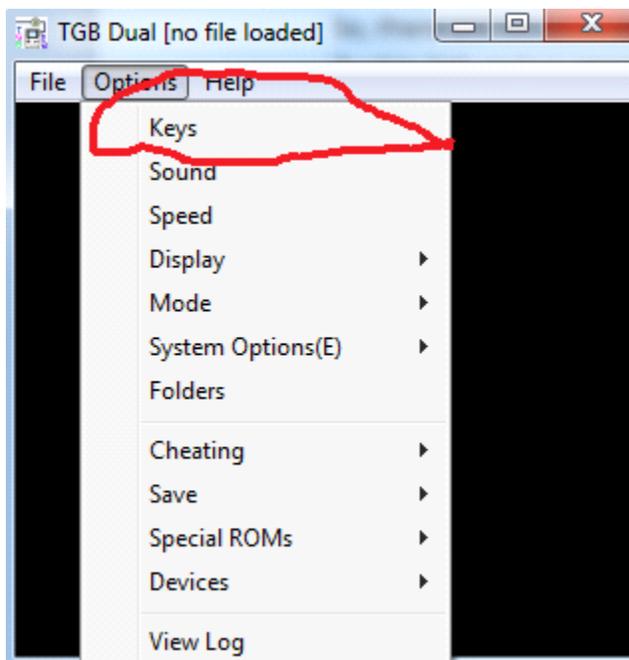
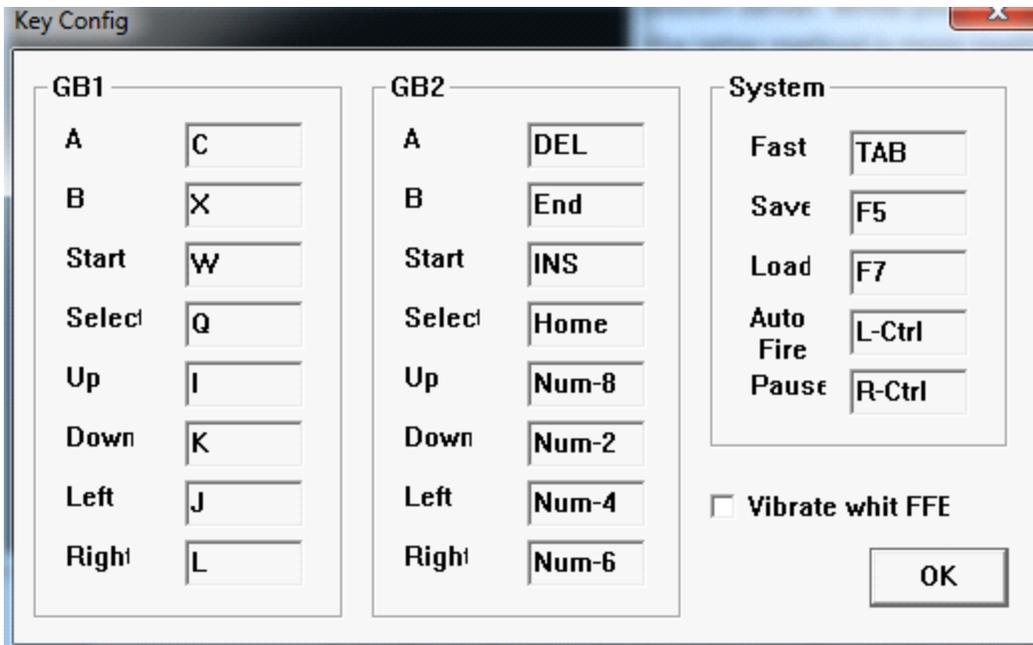


So, there are two available methods to play Red and Blue DX online. The first is using **TGB Dual** to link up two people to battle and trade; and the second is through **SereneSpace's customized Pokémon Showdown server**. While you may struggle to find someone to battle using the former method, the latter method is more readily available and features a new upstart but growing community.

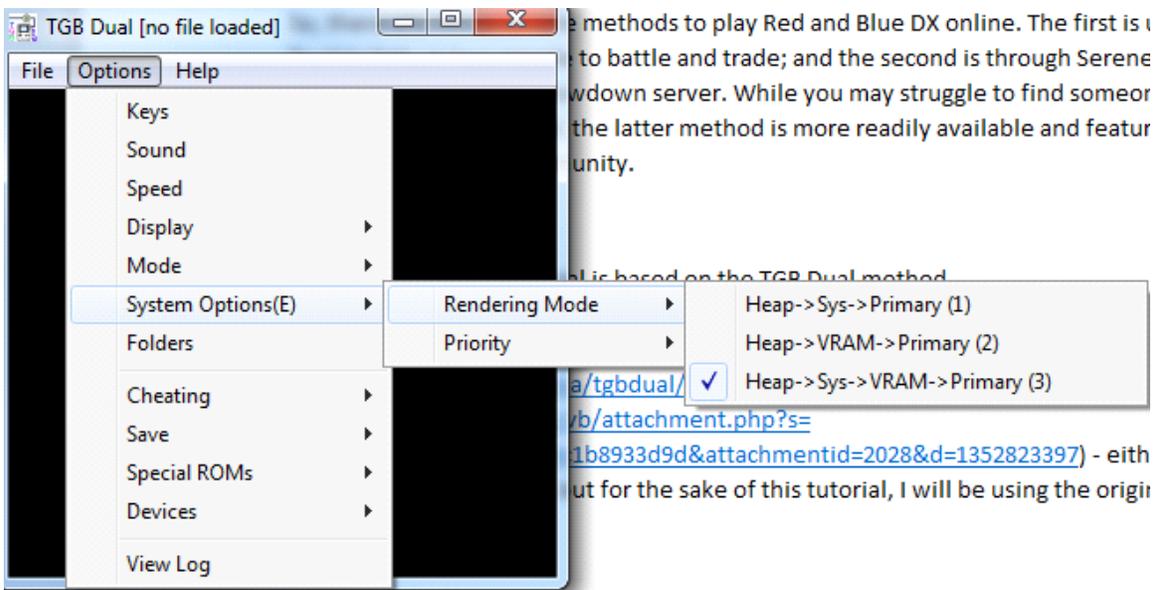
The TGB Dual Method:

1. Download TGB Dual. You may use either TGB Dual L 1.2 (<http://www.lakora.us/gba/tgbdual/>) or TGB Dual 8.3 (<http://gamehacking.org/vb/attachment.php?s=5f31209b91ede892133244c1b8933d9d&attachmentid=2028&d=1352823397>) - either one supports online netplay, but for the sake of this tutorial, I will be using the original 8.3.
2. Extract TGB Dual.
3. Run TGB Dual.
4. Configure the keys (keyboard/controller input) as you please in the Options tab.





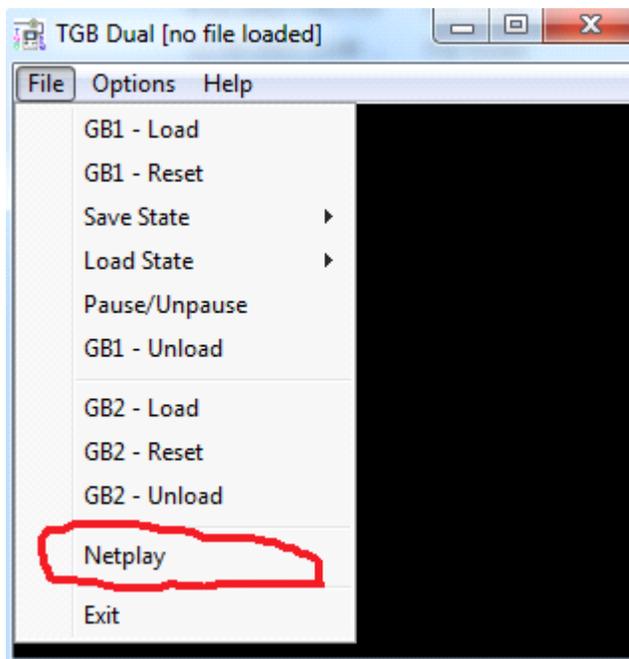
5. Do not change Options > System Options > Rendering Mode. It should be on option 3 (Heap > Sys > VRAM > Primary) all the time.



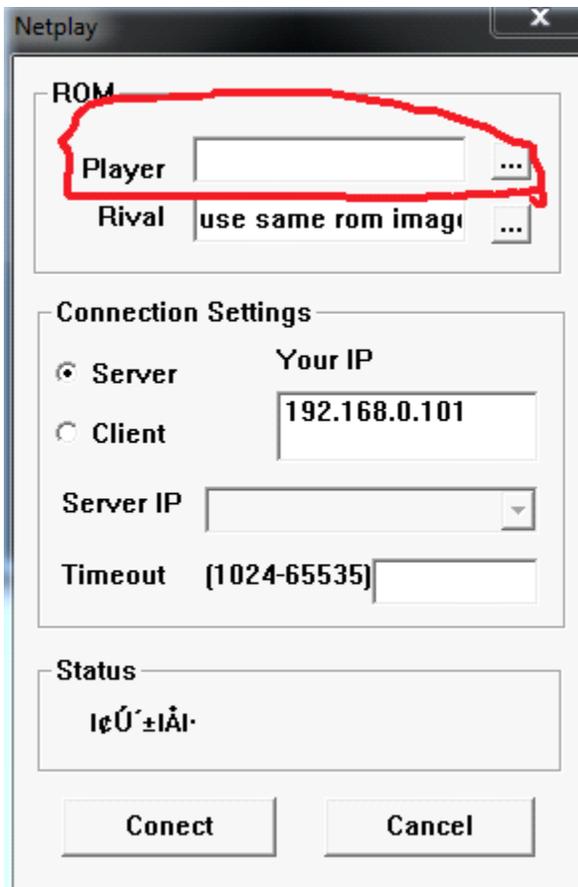
6. If you are using a save from VisualBoyAdvance, find your Red DX/Blue DX save (usually in the same folder as the ROM itself - it will be titled the same as the ROM filename, like pokedred.sav) and copy it to the Save folder of TGB Dual. If you plan on trading or battling with yourself, you'll want to make two copies, changing the extension of the second copy to .sa2

Name	Date modified	Type	Size
Devices	12/20/2015 12:08 ...	File folder	
Docs	12/20/2015 12:08 ...	File folder	
Media	4/11/2012 7:05 PM	File folder	
Save	12/20/2015 12:08 ...	File folder	
TGB.ini	11/20/2015 12:14 ...	Configuration sett...	2 KB
TGB_Dual.exe	3/16/2004 4:05 AM	Application	244 KB

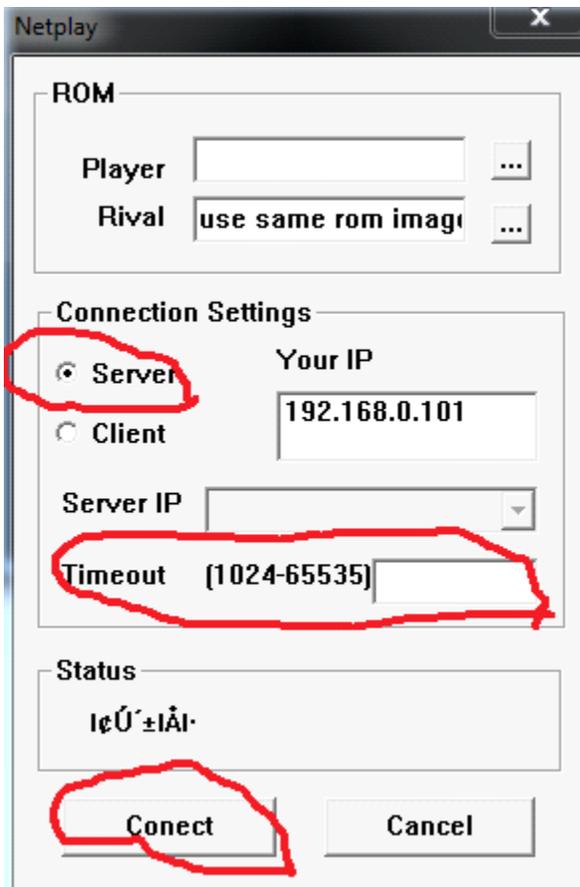
7. Once you have your save sorted out and your box/party configured, it's time to start netplay. Go to File > Netplay (Slot2 > Netplay in TGB Dual L 1.2)



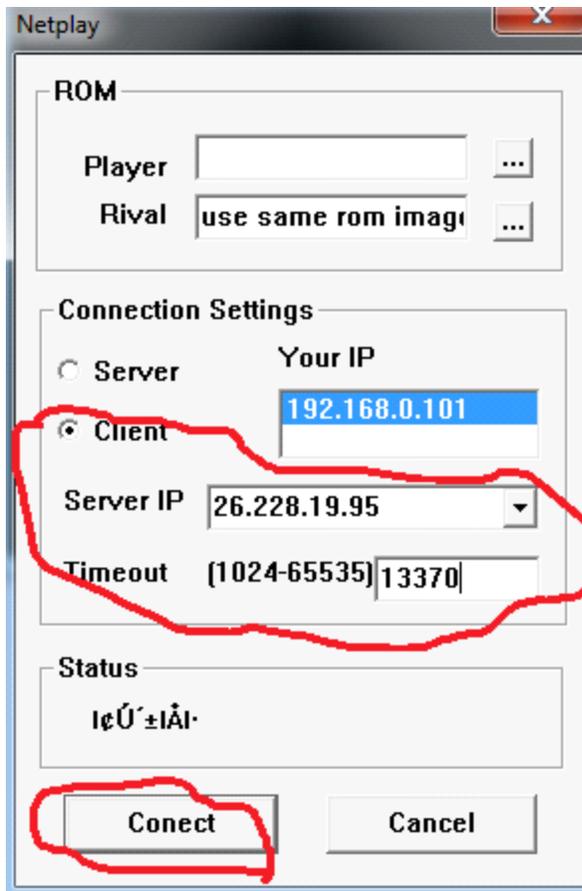
8. Once in the netplay window, choose your Red or Blue DX ROM in the player section. Do not touch the rival section.



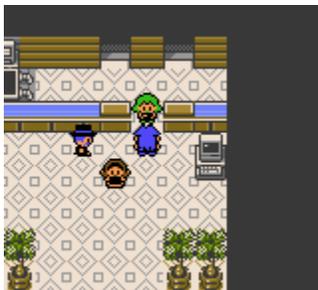
9. If you're hosting, select Server, choose the IP in the 'Your IP' section and put your forwarded port number in the 'Timeout' section and hit connect.



10. If you're connecting, choose Client. In the 'Server IP' section, please put the host/opponent's IP address - please note that a 192.168.x.x IP or something similar is the router IP and not a true IP. To obtain a true IP, use <http://ipchicken.com>. In the timeout section, put the port your friend is using. When this information has been acquired, hit connect.



11. You should see a blue chatbox pop up if the connection worked successfully. Navigate to the Cable Lady in any Pokemon Center - to establish a link, you and your opponent must speak to her at the same time. From there, choose Trade Center or Colosseum. If you are using the latter, speak to the lady at the top right of the room to switch Inverse Mode off and on. You're ready!



If you don't know how to forward ports, I would advise reading http://www.pcworld.com/article/244314/how_to_forward_ports_on_your_router.html

If you or your opponent cannot forward ports, consider using Hamachi (<https://secure.logmein.com/products/hamachi/download.aspx> - choose Unmanaged).

See <https://www.youtube.com/watch?v=3AMUTryqUtk> for further support.

Gameshark codes to help build a team will be released at a later date.

The Pokémon Showdown method: (and a bit of information)

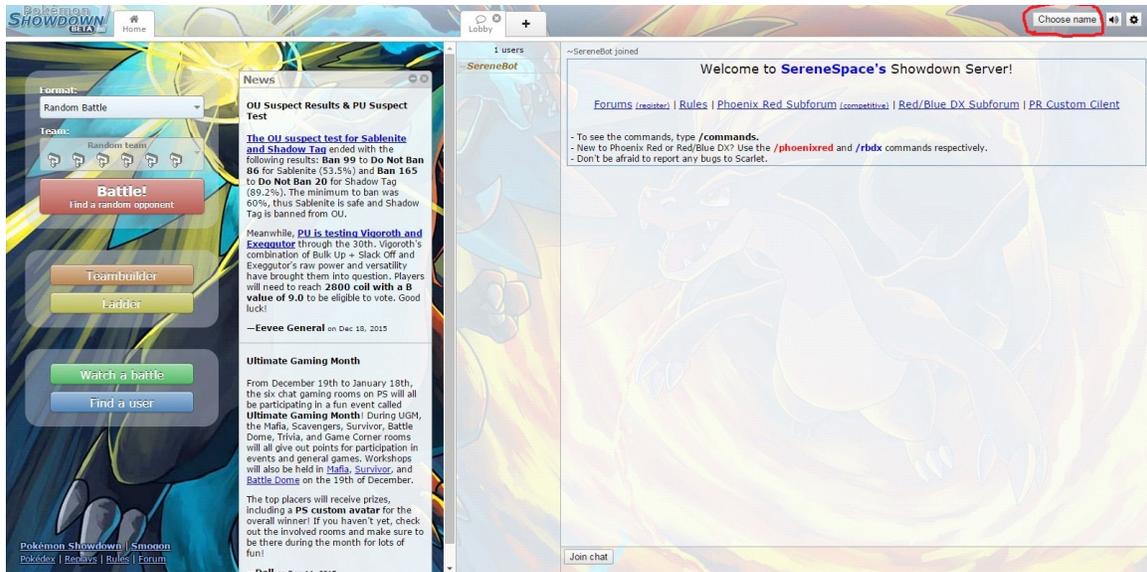
(quick server IP: <http://serenespace.ddns.net.psim.us> - <http://sscustom.zapto.org> for the custom client - see <http://s15.zetaboards.com/SereneSpace/topic/8287118/1/> for server status)

Pokémon Showdown is a Pokémon battle simulator developed by Zarel, written in Javascript and Node.js. It is the most popular Pokémon simulator as of this writing. Chances are, you've heard of it - PokéCommunity has its own PS server, as does Pokémon Reborn.

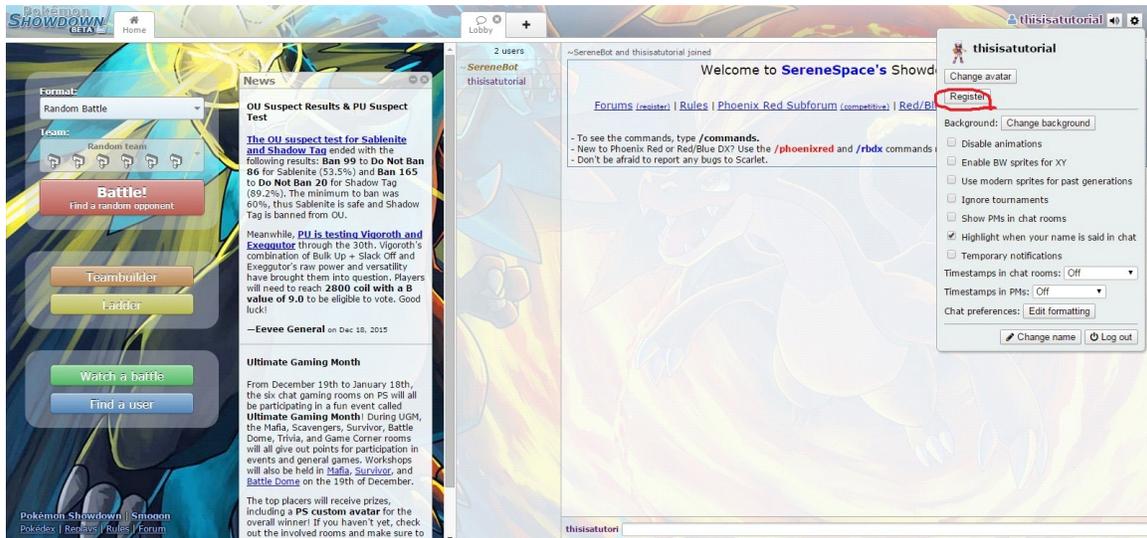
Modded Pokémon simulator servers are nothing new, with notable projects being developed on PS's predecessor, Shoddy Battle - such as Shoddy Touhoumon (<http://thpp.supersanctuary.net/forum/index.php>), a modded server that supports battling simulation based on the Touhou Puppet Play series of ROM hacks.

SereneSpace is a gaming centric community hosted by the creator of RBDX and the guy writing this tutorial, TheScarletSword. It currently hosts a highly customized Showdown server that allows you to play Red and Blue DX online, as well as a previous but inactive Generation III ROM hack project; Phoenix Red - in addition to the rest of the official generations. While not all featured have been implemented as of release (mainly, inferior sprites and no shiny Pokémon), it is a near exact 1 to 1 simulation of the actual game. You're likely to set up a battle far quicker than you would on TGB Dual via this method, having a more readily-available variety of people to battle within a growing community - or you can choose to just hang around with us in general! You can connect to the server using <http://serenespace.ddns.net.psim.us>. You may check the status of the server in this topic - <http://s15.zetaboards.com/SereneSpace/topic/8287118/1/> - or on any of the threads where RBDX is featured.

1. After you've connected, choose a username.

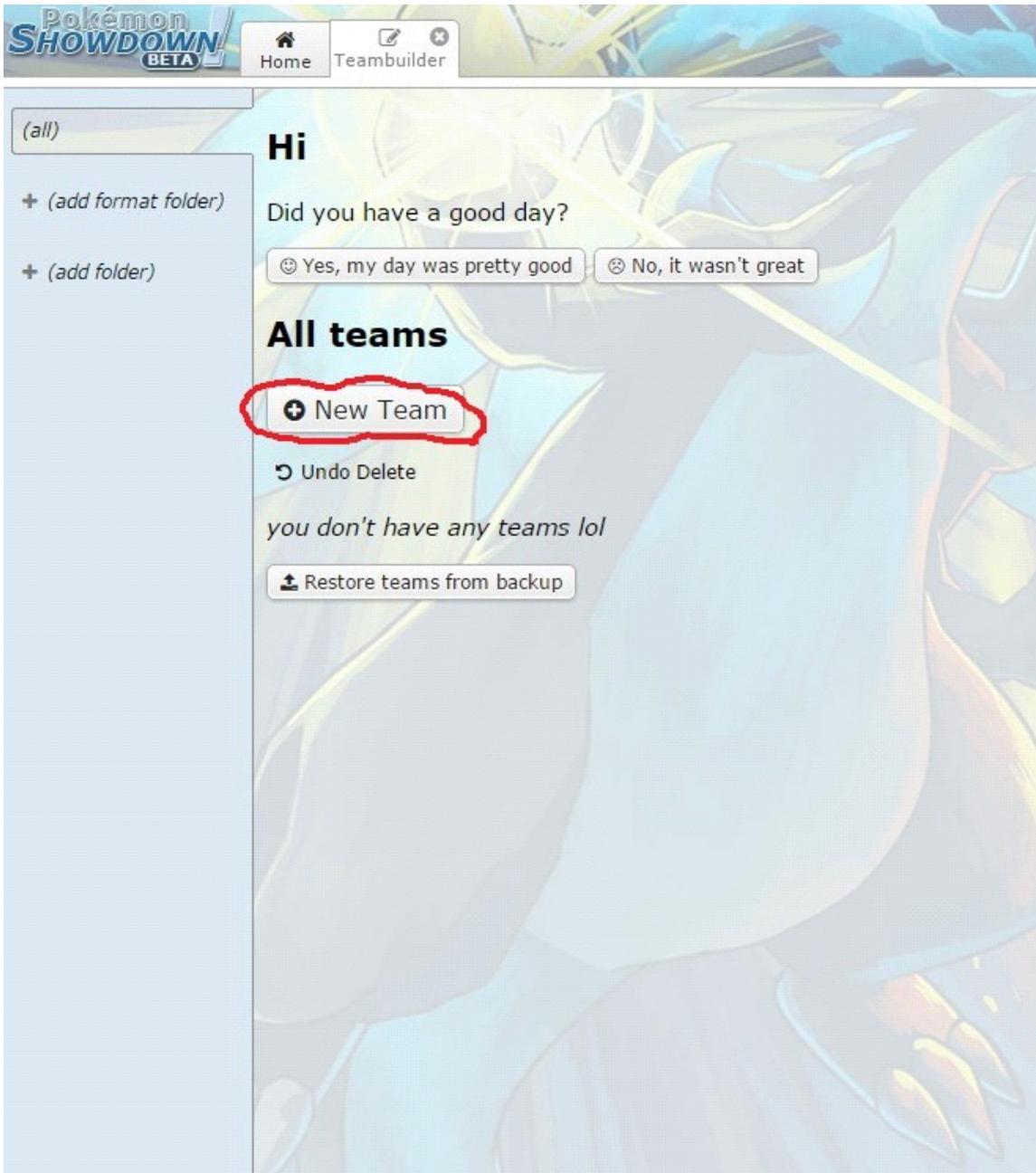


2. If you want to keep this username permanently without it being overwritten, go to the gearbox at the top right corner, click it and then click Register. You cannot register a name using the custom client.

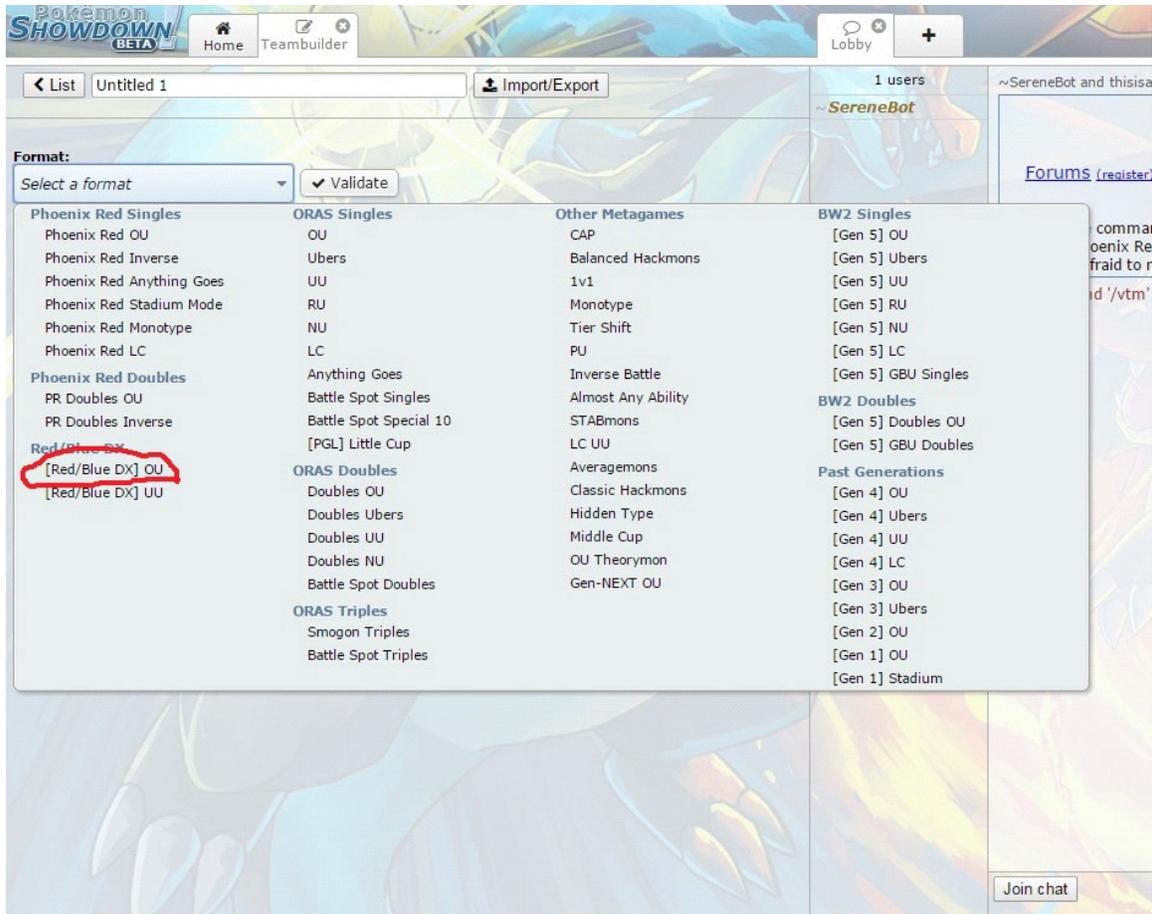


3. Now, to make a team, click on the orange 'Teambuilder' button.

4. Click on New Team.



5. Click on Red/Blue DX OU or UU in the Format section.



6. Using the documents provided in the RBDX folder, construct a team. Regardless if you're a veteran or a newcomer to RBY, I would advise checking out the RBY competitive document included in this folder.

Pokémon SHOWDOWN BETA

Home Teambuilder

Team Wailord +

Nickname: Wailord

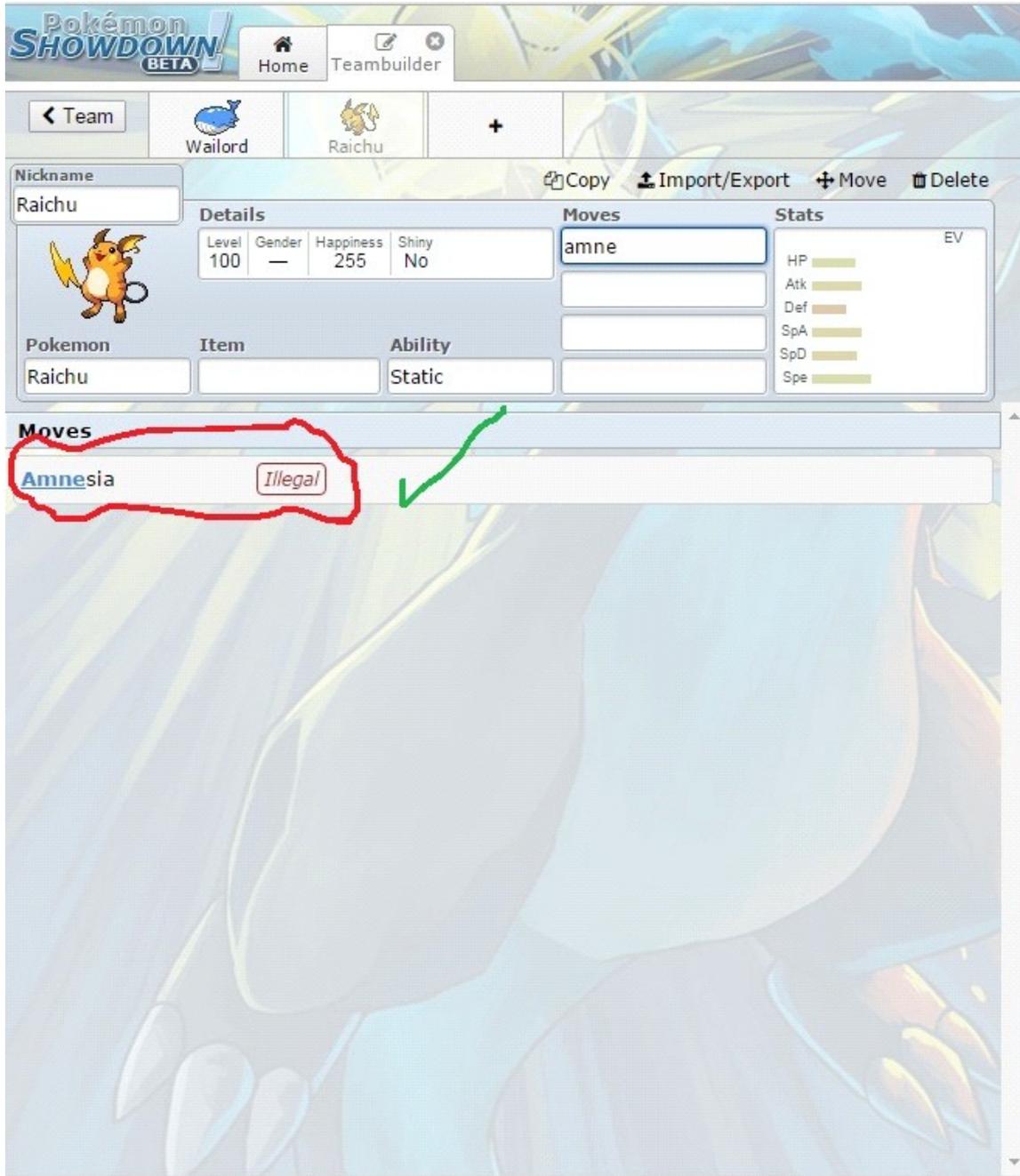
Copy Import/Export Move Delete

Details				Moves	Stats
Level	Gender	Happiness	Shiny	Amnesia	EV
100	—	255	No	Surf	HP
Pokemon			Ability		Atk
Wailord			Water Veil		Def
Item					

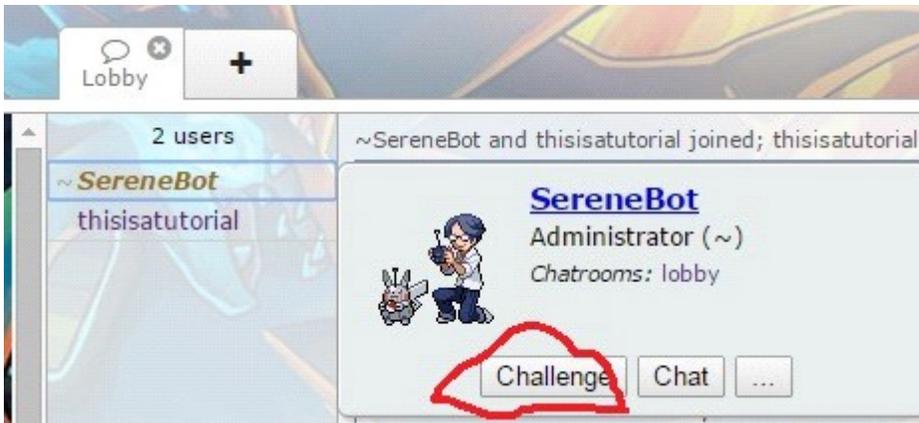
Moves

Move	Type	Category	Power	Accuracy	PP	Description
Avalanche	ICE	Power	60	100%	16	Power doubles if user is damaged by the target.
Blizzard	ICE	Power	110	70%	8	10% chance to freeze the foe(s).
Body Slam	NORMAL	Power	85	100%	24	30% chance to paralyze the target.
Clear Smog	POISON	Power	50	—	24	Eliminates the target's stat changes.
Double-Edge	NORMAL	Power	120	100%	24	Has 33% recoil.
Earthquake	GROUND	Power	100	100%	16	Hits adjacent Pokemon. Power doubles on Dig.
Facade	NORMAL	Power	70	100%	32	Power doubles if user is burn/poison/paralyzed.
Frustration	NORMAL	Power	—	100%	32	Max 102 power at minimum Happiness.
Heavy Slam	STEEL	Power	—	100%	16	More power the heavier the user than the target.
Hidden Power Electric	ELECTRIC	Power	60	100%	24	
Hidden Power Fighting	FIGHT	Power	60	100%	24	
Hidden Power Fire	FIRE	Power	60	100%	24	
Hidden Power Grass	GRASS	Power	60	100%	24	
Hidden Power Ice	ICE	Power	60	100%	24	

7. In either the default or custom client, certain moves listed in the document may appear as illegal. Showdown does not support specific generations in the team builder; being only built for Generation 6 (and the custom client is specifically built for Phoenix Red) - if the move is listed in the learnset document, you can use it. If this proves to not be the case, it is a bug - report it to the staff.



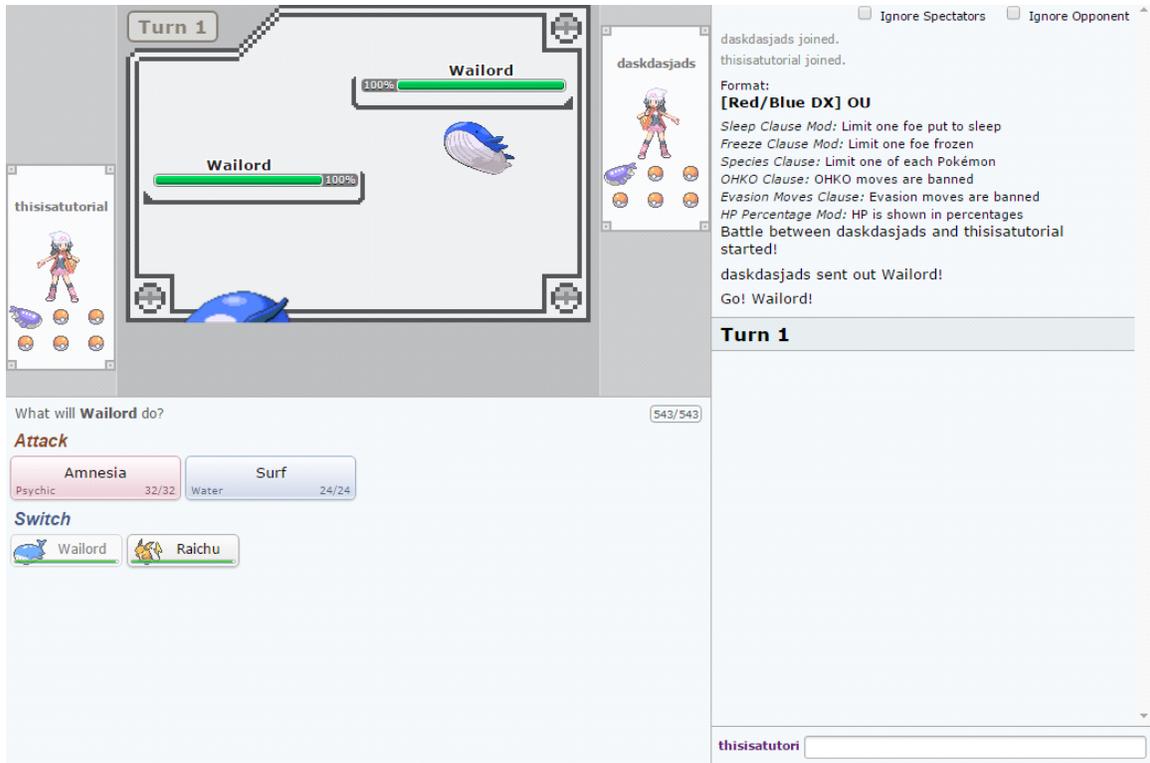
8. When you've finished a team of six, it's time to challenge someone. You may ask in the main chat for a battle or PM somebody; if you're playing with a group of friends, let's just skip right ahead: click on a player's name and select challenge.



9. Select Red/Blue DX OU or UU (depending on what tier your team is built for) and hit Challenge.



10. If both player's teams are valid, the battle will begin.



11. If you're using the custom client (accessible at <http://sscustom.zapto.org>), you may play with in-game sprites and different music. It is advised that you register a name beforehand and stay logged in before using the custom client, as it requires inputting a code - it is a work in progress. You won't be able to log in to the custom client without logging in from the normal client first, otherwise the box below will give you a false reading.

Because of the [same-origin policy](#), some manual work is required to complete the requested action when using `testclient.html`.

```
926b910a073d80bbdf7183877ff1895c66dfea8f5699e62504aec351d5a391d28
077faf35a5110c5b9fdd40f03a3380b9c5dae3c1e7fff4b3b418952763b9a0a9
d9ab09b787cec3567dd948479b24c9783f6804b893ed57e990d7bf362b8aee4a5
```

Please copy **all the text** from the box above and paste it in the box below.

Data from the box above:

Copy the code into the bottom box and hit submit.

12. Repeat the steps above. Battles in the custom client will look like this:

Turn 1

Aerodactyl 100%

Wailord 100%

daskdaskadls

Aerodactyl Alakazam

sfdkfsdjksfd

Wailord

Ignore Spectators Ignore Opponent

sfdkfsdjksfd joined.
daskdaskadls joined.

Format:
[Red/Blue DX] OU
Sleep Clause Mod: Limit one foe put to sleep
Freeze Clause Mod: Limit one foe frozen
Species Clause: Limit one of each Pokémon
OHKO Clause: OHKO moves are banned
Evasion Moves Clause: Evasion moves are banned
HP Percentage Mod: HP is shown in percentages
Battle between sfdkfsdjksfd and daskdaskadls started!
sfdkfsdjksfd sent out Wailord!
Go! Aerodactyl!

Turn 1

What will Aerodactyl do? 363/363

Attack

Ancient Power
Rock 8/8

Switch

Aerodactyl Alakazam

daskdaskadl