Custom Shiny Ultra Beast Service Details
(Note: This service is done using RNG manipulation. After the details, there is a short write-up regarding what my RNG manipulation process is)

Service details:

- All RNG will be done on a stock Ultra Sun or Ultra Moon cartridge, with NTR based custom firmware and 3dsrngtool. **The saves available for UBs are:**
    - Ultra Moon: OT: DummyUM - ID: 646822 - This save is managed by Checkpoint
    - Ultra Sun: OT: Akino - ID: 316596 - This save is managed by Checkpoint
    - Ultra Sun: OT: Zelda - ID: 777036 - This save is managed by Checkpoint
    - Ultra Sun: OT: Mark - ID: 418365 - This save is managed by Checkpoint
- **Photo proof of encounter, capture, and RNG data will be provided for each pokemon.**
    - [**Here is a link to an example proof from a previous trade I did**](used) (used with permission)
- For each request, you can choose:
    - The Ultra Beast
    - The ball the UB is captured in (this includes apriballs)
    - The nature of the UB
    - IV Spread
- **I can NOT RNG Stakataka and Blacephalon, as they are only capturable twice per save file, and I've already caught them on all my files.**
- Value of each RNG is calculated based on how specific your request is. (ie: a specific IV/nature shiny Nihilego is valued higher than a random IV/nature shiny Nihilego)
- **Ultra Beasts available are:**
    - Nihilego
    - Buzzwole (US Exclusive)
    - Kartana (US Exclusive)
    - Celesteela (UM Exclusive)
    - Pheromosa (UM Exclusive)
    - Xurkitree
    - Guzzlord
- **Turnaround time varies based on the specificity of each pokemon and will be discussed during the trade.**
- **Trades will take place either through HOME, Sword/Shield, or will be transferred directly from my Pokemon Bank to your Pokemon HOME.**

What is RNG Manipulation?

RNG Manipulation is a process that revolves around using either: internal custom firmware, internal software, and external software OR exclusively external software, to predict what a pokemon's stats will be when you encounter it. For all of my RNG manipulation, I use 4 things:

- **Luma Custom firmware**: This is custom firmware that replaces the main software on my 3ds. I use it to run Checkpoint (which I use to manage my save files) and run NTR custom firmware, which is explained below
- **NTR Custom Firmware**: NTR custom firmware is an additional application that is installed on the 3DS that allows you to run compatible plugins for specific games.
- **Pcalc**: Pcalc is a plugin installed on my 3DS that runs whenever I open any Gen 6-7 pokemon game while NTR custom firmware is also running. It provides a large array of data about my game including: My TSV, Current RNG seed, current frame, NPC count, wild encounter data, party pokemon data, and much more.
- **3DSRNGTool:** 3DSRNGTool is a program installed on my computer that I use in tandem with Pcalc to determine what a pokemon's data will be before I encounter it. It takes the RNG seed that Pcalc displays, and outputs data on what an encounter will be on a specific frame. This includes: the encounter slot (if doing random encounters), IVs, Nature, Ability, Level, Gender, and most crucially: Shininess.

Using these in tandem, I can determine what frame I need to initiate an encounter on to obtain a pokemon with specific stats.