

Double Trouble Nuzlocke Rulez:

1. Any Pokémon that faints is considered dead and must be released.
2. The player may only catch the first wild Pokémon encountered in each area, and none else. If the first wild Pokémon encountered faints or flees, there are no second chances. (hoards and doubles is a pick one only)
3. A black out/white out is "game over," even if there are usable Pokémon left in the PC.
4. The player must nickname all of their Pokémon, for the sake of forming stronger emotional bonds.
5. Species/Dupes Clause: If the first Pokémon on a route is in the same evolutionary chain as a Pokémon already caught you may reencounter on the route until a Pokémon that is encountered that has not been captured before (this is Optional)
6. Shiny Clause: If a shiny is encountered for the first time on a route you may catch it as that route's shiny encounter (as it is FULL ODDS)
7. All Trainer battles will have at minimum 1 extra Pokémon
8. All Trainer battles are Double battles.
9. A Level cap of the level of the Next Gyms/Champions Ace for the NORMAL game (We got a level booster BABY) (IE: Brock ace is 14 normally so I may have Level 14 Mons, Giovanni Ace is 50, I can be level 50)
 - a. If a Pokémon on your team gets over leveled you must stop using them ASAP and either box them or not use them in battle until your level cap goes up.
10. NON-NEGOTIABLE you ,must battle Every trainer that you see on the screen, NO ACCEPTIONS (unless the trainer is unreachable at the time, IE: they are in the water and you do not have access to Surf yet)
11. Dragon Rage Clause: If you battle a pokemon with dragon rage before you defeat the second gym or before you use the move yourself, and your pokemon Dies to dragon rage (and only dragon rage) the pokemon is not killed due to the feature in the randomizer not working properly.)

Randomization Settings:

For those looking to Join in the journey with similar settings here are my settings in order on the “Universal Pokemon Randomizer ZX v4.5.1” (see link for details:
<https://github.com/Ajarmar/universal-pokemon-randomizer-zx/releases>)

Page 1:Pokemon Traits

Pokemon Abilities – Random

Pokemon Evolutions

Change Impossible Evolutions – Checked

Make Evolutions Easier – Checked

Remove Time-Based Evolutions – Checked

Page 2: Starters, Statics, & Trades

Starter Pokemon – Random (completely)

Randomize Starter Held Item – Checked

Ban Bad Items – Checked (Don’t want only Mail lol)

Static Pokemon – Random (completely)

In-Game Trades – Randomize Both Requested & Given Pokemon

Check all boxes (if you get something BIG and can get the trade you deserve it
Luck wise)

Page 3: Moves & Movesets

Leave this page alone unless you want to do a Chaos Run.

Page 4: Foe Pokemon

Dropdown- Random

Double Battle Mode – Checked

Additional Pokemon for...

Boss Trainers – Checked 3

Important Trainers – Checked 2

Regular Trainers – Checked 1

Add Held Items to ...

Boss Trainers – Checked

Important Trainers – Checked

Regular Trainers – Checked

Sensible Items – Checked

Highest Level Only – Checked

Right side

Rival Carries Starter Though Game – Checked

Randomize Trainer Names – Checked

Randomize trainer Class Name – Checked (is funny)

Forced Fully Evolved at Level – Checked: 45 (No Weedles in the Elite 4 :P)

Percentage Level Modifier – Checked: 15%

Pokemon League Has Unique Pokemon – Checked; 2

Page 5: Wild Pokemon

Wild Pokemon – Random

Additional Rule – Catch Em All Mode

Randomize Held Items – Checked

Ban Bad Items – Checked

Page 6: TM/HMs & Tutors

TMs&HM Moves – Random

Keep Field Moves TMs – Checked

TM/HM Compatibility -- Random (Completely)

TM/Levelup Move Sanity – Checked

Full HM Compatibility – Checked (no softlocks, HMs cannot used in battle unless the Pokemon can use the HM naturally)

Move Tutor Moves – Random

Keep Field Move Tutors – Checked

Move Tutor Compatibility – Random (completely)

Tutor/Levelup Move Sanity Compatibility – Checked

Page 7: Items

Field Items -- Random

Ban Bad Items – Checked

Special Shops Random

Ban Bad Items – Checked

Ban Regular Shop Items – Checked

Balance Shop Item Prices – Checked

Guarantee Evolution Items – Checked

Pickup Items -- Random

Ban Bad Items – Checked

Page 8: Misc. Tweaks (these are up to your personal preference)

Fastest Text – Checked, Running shoes Indoors – Checked, Randomize PC Potion – Checked, Give National Dex at Start – Checked, Update Type Effectiveness – Checked, Lower case Pokemon Names – Checked, Randomized Catching Tutorial – Checked, Balance Static Pokemon Levels – Checked, Run Without Running Shoes – Checked

(These are Mine LOL)