Pokemon Colosseum - RNG Methods

Overview

I'll be absolutely blunt: this is hell you're walking into. I have played through some version of Pokemon Colosseum six times this year doing RNG manipulation for all of the Pokemon I wanted to get, and I can safely say I never want to touch this game again… but who knows what Pokemon's future will bring?

I do not claim to have invented any of these methods. I'm not going to call it the perfect guide, but I hope the centralization and archival of all of this information ends up helping people.

The way this guide is structured is like so:

- **Overview**: naturally, this is an overview of the whole guide. I definitely suggest reading over everything in the overview.
- **Glossary**: this section will contain a lot of terms that are used throughout the guides. I also recommend reading over everything here as well, because it will make the later parts of the guide easier to understand.
- **PC Programs**: contained here are all of the relevant PC programs and information on how to perform specific tasks with all of them that will be fundamental to the methods at the end. I would skim over the descriptions of what the programs are, but ignore the method instructions until you actually need to read them.
- **RNG Methods**: these will be what you're here for in the end: very in-depth instructions on how to perform Colosseum RNG manipulation. These will refer back to the other sections at many points.

Methods for RNG Manipulating Pokemon that this Guide Covers

This guide is written assuming you are attempting to RNG Colosseum on CONSOLES, not emulator. You can perform all of these techniques on emulator if you want, but emulator has the cheaty powers of "save states" and "knowing what seed you are on at all times thanks to a debug window". I suggest you abuse those instead if you're on emulator.

There are many methods to Pokemon Colosseum RNG, but in the interest of keeping the guide as simple as possible, I am narrowing down the methods that this guide will cover to three.

1. **No Noise/Fixed Noise Method:** Despite Colosseum RNG usually being a pain, some Pokemon are actually very simple to RNG manipulate. For applicable Pokemon, this method gets the current seed, checks for a nearby shiny frame, and safely advances to that frame in a controlled manner.
2. **Blink Method:** Some Pokemon are placed behind areas with "noise", and because of that, figuring out the current frame gets more complicated. This method starts with the current seed, moves to the area where the target Pokemon can be caught, calculates the current frame by checking Espeon's blinks, and then methodically advances to the correct frame before starting the encounter.
3. **Blink + Timer Method:** This is very similar to the Blink Method, but instead of being able to advance to precisely the exact frame and then starting the battle after the blink step, you need to use a timer to advance to the correct frame with frame perfect inputs to land on the proper frame.

Finally, there are two categories of Shadow Pokemon that cannot be caught with the above methods.

1. **Battle Blink Pokemon:** These are Shadow Pokemon that are a part of consecutive battles after the first battle. The only method to catch these Pokemon via RNG manipulation is to use CoTool, a Japanese program locked behind several circumstances. Additionally, it only works for the JP/PAL region versions, not the NA version. For more information: Battle Blink
2. **Yanma:** Yanma is encountered by going from a Pyrite City (a noisy area) into a cutscene (also noisy). Essentially, nothing can be controlled for purposes of RNG manipulation when it comes to Yanma.

Version Differences

All versions of the game are now capable of the Blink method.
Only the Japanese and PAL regions of the game can use Battle Blink.
Only the Japanese version can use the Colosseum e-Reader cards and encounter Shadow Mareep, Shadow Togepi, and Shadow Scizor.

Region	Blink	Battle Blink	English Language Names	Legit e-Reader Pokemon
NTSC-US	Yes	No	Yes	No
NTSC-JP	Yes	Yes	Limited to 5 Letters	Yes

PAL	Yes	Yes	Yes	No

RNG Difficulty List

This list will provide a basic guideline to the challenges involved in RNG manipulating a specific Pokemon in the game.

Pokemon	**Location**	**Technique Required**	**Difficulty**	**Notes**
Espeon	Starter	TID RNG	Easy?	Tied to TID/SID RNG process. Bottom left of CoTool's ID tab (Can't be shiny)
Umbreon	Starter	TID RNG	Easy?	Tied to TID/SID RNG process. Bottom left of CoTool's ID tab (Can't be shiny)
Makuhita	Phenac City	Battle Blink	Very Hard	Non-Battle Blink Method for RNGing Shadow Makuhita on Retail : pokemonrng
Bayleef	Phenac City	Blink+Timer	don't	catch gen 2 starters post-game instead
Quilava	Phenac City	Blink+Timer	don't	catch gen 2 starters post-game instead
Croconaw	Phenac City	Blink+Timer	don't	catch gen 2 starters post-game instead
Quagsire	Pyrite City	Blink+Timer		
Skiploom	Pyrite City	Blink+Timer		
Flaaffy	Pyrite City	Blink+Timer		
Noctowl	Pyrite City	Blink+Timer		
Misdreavus	Pyrite City	Blink+Timer		
Slugma	Pyrite City	Blink+Timer		
Furret	Pyrite City	Blink+Timer		

Yanma	Pyrite City	no method	Very Hard	
Remoraid	Pyrite City	Blink+Timer		
Mantine	Pyrite City	Battle Blink		
Qwilfish	Pyrite City	Blink+Timer		
Meditite	Pyrite Cave	Blink+Timer		
Dunsparce	Pyrite Cave	Blink		
Swablu	Pyrite Cave	Blink		
Sudowoodo	Pyrite Cave	Blink		
Plusle	Pyrite Cave	Blink		Can't be Shiny
Hitmontop	Agate Village	Blink	Easy	
Entei	Agate Village	Blink	Medium	
Ledian	The Under	Blink+Timer		
Suicune	The Under (TV Broadcast Room)	Blink	Medium	
Gligar	The Under (Staircase Room)	Fixed Noise	Easy	Shadow Locked Pokemon
Stantler	The Under (Staircase Room)	Fixed Noise	Easy	
Piloswine	The Under (Staircase Room)	Fixed Noise	Easy	
Sneasel	The Under (Staircase Room)	Fixed Noise	Easy	
Aipom	Cipher Lab	Blink	Easy	
Murkrow	Cipher Lab	Blink	Easy	Shadow Locked Pokemon
Forretress	Cipher Lab	Blink	Easy	
Ariados	Cipher Lab	Blink+Timer	Medium	
Granbull	Cipher Lab	Blink+Timer	Medium	
Vibrava	Cipher Lab	Blink+Timer	Medium	
Raikou	Cipher Lab	Blink+Timer	Hard	Lose immediately the first time to make the initial

				cutscene much shorter
Sunflora	Realgam Tower	Fixed Noise	Easy	
Delibird	Realgam Tower	Fixed Noise	Easy	
Heracross	Realgam Tower	Fixed Noise	Easy	Shadow Locked Pokemon
Skarmory	Realgam Tower	Fixed Noise	Easy	
Miltank	Realgam Tower	Fixed Noise	Easy	
Absol	Realgam Tower	Battle Blink		
Houndoom	Realgam Tower	Battle Blink		
Tropius	Realgam Tower	Battle Blink		
Metagross	Realgam Tower	Battle Blink		
Tyranitar	Realgam Tower	Fixed Noise	Easy	Let Evice defeat you, then he's easy to rebattle. His transformation is 15434 frames
Bayleef	Snagem Hideout	Blink+Timer	Medium	Small but Inconsistent Frame Advances
Quilava	Snagem Hideout	Blink+Timer	Medium	Inconsistent Frame Advances
Croconaw	Snagem Hideout	Blink+Timer	Medium	Inconsistent Frame Advances
Bayleef	Cipher Lab	Blink+Timer	Medium	Large but Consistent Frame Advances
Quilava	Cipher Lab	Blink+Timer	Medium	Large but Consistent Frame Advances
Croconaw	Cipher Lab	Blink+Timer	Medium	Large but Consistent Frame Advances
Smeargle	Snagem Hideout	Blink+Timer	Medium	Small but Inconsistent Frame Advances
Ursaring	Snagem Hideout	Blink	Easy	Shadow Locked Pokemon
Shuckle	Realgam Tower	Battle Blink		Needs CoTool v1.10

Togetic	Outskirt Stand	Blink+Timer	Hard	
Ho-oh	Mt. Battle	Battle Blink	Very Hard	must beat all Mt. Battle trainers each attempt (Can't be Shiny)
Mareep	Phenac City (eReader Battle Room)	Fixed Noise	Easy	Shadow Locked Pokemon
Togepi	Phenac City (eReader Battle Room)	Fixed Noise	Easy	Shadow Locked Pokemon
Scizor	Phenac City (eReader Battle Room)	Fixed Noise	Easy	Shadow Locked Pokemon

Colosseum RNG Glossary

Trainer ID

In game, pressing start and looking at the PDA will show what your Trainer ID is. This and the Secret ID are required for encountering shiny Pokemon.

Secret ID

The Secret ID is a hidden value that is normally inaccessible during play of a Pokemon game. Combined with the Trainer ID, the Secret ID is mandatory to learn for RNGing a shiny Pokemon. To learn what a particular save file's Secret ID is, there are these methods:

1. **The Starting Method**: RNG the Secret ID right from the beginning of the game. This is the easiest method of getting a Secret ID, however this naturally does not work if trying to get the Secret ID of a file that has already been started.
2. **The Shiny Method**: Find a shiny Pokemon in Colosseum, then trade it to Emerald. Perform the Emerald method to determine the Secret ID. This is largely unrealistic, but possible. This also is only useful for the post-game-only Pokemon since the main story pokemon will be locked into a frame once they are encountered.
3. **The Cheaty Method**: Open up the save in PKHex and look at the Secret ID. For most people on console, this will be impractical. The save needs to be transferred to PC. One way this can be done by using a homebrew Wii (with Gamecube ports) loaded with GCMM (Gamecube Memory Manager) to dump the Colosseum save file from the memory card to the Wii's SD card, then inserting the SD card into a PC for PKHex to read.

Seed

The game generates a string of numbers and letters based on the clock value of the Gamecube as the game boots up. That string is what is known as a seed. These seeds follow a predictable order as they advance. When a Pokemon's information is generated, it is based off of the seed. Therefore, controlling the seed is akin to controlling what a Pokemon's information ends up being, and is the basis for RNG manipulation.

Frame

Because all seeds have a set order, the number of frames between any two seeds can be measured. A Frame is the distance a seed is from another particular seed.

Controlled Frame Advancements

It is possible to manually advance a fixed number of frames in an action. Here are the methods:

1. In the main menu after starting the game, go to Settings and change the rumble setting to the opposite of whichever option it's set to, and save. This advances 20 frames.
2. During the game, while controlling Wes, go to the PDA menu. Entering the Snag List and exiting out advances 7 frames each time.
3. While controlling Wes, saving the game at a save point advances 20 frames. (This one isn’t actually used that much)

Noise

Noise is when unintended or uncontrollable frame advances happen. Some examples of this:

- When NPC's in an area walk around randomly.
    - Phenac City main area
    - Pyrite City main area
    - Pokemon Center at the foot of Mt. Battle
    - The Under main area
    - Snagem Hideout
- When special animations play
    - Evice's transformation before his battle (triggers a fixed number of frame advancements)
- When the alarm in the Cipher Laboratory is triggered.
    - When returning to the lab in the post-game, the frame advancements that began when the alarm was triggered will continue in the background despite the alarm no longer blaring.

- Any Pokemon battle.
- The Title Screen.

Shadow Locked Pokemon

Some trainer battles interfere with the regular Pokemon generation method. The result is that Shadow Locked pokemon have less possible data spreads that they can generate with, but are also easier to hit shiny frames for.

Shadow Locked Pokemon:

Pokemon	**Location**	**Technique Required**	**Notes**
Gligar	The Under (Staircase)	Fixed Noise	
Heracross	Realgam	Fixed Noise	
Murkrow	Cipher Lab	Blink	
Mareep	Phenac e-Reader Room	Fixed Noise	JP Only
Togepi	Phenac e-Reader Room	Fixed Noise	JP Only
Scizor	Phenac e-Reader Room	Fixed Noise	JP Only
Ursaring	Snagem Hideout	Blink	
Ho-oh	Mt.Battle	Battle Blink	Need to beat all 100 trainers per attempt

Blink

Many pokemon have blink animations at "random" intervals. These blinks can be instrumental in determining the current seed and progressing to a specific seed. The common method is to look at Espeon's blinks in the summary screen to do this technique. A more in-depth look at this technique will be found later in the guide.

Battle Blink

Some Shadow Pokemon are encountered within a chain of consecutive battles. Because Pokemon battles contain a lot of noise, it is normally impossible to use standard techniques to manipulate which frame the next battle starts on. With the battle blink technique however, it is

possible to determine the current frame at the end of a battle and manipulate which frame the next battle starts on. This technique currently requires CoTool, a Japanese language tool to perform.

Battle Blink Pokemon:

Pokemon	Location	CoTool v# Required	Notes
Makuhita	Phenac City	1.03	
Mantine	Pyrite City	1.03	
Absol	Realgam	1.03	
Houndoom	Realgam	1.03	
Tropius	Realgam	1.03	
Metagross	Realgam	1.03	
Shuckle	Deep Under Colosseum	1.10	End of Battle screens behave differently, there is no prize money reward screen

For more information about how to perform the Battle Blink Technique, check out this guide by @SuperNerdCal (u/Power-Up777):

- Pokemon Colosseum Retail RNG Battle Blink Guide.pdf - Google Drive

Shadow Yanma

Looking at a shadow pokemon's summary screen or their page in the Snag List will pass thousands of frames per second. In this way, Shadow Yanma passes the most frames per second.

Region	Frames Per Second
NTSC-NA	17146.6
NTSC-JP	17146.6
PAL-EU	20600

Shadow Yanma does not need to be in the party to advance frames. Looking at Shadow Yanma's Snag List entry will be fine. In regards to timing the exit with Shadow Yanma: when

exiting the summary screen/Snag List entry for Shadow Yanma, frames are still incrementing until the screen full fades to black.

Infinite Pokeball Glitch

Colosseum has a glitch where you can use any kind of Pokeball an infinite number of times (including the Master Ball). Here's how it works:

1. With your first Pokemon's turn, go into Items and throw the Pokeball.
2. During your second Pokemon's turn, go back into your Items and move the Pokeball you're about to throw into any other slot on the list.
3. Select any other action to finish the second Pokemon's turn.

This will use the first Pokemon's turn to throw a duplicated Pokeball, and then you can use your second Pokemon's turn to do whatever you like!

e-Reader Pokemon

The e-Reader Pokemon include Shadow Mareep, Shadow Togepi, and Shadow Scizor. They are among the most rare and exclusive Pokemon in existence at this point.

The only legal way is to use a Japanese copy of Pokemon Colosseum, hook a Japanese e-Reader to it via GCN-GBA link cable, and scan the Japan exclusive Pokemon Colosseum e-Reader cards to battle 24 trainers at a time to spawn the trainer that has one of the elusive shadow Pokemon. The biggest obstacle is the e-Reader cards themselves, which fetch over $900 for the full set now.

The slightly less legal way is to print the e-Reader cards, but that requires a printer that is capable of printing them.

The next way I can suggest is importing your save into Dolphin and scanning the cards in the emulator. I found this to be the most reasonable method without ruining the experience like my next two suggestions will.

The next suggestion is to use a save file from the internet that already has the Pokemon unlocked and ready to battle/catch. You'll probably want to change their Trainer ID/Secret ID/etc.

The final suggestion is to use PKHex to just spawn the Pokemon into a save file...

PC Programs for Colosseum RNG

PokeFinder

Swiss army knife of Pokemon RNG utilities. It is capable of determining a starting seed, and allows for the searching of specific seeds that match parameters according to one's Trainer ID and Secret ID. Sometimes though, necessary information is missing from the results , leading to usually needing to use other Japanese programs in order to get the required information.

PokeFinder: Add a Profile for Your Game

Prerequisites

- Pokefinder
- Your Trainer ID
- Your Secret ID

Configuration

1. Open Pokefinder. Press the Gamecube button in the Gen 3 tab.
2. In the Gamecube RNG window, press Manager.
3. A window will pop up where you can manage any of your profiles for PokeFinder. Press New.
4. Name your profile something distinctive. Set the Version to Colosseum. Add your Trainer ID and Secret ID. Leave Dead Battery unchecked (Dead Battery is just for RSE related RNG). Press Okay.
5. The profile for your game has been added!

PokeFinder: Determine the Initial Seed

This method is suited for RNG methods that only require finding the starting seed a couple of times or less.

Prerequisites

- Pokefinder
- colo.precalc file for Pokefinder

Method

1. Open Pokefinder. In the Gen 3 Tools dropdown menu, open the Gamecube -> Seed Finder menu option. Select the Colo tab.

2. Press the Search button. A box will pop up asking if you want to load a Colo Precalc file. Click Yes. Open the "colo.precalc" file. Once it's done loading, press Reset.
3. Start Pokemon Colosseum. After the title screen, go to Battle Now.
4. Go to Single Battle -> Ultimate difficulty. A random trainer name and party will be generated. In the Pokefinder Seed Finder program, record the trainer name into the Trainer dropdown box and top left Pokemon of the party into the Party Lead dropdown box, then press Search. If the program hasn't narrowed down to one seed yet, return to the main Battle Now menu and restart this step. Usually, this will take 7-8 inputs.

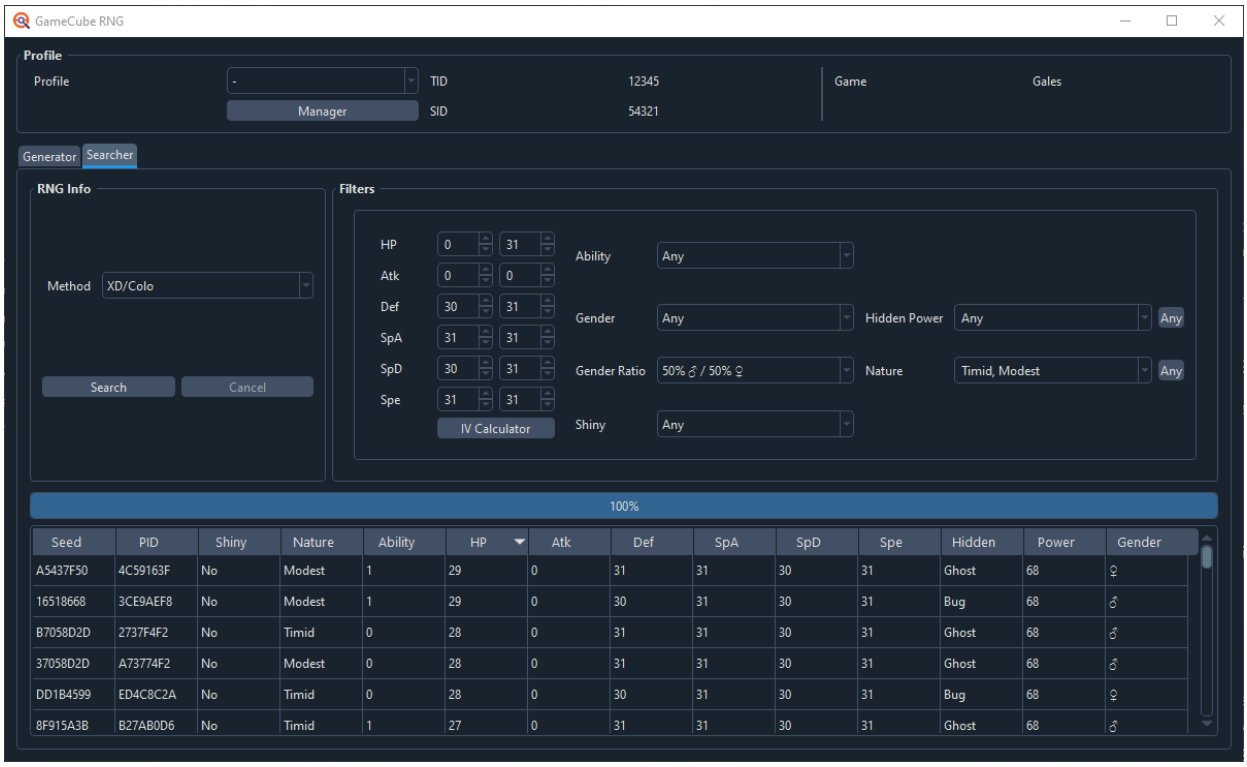
PokeFinder: Find Possible IV/Nature/Etc Spreads

Prerequisites

- PokeFinder
- Check whether the Pokemon you're looking for is Shadow Locked or not

Method

1. Open Pokefinder. Click on the Gamecube button under the Gen 3 tab.
2. Click on the Searcher tab.
3. For the Method, leave it on XD/Colo if the target pokemon is not Shadow Locked. If it is, set the Method dropdown to Colo, then set the Shadow dropdown to your shadow locked pokemon.
4. Set the filters to any combination you're looking for, and press Search. You may need to narrow down requirements a bit for your target spread.
    - Regarding the Ability dropdown: For Pokemon with one ability, this column does nothing. For Pokemon with two abilities, you'll need to cross reference online Pokedex resources to determine which ability is Ability 1 and Ability 2. Serebii *usually* has them in the correct order, but not always.



CoReader (Japanese)

Important prerequisite to this tool: your PC needs to be able to capture your game's screen. This can be done via a video capture device (Elgato) or emulator.

This tool is capable of determining the starting seed extremely quickly because it directly reads the game's screen in order to automatically match the trainer/first pokemon in the Battle Now Singles Ultimate screens to user created images. It is highly recommended to use this tool if resetting for a specific seed.

Note: CoReader requires 16GB of space on your drive for the database.

CoReader: Figuring out your Seed Automatically

Prerequisites

- COReader
- Calculator
- The ability to screen capture Pokemon Colosseum gameplay (using emulator or capture card)
- Image Editor

Configuration

1. In the COReader installation folder, go to the CODatabase folder. Run CODatabase.exe and build the database. Make sure to have 16 GB available for this. This program will run for awhile building the database. When it's done, there should be a Data folder with 16GB of files named {0.bin, 1.bin, ... , 574.bin, 575.bin}
2. Open COReader. The program is almost entirely in Japanese, but there are a few English texts. Next to where it says FullDB, press the associated "..." button. Select the Data folder filled with the 16 GB of information that COReader just created. Next to the LightDB, select the DB folder in the COReader installation folder.
3. Open the screen capture for your version of Pokemon Colosseum. Make sure it's possible to replicate the screen capture's window size easily. COReader is going to be matching images to the screen capture, and they need to always be the same resolution. For this reason, I suggest you make sure to have a way to consistently set your screen capture at the same resolution every time you want to use CoReader with it (maximize the screen capture window each time for example).
4. Start Pokemon Colosseum and go to the Battle Now menu. On the Singles -> Ultimate screen, take screenshots of the following:
    - Each Trainer Name (3)
        - Wes
        - Seth
        - Thomas
    - Each Pokemon (8)
        - Blaziken
        - Entei
        - Swampert
        - Raikou
        - Meganium
        - Suicune
        - Metagross
        - Heracross
5. In an image editor, crop each of the above elements of the screenshots down to the most minimal images of each element. Do not change the resolution.
6. Copy the three trainer name image files into the Source -> Trainer folder in the COReader directory. Copy the eight Pokemon image files into the Source -> Pokemon folder in the COReader Directory.
7. Rename the image files as follows:

Image	New Filename
Wes	trainername0.png
Seth	trainername1.png

Thomas	trainername2.png
Blaziken	pokemon0.png
Entei	pokemon1.png
Swampert	pokemon2.png
Raikou	pokemon3.png
Meganium	pokemon4.png
Suicune	pokemon5.png
Metagross	pokemon6.png
Heracross	pokemon7.png

8. In Pokemon Colosseum, go to the Battle Now -> Singles -> Ultimate screen to bring up the rental party menu. Make sure that screen capturing is currently happening between the game and your PC.
9. 9. Back to COReader, click the left button among the two buttons at the top. A new menu will pop named BattleNowReader up with Player/Team columns in the leftmost section.
10. 10. Above are three buttons that look like dropdown menus. The first button opens a window that acts like a lens. Position this window over the screen capture and shrink it down so it includes the random trainer's name and their top-left Pokemon. Make sure the window is wide enough to capture the longest name (Thomas).
11. 11. The second button, the one next to the button that brought up the lens, opens a window with two textboxes and a screen that shows what the lens is currently looking at. The two textboxes will have "---" in them unless they detect trainers/pokemon from the screen. Confirm that both of these are not filled with dashes and continue.

Calculating Time to Frame

The BattleNowReader has functionality to determine the amount of time it will take to reach a specific frame in comparison with the current seed. If looking to hit a very specific seed, this additional step is a must.

1. Open COReader and go to the BattleNowReader menu. Click the square button on the top-right of the menu.
2. In the textbox with (F)/sec next to it, insert the number of frames that looking at a Shadow Yanma will pass per second according to the current region of the game.
    - 17146.6 - US / JPN
    - 20600 - PAL
3. Paste the target seed (or seeds) into the seed textbox.

Now, when the current seed is matched in the program, this window will show how much real time needs to pass to reach the target frame(s).

Method

1. Open Pokemon Colosseum and go to the Battle Now menu.
2. Open COReader. Click the top-left button to go to the BattleNowReader window.
3. Under the seed section, make sure the option beginning with 7 is selected. The program seems to break sometimes if 8 is selected.
4. Click the large button to the right of the word Team. This tells the program to begin detecting trainer names and Pokemon. If the button is grayed out, make sure the window that appears from clicking the middle button on the top row is closed.
5. In Colosseum, from the Battle Now menu, enter Singles -> Ultimate, then back out. The trainer name and their pokemon should have been picked up by the program. Continue to enter Singles -> Ultimate and back out until the program discovers a seed. If there is one seed, congratulations! If there are two seeds, reset the results by exiting detection and reentering, then try again.

CoTool (Japanese)

This tool is used to figure out your Secret ID upon starting a new game, and is currently required to do Battle Blink RNG. The Battle Blink functionality is only compatible with the Japanese and European versions of the game. Version 1.03 is available publicly. Version 1.10 requires finding and contacting the Japanese developer on the website formerly known as Twitter, and answering a series of RNG related questions (in Japanese) to receive it. Version 1.03 can be used for every Battle Blink Pokemon except Shuckle. It is also possible to do Blink RNG with this tool, but... OpenBlink exists, and is in English.

CoTool: Figure out your Secret ID when starting a New Game in Colosseum

Blisy's Video Tutorial - PERFECT SHINY SPREADS IN COLO? (How to RNG TID and SID in Pokemon Colosseum) - YouTube
Papa Jefé's Stream demo (using CoTool v1.10, here for those that have that tool to use) - Pokemon Colosseum, but I'm INSANE (Part 1: TID RNG & Pyrite Town) - YouTube

Prerequisites

- CoTool (assuming v1.03)
- EonTimer
- xdseed
- EonTimer
- A selection of PID's of spreads from PokeFinder that you would like to be shiny

    - PokeFinder: How to use Pokefinder to Find Possible IV/Nature/Etc Spreads

Configuration

1. Open CoTool. Go to the tab with ID in the label's text (second tab from the left).
2. Check the top left checkbox (translates to "Search by Seed"). In the textbox immediately below labeled 0x is where your initial seed will be pasted.
3. The two textboxes below the seed textbox are the min/max frame range that the program will search. Leave the left one at 0 and set the right one to 10,000.
4. Below that, check the ID box. Three checkboxes below that, check the PID checkbox. (The two in between have ID in their label, the third one does not have ID in its label.) The textbox next to this box is where we will be pasting the individual PIDs gathered in the prerequisites.
5. Open EonTimer. Go to the Gen 3 tab. Set Calibration to 0, keep pre-timer at 5000.

Method

1. Start Colosseum. Get your initial seed.
    - Quick method: PokeFinder
    - Pro method: CoReader
2. Paste your initial seed into the 0x textbox.
3. Paste one of your PIDs into the PID textbox and click the Search button on the bottom underneath the results portion of the window. If nothing shows up, move to the next PID and paste that one into the PID textbox and click Search again. Keep doing this until you have a visible result. If no results show up from your collection of PID's, restart the game and go back to step 1.
4. Once you have a result, copy the number in the second column. In EonTimer, go to the Gen 3 tab, and paste the copied number into the Target Frame textbox.
    - If you have an offset written down from an earlier attempt, add the offset to the number now in the Target Frame textbox.
5. In Colosseum, back out to the main menu. Select New Game, but do not hit YES yet. Instead, start the timer in EonTimer. On the final pre-timer beep, hit YES at the same time. Quickly set your trainer name, press Start, and wait for the timer to finish before selecting YES. On the final beep, press YES at the same time.
6. Wait for the cutscene to finish. Once Wes is able to be controlled, press start and check the PDA. The trainer ID will be visible on the right. If the trainer ID matches the result in CoTool (third column), congratulations! If not, it's time to verify which frame we hit.
7. To verify the frame, go back to CoTool. Uncheck the checkbox next to the PID textbox. Under the ID checkbox, check the first ID checkbox underneath. This enables the Trainer ID textbox. Write the Trainer ID currently received in Colosseum into this textbox, then press search.
8. The frame this Trainer ID is should show up in the results, and it will be in the second column. Subtract this number from the frame you originally targeted. This is going to be the offset used in EonTimer for the next attempt. (We can't just paste the frame we hit

into EonTimer because the frame is going to change each attempt, so we need to manually record the offset ourselves.) Go back to step 1.

OpenBlink

This is the easiest tool to do Blink RNG with. Works with all game regions. This is one of the most important tools for Colosseum RNG manipulation.

IMPORTANT NOTE: How you run Colosseum may matter for this tool!

Firstly, these ways of running Colosseum will work for the purposes of OpenBlink:

- Regular Gamecubes
- Gamecubes that boot into Swiss
    - Examples:
        - Game Save Memory Card Exploit
        - PicoBoot Modchip
        - Other hard-mods exist, but they're outdated compared to PicoBoot
- Emulator

The **Wii** may be an exception in some cases. The first time I tried to use OpenBlink with the PAL region version of Colosseum, I was using a NTSC-US Wii with custom firmware on it to get my PAL region disc to launch. However, none of the blinks ever matched up no matter what I did, and the reason I eventually discovered is that the custom firmware method was essentially impreciesly emulating Pokemon Colosseum. The blink timer relies on the seeds progressing according to how the Gamecube naturally does it, so the CFW Wii, despite being able to run the game, was not running the game properly enough to be compatible with OpenBlink.

Region	Method	Compatible?
NA	Gamecube	Yes
JP	Gamecube	Yes
PAL (60Hz)	Gamecube	Yes
NA	Gamecube (Swiss)	Yes
JP	Gamecube (Swiss)	Yes
PAL (60Hz)	Gamecube (Swiss)	Yes
NA	Emulator	Yes

JP	Emulator	Yes
PAL (60Hz)	Emulator	Yes
NA	Wii	
JP	Wii	
PAL (60Hz)	Wii	
NA	Wii (CFW + Nintendont)	
JP	Wii (CFW + Nintendont)	
PAL (60Hz)	Wii (CFW + Nintendont)	No

OpenBlink: Figure Out your Current Seed

Prerequisites

- OpenBlink
- Espeon in your party
- Empty slot in your party for quickly verifying the stats of the Pokemon you're catching.
- The Starting Seed
- The maximum seed search range
    - If you're using Shadow Yanma to quickly scroll through frames, you'll know this number, it's the number of frames between your starting seed and your target seed.
    - If you've just started the game up and wandered through some noisy areas to get to the target Shadow Pokemon's trainer, you'll have to use a large number first to test what frame you ended up at. 500,000 will probably catch everywhere you could potentially end up at. You can tune this number down in the future once you do the process once and it tells you what frame you ended up at.
- The minimum seed search range
    - If you were looking at Shadow Yanma, take the estimated number of seconds you were looking at Yanma and multiply that number by the number of frames your game passes by looking at Shadow Yanma
    - Otherwise, just use 0
- Optional: Capture your gameplay with OBS and have a Replay Buffer running (more on this later)

Configuration

1. Open OpenBlink. Set the Game to Colosseum.
2. Set the region to your game's Region. If it's a PAL region game, make sure to set the Hz to whichever option you select on the game's startup.
3. Keep Input forgiveness (frames) at 20.
4. Set the textbox to the right of "Search from:" to the minimum seed search range and the textbox to the right of "~" to the maximum seed search range.
5. In the Blinks section, at the bottom, make sure the "Target:" textbox is not above 100. I normally have it set to 20.
    - For some reason, this textbox is difficult to alter the value in. You can either use your scroll wheel to change the number, or you can copy the 20 in your input forgiveness textbox and paste it into the "Target:" textbox.
        - If this textbox's number is too high, the blink timer will mess up pretty easily.
6. Go to Settings -> Timer. Set the total number of beeps to whichever number you're used to using. (I use 6.) I recommend setting the Exit Offset to 5.

Method

1. In OpenBlink, press Start to begin tracking blink keypresses.
2. In Colosseum, press start and navigate to your Pokemon party window. Enter Espeon's summary screen.
3. Press the right-hand Shift key on your keyboard every time you see Espeon blink. The button presses do not need to absolutely match the blinks, you just need to press Shift whenever you see a blink. If the program makes a negative sounding failure noise, the program did not find your seed and you'll need to try again. If it does this a few times in a row, you may need to change your search field.
4. If the program makes a victory noise, it will quickly transition to making a "fwip" noise every time it thinks Espeon is blinking. Verify that the "fwip" noises match the blinks. If they do not match at all, exit the summary screen and stop OpenBlink. Go back to step 1. If the fwips are just slightly off, use the "Faster" or "Slower" buttons at the bottom to align the noises to the blinks. Once the blinks are matching, then we're on course for finding our seed!
    - Tip: It might be hard to hear at first, but the "fwip" noise has a deep pitch at the beginning and a high pitch at the end. The deep pitch aligns to the beginning of the blink and the high pitch aligns to the end of the blink.
5. Now for the tricky part. Get ready to press B at the exact frame-perfect moment when the timer runs out. Espeon's blink needs to overlap the fadeout animation. Optional: You can verify whether or not you were successful if you use OBS's replay buffer feature while having Colosseum stream to it.
    - Example 1: Stepping through the frames of this video playback, this valid blink is fully within the bounds of the fade-out.

- Example 2: Stepping through the frames of this video playback, this valid blink would be extremely difficult to detect without playing back your gameplay footage and is why I suggest using OBS.

6. Once exited, on the right-hand Blinks area of OpenBlink, there will be one entry that is highlighted that the blink timer stopped on. Copy the "Candidate". That is our current seed!

OpenBlink: Navigate to a Seed

This method is for using OpenBlink in noiseless areas.

Prerequisites

- OpenBlink
- CoSearch
- Espeon in your party
- The Starting Seed
- The Target Seed
- The maximum seed search range
    - If you're using Shadow Yanma to quickly scroll through frames, you'll know this number, it's the number of frames between your starting seed and your target seed.
    - If you've just started the game up and wandered through some noisy areas to get to the target Shadow Pokemon's trainer, you'll have to use a large number first to test what frame you ended up at. 500,000 will probably catch everywhere you could potentially end up at. You can tune this number down in the future once you do the process once and it tells you what frame you ended up at.
- - The minimum seed search range
    - If you were looking at Shadow Yanma, take the estimated number of seconds you were looking at Yanma and multiply that number by the number of frames your game passes by looking at Shadow Yanma
    - Otherwise, just use 0
- - Optional: Capture your gameplay with OBS and have a Replay Buffer running (more on this later)

Configuration

1. Open OpenBlink. Set the Game to Colosseum.
2. Set the region to your game's Region. If it's a PAL region game, make sure to set the Hz to whichever option you select on the game's startup.
3. Keep Input forgiveness (frames) at 20.
4. Set the textbox to the right of "Search from:" to the minimum seed search range and the textbox to the right of "~" to the maximum seed search range.
5. In the Blinks section, at the bottom, make sure the "Target:" textbox is not above 100. I normally have it set to 20.
    - For some reason, this textbox is difficult to alter the value in. You can either use your scroll wheel to change the number, or you can copy the 20 in your input forgiveness textbox and paste it into the "Target:" textbox.
        - If this textbox's number is too high, the blink timer will mess up pretty easily.
6. Go to Settings -> Timer. Set the total number of beeps to whichever number you're used to using. (I use 6.) I recommend setting the Exit Offset to 5.

Method

1. In OpenBlink, press Start to begin tracking blink keypresses.
2. In Colosseum, press start and navigate to your Pokemon party window. Enter Espeon's summary screen.
3. Press the right-hand Shift key on your keyboard every time you see Espeon blink. The button presses do not need to absolutely match the blinks, you just need to press Shift whenever you see a blink. If the program makes a negative sounding failure noise, the program did not find your seed and you'll need to try again. If it does this a few times in a row, you may need to change your search field.
4. If the program makes a victory noise, it will quickly transition to making a "fwip" noise every time it thinks Espeon is blinking. There is now a textbox under the one where your seed is pasted called Target Seed. Paste your target seed into the textbox and press search. A couple things can happen here.
    - If you get a popup saying that the seed you're searching for is quite far out, don't try to search for it anyway. Instead, stop on a nearby blink frame, take the seed of that frame, use xdseed to figure out the distance between that seed and your target seed, then use FlowTimer to advance closer to your target. Start over from step 1.
    - If you get a message saying you missed your target... well I have bad news, you missed your target, and you have to either select another nearby target if you're hunting for nearby shiny frames, or you'll need to start over if you're hunting a specific frame.
    - The target seed is found and the number in the bottom right textbox labeled Target changes to the seed closest to your target seed. This is what we want!
5. Exit the blink timer on the nearest blink frame for now, we'll restart the blink timer in a bit, but first we need to use some of the information that has popped up. The goal now is to find out exactly which seed we're going to use as the final blink. Notice: more likely than not, the seed your final blink currently lands on is NOT THE SAME as your target seed, instead, it just gets you to the blink frame closest to your target seed.
    - - If you are targeting a Pokemon in a noiseless area: starting from the closest blink frame to the target frame, use the blink frame seeds to search for nearby shiny frames in CoSearch. Specifically, look for the target frame that is a number of frames away that is divisible by 7. Remember that frame for the next step.
6. Once you determine the seed you're going to exit blinks on, write that seed down for future use. Also write down the frame number.
7. Start the blink timer and find the seed again. Now, paste the target blink seed determined in the above step into the Target Seed textbox and press search. That is now the seed that the blink timer will end on.
8. Verify that the "fwip" noises match the blinks. If they do not match at all, exit the summary screen and stop OpenBlink. Go back to step 1. If the fwips are just slightly off, use the "Faster" or "Slower" buttons at the bottom to align the noises to the blinks. Once the blinks are matching, then we're on course for finding our seed!

- - Tip: It might be hard to hear at first, but the "fwip" noise has a deep pitch at the beginning and a high pitch at the end. The deep pitch aligns to the beginning of the blink and the high pitch aligns to the end of the blink.

9. Now for the tricky part. Get ready to press B at the exact frame-perfect moment when the timer runs out. Espeon's blink needs to overlap the fadeout animation. Optional: You can verify whether or not you were successful if you use OBS's replay buffer feature while having Colosseum stream to it.
    - Example 1: Stepping through the frames of this video playback, this valid blink is fully within the bounds of the fade-out.

    - Example 2: Stepping through the frames of this video playback, this valid blink would be extremely difficult to detect without playing back your gameplay footage and is why I suggest using OBS.

10. Once the blink is verified to have occurred, it's time to perform the final advancements. Take the frame number written down in step 6 and divide it by 7. The resulting number is the number of times you must enter and exit the Snag list. Perform the Snag List advancements. For high numbers, it may help to keep track with your voice out loud.
11. Enter the battle and catch the Shadow Pokemon. Check the Pokemon summary screen. If you were aiming for a shiny, you can verify that it is shiny by looking at its Pokemon party menu sprite. If the coloring is one of the tough ones to verify, no problem, it'll be in a different pose. Check this page for all of the Colosseum Shiny Menu Sprites. To further verify which frame was hit, use CoSearch to Verify Which Frame Corresponds to a Pokemon. If you hit your target, congratulations! Otherwise, it's time to try again.

OpenBlink: Navigate to a Seed with a Timer

This method involves using OpenBlink in noisy areas, therefore requiring the use of a Timer to land on the correct seed at the end.

Prerequisites

- OpenBlink
- CoSearch
- EonTimer or FlowTimer
- Espeon in your party
- The Starting Seed
- The Target Seed
- The maximum seed search range

    - If you're using Shadow Yanma to quickly scroll through frames, you'll know this number, it's the number of frames between your starting seed and your target seed.
    - If you've just started the game up and wandered through some noisy areas to get to the target Shadow Pokemon's trainer, you'll have to use a large number first to test what frame you ended up at. 500,000 will probably catch everywhere you could potentially end up at. You can tune this number down in the future once you do the process once and it tells you what frame you ended up at.
- The minimum seed search range
    - If you were looking at Shadow Yanma, take the estimated number of seconds you were looking at Yanma and multiply that number by the number of frames your game passes by looking at Shadow Yanma
    - Otherwise, just use 0
- Optional: Capture your gameplay with OBS and have a Replay Buffer running (more on this later)

Configuration

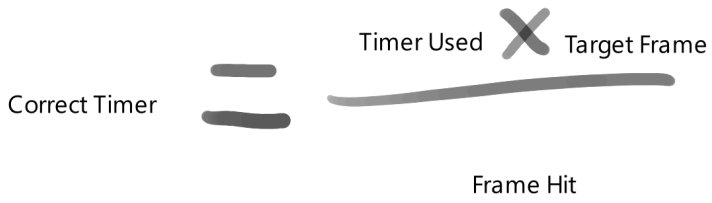
1. Open OpenBlink. Set the Game to Colosseum.
2. Set the region to your game's Region. If it's a PAL region game, make sure to set the Hz to whichever option you select on the game's startup.
3. Keep Input forgiveness (frames) at 20.
4. Set the textbox to the right of "Search from:" to the minimum seed search range and the textbox to the right of "~" to the maximum seed search range.
5. In the Blinks section, at the bottom, make sure the "Target:" textbox is not above 100. I normally have it set to 20.
    - For some reason, this textbox is difficult to alter the value in. You can either use your scrollwheel to change the number, or you can copy the 20 in your input forgiveness textbox and paste it into the "Target:" textbox.
        - If this textbox's number is too high, the blink timer will mess up pretty easily.
6. Go to Settings -> Timer. Set the total number of beeps to whichever number you're used to using. (I use 6.) I recommend setting the Exit Offset to 5.

Method

1. In OpenBlink, press Start to begin tracking blink keypresses.
2. In Colosseum, press start and navigate to your Pokemon party window. Enter Espeon's summary screen.
3. Press the right-hand Shift key on your keyboard every time you see Espeon blink. The button presses do not need to absolutely match the blinks, you just need to press Shift whenever you see a blink. If the program makes a negative sounding failure noise, the program did not find your seed and you'll need to try again. If it does this a few times in a row, you may need to change your search field.

4. If the program makes a victory noise, it will quickly transition to making a "fwip" noise every time it thinks Espeon is blinking. There is now a textbox under the one where your seed is pasted called Target Seed. Paste your target seed into the textbox and press search. A couple things can happen here.
    - If you get a popup saying that the seed you're searching for is quite far out, don't try to search for it anyway. Instead, stop on a nearby blink frame, take the seed of that frame, use xdseed to figure out the distance between that seed and your target seed, then use FlowTimer to advance closer to your target. Start over from step 1.
    - If you get a message saying you missed your target... well I have bad news, you missed your target, and you have to either select another nearby target if you're hunting for nearby shiny frames, or you'll need to start over if you're hunting a specific frame.
    - The target seed is found and the number in the bottom right textbox labeled Target changes to the seed closest to your target seed. This is what we want!
5. Exit the blink timer on the nearest blink frame for now, we'll restart the blink timer in a bit, but first we need to use some of the information that has popped up. The goal now is to find out exactly which seed we're going to use as the final blink. Notice: more likely than not, the seed your final blink currently lands on is NOT THE SAME as your target seed, instead, it just gets you to the blink frame closest to your target seed.
    - If you are targeting a Pokemon in an area with noise, the first thing you need to make sure of when picking a seed is that the seed you're aiming for actually shows up on a search. Some places (example: Cipher Lab) will skip past frames completely thanks to ongoing noise, so you want to make sure your frame is actually reachable from the blink seed. The other problem you need to figure out is how fast the noise in an area is advancing the frames. For the most part, I can't give exact advice for each area, but I can give a couple of tips. Pick a blink frame where you will have enough time to trigger the Pokemon battle you're targeting.
        - If your target is in the Cipher Lab (example: Raikou/a Johto Starter) and the alarm's been triggered, you can just use EonTimer and pretend it's Ruby/Sapphire/Emerald RNG manipulation once you land the final blink. The number you need to plug into the target frame in EonTimer is the frame number in CoSearch corresponding to your target frame. Check and make sure you'll have enough time to get to your final button press to initiate the battle though.
        - If your target is in the Snagem Hideout, there will be inconsistent advances that you'll have to deal with... On average, it's about a little over one frame per second, so pick the closest blink frame to the target you can use and use FlowTimer to make a timer.
        - If your target is anywhere else where there's noise to deal with, you're going to have to do some test runs (i.e. purposely fail to get information) and some math until you can start consistently getting within a reasonable

range of your target frame.



Each attempt, calculate what the Correct Timer should have been. Assuming you are going for the same exact seed each time, you can use the calculated Correct Timer as your timer for the next attempt. Keep calculating for the correct timer and eventually the timer will become much more accurate.

6. Once you determine the seed you're going to exit blinks on, write that seed down for future use.
7. Start the blink timer and find the seed again. Now, paste the target blink seed determined in the above step into the Target Seed textbox and press search. That is now the seed that the blink timer will end on.
8. Verify that the "fwip" noises match the blinks. If they do not match at all, exit the summary screen and stop OpenBlink. Go back to step 1. If the fwips are just slightly off, use the "Faster" or "Slower" buttons at the bottom to align the noises to the blinks. Once the blinks are matching, then we're on course for finding our seed!
    - - Tip: It might be hard to hear at first, but the "fwip" noise has a deep pitch at the beginning and a high pitch at the end. The deep pitch aligns to the beginning of the blink and the high pitch aligns to the end of the blink.
9. Now for the first of two tricky parts. Get ready to press B at the exact frame-perfect moment when the timer runs out. Espeon's blink needs to overlap the fadeout animation. Optional: You can verify whether or not you were successful if you use OBS's replay buffer feature while having Colosseum stream to it.

- - Example 1: Stepping through the frames of this video playback, this valid blink is fully within the bounds of the fade-out.

- - Example 2: Stepping through the frames of this video playback, this valid blink would be extremely difficult to detect without playing back your gameplay footage and is why I suggest using OBS.

10. Once the blink is verified to have occurred, it is time to begin the final timer step. As a preliminary step, make sure you are still in the Pokemon party window, don't exit to the start menu just yet. Make sure your timer is configured as instructed in step 5. I recommend using a pretimer of 5 seconds.
11. Once you're fully prepared, it's time to begin the final tricky bit. Assuming you have a pretimer, press B to exit the Pokemon party window and go back to the start menu

screen once the pretimer hits its final beep. (If you have no pretimer, start the timer and exit the Pokemon party window at the same time.) While the timer is still running, exit the start menu and prepare your Pokemon encounter, going to the last possible text message before the trainer battle screen transition animation plays. Press A to start the encounter at the same time the final timer beep occurs.

12. Catch the Shadow Pokemon. Check the Pokemon summary screen. If you were aiming for a shiny, you can verify that it is shiny by looking at its Pokemon party menu sprite. If the coloring is one of the tough ones to verify, no problem, it'll be in a different pose. Check this page for all of the Colosseum Shiny Menu Sprites. To further verify which frame was hit, use CoSearch to Verify Which Frame Corresponds to a Pokemon. If you hit your target, congratulations! Otherwise, it's time to try again.

xdpokemon (Japanese)

This tool's best use is figuring out which seed corresponds to a captured Pokemon, and its distance away from another frame. However, CoSearch also does this!

xdseed (Japanese)

This tool has a lot of niche-but-important functionality that is useful to several different RNG processes. For example, this tool can measure the distance (in frames) between one frame and another frame. This is important for Blink RNG.

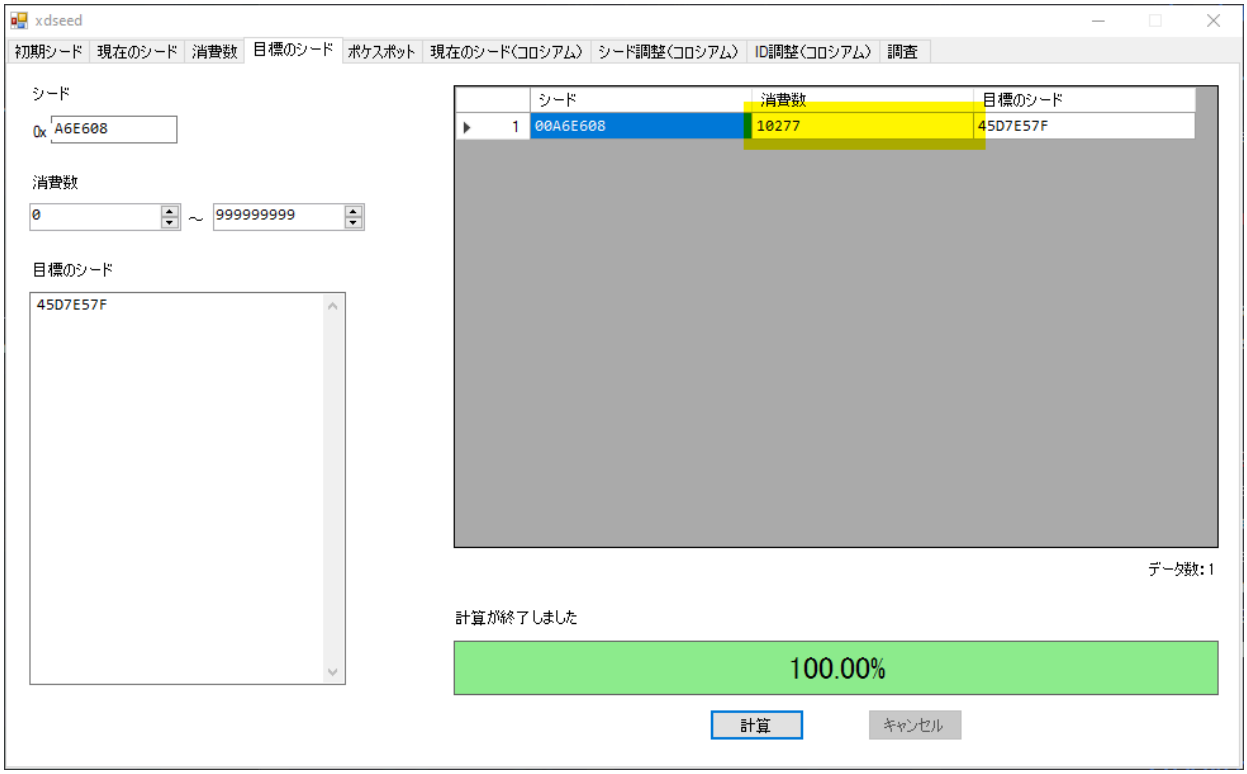
xdseed: Measure the distance between two seeds

Prerequisites

- current seed
- target seed

Method

1. Open xdseed. Go to the 4th tab.
2. In the textbox with "0x" next to it on the top left, paste the current seed.
3. In the large textbox with the greyed out scroll bar on the bottom left, paste the target seed.
4. In the textbox to the right of the "~" between the above two textboxes, paste "999999999". Essentially what everything here means is that, starting from our current seed, we are going to search 999999999 seeds after it for the target seed.
5. Below the 0.00% bar on the bottom, click the left button to search.



6. If no results pop up, that means the seed is a billion or more frames away from your current seed. (To put that in terms of Yanma waiting time, that will either be about 16.2 hours for NA/JP or about 13.5 hours for EU). If a result does appear, the yellow highlighted area in the screenshot above will show the distance between two frames.

xdseed: Advance to a Specific Frame Before Entering Story Mode

This method is only reasonable for frames under 100K frames away. It's quite unreasonable for frames that are hundreds of millions of frames away, but I suppose it's still technically possible. The Gamecube will just need to remain on for days/weeks...

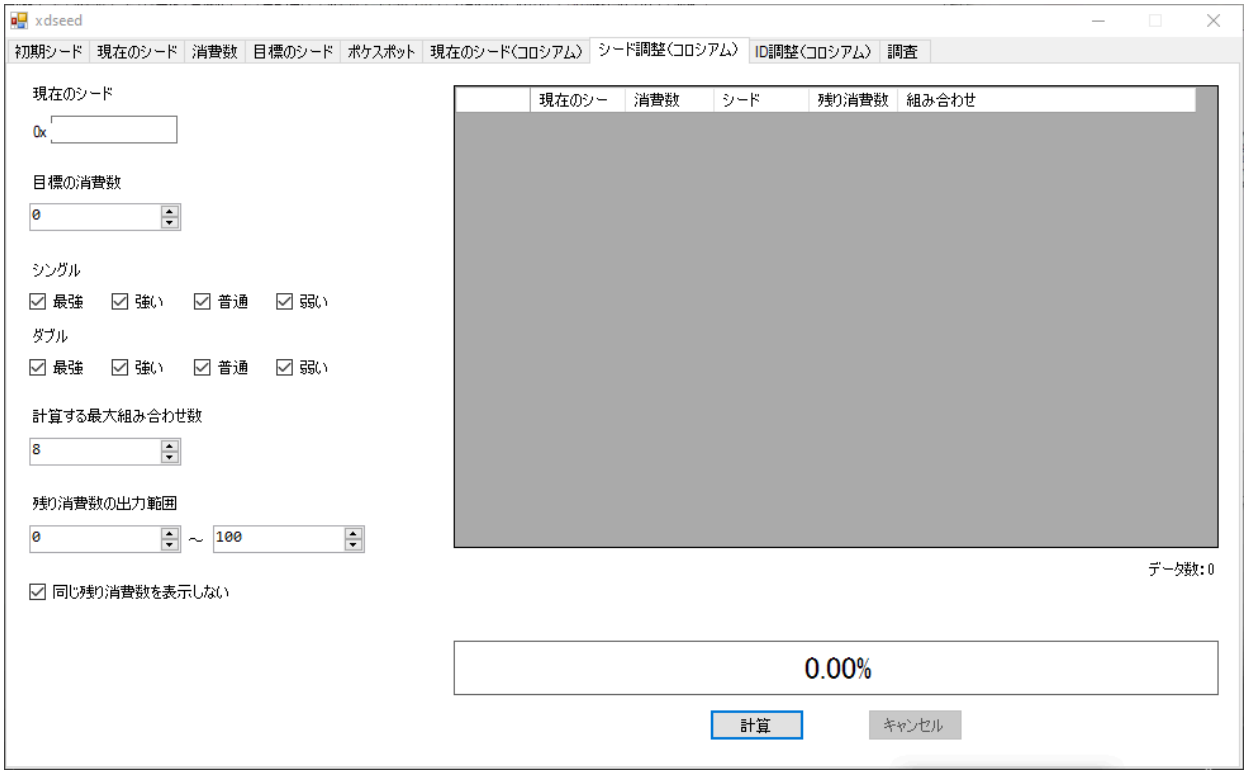
Blisy Video Tutorials
- Pokemon Colosseum RNG Basics and other information - YouTube
- SHINY TYRANITAR GUARANTEED IN POKEMON COLOSSEUM - YouTube

Prerequisites

- xdseed
- Initial Seed
- Number of Frame Advancements to do

Configuration

1. Open xdseed. Go to the 7th tab.



2. Paste your initial seed into the textbox labeled 0x at the top left.
3. Paste your number of frame advancements you need to do in the textbox below the seed textbox.
4. Press Search. (It's the left button under the progress bar on the bottom right.) Many results will pop up. Look for a result that is some combination of 7's and 20's in the 5th column.
    - If performing Trainer ID RNG, only numbers divisible by 20 are able to be used.
5. Once you have a result row selected, it is time to perform the instructions in the 6th column. They're in Japanese though, so it probably needs to be translated to English. To do that, we need to break down each instruction. Each one is composed of two Japanese characters. The first character corresponds to either Singles or Doubles, and the second character corresponds to either Ultimate, Hard, Normal, or Easy. On the left where there's 8 checkboxes, you can match the characters to the first character of each label. The top label is Singles (with checkboxes corresponding to Ultimate, Hard, Normal, Easy) and the bottom label is Doubles (also with checkboxes corresponding to Ultimate, Hard, Normal, and Easy). The first few times you do this, it may help to write down each instruction.
6. Once the instructions are understood, it becomes a matter of entering the designated Battle Now menu option to view the randomly generated party, then backing out and performing the next instruction. Perform all the instructions.
7. After all the instructions are performed, we have a remainder of frames left. Perform any necessary 20 frame advancements by changing the rumble setting and saving as many

times as you need. If you still have 7 frame advancements to do, use the Snag List trick to advance 7 frames at a time.

CoSearch (Japanese)

CoSearch is very good at displaying nearby shiny frames and showing exactly how frames will progress on the way to a particular frame (though it isn't always perfect at this). Additionally, you can narrow down which frame a Pokemon ended up on. It also provides a lot of information regarding each frame, more than Pokefinder, and the information it provides matters.

Cosearch: Search for Nearby Shiny Frames

Prerequisites

- CoSearch
- Trainer ID / Secret ID
- A Captured Shadow Pokemon
- A starting seed

Configuration

1. Open CoSearch. On the top right, there are two textboxes labeled TID and SID. Paste your Trainer ID into the TID box and your Secret ID into the SID box.
2. Go to the third tab. On the top left, paste your starting seed into the seed textbox.
3. Set the MaxFrames textbox to 100,000.
4. The dropdown box below that is the Pokemon that you're trying to catch, so find out what your target Pokemon's name is in Japanese, then select it in this dropdown box. Use Bulbapedia to get the Japanese name of any Pokemon. It's always at the top of the page of the main body or above the Pokemon image on the right. My impression is that the dropdown box is organized in the order that Shadow Pokemon are encountered in Colosseum.
5. The dropdown box below that is the location that you're encountering the target Pokemon. Select the option that best matches where your Pokemon is located. Here's a translated list of each option:
    - Other Areas
    - Pyrite Cave
    - Cipher Lab B1F
    - Cipher Lab B2F
    - Outskirt Stand

Method

1. Check the fourth checkbox from the top on the left. Uncheck all other checkboxes.
2. Press Search. (It's the button below the location dropdown box.) A couple potential shiny frames should appear in the center-right of the window. The first column is how many frames they are away, the second is their seed. The H, A, B, C, D, S columns will be their IV's.

CoSearch: Verify Which Frame Corresponds to a Pokemon

Prerequisites

- CoSearch
- Trainer ID / Secret ID
- A Captured Shadow Pokemon
- A starting seed that is within 100k frames of the Shadow Pokemon's capture
    - This is normally either the initial seed determined from the Battle Now menu, or the final blink timer seed

Configuration

1. Open CoSearch. On the top right, there are two textboxes labeled TID and SID. Paste your Trainer ID into the TID box and your Secret ID into the SID box.
2. Go to the third tab. On the top left, paste your starting seed into the seed textbox.
3. Set the MaxFrames textbox to 100,000.
4. The dropdown box below that is the Pokemon that you're trying to catch, so find out what your target Pokemon's name is in Japanese, then select it in this dropdown box. Use Bulbapedia to get the Japanese name of any Pokemon. It's always at the top of the page of the main body or above the Pokemon image on the right. My impression is that the dropdown box is organized in the order that Shadow Pokemon are encountered in Colosseum.
5. The dropdown box below that is the location that you're encountering the target Pokemon. Select the option that best matches where your Pokemon is located. Here's a translated list of each option:
    - Other Areas
    - Pyrite Cave
    - Cipher Lab B1F
    - Cipher Lab B2F
    - Outskirt Stand

Method

1. Check the H, A, B, C, D, S boxes on the bottom left. Uncheck all other boxes.

2. Open up the caught Shadow Pokemon's summary screen. Record its stats into the checked textboxes as follows:
    - H - HP
    - A - Attack
    - B - Defense
    - C - Special Attack
    - D - Special Defense
    - S - Speed
3. Press Search. (It's the button below the location dropdown box.) Your Pokemon's frame should show up in the center-right area. The first column will be the frame as compared to the initial seed.

FlowTimer

An very good and accurate timer utility. Not much else to really say about it!

FlowTimer: Set Up a Timer

Prerequisites

- FlowTimer
- The amount of time you wish to pass (in seconds)

Configuration

1. Open FlowTimer. Set the number of beeps to whichever number you're used to. (I use 6.)
2. Multiply the number of seconds you wish to pass by 1000 to convert it to milliseconds. FlowTimer's timers are based on milliseconds, so that's the format they need to be in.
3. Paste the Number of Milliseconds into the Offset textbox in FlowTimer.
    - Tip: You can add a 5 second pre-timer if you do the following:
        - Add 5000 to your millisecond total in the offset textbox.
        - In the offset textbox, add "5000/" to the beginning of what you have in the textbox.
        - Example: Say you originally had a 20000 millisecond timer in the offset textbox. After adding 5000 milliseconds and adding the "5000/" it would become "5000/25000".

Method

1. To start the timer, press Start! It will count down the amount of time specified in the offset textbox, and at the end, it will beep the number of predetermined times until the final beep.

FlowTimer: Using Shadow Yanma (or another Shadow Pokemon) to Advance a Set Number of Frames with a Timer

Prerequisites

- Shadow Yanma in Snag List (or another Shadow Pokemon, but Shadow Yanma will advance frames faster than any other)
- FlowTimer
- Calculator
- A Number of Frames to Pass

Configuration

1. Open FlowTimer. Stay on the default Fixed Offset tab.
2. On the initial default timer, set the number of beeps to whichever number you're used to using. (I use 6.)
3. Check what your Shadow Yanma number is for your version and keep it in mind for the next step.
4. Divide the Number of Frames you need to pass by the Shadow Yanma number. This converts the number of frames into a number of seconds.
5. For most of the methods involving Shadow Yanma in this guide, we actually want to offset the timer so that, when the FlowTimer timer ends, we have enough time to switch to OpenBlink and get to the correct seed using that program. My offsets usually follow these rules:
    - If making an hours-long timer, subtract 5 minutes (300 seconds) from the number in step 4.
    - Else, if making a timer longer than 5 minutes, subtract 3 minutes (180 seconds) from the number in step 4.
    - Else, subtract 3 seconds from the number of step 4. If this is your first time, try subtracting 5 seconds instead.
6. After offsetting the number of seconds, multiply that number by 1000 to convert from number of seconds to number of milliseconds. FlowTimer's timers are based on milliseconds, so that's the format they need to be in.
7. Paste the Number of Milliseconds into the Offset textbox in FlowTimer.

Method

1. In the Colosseum start menu, open the PDA and go into the Snag List. Hover over Shadow Yanma.
2. Start the timer and enter Yanma's Snag List entry at the same time.
3. Exit the Snag List entry for Yanma at the same time as the last beep.

EonTimer

A timer utility normally used during RSE/FRLG RNG, but can be used in some select situations in Colosseum as well. I used EonTimer specifically for Cipher Lab Pokemon after the alarm starts (examples: Raikou / Quilava trainer in postgame).

EonTimer: How to Set Up a Timer

Prerequisites

- EonTimer
- Target Frame

Configuration

1. Open EonTimer.
2. Go to the Gen 3 tab.
3. Set Calibration to 0.
4. Keep pre-timer at 5000 if you want a pretimer. If you do not want a pre-timer, set it to 0.
5. Paste your target frame into the Target Frame textbox.
6. Open the Settings and go to the Timer tab. Make sure Console is set to GBA.

Method

1. If you have no pre-timer set, press start on EonTimer at the same time you perform an action that causes frames to start advancing in Colosseum. If you have a pre-timer set, start the timer, then on the final pre-timer beep, perform the action that will start causing frames to advance.
    - This will normally be something like exiting the Pokemon party screen to the start menu.
    - In the case of Trainer ID RNG, this is when YES is pressed before naming your trainer when starting a New Game.
2. Before the timer ends, perform any necessary actions and get the game ready for the timer to end.

    - In other words, if using EonTimer to time the start of a Pokemon battle, move to the trainer you want to battle and advance to the text where the next button press will start the trainer battle transition animation.
    - In the case of Trainer ID RNG, select your name, then press start. Don't select YES yet.
3. At the end of the timer, as the final beep sounds, press A to begin the end-of-timer action.
4. After you verify which frame was hit, you can paste the frame number into the Frame Hit textbox and press Update. (This only works if you're going for the same seed each time.)

RNG Manipulation Techniques

Start a New Game in Colosseum Knowing the Secret ID

Prerequisites

- Pokemon Colosseum
- PokeFinder
- CoTool

Method

Assuming the purpose of your Colosseum RNG manipulation involves eventually capturing a shiny Pokemon, it is necessary to figure out what a particular save file's Secret ID is. The Secret ID paired with the Trainer ID will determine which seeds become shiny. The Secret ID is normally hidden though, so on console, we need to RNG-manipulate it as we start a new game.

However, before we jump into the Secret ID RNG manipulation, we can take a moment to make sure a particular IV spread is shiny! Check the instructions here first:

- PokeFinder: How to use Pokefinder to Find Possible IV/Nature/Etc Spreads

After generating a list of potential seeds, we can use those seeds when RNG manipulating the Secret ID to guarantee that spread is shiny if encountered.

Now, follow the instructions here to RNG-manipulate your Trainer ID/Secret ID when starting a new game in Colosseum:

- CoTool: Using CoTool to Figure out your Secret ID when starting a New Game in Colosseum

Lastly, add a profile for your save into PokeFinder for future use.

- Pokefinder: How to Add a Profile for Your Game

RNG Manipulation: No Noise/Fixed Noise

Prerequisites

- The target Pokemon is in an area with no noise between the save point and the trainer battle.
- Trainer ID / Secret ID
- PokeFinder
- CoSearch
- xdseed
- an empty space in your party (to quickly verify your catch)

Method

Upon booting Colosseum, find out what your initial seed is. Using PokeFinder should work just fine for this method. Then, use CoSearch to search for nearby shiny frames. Select one of them, then use xdseed to advance to a specific frame before entering story mode. Enter the trainer battle with the Shadow Pokemon, and catch the Pokemon!

RNG Manipulation: Blink Method

Prerequisites

- The target Pokemon is in an area with no noise. It's possible for there to be noise in areas on the way to the target Pokemon though
- Trainer ID / Secret ID
- PokeFinder or CoReader
- CoSearch
- OpenBlink
- FlowTimer
- xdseed
- Espeon in your party
- an empty space in your party

Method

Upon booting Colosseum, find out what your initial seed is. Using PokeFinder is still fine for this method, but CoReader starts to become a more reasonable tool at this point since you're likely to start resetting a lot now. Take your initial seed and use CoSearch to search for nearby shiny frames. Select one, enter story mode, then walk close to where your target Pokemon is.

Use OpenBlink to redetermine out your current Seed, then use xdseed to measure the distance between your current seed and your target seed. Divide that number by your version's Shadow Yanma frames per second, then use FlowTimer to advance a little less than that many seconds. Definitely don't overshoot with the timer.

Once it's time for the final blink run, use OpenBlink to navigate to a close seed, then use Snag List advances to finally hit the seed. Then encounter and catch the Pokemon!

Using the Blink Method to get to a Specific Seed

The No Noise/Fixed Noise methods and the Blink method discussed have an important caveat: they can only target nearby shiny frames. But what if you want to search for the perfect Shiny frame with as many perfect stats as possible? Or what if you are specifically targeting a 0 attack and/or 0 speed Pokemon? Or looking for a max power Hidden Power Ice on a Pokemon? It's time to modify the Blink Method.

Prerequisites

- The target Pokemon is in an area with no noise. It's possible for there to be noise in areas on the way to the target Pokemon though
- Pokefinder
- CoReader
- FlowTimer
- OpenBlink
- Espeon in your party
- an empty space in your party

Selecting a Seed to Target

PokeFinder: How to use Pokefinder to Find Possible IV/Nature/Etc Spreads

Method

1. Start Pokemon Colosseum. The first step is to get an initial seed that isn't ridiculously far from the target seed, so get your starting seed. I strongly suggest using the CoReader Method for this because you will very likely need to restart the game many, many times in order to find a good starting seed.

2. Calculate the distance from your starting seed to your target seed. You can either do this in xdseed, or CoReader can do this automatically.
    - If using xdseed: Use xdseed to measure the distance between your starting seed and your target seed. Divide that number by your version's Shadow Yanma frames per second, and you will get the time (in seconds) necessary to wait to reach the target frame.
    - If using CoReader: If you configured CoReader in the configuration step, it will automatically tell you how much time it will take to reach the target seed when you find your initial seed. It's MUCH simpler and faster compared to manually calculating the time to seed each reset.
3. Check how long the wait time is. If it's more than 3 or 4 hours, definitely restart from step 1. Otherwise, if it's an acceptable amount of time, it's time to move on!
4. Continue your save file and travel to the area where your target Pokemon resides. Move into position where you can easily start the trainer battle later.
5. Use Shadow Yanma to advance frames with a timer.
6. Use OpenBlink to figure out your current Seed.
7. Use xdseed to measure the distance between your current seed and your target seed.
8. Do one more run with Shadow Yanma to advance frames with a timer. Leave about 3-4 seconds remaining.
9. Navigate to the final blink with OpenBlink, perform the final frame advancements, then capture the target Pokemon. If it's still too far away, stop on a nearby blink seed and go back to step 7.

RNG Manipulation: Blink Method + Timer

Prerequisites

- Patience
- Pokefinder
- CoReader
- FlowTimer
- OpenBlink
- Espeon in your party
- an empty space in your party

Selecting a Seed to Target

PokeFinder: How to use Pokefinder to Find Possible IV/Nature/Etc Spreads

Method

1. Start Pokemon Colosseum. The first step is to get an initial seed that isn't ridiculously far from the target seed, so get your starting seed. I strongly suggest using the CoReader Method for this because you will very likely need to restart the game many, many times in order to find a good starting seed.
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8. Do one more run with Shadow Yanma to advance frames with a timer. Leave about 3-4 seconds remaining.
9. Navigate to the final blink with OpenBlink, use a timer to perform the final frame advancements, then capture the target Pokemon. If the final blink is still too far away, stop on a nearby blink seed and go back to step 7.

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