

# Pokemon Infinite Fusion Windows Setup Guide

Infinite Fusion ver 5.3.1.2

Last updated 19.09.2023

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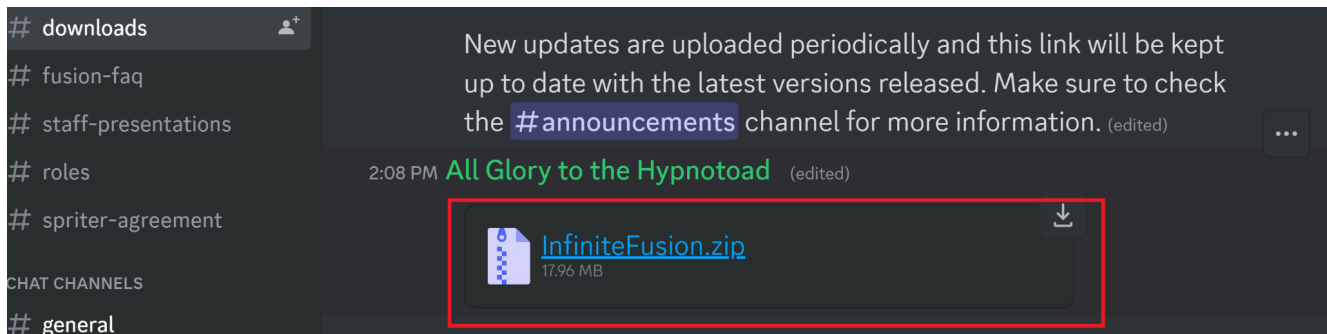
## Setup (tl,dr)

Extract [this](#) to C:. Use INSTALL\_OR\_UPDATE to get "Game.exe".

## Setup (Fresh Install)

In the [official Discord #downloads](#) channel is [this .zip](#). Download it.

(If that one gives you errors, come back and try [this](#) one ([mirror](#).)

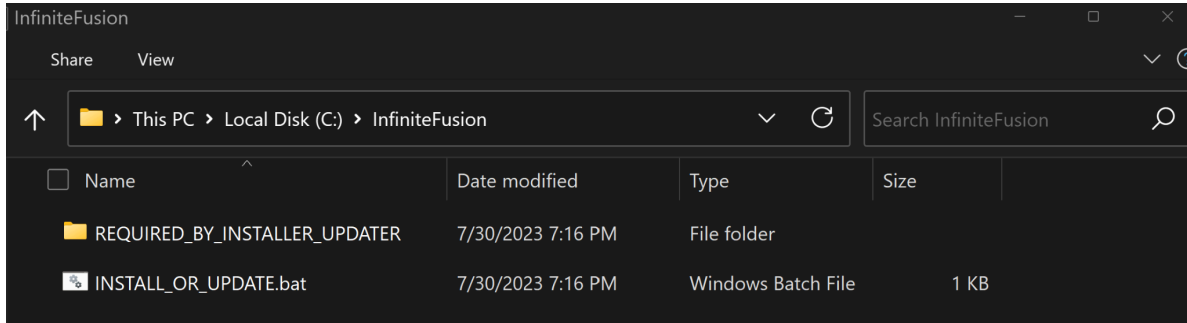


The .zip contains a folder "InfiniteFusion". **Extract that folder** to C:. Not under Documents, Downloads, or Desktop. This step trips some people up. **Don't** just click into the downloaded .zip file and go straight for the installer, that's like trying to read a book without opening it.

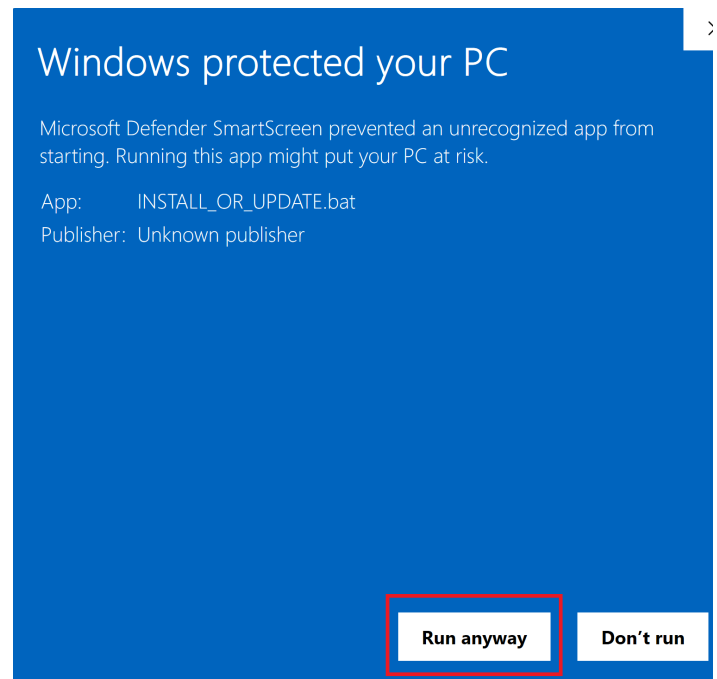
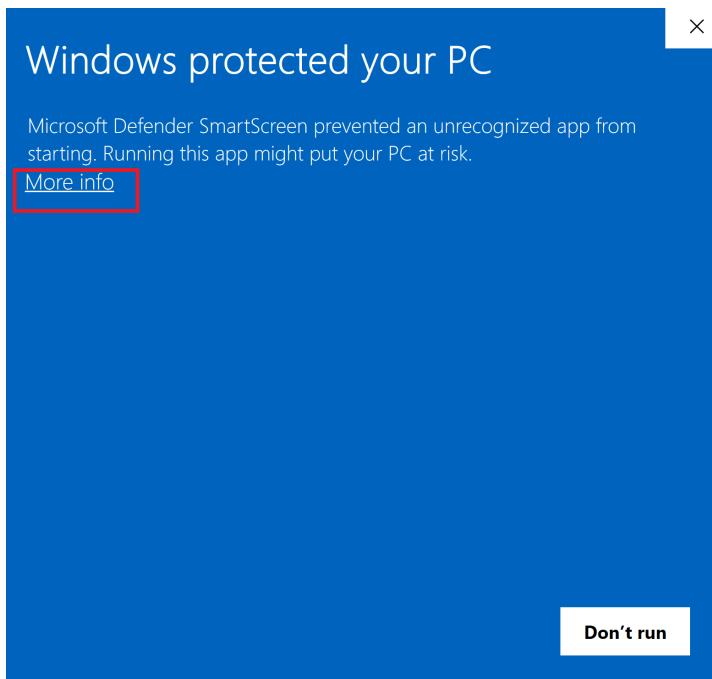
Note: This guide will assume you can extract files and folders from a .zip. If you do not know how, please spend an afternoon researching this topic and practicing. There are many guides on youtube and [online](#) to learn from. How to extract a folder is outside the scope of this guide.

You should have a folder that looks like this:

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Double-click on "INSTALL\_OR\_UPDATE". Microsoft Defender SmartScreen may try to protect you. Tell it to run the thing anyway.



A window will appear and will start downloading the game.

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```
C:\Windows\system32\cmd.exe
--
Path = REQUIRED_BY_INSTALLER_UPDATER\MinGit.7z
Type = 7z
Physical Size = 17712512
Headers Size = 5285
Method = LZMA2:24 BCJ
Solid = +
Blocks = 2

Everything is Ok

Folders: 74
Files: 320
Size: 70822969
Compressed: 17712512
hint: Using 'master' as the name for the initial branch. This default branch name
hint: is subject to change. To configure the initial branch name to use in all
hint: of your new repositories, which will suppress this warning, call:
hint:
hint:   git config --global init.defaultBranch <name>
hint:
hint: Names commonly chosen instead of 'master' are 'main', 'trunk' and
hint: 'development'. The just-created branch can be renamed via this command:
hint:
hint:   git branch -m <name>
Initialized empty Git repository in C:/InfiniteFusion/.git/
remote: Enumerating objects: 25956, done.
remote: Counting objects: 100% (6878/6878), done.
remote: Compressing objects: 100% (4308/4308), done.
Receiving objects: 67% (17391/25956), 158.50 MiB | 6.48 MiB/s
```

It may start taking longer around the 81% mark. This is fine.

When it's finished it will tell you 'Everything is OK' and thank you for installing / updating.

The window should look just like this:

```
C:\Windows\system32\cmd.exe
remote: Total 25956 (delta 1826), reused 6708 (delta 1756), pack-reused 19078
Receiving objects: 100% (25956/25956), 588.73 MiB | 6.45 MiB/s, done.

Resolving deltas: 100% (12849/12849), done.
From https://github.com/infinitefusion/infinitefusion-e18
* branch          releases -> FETCH_HEAD
* [new branch]    releases -> origin/releases
Updating files: 100% (12681/12681), done.
HEAD is now at 85569a7b Merge branch 'main' into releases

7-Zip 23.01 (x64) : Copyright (c) 1999-2023 Igor Pavlov : 2023-06-20

Scanning the drive for archives:
1 file, 36747359 bytes (36 MiB)

Extracting archive: Data\species.zip
--
Path = Data\species.zip
Type = zip
Physical Size = 36747359

Everything is Ok

Size: 187648507
Compressed: 36747359

Installer/Updater made by Hungry Pickle

Thank you for installing or updating! You can close this window now.
Press any key to continue . . .
```

If your window gives errors that look [like this](#), make sure your Windows locale is set to English and try [this](#) updated script Hungry Pickle posted [here \(mirror\)](#).

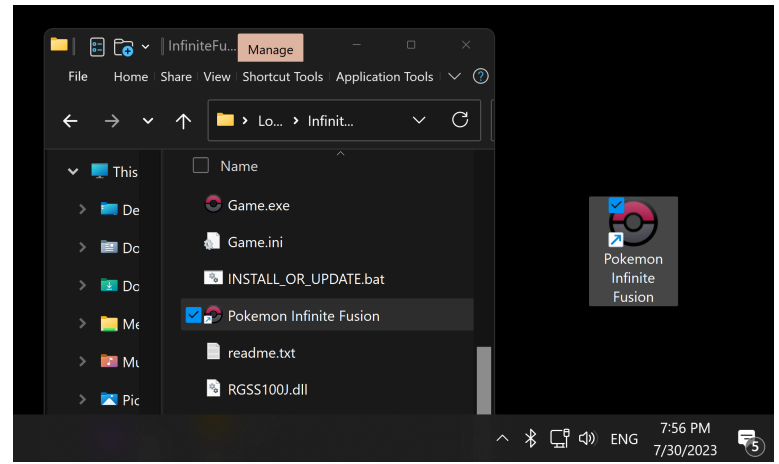
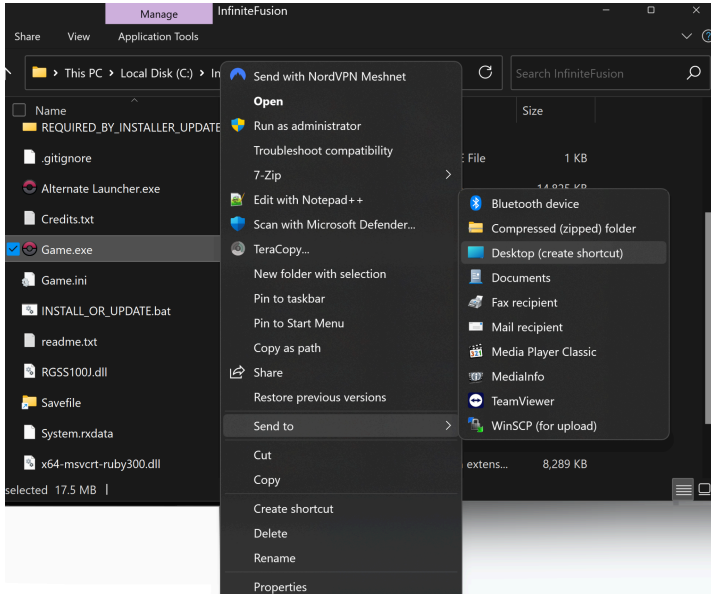
If your window shows something else, come post a screenshot of it in the Discord's [#tech-support](#) channel.

You should now have a bunch of files. 'Game.exe' is the game.

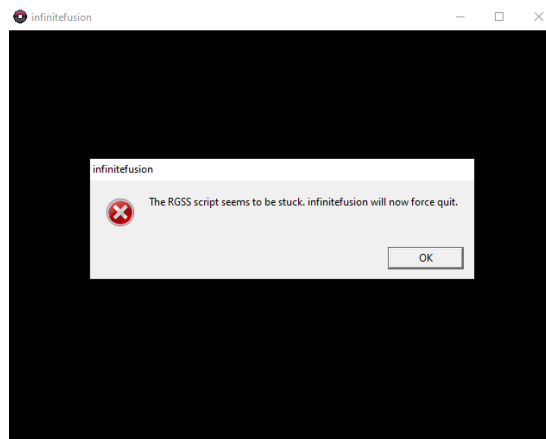
You probably want to make a shortcut. Right-click on 'Game.exe' and choose 'send to' > 'Desktop (create Shortcut)'.

This will create a new shortcut next to game.exe. Right-click his and choose Rename. Name it "Pokemon Infinite Fusion" and drag this file to the Desktop or wherever you want. You can also right-click and press "Pin to Taskbar" which will place the game.exe launcher at the bottom of your screen for easy access.

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All set! Double click your shortcut and **be patient**. If you click the window or press keys, it will probably crash:



Watch the intro and title screen for a moment before starting. You can press F1 to view the key bindings, and Q will speed up the game as well as the loading screen. Press Q multiple times to cycle through different speed settings.

## Setup (Update)

I suggest backing up your save data from %AppData%/InfiniteFusion/, then follow the steps in the above entire section **Setup (Fresh Install)** to completion. I personally do not recommend updating the game files. But if you want to try:

In the [official Discord #downloads](#) channel is [this .zip](#) ([mirror](#)). Download it.

The .zip contains a folder "InfiniteFusion". Extract **the contents** of this folder to the same location as your game install. This way "Pokemon Infinite Fusion.exe" or "Game.exe" is in the same spot as 'INSTALL\_OR\_UPDATE.bat'

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Double click INSTALL\_OR\_UPDATE.bat. The script will update the game.  
Maybe it will ask you questions. Pay attention.

When it is finished, delete “Pokemon Infinite Fusion.exe” if it exists.  
Any shortcuts or entries in your Steam library etc should point to “Game.exe” now instead.

## Setup (Video Guide)

ItsMegamanX has a video guide: <https://youtu.be/iPlwQ9vjmlU>

## Setup (Preloaded Sprites)

Video guide for Sprites: <https://youtu.be/vZ1tJ-HqXCc>

If you are going to be playing without an internet connection, you will want to add the latest sprites.

Note: Steps in this section take a long time because the archives contain many small files. You can save time by extracting directly rather than drag-and-drop, which first uses a temp folder.

Follow the steps in the above entire section **Setup (Fresh Install)** to completion.

You must download and properly extract **2** .zip files.

In the [official Discord #downloads](#) channel is the latest full sprite pack. Download what you see like **(1)** [this one](#) (mirror) from July 2023.

Also download [this patch](#) Sprites.zip **(2)** ([mirror](#)) from Hungry Pickle’s post [here](#). Use the mirror

Extract **the contents of** Sprites.zip to C:\InfiniteFusion\. The Graphics folders will merge and you will be asked if you want to overwrite files. Choose **‘Yes to all’**. This step will take a while. Doing this will create the folder C:\InfiniteFusion\Graphics\CustomBattlers\ if it doesn’t exist yet.

The file “Full Sprite pack 1-92 (July 2023).zip” contains a folder “Full Sprite pack 1-91 (June 2023)”. Extract **the contents of that folder** to C:\InfiniteFusion\Graphics\. If asked to overwrite files, choose **‘Yes to all’**.

You are set. You may disable sprite downloading in the in-game options if you like.

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## Setup (Alternate Launcher)

Some say the alternate launcher runs better.

Follow the steps in the above entire sections **Setup (Fresh Install)** and **Setup (Preloaded Sprites)** to completion.

Next to "Game.exe" is "Alternate Launcher.exe". Try it out.

If you are happy with it, update any shortcuts etc to point to C:\InfiniteFusion\Alternate Launcher.exe.

## Setup (~~Preloaded~~ Mobile Version)

There is no preloaded version anymore. For offline play, you can add sprites to the normal version as described above.

If you don't want to deal with all this script stuff and don't care about having the very latest sprites, you could simply download the Mobile version. Despite the name, it runs on Windows.

In the [official Discord #downloads](#) channel, follow the [Mediafire](#) link.