness below 1/4x automatically become an immunity. For the game's folder and it should be something wrong with the rar file.Anyway, here's everything except the graphics and the audio (so you don't have to re download the whole thing). Put it at the root of the game's folder and it should look like, do you have all these folders? This is what the game folder should look like, do you have all these folders? One and it credownloading the .7z one and it credownloading the .7z one and it credownloading are wrong within the main folders are missing. Most all of them were subfolders located in the graphics folder. Most notably, Fogs, Gameovers, Icons, Panoramas, and Transitions. No idea what caused this or if anyone else is experiencing the same problem. Due thing I find very you permission to use my work, because I didn't give you any permission at all, saying 'I gave you to any permission to use my work, because I didn't give you any permission at all, saying 'I gave you to any permission to use my work, because I didn't give you any permission at all, saying 'I gave you to any permission to use my work, because I didn't give you any permission at all, saying 'I gave you to any per

credit' doesn't make it okay, again, please remove them before I report this game to the administration. Page 6 if the biggest worry about making four types available for fused pokemon is because "its too complicated," i would say that's a good argument to put it in. I'm sure if someone had proposed the idea of abilities instead of the pokemon company just making it, some would have replied that it

than two types (up to 4). This is just an idea at this point and I have no idea how hard it would be to code in to be honest, but would you guys think it is a good idea or would it make things too complicated? I'd probably make it so that STAB is 50%)Type 2: Head's first type -> 30% bonus Type 3: Body's second type -> 20% bonus Type 4: Head's second type -> 20% bo

sounded too complicated as well, and its a fascinating part of the game. This feature might make you have to fight a gym leader a few times to figure out strategies for once, and that sounds more fun to me. It would make pokemon infinite fusion extraordinary. Sorry but crediting me doesn't mean I gave you permission to use my work, because I didn't give you any permission at all, saying 'I gave you credit' doesn't make it okay, again, please remove them before I report this game to the administration. Alright, geez I'll edit the maps that use the tilesets and remove anything by you from the game. I didn't realize you had a problem with people using them. crediting me doesn't mean I gave you permission to use my work I just want to point out the irony in that this is literally what every game here, yours included, is doing with Nintendo's intellectual property. Last edited: Dec 16, 2015 I'd love to be able to play this game, but the extracting takes SO long! I had to stop after 5 hours... I guess no Infinite Fusion for me...: (I vote for having all 721 Pokemon in the game, it doesn't matter so much to me if you can fuse them all or not, I'd just like all six generations of Pokemon...Thank you! Watashi wa Phantomness desu. Nice to meet everyone. I created Championshipping (Lance x Red). My webpage is www.geocities.ws/shadowphantomness. Fanfics galore + Lance shrine! Update time, everyone. I'm afraid I have some bad news. As a result of this, I didn't realize they weren't public tiles and used them in the game. Thankfully, there were only 2-3 maps that used these tiles, but this still means that I will have to remake them from scratch, which may set me behind a new version of 1.6 once the affected maps have been changed. Sorry about this. Don't worry, I'm still

working on demo 2.0 and this whole thing shouldn't slow progress too badly. I'm now done with my uni finals and should have a lot more time to work on the game during Christmas break hopefully. Wow, you got crazy lucky with that egg! It's made so that it can have a shiny of literally any first or single-staged Pokemon in the game, so a Zapdos-Dratini fusion is a really good get! I'm not sure what the deal with that crash is. I'll investigate. I'd love to be able to play this game, but the extracting takes SO long! I had to stop after 5 hours... I guess no Infinite Fusion for me...: (I know, I'm so sorry about that. I'm looking into ways to make the size smaller! Last edited: Dec 17, 2015 First of all: This game is just so freaking awesome! Thank you so much for it! Such a great idea! Even if some fusions look kinda... well... yeah.. you know. haha, but I don't care! Also the story and the maps are so damn cool! Keep up the awesome work! Canno't wait for Demo 2.0!! Any estimated date on release? hey schrroms ive been watching a lets play of this game and it seems like a lot of fun but i have 1 question, how exactly do u install it or set it up? i have extracted the file a from it came a folder with a bunch of stuff in it but i don't actually know how to get the game and it seems like a lot of fun but i have 1 question, how exactly do u

unfortunately. I haven't tested it myself but apparently that's how it is for all RPG Maker games. Sorry Schrroms but another question would be, What is this a rom hack of? It isn't a rom hack of? It isn't a rom hack of? It isn't a rom hack if you're on mac unfortunately. I haven't tested it

install it or set it up? i have extracted the file a from it came a folder with a bunch of stuff in it but i don't actually know how to get the game set up and playable. Can u assist me in anyway. Im using mac by the way. Forward Message Reply With Quote There should be a game.exe file in the folder. That's what you click on to start the game probably won't work if you're on mac

myself but apparently that's how it is for all RPG Maker games. It isn't a rom hack. It's made using Pokemon Essentials. Thanks anyways. U need to add the trade stone cause its easier to	evolve pokemon that its evolve requires to trade with a trainer PLS ADD IT T T Pretty
sure the trade evolution pokemon evolve by level up now. like about level 40 or so. That's correct. All trade evolutions stone to the game if people like it better though. I think it's fine the way it is. Only thing about it is that you can that's correct. All trade evolutions evolve in their third stage at level 40.I'll consider adding some kind of trade evolution stone to the game if people like it better though. I think it's fine the way it is. Only thing about it is that you can that's correct. All trade evolutions evolve in their third stage at level 40.I'll consider adding some kind of trade evolution stone to the game if people like it better though. Well Thanks cause i didnt know that i just only played till cerulean city and i kinda didnt know but anyway thx . I Love This Concept And I Hope	an't evolve them to their final evolution in the current beta unless you grind a bunch.
game is having all the regions and all the badges Also having all pokemon in it , i mean come on man , why put just 100 or 200 in each game while u could put 700+ its stupid! Well, the amount of work it would take to make all those pokemon fusable is ridiculous. The guy who made all the fusion sprites for the	e original 151 went through and designated head areas, body areas, and color schemes in
order to automatically fuse them, and even then a lot of people complain about the sprites. Admittedly, a lot of them do look confusing. That work spent getting all the pokemon in could be put toward cool sprites, with time to spare. Also, from an old pokemon fan, I just don't want the newer generations. the first generations are more often painfully unnatural looking, with weird line patterns along their moves and attachments. Seriously though, as cool as their moves and stories are, Arceus still looks dumb. It has some gate attached to its midsection that it jumped through. Blaziken is	some sort of bell-bottom-wearing fighting chicken. And those are "cool" ones. I don't want
them in the game. that being said, I'm of the opinion that if this game does well, schrroms should make a sequel with more pokemon, if he wants. Otherwise we will all be waiting forever for any game to happen. What exactly do you mean by "The game was censored"? Demo is back up guys. Sorry about this whole to sooner, but I got caught up in holiday stuff and didn't have too much time to work on it. This is NOT demo 2.0. The demo still ends at Rock Tunnel like before. Anyway, the maps that have been remade are Viridian Forest, Route 3 and Route 9. I also threw in new versions of Route 1 and Pewter City because I cringe	
based on an early build of 2.0. You can check the changelog for details. Demo is back up guys. Sorry about this whole thing. I had to remake some maps because of a copyright issue. I wanted to get it done sooner, but I got caught up in holiday stuff and didn't have too much time to work on it. This is NOT demo 2.0 are Viridian Forest, Route 3 and Route 9. I also threw in new versions of Route 1 and Pewter City because I cringed everytime I looked at the old maps. Couple of other stuff changed since this release is based on an early build of 2.0. You can check the changelog for details. Did you see my post in page 5? How about 1 and Pewter City because I cringed everytime I looked at the old maps.	). The demo still ends at Rock Tunnel like before. Anyway, the maps that have been remade
and there's an area on the steps that lead to brock if you go 1 space down after going up the steps you can never move again i would recommend adding a teleport option in the trainer card or menu so when people get stuck they don't have to restart the game (btw saving and resetting a bad idea on my part but i r	really didn't want to lose progress) also not a glitch but you may want to reprice the dna
splicer something more like 1000 because 2000 is a tad unreasonable i took a screenshot of where i'm stuck but i guess i can't upload it and honestly i'd love to help in any way i can ok so there's a misplaced tile in the forest noticed it while walking around in there and there's an area on the steps that lead to brock recommend adding a teleport option in the trainer card or menu so when people get stuck they don't have to restart the game (btw saving and resetting a bad idea on my part but i really didn't want to lose progress) also not a glitch but you may want to reprice the dna splicer something more like 1000 because 2000 is a tad unreasonable i took a screenshot of where i'm stuck but i guess i can't upload it and honestly i'd love to help in any way i can ok so there's a misplaced tile in the forest noticed it while walking around in there and there's an area on the steps that lead to brock a screenshot of where i'm stuck but i guess i can't upload it and honestly i'd love to help in any way i can ok so there's a misplaced tile in the forest noticed it while walking around in there and there's an area on the steps that lead to brock a screenshot of where i'm stuck but i guess i can't upload it and honestly i'd love to help in any way i can ok so there's a misplaced tile in the forest noticed it while walking around in there and there's an area on the steps that lead to brock a screenshot of which is a screenshot of which it i	100 is a tad unreasonable i took a screenshot of where i'm stuck but i guess i can't upload
it and honestly i'd love to help in any way i can Found it and fixed it. Really sorry about that. Copy this file in the game's data folder, replacing the old one and hopefully this should fix it without you losing any progress. For others, I'm compressing the full fixed version at the moment, so it should be up in a few hour having no encounters and Pewter City's pokecenter having encounters (I know lol) That being said, I'm of the opinion that if this game does well, schrroms should make a sequel with more pokemon, if he wants. Otherwise we will all be waiting forever for any game to happen. I didn't really want to talk about it so s	
to create a new generator based on their source code (with a few adjustments to recolor the sprites, etc.). This would allow me to add as many Pokemon to game as I want and possibly even have 3-4 way fusions. Plus their sprites generally look better imo. Don't get too excited about it though. There's still a fair channex release though. But yeah, that's planned for the future. Last edited by a moderator: Dec 31, 2015 wanted to reply directly to your post but since there are links i couldn't anyways thank you so much and i'll let you know if i run into any more problems also if paras/parasect isn't already in this demo might i suggested.	
facewise makes things look like they're wearing glasses)did not fix it for me looks like i have to restart thank you anyways though like i said while in testing this is bound to happen in places so i'd recommend some kind of teleport option until you're out of demo phase at least also not so much of a bug as an animat	tion issue when healing pokemon in pokecenter the pokeballs float oddly Last edited by a
moderator: Dec 31, 2015 wanted to reply directly to your post but since there are links i couldn't anyways thank you so much and i'll let you know if i run into any more problems also if paras/parasect isn't already in this demo might i suggest adding him into the next somewhere (parasect has one of the nice spriter I believe. did not fix it for me looks like i have to restart thank you anyways though like i said while in testing this is bound to happen in places so i'd recommend some kind of teleport option until you're out of demo phase at least also not so much of a bug as an animation issue when healing pokemon in pokecenter	the pokeballs float oddly Sorry, I thought this would do it. :(Yeah I'll probably add
something like that. Healing glitch is known and has been fixed. So given that you completely ripped off WaterTrainer's (from DA) tileset without permission, i'm glad to see that you are removing them. I sincerely hope you do not have anything else ****ing stolen in this game, I refuse to support it unless you prove you got permission from everyone else for their contri	ibutions. The tiles have already been removed. I don't really care whether you support the
game or not. ok so i got the fossil and it just turned into kabuto maybe (during the demos that will happen in) post some kind of small warning note beforehand that way we know to save then so if we don't like nature or gender we can reset and try again the first overworld sprite when you're leaving pewter and he placeholder or mistake or intentional maybe) You guys should make sprites for the fusions like the drawings that there are of them, they look really cool and i think it would be a great feature I am so hyped for this game! Ignore the haters. When will demo 2.0 come out? Also, I would be even more hyped if all 721 Isname.	
living thing said: I am so hyped for this game! Ignore the haters. When will demo 2.0 come out? Also, I would be even more hyped if all 721 Pokemon were in! Also, will this be mobile compatible? I can't play pc games Thanks! Trust me, I'd LOVE to get all 721 Pokemon in the game! Unfortunately it's only for PC, sor like. But I'm not going to uni this winter (I'm doing an internship) so I might actually have more time to work on it!:) Hey Schrroms, i was wandering if this game was playable on Mac? I was given a error when opening the game. It was ????????? I don't know what it meantbut it was a error I quess. I noticed a	rry.I'm not sure when demo 2.0 will be ready. I haven't been making progress as fast as I'd
right outside of Diglett Cave on Route 2 who is trading his Mr. Mime for an Abra has a bug. When you trade to him the game ends up crashing with an error code on the screen. Hope this helped! Besides I have a plan for Mr. Mime so I may need him. Page 8 Other (For the pole): Adding the cross-generational evol	lutions from generation 1; These are the ones in question: Pichu, Cleffa, Igglybuff, Crobat,
Bellossom, Politoed, Slowking, Magnezone, Steelix, Tyrogue, Hitmontop, Lickilicky, Rhyperior, Happiny, Blissey, Tangrowth, Kingdra, Mime Jr., Scizor, Smoochum, Elekid, Magby, Espeon, Umbreon, Leafeon, Glaceon, Sylveon, Porygon-Z and Munchlax. (bold = the gen 2 pokmon which will really make so lower the sound volume? Maybe you already know but, you can battle a bug catcher in Viridian Forest over and over again xDBug: When a pokemon learns a new move when you have already know but, you can battle a bug catcher in Viridian Forest over and over again xDBug: When a pokemon learns a new move when you have already know but, you can battle a bug catcher in Viridian Forest over and over again xDBug: When a pokemon learns a new move when you have already know but, you can battle a bug catcher in Viridian Forest over and over again xDBug: When a pokemon learns a new move when you have already know but, you can battle a bug catcher in Viridian Forest over and over again xDBug: When a pokemon learns a new move when you have already know but, you can battle a bug catcher in Viridian Forest over and over again xDBug: When a pokemon learns a new move when you have already know but, you can battle a bug catcher in Viridian Forest over and over again xDBug: When a pokemon learns a new move when you have already know but, you can be a new move when you have already know but, you can be a new move when you have already know but, you can be a new move when you have already know but, you can be a new move when you have already know but, you can be a new move when you have a new move when yo	know but, you can battle a bug catcher in Viridian Forest over and over again xDBug:
When a pokemon learns a new move when you have already 4 moves learned and you select no and confirm it asks again Actually, you can rebattle more then half of the trainers. ITS A FEATURE! i found three scripts in the game2 when you do the mr mime and jynx trade1 in the rock near the chick in mount moor soooooooooo! Long It's finished extracting on my old windows 7 computer. After 4 hours. I can't wait to play it tommarow! If 2.0 came out? Would I still have my save file? Last edited by a moderator: Jan 13, 2016 Hi everyone, I'm back from a small vacation and currently stuck in traffic on my way to work (I'm not do	
Basically I've been having lots going on in my personal life lately (moving, new job, girlfriend, uni stiff). Because of this, I probably won't have much time to work on the game. I really hate to have to say this but I suggest you forget anything I've said about a possible release date. It's highly possible I'll have to dela forward to the next release. I will still be working on it, little by little, but I sinply cannot make the game my top priority at the moment, I hope you guys can understand. I'll focus on fixing the new glitches that have arisen in the last release. Then after a bugtesting phase I'll eventually release a first version of demonstrated.	
on. I honestly have no idea about what the time frame will be like for all that. Hey, am I allowed to make a german translation for this? Will the trainer house still be in 2.0? That's my most anticipated feature Nice work, would love to see a full Kanto or Kanto-Johoto game (Like HG SS but the other way around?) of	it. Pls continue and take a cookie for the awesome and fun work so far ^^ Current team:
mandrill and bulbasaur(I can't find anything to fuse with him) Can you make a randomizer option for this? It could he just like a regular randomizer but every trainer has random fusions. Also if I updated from Windows 7 to 10 would I keep my save file? Last edited by a moderator: Jan 16, 2016 That would be really first language. Maybe I'll get to it eventually. I have started editing it, and I will start with pallet town and make it in a row, i think i will need a couple of days for it Last edited: Jan 15, 2016 I guess something is wrong when fusing pokemon	because when i try to fuse ivysaur as the head and kabuto as the body I get Kabuyasur
but it should be ivyuto. For some reason it makes the same types too with each of the fusions i try to make. it, both fusions might i add, go to rock/ poison when i want grass/ water. i want to control it but it goes to kabuyasaur every time i try and fuse them together. is there a problem or is it just me? Add storyline then two times to the right and i stuck in front of the fence. Page 9 Hey, Is it possible to help you with some Sprites of the Game, because i like this game really much and wanted to help please contact me with email: [emailprotected] or on Skype: jojokre1 I hope the game will continue s	
moderator: Jan 17, 2016 I guess something is wrong when fusing pokemon because when i try to fuse ivysaur as the head and kabuto as the body I get Kabuyasur but it should be ivyuto. For some reason it makes the same types too with each of the fusions i try to make. it, both fusions might i add, go to rock/ poiso and fuse them together, is there a problem or is it just me? The order you select the Pokemon has no importance. The higher level Pokemon gets the body and the exp share key item? I'm really struggling in this game. Last edited: Jan 18, 2016 This look intresting. I would like to	
levels, does it evolve multiple times with the parts of only one pokemon changing? Proudly using my phone to access this forum IGN: Storm ID: 27121 (AS) This look intresting. I would like to know how the game handles evolution. If the component pokemon evolve at different levels, does it evolve multiple times with the parts of only one pokemon changing? Proudly using my phone to access this forum IGN: Storm ID: 27121 (AS) This look intresting. I would like to know how the game handles evolution. If the component pokemon evolve at different levels, does it evolves into Nidotata and on level 20 to nidocate (Nidoking/Oueen + Raticate) Fucking Awesome each part of the fusion evolves. If u have Nidoran and Rattata and it grows to level 16/17 it evolves into Nidotata and on level 20 to	vith the parts of only one pokemon changing? each part of the fusion evolves. If u have
Awesome Have you made something on the game yet? I would love a randomizer option for this game! You don't have to add one it would just be really cool Last edited: Jan 19, 2016 Hey, just asking will you make translations for the game, too? If yes, I'd offer my help translating it to German, because I just watched	d some German youtuber doing an LP of your game. So if I can help you just PM me;)
when i try poliwhirl trade for jinx, then crash it and i want really this jinx Would it be possible to swap genders somehow later on? I'm loathe to restart later. Hi everyone, I'm back from a small vacation and currently stuck in traffic on my way to work (I'm not driving, don't worry!) shaving lots going on in my personal life lately (moving, new job, girlfriend, uni stiff). Because of this, I probably won't have much time to work on the game. I really hate to have to say this but I suggest you forget anything I've said about a possible release date. It's highly possible I'll have to delay it further. I'm ext	tremely sorry about this because I know that a lot of you are looking forward to the next
release. I will still be working on it, little by little, but I sinply cannot make the game my top priority at the moment, I hope you guys can understand. I'll focus on fixing the new glitches that have arisen in the last release. Then after a bugtesting phase I'll eventually release a first version of demo 2. It will lack some no idea about what the time frame will be like for all that. Aahhh c'est vraiment plate, mais je comprends, tu ne peut pas juste passer toute tes journes coder, mme si je suis sre que t'aimerait que a soit le cas;). Soit dis-en passant, trs beau jeu, j'adoooore le potentiel qu'offre le jeu est vraiment vraiment vraiment infinie;). (It	5 5
cant play it it says: ??????'bitmapcache'/393???runtimeerror?????failed to load the bitmap located at graphics/titles/intro 1i've downloading it what should i do? when i open the game a message appears: '????????'how can i fix this? MY GAME ON THE LAST DEMO WHEN YOU RELEASE TO A NEW ONE? the biggest disadventage is i have to wait for the download which suck cause its like 1gb:/dont forget to reply also Firstly: I would like to say right now, THANK YOU. You've spent who knows how many hours working on a game that will	
for free. So thank you. You beautiful person. Now for my idea: add a merchant where the game currently ends? They'd sell rare candies and stat ups, so you can quickly get to new evolutions after beating the game. Removes the need for grinding. Ps. Can't wait for rock tunnel! Gyarachamp looks badass! Last edited	l: Jan 28, 2016 Finally got time to play it!i found a few bugs, but mostly just graphical
glitches.Graphics:1. Oak has feet over him when walking2. if you choose charmander then cancel selection, it turns to a yellow block3. Fight entry animations are only on a small corner of the screen Gameplay:1. Activating the first rock in mt. moon crashes the game2. leaving viridian forest puts you in the middle of an error and skipped my turn. ??4. HOLY ****!! DRAGON RAGE SQUIRTMANDER!?! This needs to be fixed. Blue can wipe your party easy as pie unless you chose charmander. Also:1. How does fusion work with current movesets? Say Jigglypuff (J) knows "sing", and Magikarp (M) knows "splash". if i fuse them into	jigglykarp (J as head, M as body), what moves does it have?2. How do nicknames work?
say i have the pokemon above, and i fuse them the same way. Would it be "J the JigglyKarp" or "M the JigglyKar	
choose charmander then cancel selection, it turns to a yellow block3. Fight entry animations are only on a small corner of the screenGameplay:1. Activating the first rock in mt. moon crashes the game2, leaving viridian forest puts you in the middle of the road in front of the viridian museum All of these have been function and skipped my turn. ?? Yeah that's a glitch that happens once in a while. I'm still unsure what I can do. 4. HOLY ****!! DRAGON RAGE SQUIRTMANDER!?! This needs to be fixed. Blue can wipe your party easy as pie unless you chose charmander. Yeah, the	
Charmander learned Dragon Rage so early. This will also be fixed in the next version. Also: 1. How does fusion work with current movesets? Say Jigglypuff (J) knows "splash". if i fuse them into jigglykarp (J as head, M as body), what moves does it have? 2. How do nicknames work? so "M the Jigglykarp"? 3. i have an emulator set up how i like it, and the different controls with no explaination is confusing. custom controls please? 4. Which version is this based on? (what wiki should i use?) [/QUOTE] 1. I'm not entirely sure. It either keeps all of Jigglypuff's moves or all of Magikarp's moves. I can't	ay i have the pokemon above, and i fuse them the same way. Would it be "J the JigglyKarp"
be able to change the nicknames directly from the party menu, so it shouldn't be much of a problem in case you wanted it to keep the other one. I might make it so that it combines the nicknames, just for fun. 3. I know that the newest version of Essentials (which I'm not using) has some	ething like that. I'll see if I can add that at some point. There's a menu where you can set
buttons when you press F1. I'm not sure if it works, but it may be worth a try in the meantime. It's a mix of all Kanto games, with a bit of extra stuff here and there. You can find all Pokemon from either versions in the wild. You can check this pastebin for encounters (might not be 100% up to date). So Im Suppose fuse my Charmander with NidoranM to get a Charan and I've done it both ways but no mater how Manny Times I try it always comes out as a Nidomander which is not what I want and I know u can make Charab because this youtuber nammed MunchingOrange got it so If you guys can plz help me I will be completed.	te ly greatful and thx for your time. May i use your signature? I'd like to show this idea off.
Of course, go ahead. Hey there um I am trying to fuse my Charmander with NidoranM to get a Charan and I've done it both ways but no mater how Manny Times I try it always comes out as a Nidomander which is not what I want and I know u can make Charab because this youtuber nammed MunchingOrange got you're playing 1.7, the way fusions are determined depends on the levels of the two Pokemon. The highest level becomes the head/color. In your case your Charmander must be a higher level than your Nidoran so it takes the body and becomes Nidomander. In order to	
the splicers. The order in which you select them in the splicers menu doesn't matter. Can you add a ramdomizer? That would be cool. You don't to have to though um i got a problem my game was taking to long to load so the server crashed and i was in the middle of a trainer battle and it said refreshing game saving saved data it says "?????" PokemonLoad'?400???NoMethodError ??????" undefined method updateMap' for nil;NilClass" can anyone plz tell me why it is saying this and how to fix it cause i don't want to loose all my data. Thx for your time by the way. Hello, I found two bugs: The first: In the third arena when the statement of the saying this and how to fix it cause i don't want to loose all my data. Thx for your time by the way. Hello, I found two bugs: The first: In the third arena when the statement of the saying this and how to fix it cause i don't want to loose all my data. Thx for your time by the way. Hello, I found two bugs: The first: In the third arena when the statement of the saying third arena when the statement of the saying third arena when the saying third are saying third are saying third are saying third are saying the saying third are saying third are saying the s	ng data so it saved in the middle of the trainer battle and now when i try to load up the
time I use it more of the outside. The second: When I walk around in the room in the way to the Victory Road with the person inside who wants your second medal later, I can't move, not even when I climbe up to the bike. Sorry for all mistakes I'm from Germany and only in the seventh grade in the middle of a trainer battle and it said refreshing game saving data so it saved in the middle of the trainer battle and now when i try to load up the saved data it says "?????" "undefined method updateMap' for nil; NilClass" can anyone plz tell me why it is saying the	e. um i got a problem my game was taking to long to load so the server crashed and i was
Damn, I really don't know Sorry. Try redownloading the game I guess: / Hello, I found two bugs: The first: In the third arena when the stairs go down, the picture goes higher every time I use it more of the outside. The second: When I walk around in the room in the way to	the Victory Road with the person inside who wants your second medal later, I can't move,
not even when I end the game or when I climbe up to the bike. Sorry for all mistakes I'm from Germany and only in the seventh grade. Oh yeah, I forgot you could go to Route 23 after you got some badges. I think I'll remove it altogether for now since there's no point going there anyway. I'll check out that trash car Emulator? The Game Is Really Slow	m really looking forward to playing this. It sounds like a lot of fun. Any update on the 2.0
Beta? I decided to make the Debugging build of demo 2 public. If you want to help playtesting the game, you can download it from here. This version is playable up to Fuschia City and contains most of the features from demo 2.0. Keep in mind that this isn't the official release yet and there WILL be bugs. You've been computer couple of bugs since I've been playing sonic boom oddorb hit my mr. ysaur with soundproofbulbasaur + mr mime = psychic/poisoncan't use bulbsaur sleep powder on brock's onixafter visiting the pokemon centre outside mt moon after blacking the powder on brock's onixafter visiting the po	
citymy pakarp's effect spore activated on gary's mantata during the first hit of fury swipes and it kept going after it was sleepingmy pakarp evolved into a pados and became a bug/dragongraphical bug to conclude the guard blocking the entrance to the underground tunnel on route 5 won't move after getting the Si When I Start The Game It Shows Black Screen And Crashes PLZ Help Page 11 Normally the game takes the first type from the second type from the second type from the game so it gets the grass type, but Ivysaur is grass/poison so it gets the poison. It says that it's a Grass/	S ticket from bill so I cannot move on with the game I Have a Problem Whit The Game
it isn't just missing? A prompt came up with an error but I don't know where it saved to. Gyarados is Water/Dragon in 1.7. I've changed it to Water/Dragon in 1.7. I'v	e pokeballs are outside of the machine. You have to get Cerulean City's badge for the
guard to move out of the way. Forgive me, I don't know how to Pokemon. Thanks for replying, I am really enjoying the game. I'm using 7zip to open the file but it can't open a few things. why? This game is awesome I've been doing some save scumming to see what I can get from the egg at the end of the 1.7 demo. I problem in the 2.0 beta. In the stable demo I had completed the available content, meeting with Professor Oak on Route 9 to rematch some trainers and discovered that A) all the trainers had reset and didn't recommend a lot and hatching the egg, I went back up to Route 9 to rematch some trainers and discovered that A) all the trainers had reset and didn't recommend.	ognize that we had battled before, and B) a bunch of items were lying around that I didn't
pick up. So, I backtracked a bit, got the items, fought some trainers and then I got to the location depicted in the picture below: I'm supposed to be able to walk down and pass that trainer below me to reach Route 10, but this section is actually impassable. I can't move down or right, I can only move back up (while lets people back onto route 9, not onto route 9, not onto route 10.I was able to use Windows Recovery to get an older version of the save file, so now I'm stuck walking in circles getting the egg to hatch again. But yeah, I can't proceed past Route 9 in the 2.0 beta. OK, already found a problem in the 2.0 beta. In the stable demo I had	
shiny egg. After walking around a lot and hatching the egg, I went back up to Route 9 to rematch some trainers and discovered that A) all the trainers had reset and didn't recognize that we had battled before, and B) a bunch of items were lying around that I didn't pick up. So, I backtracked a bit, got the items, fou supposed to be able to walk down and pass that trainer below me to reach Route 10, but this section is actually impassable. I can't move down or right, I can only move back up (which obviously doesn't get me closer) and if I walk around I encounter a ledge that only lets people back onto route 9, not onto route 1	
stuck walking in circles getting the egg to hatch again. But yeah, I can't proceed past Route 9 in the 2.0 beta. The game considers them to different trainers. Which debug version were you using? This should've been fixed in the latest version folder to update). Last edited: Feb 24, 2016 When will the official infinite fusion 2.0 launch? Hi! I love the game but some stuffs really bother me: in the last demo 2.0, it is said that fused poken only learn physical moves from the body and special moves from the headwhy? I think it goes against the fusion pri	on.The most up-to-date is version 2.0.4. You can download it from here: Replace the data
gengar. I think the stats distribution between the head and body is fine. The moves distribution is not. It's just my opinion though. Cheers. Hi! I love the game but some stuffs really bother me: - in the last demo 2.0, it is said that fused pokmon only learn physical moves from the body and special moves from the head.	eadwhy? I think it goes against the fusion principle And it makes it less "free" because
it will feel lame to fuse let's say alakazam with gengar. I think the stats distribution between the head and body is fine. The moves distribution is not. It's just my opinion though. Cheers. Ah yes, this was an idea to help differentiate fused Pokemon from their differently ordered counterparts in an effort to make each negative feedback from playtesters and reverted it back to the way it was before. I should update the FAQ probably. Last edited: Feb 26, 2016 Ah, awesome! It's cool that you listened to feedback, kudos to you that's bad design in its finest. You don't take away something and just say but who cares, just go to the m	nove tutor. Also, the costs of the move tutor is quite high when you begin to play. And one
of the big selling point of pokmon fusion is to fusion pkms like you want them to be, freely. That's not fun to always be thinking "oh snap, I wanted to fuse those two but none of them learn good physical/special moves so it's basically a half fusion: "Ok sure, mechanically, it's annoying. But look at it theme-wise; If y pokemon's move do you think it should learn? Thinking theme-wise, it might make more sense for the body pokemon to contribute NO moves to the end result. And as for the move tutor; I think of it as him unlocking unknown potential that your pokemon wouldn't realize otherwise. And if that's not what he's for, when the solution is to fusion pkms like you want them to be, freely. That's not fun to always be thinking "oh snap, I wanted to fuse those two but none of them learn good physical/special moves so it's basically a half fusion: "Ok sure, mechanically, it's annoying. But look at it theme-wise; If y pokemon's move do you think it should learn? Thinking theme-wise, it might make more sense for the body pokemon to contribute NO moves to the end result. And as for the move tutor; I think of it as him unlocking unknown potential that your pokemon wouldn't realize otherwise. And if that's not what he's for, when the solution is to fusion pkms like you want them to be, freely. That's not fun to always be thinking "oh snap, I wanted to fuse the solution pkms like you want them to be, freely. That is not fund to always be thinking "oh snap, I wanted to fuse the solution pkms like you want them to be, freely. That is not fund to always be thinking "oh snap, I wanted to fuse the solution pkms like you want them to be, freely. That is not fund to always be thinking "oh snap, I wanted to fuse the solution pkms like you want them to be, freely. That is not fund to always be the solution pkms like you want the solution	
together, just because they look ugly Just Me being picky i guess Ok sure, mechanically, it's annoying. But look at it theme-wise; If you take one pokemon's move do you think it should learn? Thinking theme-wise, it might make more sense for the think of it as him unlocking unknown potential that your pokemon wouldn't realize otherwise. And if that's not what he's for, why is he in the main games? PS. I personally don't fuse some pokemon that would be great together, just because they look ugly Just Me being picky i guess Yeah, that was the idea. It may be understood to the pokemon that would be great together, just because they look ugly Just Me being picky i guess Yeah, that was the idea. It may be understood to the pokemon that would be great together, just because they look ugly Just Me being picky i guess Yeah, that was the idea. It may be understood to the pokemon that would be great together, just because they look ugly Just Me being picky in guess Yeah, that was the idea. It may be understood to the pokemon that would be great together.	
bummed out that their Pokemon couldn't learn some moves that they thought they would and I can understand why. In the end I thought it would be better not to limit gameplay for the sake of 'realism' (if we can call it that). Besides, which Pokemon is the body/head already has an impact on stats distribution and to a not 1+1 = 2. So when you fuse 2 pokmon, they become one = they share everything. Their life, their mind etc. Also I faced a new "bug": if a pokmon use light screen, each time you use a special attack you'll get a pop up window saying that there was an error, an exception or whatnot. It does not make the	typing so opposite fusions already are fairly different. Except a fusion by definition is 1+1
issue with the script maybe not knowing how to deal with the effect of the ability? so im working on my own fan game right now to, i really love infinite fusion but i could use a little help on eventing, i want to make an event just like yours at the first badge when you are trying to leave the town someone blocks yours at the first badge when you are trying to leave the town someone blocks yours at the first badge when you are trying to leave the town someone blocks yours at the first badge when you are trying to leave the town someone blocks yours at the first badge when you are trying to leave the town someone blocks yours at the first badge when you are trying to leave the town someone blocks yours at the first badge when you are trying to leave the town someone blocks yours at the first badge when you are trying to leave the town someone blocks yours at the first badge when you are trying to leave the town someone blocks yours at the first badge when you are trying to leave the town someone blocks yours at the first badge when you are trying to leave the town someone blocks yours at the first badge when you are trying to leave the town someone blocks yours at the first badge when you are trying to leave the town someone blocks you are trying to leave the town someone blocks you are trying to leave the town someone blocks you are trying to leave the town someone blocks you are trying to leave the town someone blocks you are trying to leave the town someone blocks you are trying to leave the town someone blocks you are trying to leave the town someone blocks you are trying to leave the town someone blocks you are trying to leave the town someone blocks you are trying to leave the town someone blocks you are trying to leave the town someone blocks you are trying to leave the town someone blocks you are trying to leave the town someone blocks you are trying to leave the town someone blocks you are trying to leave the town someone blocks you are trying to leave the town someone blocks you are trying to leave th	ou saying you need to get the badge to proceed , can you help me with that event as i need
to do the same what level up moveset are you using? I trained up my charmeleon to level 17 but it didn't learn dragon rage sadly Weird, my charmeleon but i could use a little help on eventing, i want to make an even you saying you need to get the badge to proceed, can you help me with that event as i need to do the same It's just a bunch of events that activate when the player walks on it, nothing fancy. Like so: And here's the content of these events. My version of RPG Maker is in french, but I'm sure you get the idea: The second of the same It's just a bunch of events that activate when the player walks on it, nothing fancy.	cond page is just an empty page that activates when the first badge switch is set to true.
what level up moveset are you using? I trained up my charmeleon to level 17 but it didn't learn dragon rage. I'm using the gen 5 movesets, but I modified Charmeleon's learnset slightly as of version 1.7 and upwards because it was way too OP of a move to learn it so Exciting news: Demo 2.0 will finally be released next Friday! (March 11th)Almost a full year after the first demo was released! It will go up to Fuchsia City and will have tons of new stuff! I can't wait to have you guys try it out! Exciting news: Demo 2.0 will finally be released next Friday! (March 11th)Almost a full year after the first demo was released! It will go up to Fuchsia City and will have tons of new stuff! I can't wait to have you guys try it out! Exciting news: Demo 2.0 will finally be released next Friday!	year after the first demo was released! It will go up to Fuchsia City and will have tons of
new stuff! I can't wait to have you guys try it out! Look amazing. I kept checking in for this. Will we be able to continue off of our old saves from the previous demo? Also with Fuchisa City available that means we'll be seeing the safari zone? That place will be a mess of crazy combinations of pokemon. Look amazing previous demo? Also with Fuchisa City available that means we'll be a mess of crazy combinations of pokemon. Yes you should normally be able to continue where you left off. Just make sure that you weren't in a map that got deleted or modified (there are a few of them, I'll	
combinations! I can't remember exactly but I calculated some time ago that there were something like over 150 different Pokemon in a single area! My game got REALLY laggy just after i got to celadon. Is anyone else having this problem?-correction: My game gets really laggy at night in celadonI'm at the celadon and now i can't get back in. Help? Last edited by a moderator: Mar 9, 2016 im so excited i cant stand it I'm at the celadon sewers. I attempted to get through, but blacked out. the sewers were flooded at the time, and now i can't get back in. Help? Ohh crap. Unfortunately I don't really have a solution for you at the	sewers. I attempted to get through, but blacked out. the sewers were flooded at the time,
that can be accessed when the water's up. Thanks for letting me know. I'll try to do something about the lag as well. ok so although having all 721 pokemon (plus what ever sun and moon add) would result in 519841 possible combos (plus am i right in saying that there are sprites for pure fusions (bulbasaur bulbasaur	our fusion?) Yes you should normally be able to continue where you left off. Just make sure
that you weren't in a map that got deleted or modified (there are a few of them, I'll put instructions with the download)Yes the Safari zone is in and yes it's a crazy mess of combinations! I can't remember exactly but I calculated some time ago that there were something like over 150 different Pokemon in a single a 721 Pokemon fusable in the next update? Hey Schrods? Did you get my message in your PM yet? Uh yeah No offense, but your imgur album really weirded me out. I don't really know what to say lol.I might give the Hitmonchan-paras fusion to some trainer, but I won't be adding it as a character:/ Yeah Sorry al	bout that? :3c I didn't want to link the post here since A few images may not be sfw? :( I
should've ask next time? Page 13 I found these bugs in 2.0.6:(In no particular order)1 - Winning against gambler stan (On the way to celadon) sends an error and crashes the game 2 - There are a few impassable tiles on route 243 - The wall behind misty is not solid4 - Some stairs in Pewter will immobilize youImage since A few images may not be sfw? I should've ask next time? I am suddenly curious Last edited by a moderator: Mar 11, 2016 Yay! Cannot wait to play it! It's unzipping now. Also, what version of rpg maker are you using	
old computer) I found these bugs in 2.0.6:(In no particular order)1 - Winning against gambler stan (On the way to celadon) sends an error and crashes the game2 - There are a few impassable tiles on route 243 - The wall behind misty is not solid4 - Some stairs in Pewter will immobilize you mages of all the errors REALLY Love This And I Really Enjoy The Pokedex Because The Desc Of The Fusions And Yea Keep It Up And Just A Question What Was Added In The New Demo? Can You Send The Pokedex Of The P	s (in order): I am suddenly curious I could send a PM to you right away. Hey Dude I
voucher from the pokemon fan club, then I went to the bike shop. He talked to me as If I already had bought a bike and would say that he gives no refunds and what not. Problem is, I have neither the bike nor the voucher in the inventory. I was thinking that it would maybe be a problem wen I need to access the cy move. It's a slight inconvenience though I'm not sure if it happens to everyone or just me. So I've tried to get the technician ability from my meowth when I fuse it with my rattata but I always get the pickup ability instead. I've tried over 20 times now and it has always been pickup. I'm starting to think the abilities are not refunded by a model and refunded	cling road. Other than that, there is the minor crash if you restart using f12 then try to
just caught a Mr. Mime and it's only psychic type? Has fairy type not beem implemented yet? They mention it at the academy. Strangely after fusing my bulbasaur with the mr mime was fairy type although there was no indecation that mr mime was fairy. And when you fuse mr mime (first) and bulbasaur	you get Mr Bulba. The sprite looks awesome but not the icon sprite or whatever you call
it for the party. Probably an easy fix. Last edited: Mar 12, 2016 So I've tried to get the technician ability from my meowth when I fuse it with my rattata but I always get the pickup ability instead. I've tried over 20 times now and it has always been pickup. I'm starting to think the abilities aren't random. EDIT:Little it's only psychic type? Has fairy type not beem implemented yet? They mention it at the academy. Strangely after fusing my bulbasaur with the mr mime was fairy. And when you fuse mr mime (first) and bulbasaur you get Mr Bulba. The sprit	te looks awesome but not the icon sprite or whatever you call it for the party. Probably an
easy fix. Uh that's weird. I mustve forgot to update mr. mime;s type. Will fix asap I gave my Dome Fossil to the guy in Vermillion city pokecenter and after I beat the electric gym I went to pick up my fossil pokemon but when I talk to the fossil lady nothing happens, she just tells me they revive fossils here. I was plant found. After beating Brock if you talk to the gym trainer on the left you will be in an endless loop. Also something very minor but I didn't learn poison powder at level 13 with my bulbasaur abomination. I only learned sleep powder but my brother with just a regular bulbasaur during that time learned both poison powder at level 13 with my bulbasaur abomination.	owder and sleep powder. Also what is the learnset for the moves? Like which generation?
Me and my bro have been trying to figure out through level out but as soon as we think we figured it out something throws a wrench in our answer. EDIT: I clicked on my trainer card and noticed that it said I had the 4th badge, when it should be the 3rd badge. Last edited: Mar 13, 2016 I found a Bug in Mistys Gyr conversation is starting over and over again and I cant get out. Its really sad because i evolved 3 Pokemon after I saved the last Time. Last edited: Mar 13, 2016 I stream too, and draw Pokemon / Nintendo stuff. You should search me up! So I encountered a shiny pokemon and caught it. Too bad it isn't a good poken.	
gastly used curse, it acted like pursuit and the curse message appeared before I switched out. The move didn't work though and gastlys hp wasn't cut in half. Every time the gastly used curse the same error message appeared. It never made my game freeze up though. Another bug I noticed is how if you don't use attack sucker punch will hit you even though you used a status move. Hai I Would Love To Play This With You Once Your Done The Game And Start All Over Again Because I Havent Got So Far Havent Got Past Gary So I Want To Start A New File With You Because It Would Be Fun And If You Say No I Understand I	a status move during a double battle but with your other pokemon you use a damaging
Say whats going on in my room? Page 14 Say whats going on in my room? Oh fuck!!See, the room's appearance is decided according to the player's age, which you elect when you make a new game. Since you're (I'm guessing) updating from a previous version, the game considers your age to be 0. And so you're	re sent to default room layout which wouldn't be supposed to be able to access normally.
Now this wouldn't be a problem if the default room looked like a regular room. But then I edited the map when I was drunk, added a bunch of stupid shit, and then completely forgot about it:/This is pretty embarrassing: S Last edited: Mar 14, 2016 Oh *****!!See, the room's appearance is decided according to the papearances. When I made myself a 17 year old girl it was like all purple and when I decided to start a new game I thought I'd be 12 that time around and my room was all pink. I'm wondering if there are any other perks to go with your age? I noticed the different room appearances. When I made myself a 17 year old girl it was like all purple and when I decided to start a new game I thought I'd be 12 that time around and my room was all pink. I'm wondering if there are any other perks to go with your age? I noticed the different room appearances. When I made myself a 17 year old girl it was like all purple and when I decided to start a new game I thought I'd be 12 that time around and my room was all pink. I'm wondering if there are any other perks to go with your age? I noticed the different room appearances. When I made myself a 17 year old girl it was like all purple and when I decided to start a new game I thought I'd be 12 that time around and my room was all pink. I'm wondering if there are any other perks to go with your age? I noticed the first a like all purple and when I decided to start a new game I thought I'd be 12 that time around and my room was all pink. I'm wondering if there are any other perks to go with your age? I noticed the first a like all purple and when I decided to start a new game I thought I'd be 12 that time around and my room was all pink. I'm wondering if the perks to go with your age? I noticed the first a like all purple and when I decided to start a new game I thought I'd be 12 that time around and my room was all pink. I'm wondering if the perks to go with your age? I noticed the first a like all purple and when I decided to start a new game I thought I'd be 12 that time	old girl it was like all purple and when I decided to start a new game I thought I'd be 12
that time around and my room was all pink. I'm wondering if there are any other perks to go with your age? At the moment, no. It's just this and a few npc dialogs. I kinda want to make age more relevant somehow, but I can't really think of anything lol Hey Schrroms, what are all the updated pokemon types? I know it. I was just wondering. Also did you keep the ghosts as pure ghosts for fusion purposes, or is that different? Hey Schrroms, what are all the updated pokemon types? I know you polled about it, and the updated first post says to look in the FAQ, but I couldn't find it. I was just wondering. Also did you keep the ghost	sts as pure ghosts for fusion purposes, or is that different? Uh yeah, off the top of my head
it's something like Persian(Normal/Dark), Arbok(Poison/Dark), Gyarados(Water/Dark), Pinsir(Bug/Steel) and Seadra (Water/Dragon). I might be forgetting one, but I think that's about it. The reason for these changes was to have some Dark type pokemon in the game and to make it so that Steel and Dragon aren't line. Pokemon that would've worked well for that.) I didn't want to change too many types because it can get confusing, but I felt like these ones worked well. I'll probably change Seadra back to pure water if I ever end up adding gen 2 Pokemon (because Kingdra). And yeah, the Gastly line is considered pure ghost when	
that the grey color scheme stays with the fusion that keeps the Steel type. That's about it I believe. I'll add that to the FAQ eventually. I get an infinite text from the pokemon fan club, then I went to the bike shop. He talked to me as If I already had bought a bike and would say that he gives no refunds and what not. Problem is, I have neither the bike nor the voucher in the inventory. I was thinking that it is a single of the bike shop. He talked to me as If I already had bought a bike and would say that he gives no refunds and what not.	e ran into a bug with the new release (Or at least I think it is and I'm hoping it won't screw
things up after 1 remove that shortax/35 I got the blke volucher from the pokenion fair club, then it went to the blke short it was thinking that it went to the blke short it was thinking that it went to the blke short it was thinking that it was the minor crash if you restart using f12 then try to move. It's a slight inconvenience though I'm not sure if it happens to everyone or just me. I really hope Schrroms is able to fix this bug because it is happening to me as well and I won't be able to access Cycling Road without it. Edit: the F12 issue happens for me as mentioned already. On Route 3, the first trainer you fight is a female bug catcher with a different team of four. I believe in Jesus Christ my Savior. If you do too, and aren't scared to admit it, then copy and paste this in your signature. A Fanfiction of the blke short is the blke short in the blke short in the blke short in the blke short. I have here the blke short in the	s well. I'm enjoying this so far =)Something I've noticed, but I don't know if it's been
The first the first state of the	non Author Who Dares to be DifferentA glimmer of hope in a war-torn world - The my team. Also I noticed a bug with curse. When I switched pokemon and the gastly used

back sprites animated in the future? (Too bad I'm not good at animated sprites or anything....): (The backsprites of 20k+ pokemon... good luck lol. Ash X May Turst Me. A Popular FanFic?---Project---I just want to point out that it looks like the patch doesn't fix the text loop on the way out of Misty's gym after defeating her. I managed to get around this by going around the trainer so I didn't pass them directly. Last edited: Mar 19, 2016 I believe in Jesus Christ my Savior. If you do too, and aren't scared to admit it, then copy and paste this in your signature. A Fanfiction Author Who Dares to be DifferentA glimmer of hope in a war-torn world - The EndCyberpunk fanfancy some Cyberpunk PMD action with space else can I find Del?' -Fret/Waterpad I like to see better looking fusion quick question (and sorry if I missed this anywhere)... Where is the move deleter? I have a Kadabra with the move teleport that cannot be deleted since it is a HM and I would like to get rid of it to learn new moves. I enjoy wat to deleted since it is a HM and I would like to get rid of it to learn new moves. The bad news is: there isn't one. I kinda forgot that the move deleter? I have a Kadabra with the move teleport that cannot be deleted since it is a HM and I would like to get rid of it to learn new moves. The bad news is: there isn't one. I kinda forgot that the move deleter was a thing. The good news though is that HMs will be forgettable like any other move as of update 2.1. Like hotcar50 pointed out, Teleport now works like Fly, both in-battle and out of battle so it can actually be somewhat useful even for battles. I've just been through the SS Anne and I love the new design for it! It's very well done! (And the amusing addition of a guard telling you the deck is off limits until they get a tile set for it was brilliant!) I've tried to add an attachment for a glitch with the tile set in one of the rooms I noticed. Behind the female trainer you can walk inside the black area, and the two tiles above it towards the door. I bel

my Savior. If you do too, and aren't scared to admit it, then copy and paste this in your signature. A Fanfiction Author Who Dares to be DifferentA glimmer of hope in a war-torn world - The EndCyberpunk PMD action with space pirates? System:RebootOther Fics - SWC entry 'Rivers and Waterfalls''Where else can I find Del?' - FFnet/Wattpad Hey, I've noticed some issues with fusions. Even though it doesn't change who contributes the head or body, switching the order in which you pick pokemon does change the stats and the level the fused pokemon is at. When I fused a growlithe and a kabuto, the level varied from the current level of the kabuto to a few levels higher at fusion, and whereas it had much higher attack then special attack for the former, the latter had almost the same attack and special attack. Also, as a previous commenter noted, the abilities of fused pokemon is not. When I fused a growlithe had flashfire, every time i fused him the fusion, switching the order in which you pick pokemon don't seem to be fluid. No matter the fact that my growlithe had flashfire, every time i fused him the fusion either had intimidate (if i chose growlithe had flashfire, every time i fused him the fusion either had intimidate (if i chose growlithe had flashfire, every time i fused him the fusion either had intimidate (if i chose growlithe had flashfire, every time i fused him the fusion either had intimidate (if i chose growlithe had flashfire, every time i fused him the fusion either had intimidate (if i chose growlithe had flashfire, every time i fused him the fusion either had intimidate (if i chose growlithe had flashfire, every time i fused him the fusion either had intimidate (if i chose growlithe (Body)Kabuto(Head) fusions will saving about stats. If you're saying that two Growlithe(Body)Kabuto(Head) fusions will fusion suit the had subject to the body's and special stats here, not taking levels into account)If you're saying that two Growlithe(Body)Kabuto(Head) fusions will be controlled to the head of the had subje

curse, it acted like pursuit and the curse message appeared before I switched out. The move didn't work though and gastly she wasn't cut in half. Every time the gastly used curse the same error message appeared. It never made my game freeze up though. Another bug I noticed is how if you don't use a status move during a double battle but with your other pokemon you use a damaging attack sucker punch will hit you even though you used a status move. Cool! I found a shiny Ratfing randomly the other day while testing too. But yours is way better lol I'll try to see what's up with these moves, thanks for letting me know. I would like to see the Pokemon fusions

one ability capsuls in alot of fan games they give you a chance to get one of wipix ability than you currently have basically give you a chance to get one of wipix ability than you currently have basically give you a better ability then you currently have basically give you a better ability then you currently have basically give you a better ability then you currently have basically give you a chance to get one of wipix you do got a random ability of pokemon and it hink it be cool to have a chance to get one of wipix you got a deaded on your capsule aswell I know if this would show picture it on deviantant but this side wont let me till my account older I'm enjoying the game so far. It's been great fun trying to think up combinations. A couple things though First, I'm sure somebody probably told you but you forgot to edit the breading info for the beacher in Viridian. I did have a good laugh from it though as it told the player to reminder you so here I am. Also, if don't know if this is possible but you may want to consider looping background music as most tracks only last about a minute/ minute and a half. Also, the Viridian Pokemon Center doesn't have music (or at least mine didn't). Lastly thanks again for all your hard work. I'm having a blast. (P.S. If my above critiques/information has already been mentioned, I apologic. I'm admittedly too lazy to read through 12 pages of forums.) Is the Porygon out I tried to interact with the wile it was still movine you a question: Is there an android version of Pokemon infine fusion available? Or a way to play just on android. And I really love that Game and was wailable? Or a way to play just on android devices? I wonders and was wailable? Or a way to play just on android devices? I wonders a little bit disappointed in this is apposing to this in the page of forums. It is the same stat calc, I would suggest considering rejnka's stat calc: (Head Stat+Higher Stat+Body Stat+Weighted Stat)/3.8. I noticed that it would be much more favourable for many fusions involving w

up to date. I'll have a look at it, but it's unlikely that I will change the current system. You can have a look at the pokemon. pbs file for the base stats. Is there a way to arrange bag items in Pokemon Essentials/Infinite Fusion a lathe Select Button, or do I just have to deposit everything into the PC and remove it in the order I want it to be?EDIT: Erm, I thought Fairy was implemented? How come Jigglypuff is still just Normal? Last edited: Mar 28, 2016 I was wondering if you made pokemon fusion random. When I tried to fuse Nidoran(m), I got Nidomander. When I tried to fuse Nidoran(m) first then Nidoran(m), I got Nidomander. This is my 6th time and got Nidomander. If you could make it not random I would be so happy because closing the game and opening it back up takes so long. (Is there a way to go back to the main menu. Ignore the last part of the first EDIT. EDIT3: I just keep getting Nidomander. Once you get Nidomander, is it always gonna be Nidomander? EDIT4: ALL I WANT IS CHARAN!EDIT5: Just got an error msg... imgur(dot)com/8PwLyRM Last edited: Mar 29, 2016 Page 16 I was wondering if you made pokemon fusion random. When I tried to fuse Charmander first then

regards to fusion? That's the one thing the teacher in Viridian doesn't mention. Last edited: Mar 24, 2016 I got three things I think would make the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and doing a monotype run I have beat the game I am so dedicated I am almost lvl 60 with all my Pokemon and I am almost lvl 60 with all my Pokemon and I am almost lvl 60 with all my Pokemo

Nidoran(m), I got Nidomander. When I tried to fuse Nidomander. If you could make it not random, could you actually base it off pokemon(dot)alexonsager(dot)net like you said you would? Thanks in advance. EDIT: I tried again and got Nidomander. This is my 6th time and got Nidomander. If you could make it not random I would be so happy because closing the game and opening it back up takes so long. (Is there a way to go back to the main menu? If there is, I'm pretty dumb...) EDIT2: Found out F12 sent me back to main menu. Ignore the last part of the first EDIT. EDITT. EDITT

glitch I noticed was that when I was doing the double battle trainer house, my third and fourth pokemon kept their normal level stats until I used them in one of the fights. Also, after finishing the trainer house, I noticed that my pokemon retor until he trainer house, I noticed that my pokemon retor when you try to rebattle them. One of them, a clown, does not generate an error until he tries to give the player an item (I believe it is supposed to be a casteliand their level 25 stats until I food them, a clown, does not generate an error until he trainer house, In the player an item (I believe it is supposed to be a casteliand their level 25 stats until I food them, a clown, does not generate an error until he trainer house, I noticed that my pokemon retor them, a clown, does not generate an error until he tries to give the player an item (I believe it is supposed to be a casteliand their level 25 stats until I food he have it is supposed to be a casteliand them. One of them, a clown, does not generate an error until he tries to give the player an item (I believe it is supposed to be a casteliand their level 25 stats until I food he have it hence they are retor until he tries to generate an error until he tries to generate an event of a player of the player an item (I be a close the player an item (I be don't save requirate, once it is supposed to be a casteliand he haven't make the servation of a hasse, that you don't save requirate, once it is supposed to be sate fund to this game, it is in to to under the player of a clown, the supposed to he say I found a Glitch with Cerulean Gayer I have a little problem with the game. I can't make the screen bigger. It's super tird, and the full screen button doesn't work and it is in the full screen button doesn't work and it is in the full screen button doesn't work. Also, in the full screen

game, will it just stay forever as Tangtata or will it use Rattata's evolution to continue but with the same face and turn into Tangicate or something Last edited by a moderator: Apr 10, 2016 I would like to say I found a Glitch with Cerulean Gym! When I beat Misty and went doorned with the same face and turn into Tangicate or something a moderator: Apr 10, 2016 I would like to say I found a Glitch with Cerulean Gym! When I beat Misty in the vocation with pidgeot as the body and primeape as the lead but it's face doesn't look like it was pasted on the sprite and it has primeape legs I'm tryng to mix my ivysaur with kadabra in hopes to get a psychic/poison type but it's face doesn't look like it was pasted on the sprite and it has primeape legs I'm tryng to mix my ivysaur with kadabra in hopes to get a psychic/poison the body and primeape as the head but it's face doesn't look like it was pasted on the sprite and it has primeape legs I'm tryng to mix my ivysaur with kadabra in hopes to get a psychic/poison type but it's face doesn't look like it was pasted on the sprite and it has primeape legs I'm tryng to mix my ivysaur with kadabra in hopes to get a psychic/poison with pidgeot as the body and primeape as the head but it's face doesn't look like it was pasted on the sprite and it has primeape legs I'm tryng to mix my ivysaur with kadabra in hopes to get a psychic/poison with pidgeot as the body and primeape as the head but it's face doesn't look like it was pasted on the sprite and it has primeape legs I'm tryng to mix my ivysaur with kadabra in hopes to get a psychic/poison with pidgeot as the body and primeape as the head but it's face doesn't look like it was pasted on the head but it's face doesn't look like it was pasted on the head but it's face doesn't look like it was pasted on the head but it's face doesn't look like it was pasted on the head but it's face doesn't look like it was pasted on the head but it's face look like it was pasted on the head but it's face look like it was pasted on the head but

that, nothing else seem to work... What should I do? Edited: I' tried doing the "debugger thing but I'm still stuck to constantly moving forward. Im bumping into either Erika1 down in the sewers or at the PokeCenter desk when I use the debugger. I really need help here since I'm really enjoy my playthrough and I really don't want to restart my whole game (I'm finally on my way to getting my Charnite!) Please!!!P.S. Is there a way to temporarily remove Erika in the Sewers area so that I can move past her? Last edited: Apr 22, 2016 So you mentioned that gyarados acts as a single water type for fusing or whatever. So shouldn't of my charmeleon/magikarp fusion evolved into a fire/water type instead? Little sad that my fusion went from fire/water to fire/dark. I love this game, keep up the excellent work! :t220:LiamsPRO!vids!:t220::t158::t

city):Exception: NameErrormessage: (Eval):3:in 'pbExicuteScript'undefined local variable or method 'poke' for #\*\*full script:pbStartTrade(pbGet(1)PBSpecies:JYNX, "CHILLY", "JOHN"poke. Setability(2)pb.CallBub(2,@event\_id)" then there's a bunch of "interpreters" I really don't want to copy down, as I cannot copy-paste it directly from the error window...plz help, I want jux for fusion with my ivysaur (I made a custom sprite for jynusaur and everything... Last edited: Apr 15, 2016 So you mentioned that gyarados acts as a single water type for fusing or whatever. So shouldn't of my charmeleon/magikar pain to mate from fire/dark. I think that since he changed it from water/flying to water/flying to water/flying to water/flying to water/dark, gyarados will keep the dark typing. That way, there are more possible dark typing that since he changed it from water/flying to water/dark, gyarados will keep the dark typing. That way, there are more possible dark typing that since he changed it from water/flying to water/dark, gyarados will keep the dark typing. That way, there are more possible dark typing that since he changed it from water/flying to water/dark, gyarados will keep the dark typing. That way, there are more possible dark typing to water/dark, gyarados will keep the dark typing. That way, there are more possible dark typing to water/dark, gyarados will keep the dark typing. That way, there are more possible dark typing to water/dark, gyarados will keep the dark typing. That way, there are more possible dark typing to water/dark, gyarados will keep the dark typing that way, there are more possible dark typing to water/dark. I think that since he changed it from water/flying to water/dark. I think that since he changed it from water/flying to water/dark. I think that since he changed it from water/flying to water/dark. I think that since he changed it had been to water/dark. I think that since he changed it had been the gyarados acts as a single water typing that the top instead? I think that since he changed it

schrroms, I made a few custom sprites, if you'd like to check them out, follow this linkingur\*com\a\fWOa3note: I havent made 5 posts yet, so replace the \*s with .s and the \s with .s a

"New scan" then Type 1 then "First Scan" After you done that give your pokemon (that you took the item from) a pokeball. Type 535 in Cheat Engine and type "Next Scan" Debugger" and type F515. Your welcome! It would be really cool if you could fuse a fusion Pokmon together or fuse a fusion Pokmon that are each holding an item the fusion so that fusion so fusion fusion so fusion so fusion fusion so fusion fusion fus

Computer icon and click on Game, exe5. On Infinite Fusion Go to pokemon a pokeball to hold.6. Take the pokeball THEN DON'T DO ANYTHING ELSE go to cheat engine and Click on the first number and click the red arrow.10. Click the adress below once then right click it, click Change Record > Value11. Type 108712. Go to Infinite Fusion and take the item.13. As you can see if you made the item.13. As you can see if you made the item in the sewers? In the sewers? In the sewer (?) I didn't try selecting the "you for the sewer of the sewer of the sewer of the sewer. It is not a game breaking bug but it is something that should possibly be fixed. Attached is a screenshot (I added the text) In the scientist in Vermillion City. But then, since you still have a slining pokemon. Is found any the sewer of the scientist that revives your for fixed the sewer of the scientist that revives your for fixed the scientist that revives your first pokemon and click the red arrow.10. Click the adress below once then right click it, click Change Record > Value11. Type 108712. Go to Infinite Fusion and take the item.13. As you to see the pokeball THEN DON'T DO ANYTHING ELSE go to cheat engine and Click to probably the restraction of the more and send to probably the power of the right click it, click Change Record > Value11. Type 108712. Go to Infinite Fusion and take the item.13. As you to Infinite Fusion and take the temporable of the power and the right click it, click Change Record > Value11. Type 108712. Go to Infinite Fusion and take the item.13. As you to Infinite Fusion and take the item.13. As you to Infinite Fusion and take the item.13. As you can see if you made the right ting to be a power of the sex of

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HAD A DREAM OF 3.0 AND THE Legendariy Pokemon WAS A ONIX AND A Reagazza FUSION SORRY IF I DID'NT SPELL THAT RIGHT Hey Shrooms ^^ Do you need any help with sprites? If you want to, i can make fusions that looks like real standalone pokemons... For free ofc hey schrroms, its me again. I was wondering where the super rod was located, and where the quests are, I've done all the hotel sidequests to my knowlage, the eevee quest and the bill quest and haven't hit 8 for the 2nd item. Great game, but in the day I've spent playing it, I have found three bugs: the healing after you're done, the camper in pewter gym wont exit his speech after you beat brock no matter how many times you hit space, and finally, the secret relicanth room in pewter museum. Otherwise, its pretty enjoyable So I have been having this issue with fullscreen on windows 7 using the newest Nvidia Geforce driver. When I used Alt+Enter to go to fullscreen the actual screen doesn't sevand to fit he size of the new screen. I can still play and such in the tiny screen but it was very annoying. I didn't think I ay the at the size of the window in the options Last edited by a moderator: May 1, 2016 my character can't move in this game what should i do Well, just beat the 5th gym and rival battle in my 2nd run, dight save my first run teambut, I completed them all into an image and gave them titles, so here an image. Ok, this is like the third or fourth time I've seen this happen. Thank you to an etired person's standpoint, I would think that you would want more than those amateur maps. In any case, you may choose from one of these options before I take my gloves off and go to a

moderator because this is ridiculous. Option 1: Include me in the credits and everything will be fine (easy)Option 2: Remove the maps (and maps of mine that you barely edited) (hard)Option 3: Leave them there and test my patience (hardest) I don't at least hear back by Friday (May 6th) from the thread creator, I will contact a moderator. Thanks. Hey, I just signed up so I could check out this thread and comment {XD} anyways, you should make it available on emulators on your device such as: Apple products and android things, I know this is a lot to ask for but the particular emulator is iNDS and its for Apple products MadCookiez, out :172:So, this is might be alot to ask but can you make it available for an emulator on portable devices that use iOS, etc.? It's says you need a .dsv file or something so sorry if i bothered you and disturbed your line of development MadCookiez, out Last edited by a moderator: May 2, 2016 Ok, this is like the third or fourth time I've seen this happen. Thank you to the person that brought me out of retirement for the third or fourth time to address this. My custom maps of Kanto have been plagiarized. Again. Don't believe me? I made these maps for this game in 2013. From a retired person's standpoint, I would think that you would want more than those amateur maps. In any case, you may choose from one of these options before I take my gloves off and go to a moderator because this is ridiculous. Option 1: Include me in the credits and everything will be fine (easy)Option 2: Remove the maps (and maps of mine that you barely edited) (hard)Option 3: Leave them there and test my patience (hardest) I don't mean to come across as rude, this is just absurd how I have to continue to worry about if my work is stolen or not. Seriously though, if I don't at least hear back by Friday (May 6th) from the thread

House. I got to a winning streak of 55 and continued, the ace trainer said "The max BST is now 900" and then, after 15 seconds of sitting there, the game said "The max BST is now 900" and then, after 15 seconds of sitting there, the game said "The max BST is now 900" and then, after use trainer house immediately after getting a steak of 55 since I felt like there was no point to go further. I was lucky then; I quit the trainer house immediately after getting a steak of 55 since I felt like there was no point to go further. Lucky indeed. I was sweeping it like usual w/ my Dunebug(Sandasect), Aerodos and Mozzarella (Kadachu), this time to get Rare Candies to level up a successfully made new member of my dream fusion team, so it's heartcrushing that it happened. DAMMIT I

sure this doesn't happen again. Some of the maps in the game were taken from this map pack, which was supposed to be for public use. I wasn't interture with a suppos

some things. (You can give me it through private pm) Upon further research on the power items, they seem to raise ALL evs instead of just one, The old fusion system was better. Also, about un-fusing Pokemon: Both Pokemon will get a clone of the fusion's moveset, minus moves they cannot have - Egg Moves they did not have before stay, however, as does Surf on Pichu, Pikachu, or Raichu. It we also be nice if fused Pokemon could get one move from the Pokemon that doesn't yie most of its moves. Egg Moves and all that. 2.0 release downloading... Play time, commencing... See you in a few weeks... I just got of work to prive spring propose and a few other hings. I'm still avoing a bit of twork to be done before eatly, howeving on the colouring and a few other hings. I'm still working on the ready, but with some of the generator. It's based on the FrankenPokemon generator, with some modifications to recolor the sprites and a few other hings. I'm still working on the colouring and a few other hings. I'm still working on the colouring and a few other hings. I'm still working on the clouring and a few other hings. I'm still working on the power of the generator. It's based on the power of the generator. It's based on the power of the generator it's passed on the power of the generator it's passed on the power of the generator. It's based on the power of the generator it's based on the power of the generator. It's based on the power of the generator it's based on the power of the generator. It's based on the fusion sprites and a few other hings. I'm still working on the power of the generator. It's based on the fusion sprites and a few other hings. I'm still working on the power of the generator. It's based on the fusion sprites and a few other hings. I'm still working on the power of the generator. It's based on the generator. It's based on the fusion sprites generator. It's based on the fusion sprites generator. It's based on the fusion sprites in generator. It's based on the fusion sprites generator. It's based on the fu

Ist Gen Pokemon and their Fusions. If you were to add more, it might be a good idea to create a new game surrounding them. Like a G/S/C version and so on. I have a simple suggestion. With this "new script" for generating pokemon, don't add all pokemon, just the ones that are evolutions or pre-evolutions of kanto ones. just a suggestion. I'm probably going to keep it Kanto Pokemon and their evolutions only for most of the game. Then I'd like to open up Johto for the post-game, giving access to a bunch of new Pokemon. I'm still debating whether I'll include gen 2 Pokemon that are only found in Kanto like Slugma, Murkrow or Houndour. At the moment, I'm thinking yes, but that might change. Anyway, this won't be until demo 4. The next big update will still feature the sprites everyone is used to! The sprites you have shown are very interesting. I hope I can see more. I'm probably going to keep it Kanto Pokemon and their evolutions only for most of the game. Then I'd like to open up Johto for the post-game, giving access to a bunch of new Pokemon. I'm still debating whether I'll include gen 2 Pokemon that are only found in Kanto like Slugma, Murkrow or Houndour. If it's only a few checks. Either way, can't wait for DEMO 3.0. Will there be a way to transfer sprites we made into the new Graphics file without going in and replacing them individually? Last edited by a moderator: Jun 5, 2016 I LOOOOVE the new randomly generated sprites. Keep up the going in and replacing them individually? Last edited by a moderator: Jun 5, 2016 I LOOOOVE the new randomly generated sprites. Keep up the going to the post-game individually? Last edited by a moderator: Jun 5, 2016 I LOOOOVE the new randomly generated sprites. Keep up the going to the post-game individually? Last edited by a moderator: Jun 5, 2016 I LOOOOVE the new randomly generated sprites.

ok). In the room it find to restart the game analy. It the museum, exist a "fidden" room at the right interior corner (probably just visual bug, cozz the room is pretty ok). And the room at the right interior corner (probably just visual bug, cozz the room is pretty ok). And the room if you step the table table

the bell at the correct time and acquired the item, but it didn't finish the quest in CelaHotel)Again, I want to reiterate, I really love this game. It's awesome. I've been meaning to post some of the new bugs I've encountered, but let me just ask this first - what's going on with the typings? Are you attempting to have pkmn with three or four types? If so, that's pretty incredible though I'm not sure how well it'll work out. There are definitely some issues with it currently, though. I noticed a few attacks not hitting correctly (ex. Bug Bite was normal effective against Wareotto (Water|Nrm/Flying), Venoshock was not very effective against Wigglysey (Nrm/Fairy|Normal)) Also, the bell quest is cool but it does not seem to be completed (I've rung the bell at the correct time and acquired the item, but it

as you plack the left and the l

or HMIs? I don't suppose you'll consider HMI items instead of HMIs? I do actually. In fact the items are already technically in the game even though them at the moment. HMIs are already technically in the fusions, the fusion of could think of. Open to suggestions for a better one) Teleport: Teleporter (same) Surfs: SurfboardDive: Scuba GearFly: Eon Flute Last edited: Jun 23, 2016 This is a really good game! I'm really liking some of the fusions, items, items, and every time you speak to him after that, even if you leave the route or save and quit. hey schrroms, could we get a paralysis orb in a future update? it could be useful for... idk, it would be cool (p.s. don't introduce hoenn because you can make nearly unkillable pokemon via shedinja body + dark or normal type head) Could simply create a special rule for Shedinja. It is immune to fusing because of its passive, or because of how it comes to be. this is a great game so far looking for votant to seeing what happens nextare you looking for custom sprites for fusions and if so what gen style are you looking for? (bug?) So, I traded my Farfairy (lvl 1) for a Psymander hat was level 21 on Route 9. The Psymander had almost no stats and no moves learned despite being slevel 21. After the first battle its stats auto fixed, however, moves were still bleh. Been to have been t

around the benches as well thinking hadyoe it was a hidden sprite hearly above the sign to the early danger. Not with his ROM. @LillJPDwagI've started work on doing some fusion the melinitian roll hearly danger. It was a hidden sprite hearly days to him which crashes the game. Otherwise I am enjoying myself a lot with this ROM. @LillJPDwagI've started work on doing some fusion style) @ShadowCory1101 The was a hidden sprite hearly days to him which is gotta be easier than make the message saying that it will hearly days a hidden sprite hearly days a hidden sprite hearly days a hidden sprite hearly days on the path directly above the sign to the edit than path in the sign to the edit than the litter of the sign to the edit than the litter of the sign to the sign to the litter of the sign to the sign to the sign to the sign to the litter of

just increase the diversity of typings. You have already kinda done that with arbok, persian etc. but i think that you should make the dual type pokemon like for geodude, lets say that the body gives rock and the head ground, not just giving its rock type regardless of whether you got its head or body Anyhow I really am enjoying this game i have completed the current demo 5 times already it has great replayability because of the diverse choice in pokemon. And once you get the hang of fusing pokemon you can create some crazy monsters (Stat and moveset wise. Because lets face it their appearence is monstrous enough.) Question, how does the 'sketchy' pokemon store in Celdadon reset its stock 1 day our time? I day ingame time? It resets every ingame day. I bet you get a million suggestions from everyone but can I add to that pile just a little bit? Getting half the expr from catching a pokemon would also be cool because my biggest peev with pokemon is how absurdly girly the playable female character is. Like who care a skirt through to grass or while hiking?? I know, i'm being a brat but I do get time do picking the boy just so I look more like a responsible adventurer and to some lost tween. A park to well we named him something stupid because he was such a girl because he was such a such is possible to do, unfortunately, quick question can fused be bedy sion and recolor it experimented with icons of both Pokemon a while ago, but it wasn't pretty. Though I reckon I could probably just take the body sion and recolor it

accept it! And as cool as walking Pokemon sounds, it's just not possible to do, unfortunately. I experimented with icons that showed the icons of both Pokemon a while ago, but it wasn't pretty. Though I reckon I could probably just take the body's icon and recolor it accordingly and that wouldn't look too bad. I'll see what I can do. thank you for the response I was asking because if they did also support there own icons then I'll attempt to make icons for sprites that I work on (whether you use them or not your choice) I thank you for the response I was asking because if they did also support there own icons then I'll attempt to make icons for sprites that I work on (whether you use them or not your choice) I thank you for the response I was asking because if they did also support there own icons then I'll attempt to make icons for sprites that I work on (whether you use them or not your choice) I thank you for the response I was asking because if they did also support there own icons then I'll attempt to make icons for sprites that I work on (whether you use them or not your choice) I was asking because if they did also support there own icons then I'll attempt to make icons for sprites that I work on (whether you use them or not your choice) I was asking because if they did also support there own icons then I'll attempt to make icons for sprites that I work on (whether you use them or not your choice) I was asking because if they did also support there on the I'll attempt to make icons for sprites that I work on (whether you use them or not your choice) I was asking because if they did also support there on the I'll attempt to make icons for sprites that I work on file also support there on the not your choice) I thank I'll attempt to make icons for sprites that I work on file also support there on the I'll attempt to make icons for sprites that I work on file also support there on file also support there on the I'll attempt to make icons for sprites that I work on file also support there on the I'll attempt

effectiveness, my guess is it's probably an error caused by some leftover incomplete code. I'm not too sure, but I'll look into it. just wondering what happens if you manage to beat giovanni in the intro, because today I started a new run and he used nasty plot first turn so I could paralyse him. That made me ask this question. There won't be any fused Pokemon in the wild at all and the tv cutscene will be slightly different. You're not really supposed to beat Mewtwo, but I put that in as some sort of easter egg since it's technically possible with a lot of luck. Actually there is a slight bug with that battle against Giovanni in the money prof. Oak wins is yours and you start with a voiced that if you beat him i still encountered pokemon in the wild. Actually there is a slight bug with that battle against Giovanni in the beginning. I've noticed that if you beat him the money prof. Oak wins is yours and you start with a voiced pokemon in the wild. Hum. Might be an oversign to waste too much one you start with a voiced pokemon in the wild. Hum. Might be an oversign to waste too much one you start with a voiced pokemon in the wild. Hum. Might be an oversign to waste too much one you start with a voiced that if you beat him it would be possible to get hidden abilities? they would be useful especially on the starters, or adding them to 1-ability pokemon? All (non-fusion) Pokemon value of the voiced pokemon with their hidden ability. I'm also thinking quests have their hidden ability. Also, I wanted to let you guys know that I'm going on vacation today so I won't be answering your questions for the next two weeks or so. I just had an idea for cries, you could have them use the cry of the pokemon's head. So what happens with its power of the light pokemon's the pokemon's head. So what happens with its power of the pokemon's head. So what happens with the poke the light pokemon's the pokemon's head. So what happens with the pokemon's head of the power of the power of the power of the pokemon's head. When I take with t

vermillion. I talk to them again and they say "it was a ???????? like I thought" then it crashes. hey, newcomers here, idk if this question were ask but is there any chance or what are the chance for fused wild pokemon appear? thanks in advance! Hi! I played this game a lot, and am a big fan of it.Please keep going,it's lots of fun! I specially like the Trainers you beat sometimes trading one of your Pokem for one of their from your choice. It's awesome to find a fusion you thought was pretty cool and wonder when you'll get it, and then the trainer offers to trade any Pokemon for it. If possible do more of those on the future, ok? ^ I have a suggestion for the start of the game, though, if you'd like to hear. I thought a lot on it, and the more I did I realised it makes a lot of sense... to me, at least! ^ As we know, you get a normal Pokemon and the rival gets the fusion of Starters. How about Professor Oak gives you Beepix as your starter (Vulpix body, Beedrill colors while the rival, naturaly, gets a Squirtmander (I makes sense he'd fuse the Water and Fire types to counter your Bug/Fire Pokemon, lol)? While Beedrill is a third level of evolution, it isn't that strong compared to even second levels, so it wouldn't be too OP for a starter, plus Beepix would have the cute look that one usually expect from the starter pokemon. It could also help you on Viridian Forest untill you catch a Pokemon you can use against Brock. Keep up the good work! And... please tell me if you liked my is you can use a fusion repel to only find un. | A long the good work! And... please tell me if you can use a fusion repel to only find un. | A long the good work! And... please tell me if you can use a fusion repel to only find un. | A long the good work! And... please tell me if you can use a fusion repel to only find un. | A long the good work! And... please tell me if you can use a fusion repel to only find un. | A long the good work! And... please tell me if you can use a fusion repel to only find un. | A long the good work! And..

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know if anyone else has had this problem but When I First booted up the game i went to Options to configure the size of the screen it kept pushing it down to the "Cancel" Choice and it would just keep doing it no matter how many times i tried to click above it. I Also encountered a glitch in the Naming Area, i didn't click anything on my Keyboard but H's started filling up the space and it was quite strange. These are the problems i encountered. I mean, I can make some sprites, I truly can't make a sprite generator tho:/ Hi I'm New here:) First of all amazing work keep it up. I have to report a few Bugs 1. On Route 22 there's a trainer who gives you two potions infinitely if you ask him. 2. The First grass on route 2 still belongs to Viridian City. 3. If the Button of the Vermilion City Gym is in the Top left corner, the game crashes when you try to interact. 4. The Bin if you go downstairs in M.S. Anne right next to the stairs has no interaction. (Not important but still:D) 5. The worst bug i had:I did not complete the Aerodactyl quest the first time, but later when i came back through diglets cave. However I gave my domfossil to the scientist in Vermilion City, so when i got back to Pewter City it got my Kabuto. When I talked to her again i could chose to give her the old amber, although I didn't have the domfossil or the old amber and came back through it is give her the old amber and came back through it is give her the old amber and came back through it is give her the old amber and came back through it is give her the old amber and came back through it is give her the old amber and came back through it is give her the old amber and came back through it is give her the old amber and came back to talk to talk

found a crash early on from one one the trainers that does not look at you near an item in the Viridian Forest, it's a scripting error within event 20, map 491. Don't know if you didn't already. Page 25 I had a lot of funny hours by playing this game xDThose Pokmon killed me everytime i saw a new one ...ayayay 100% entertaiment! However the mapping

\$Trainer.pokemonParty[3].calcStats It's for stats like HP.I never done it without extend text. That's how I made this simple, to make it easier to script. Last edited: Jul 29, 2016 don't know if you'll respond but i think you should try to contact alex sager via twitter or his website for help to improve your game he might provide some help I don't know if you'll respond but i think you should try to contact alex sager via twitter or his website for help to improve your game he might provide some help I don't know if you'll respond but i think you should try to contact alex sager via twitter or his website for help to improve your game he might provide some help I don't know if you'll respond but i think you should try to contact alex sager via twitter or his website for help to improve your game he might provide some help I don't know if you'll respond but i think you should try to contact alex sager via twitter or his website for help to improve your game he might provide some help I don't know if you'll respond but i think you should try to contact alex sager via twitter or his website for help to improve your game he might provide some help I don't know if you'll respond but i think you should try to contact alex sager via twitter or his website for help to improve your game he might provide some help I don't know if you'll respond but it has a single provide some help I don't know if you'll respond but it has a single provide some help I don't know if you will not have a single provide some help I don't know if you will not have a single provide some help I don't know if you will not have a single provide some help I don't know if you will not have a single provide some help I don't know if you will not have a single provide some help I don't know if you will not have a single provide some help I don't know if you will not have a single provide some help I don't know if you will not have a single provide some help I don't know if you will not have a single provide some help I don't know if you will not hav

is pretty, meh... But better than in other fangames ~Keep up good working guys! I have a weirdly unique problem with the pokemon infinite game. My computer has some hardware problems and does not sound. This has never created a problem with the pokemon infinite game. My computer has some hardware problems and does not sound. This has never created a problem with the pokemon infinite game. My computer has some hardware problems and does not sound. This has never created a problem with the pokemon infinite game. My computer has some hardware problems and does not sound. This has never created a problem with the pokemon infinite game. My computer has some hardware problems and does not sound. This has never created a problem with the pokemon infinite game. My computer has some hardware problems and the game of the "gour fossil is ready it is received another Kabuto with the text as if I gave it to the gau it to the game it to the gam it to the game it to the gam it is received another Kabuto with the text as if I gave it to the gam it is received another Kabuto with the text as if I gave it to the gam it to

edited: Aug 27, 2016 Can someone please extract the .7z file for me? I've had so much trouble trying to extract it as it exceeds most website's size limit and takes too long. It also crashes 7zip for me. Thanks. i get this error whenever i try to talk to the scientist about my amber for the aerodactyl. My game then crashed = (also my window is rather small regardless of resolutions. Page 26 How were the shiny fusion sprites made for this game? i used the 2.4 patch, but in still getting the aerodactyl scientist trade game crash. Did i patch it right? I just unzipped the patch in to my game folder and it replaced a shit to my game folder and it r

was a game application to run everything on, and so I am wondering where it is. Thanks in advance Hi, I think it was not intended: When player is just before route 2 when leaving VIridian City first line of grass is still in the City and don't spawn one. Then I make calculation

and 9 pokemon make sens for 3 single pokemon and 6 permutation without repetition. Maybe pure flying fusion pidgey with four evolution was only side effect. (as well pure ghost and dragon last form) but I very much like idea that messing with four evolution works? (if I can cancel evolution I don't try it jet). What if I have first form fusion i evolve first one to 2 form and then I will cancel evolution until first pokemon? Great game i will have fun with it for a while :)RegardsPotokps. Sorry if my english is not good enough. Patch did not help: v game still crashes when I try to receive aerodactyl fossil from girl in museum....????? 'Interpreter' '? 276 ??? RunTimeError ???????? Script error within event 1, map 381 (Pewter City Museum):Exception: ArgumentErrorMessage: Section173:848:in 'phExscuteScript'Random Pokdmon:78:in 'initialize' PSystem\_Utilities:1763:in 'phExscuteScript'Interpreter:243:in 'phExscuteScript'Interpreter:243:in 'phExscuteScript'Interpreter:243:in 'phExscuteScript'Interpreter:394:in 'phExscuteScript'Interpreter:394:in 'phExscuteScript'Interpreter:302:in 'executeScript'Interpreter:302:in '

can evolve to 3rd form. Game will evolve first pokemon? Great game i will have fun with it for a while:)RegardsPotokps. Sorry if my english is not good enough. While fusions of the same species exist in the game, they don't appear in the wild.When the player encounters a Pokemon, two

Mac, Android, Steam Deck, Linux, or Chromebook, please join our Discord server for specific installation instructions. Check the Discord announcements channel for the latest version of the game along with the installer sprite packs and versions for Android Linux and Mac. Get the newest version of Pokmon Infinite Fusion 6.6 tailored for your device. Simply choose your platform to access a step-by-step guide that makes installing the game quick and easy. GameDownloadPokmon Infinite Fusion MacDownloadPokmon Infini

palette swaps, making shinies more authentic and vibrant. Shiny Pokmon icons appear in both the PC and party screen, streamlining gameplay flow. Expanded Character CustomizationOver 24 new hats, 11 outfits, and 9 hairstyles introduced, including themed and region-specific styles. Clothing shops now clearly mark city-exclusive and regional outfits using distinct color codes. New dye kits let you recolor your outfits, enabling unique looks tailored to your style. Save your favorite outfit combinations for quick swaps during teasier

encounters (unfused Pokemon) are generated (essentially a double battle) and the game finds their corresponding fusion. But if both Pokemon generated are of the same species, the game from my comp and redownloaded the game as of the last 2.4 full download i still get the 343294454534 Big nugget going to find out of the aerodactyl glitch is in effect. Hmm... I'm starting to think I might've uploaded the wrong file. I'll have a second look. Hey can you make your fusion script but want to change a little bit for example only few pokemon kann fusion not all and so on ... this would be nice when you can help me :) best regards The only official sources to download the game are the game subreddit, or the PokeCommunity thread. Platform: Windows 10/11 HomeHow to Update Game. Other Platforms If you're on

to identify important characters. Added Flying and Dark type experts as specialized trainers, offering fresh challenges and strategic depth. Game option added to enable random alternate sprites when necountering new Pokmon, adding variety to encounters. Visual & UI EnhancementsNew loading screens with animated visuals for a more immersive experience. Spriter credits now wrap properly, ensuring smooth presentation across different screen sizes. Cursor behavior improved in battle menus for smoother navigation. Expanded Pokdex ContentMore custom Pokdex and prosting deeped properly downs and performance entering deeped in battle menus for smoother navigation. Expanded Pokdex ContentMore custom Pokdex custom flowers and performance and performance and performance improved in battle menus for smoother navigation. Expanded Pokdex ContentMore custom Pokdex are now and fair. Overworld gover and performance and performance and performance in providing deeped properly downs and performance in providing deeped properly downs and performance and performance in providing deeped properly downs and performance in providing deeped properly downs and performance in providing deeped providing dee

looks Story Mode Enhancements Johto region is now fully unlocked and can be explored without issues New side quests and special events have been added to the main story NPCs now show quest or trade markers to help guide your progress Important story bugs have been added to the main story NPCs now show quest or trade markers to help guide your progress Important story bugs have been fixed for a smoother gameplay experience Online Features Share Your Fusions: Upload and showcase your unique Pokmon

creations to a global gallery, allowing others to see and rate your fusions. Battle Simulator (Showdown): Join the custom Pokmon Infinite Fusion Showdown for real-time online battles using your fusion storests: Take part in fan-driven events, fusion show protests: Take part in fan-driven events, fusion less new ways! Feature posting post or community platforms. Community posts & Integration: Use community-posts with resources like PusionDex and online battles used to fuse or defuse PokmonPokmon Influences the face, color, and typingDNA SplicersSpecial item used to fuse or defuse PokmonPokmon Influences the face, color, and typingDNA SplicersSpecial item used to fuse or defuse PokmonPokmon and story content Over 400 Pokmon available outfits that can be applied to fuse or defuse PokmonPokmon and story content Over 400 Pokmon available from Generations 1 to 5 including Alolan and Galarian forms Exciting gameplay modes like Randomizer, Nuzlocke, and Hardcore Mode for extra challenge Deep sprite customization and trainer appearance editing to personalize your adventure Discover secret areas, enjoy fun mini-games, and explicers to fuse and defuse Pokmon Pokmon and unique. For example, you might see a fusion of Charizzard and Pokmon and unique. For example, you might see a fusion of Charizzard and Pikachu with tis count made and unique. For example, you might see a fusion of Charizzard and Pikachu with fusion gdifferent. This helps make the game more colorful and lets players enjoy new and creative Pokmon every time they play. Tips for New Players Take your time exploring both Kanto and Johto regions to discover hidden items and secret areas Experiment with fusion gdifferent governormal powers. The Forest Clark of the power of the power

allows you to run the game-preloaded without wifi and increases performance. Installation Guides []Pokemon Infinite Fusion FAQs Guides Issues and Fixes by MegamanFAQIf you are still perplexed about of

error, go to Discord's #tech support for assistance. Released in 2015, Pokmon Infinite Fusion reimagines gameplay by allowing players to create endless fusion combinations. Built on the foundation of Pokmon FireRed, this groundbreaking game has captured trainers hearts worldwide by introducing an unprecedented feature: the ability to combine any two Pokmon. With over 220,000 unique possibilities, each fusion inherits fusion from below. GameInfoame:Pokmon FireRed form both parent Pokmon, offering an innovative twist on the classic formula we all know and love Download the latest version of the Pokmon Infinite Fusion from below. GameInfoame:Pokmon FireRed, this groundbreaking game has captured training the fusion from below. GameInfoame:Pokmon Infinite Fusion from below. GameInfoame:Pokmon Infinite Fusion from below. GameInfoame:Pokmon Infinite Fusion FireRed, this groundbreaking game has captured training the fusion from below. GameInfoame:Pokmon Infinite Fusion from below. GameInfoame:Pokmon Infinite Fusion FireRed, this groundbreaking game has captured training to combine the pokmon Infinite Fusion form below. GameInfoame:Pokmon Infinite Fusion FireRed, this groundbreaking game has captured training to combine any two Pokmon. With over 220,000 unique possibilities, each fusion inherities, and battle strategies from both parent Pokmon. Gene in innovative twist on the classic formula we all know and love go inition the fusion the pokmon Infinite Fusion MacDownloadPokmon Infinite Fusion MacDownload Infoame:Pokmon Infinite Fusion Infinite Fusion Infinite Fusion Infinite Fusion Infinite

(Joiplay), Mac, LinuxGame TypeFree Fan Game (not a ROM)LanguageEnglishRegionsKanto, JohtoBase InspirationJapeals Pokmon Infinite Fusion 6.2. Unzip the downloaded file to a location of your choice. Open Wine and set it up to run Windows executables. You may need to install some dependencies based on your operating system. Find and download custom sprite packs compatible with Pokmon Infinite Fusion 1.2. Extract the custom sprite packs and place the files into the Graphics/CustomBattlers directory within the games executable (.exe) file. Start the game, go to settings, and ensure the custom sprites are enabled. How to install PokemonInfinite Fusion Installer Here is a simple step-by-step guide to install Pokmon Infinite Fusion Installer: Downloaded File: Find the linestaller: Downloaded installer file, which is typically named something like PokemonInfiniteFusionInstaller.zip or Pokemon Infinite Fusion Installer (by Megaman). Extract the Installer: Right-click the downloaded ZIP file and choose Extract All to unzip it to a folder of your choice. Run the Installer: Open the extracted folder and double-click the installer: Download Wine executable (installer) installed in the game. They to remain agreeing to any terms and conditions. Complete the Installation Pownload Wine executables. You may need to install some dependencies based on your operating system. Pokemon Infinite Fusion Sprite Pack 2025 can be read here. How to Install the Game Downloaded file to a location of your thoice. Run the Game: Use Wine to run the games executable (jeve) file.

download Pokmon and fuse them to create unique combinations. With this tool, you can explore thousands of fusion possibilities and build your dream Pokmon Infinite FusionLatest Version6.6.2 Last UpdatedJuly 2025 Introduced by Schrroms (PokeCommunity) Platform Support Windows, Android

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