

Super Paper Mario RNG details

For NTSC-U:

$$\text{RNG}(x+1) = ((0xA230FAA1 * \text{RNG}(x)) + 0x05A3BAE8) \% 0x100000000$$

For NTSC-J

$$\text{RNG}(x+1) = ((0xC1685309 * \text{RNG}(x)) + 0xE580BD92) \% 0x100000000$$

The RNG will advance upon the need of a random events such as animations or others random outcome.

A few things to note:

- Text being displayed will cause the RNG to advance each frames. This might be due to the shake text effect being loaded and requiring random text animation.
- Certain actions upon arriving on a new map (like coming or entering a door) might causes the RNG to advance. It is not the case every time however.
- Some maps that requires random background animations will advance the RNG at a variable rate depending on the animation.