

《宝可梦朱 / 紫》战斗参数并非随机 玩家找出技能必中方法！

外国玩家近日在 Twitter 上发文，表示发现了《宝可梦朱 / 紫》游戏中，每场战斗都使用了相同的参数，意味着游戏其实不存在随机性，甚至可以令一些命中率低的一击必杀每次都必定命中。他举例了「击掌奇袭」+「绝对零度」的组合，只要对手并非在你之前行动，都可以令绝对零度必定命中。



另外，有不少玩家都开始发现部分战斗的情况几乎每次都相同，Reddit 就有玩家表示使用命中 90% 以下的技能进行第一次攻击时，系统会判定为失误，他为此进行了测试，发现 14 场战斗中第一次攻击使用 90% 命中的「冰息」全部都失误，而这个可能性是 100 兆分之 1，证明了游戏每次都采用了同样的参数。

↑ Posted by u/Lord-Trolldemort 1 day ago 🗨️ 👍 🔄 📌

767 ↓ **Something funny is going on with accuracy checks in S/V cartridge doubles**

Discussion

I noticed that frost breath, a 90% accuracy move, was missing a lot so I started recording the result of every battle. A few battles in to gathering data, I noticed that frost breath would always miss if it was the first accuracy check of the match.

I've played 14 battles where frost breath was the first accuracy check since I started recording, and frost breath has missed 14 times. For those doing the math, that would be a one in 100 trillion chance if the RNG were working correctly.

I have no idea why this is happening - my best guess is that the RNG is being seeded with the same number every battle, though I have no idea how they generate the RNG seed. I also don't know if this is specific to go stadium or double battles in general, since there are no repeatable double battles in the game.

I eventually started recording when it happened, so enjoy:

<https://imgur.com/a/nVX0W1A>

<https://imgur.com/a/FJCdaF3>

<https://imgur.com/a/5C4vUDH>

<https://imgur.com/a/B3c70TI>

<https://imgur.com/a/5nt38rD>

Has anyone else noticed either always hitting or always missing with a move on the first turn of cartridge doubles?

日本也有玩家进行了同类测试，发现了自己每次在战斗开始时使用随机选择招式的「挥指」都必定会选出了招式「欢乐时光」。

战斗参数固定的问题在 Twitter 上引起了很大的话题，而这个问题似乎只存在于在线对战，单人游玩与野生战斗未有受到影响，不过有很多玩家表示对这个问题很担忧以及失望。

本文链接：<https://dqcm.net/zixun/1669636795283.html>