

Sonic Adventure 2 Randomizer

New Adventures Await

Sonic Adventure 2 Randomizer (SA2Rando or SA2R) is a mod of the PC Steam Version of Sonic Adventure 2: Battle. The aim of the project is to randomize as much as possible in the game, while maintaining the playability of it with the help of some tweaks to the gameplay. With everything from chao to kart tracks, from voice lines to enemies, from mission requirements to missing chao locations, and so much more, there is always a new adventure to be had.

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About

Sonic Adventure 2 Randomizer (SA2R) started development in late 2018. Initially, Prahaha was the sole developer and builds were slow. The code was based off of MainMemory's SA2CharSelect mod with only a few minor tweaks, with the help of consulting developer OnVar, to randomize the character and story order. Stages were designed to be universal for all characters to clear the same stage, which made for pretty bland gameplay at times. It was here BoostedBandCamp stepped in to spice up the levels and speed up the process, and to this day is responsible for every modern object layout the project uses. TommyeAsY, who had enjoyed playing the mod, stepped in to test and provide feedback for all development and would become the Q&A tester and international liaison...

And so it began...

With the help and feedback of an ever-growing community and an additional consulting developer, MainMemory, SA2R continues to constantly push the boundaries of SA2 to provide new features that enhance the experience. Whether a casual player, content creator, or a speedrunner, SA2R provides a new and fresh take on a classic game, ever-changing hurdles, and moments of pure hilarity. The beauty of it all; despite several thousand hours playing, testing, and developing this project, gameplay continues to be fun and cutscenes continue to induce painful laughter all while being able to beat the game, and in theory even get all 180 emblems with most setting combinations.

Shout Outs

While majority of the work was done by a small number of people, the development of this project is thanks to a multitude of incredibly talented people as well as a amazingly supportive community. There are far too many names to list here, but thank you all, you have truly made this tiny little passion project of mine into a giant ball of chaotic love.

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Setup

Preface

First of all, this mod requires the **Steam version** of Sonic Adventure 2 (Battle DLC optional) and can often be found on sale for as little as a couple dollars. After purchasing, downloading, and installing the game from Steam, a folder will be created in your Steam's default library for the game. For example, my folder is located at D:\Steam\steamapps\common\Sonic Adventure 2. We will refer to this folder as the "game folder."

Installing Mod Manager

Next, we need to install and setup the SA2 Mod Loader. Download from <http://mm.reimuhakurei.net/sa2mods/SA2ModLoader.7z>. Unzip the folder directly into your game folder as seen below. After placing all files and folders in their intended locations, simply open the Mod Manager and click the "Install Loader" button at the bottom. You may also notice a nearly empty folder called "mods" where we will place our game mod folders.

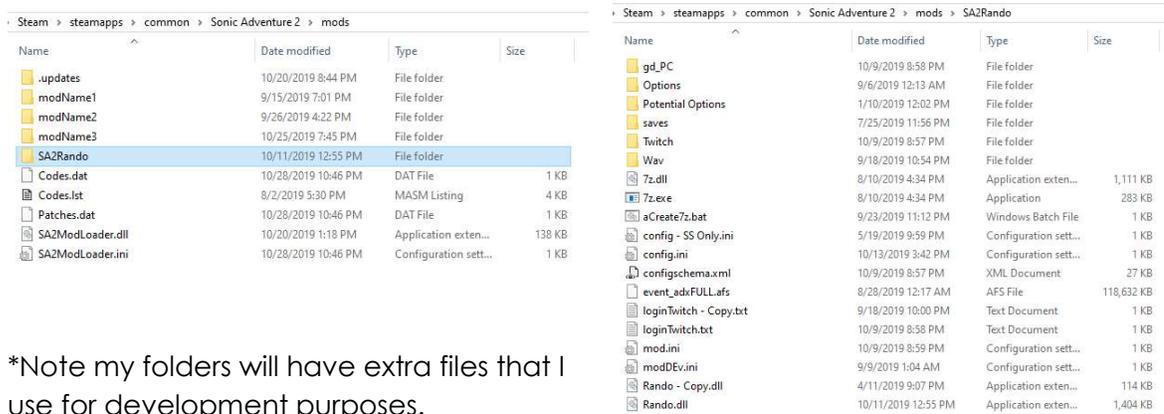
Name	Date modified	Type	Size
Config	9/3/2019 11:54 PM	File folder	
mods	10/25/2019 7:44 PM	File folder	
programming	10/20/2019 8:44 PM	File folder	
redist	9/3/2019 11:44 PM	File folder	
resource	9/3/2019 11:44 PM	File folder	
7z.dll	8/10/2019 4:34 PM	Application extension	1,111 KB
7z.exe	8/10/2019 4:34 PM	Application	283 KB
installscript.vdf	10/28/2019 10:46 PM	VDF File	1 KB
Launcher.exe	9/3/2019 11:12 PM	Application	1,840 KB
loader.manifest	10/20/2019 11:19 PM	MANIFEST File	2 KB
ModManagerCommon.dll	10/20/2019 11:18 PM	Application extension	123 KB
ModManagerCommon.pdb	10/20/2019 11:18 PM	Program Debug Data	262 KB
Newtonsoft.Json.dll	8/10/2019 4:34 PM	Application extension	514 KB
sa2mlver.txt	10/20/2019 11:19 PM	Text Document	1 KB
SA2ModManager.exe	10/20/2019 11:18 PM	Application	1,264 KB
SA2ModManager.exe.config	8/2/2019 5:30 PM	XML Configuration File	1 KB
SA2ModManager.pdb	10/20/2019 11:18 PM	Program Debug Data	80 KB
sonic2app.exe	9/3/2019 11:12 PM	Application	21,347 KB
steam_api.dll	9/3/2019 11:43 PM	Application extension	118 KB
steam_appid.txt	9/3/2019 11:44 PM	Text Document	1 KB
SteamMetricsSDK.dll	9/3/2019 11:12 PM	Application extension	1,530 KB

Let's move on and install SA2R, or any other mod.

Installing Mods

First, download your mod. The latest edition of SA2R can be found at <https://github.com/Ngolinvaux/SA2Randomizer/releases/latest>. In the latest release, there will be an asset named "SA2Rando.7z" that we will download. Unzip this archive and you should be left with a folder named SA2Rando

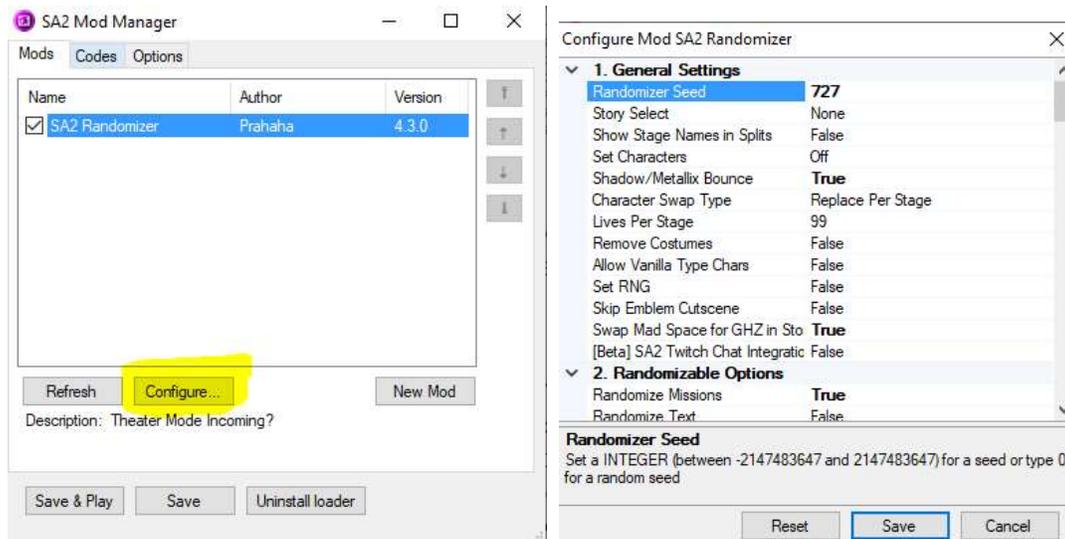
containing all the necessary files. Simply drag this entire folder into your mods folder and setup is nearly complete!



*Note my folders will have extra files that I use for development purposes.

Enabling & Configuring Mods

Now that we have our mods installed the final step is to head back into the mod manager and simply checking the box next to the mod(s) you wish to use. You could now hit "Save and Play" to run your mods, though most mods come with options you can configure. To do so, simply click your mod so that it is highlighted and hit the "Configure" button and a new menu will appear for you to customize to your heart's content before saving, and then using the mod.



SA2 Randomizer Settings

General Settings

Randomizer Seed

Description: This is a number that will essentially set everything to one specific set of randomizations. For example, seed 888 will always produce the same characters in the same stages in the same order, but different from seed 889 or 887 etc.

Default: 0, this will randomly pick a seed number for you every time you boot the game. The seed number it picks for you can be found in your game folder in a text file called levellists.txt in case you wish to resume a random seed.

Options: Any valid integer, from -2147483647 to 2147483647.

Suggested Usage(s): For content creators or people who want continuous content through game closes and crashes, I'd suggest manually setting a seed so you can always resume where you left off easily. Otherwise, leaving it default will provide a new experience every boot.

Story Select

Description: This option will produce a LiveSplit file for you to use to time your gameplay, usually for speedruns. This file will be located in the games folder and will update every boot. LiveSplit does not recognize changes to the file, so open LiveSplit AFTER the game boots.

Default: None- No file produced.

Options: Hero Story- Produce splits for your seed's Hero Story segment

Dark Story- Produce splits for your seed's Dark Story segment

All Stories- Produce splits for your seed's Hero, Dark, and Last stories (in that order)

173 Emblems- Produce splits All Stories plus emblem trackers for all other mission emblems.

Suggested Usage(s): If you're looking to speedrun, turn this on. Otherwise, pretty irrelevant. Only exists because the mod started in the speedrunning community.

Show Stage Name in Splits

Description: By default, the previous setting shows the stage number, so as to not spoil content for anyone. This option will translate that into the actual stage names if you don't care for spoilers.

Default: False- leave stage numbers.

Options: True- show stage names.

Suggested Usage(s): If you want to speedrun and like to know what's up next.

Set Characters

Description: Limits the amount of character randomization to several amounts or methods. [More on this later]

Default: Off- all random characters.

Options: Before – Allows you to pick who you want to replace with what characters. So every time vanilla plays character X you can play as character Y.

After – First randomizes the characters, then replaces. So every time it randomized to character X you can play as character Y.

Suggested Usage(s): If you only want to randomize specific characters, set to Before and then you can set the characters you wish to randomize to Random. [Again, more on this in it's section far below].

Shadow/Metallix Bounce

Description: Gives Shadow and Metallix [Metal Sonic] the bounce bracelet and prevents crashes.

Default: Off

Options: On

Suggested Usage(s): Obvious

Character Swap Type

Description: Allows you to choose how/ when characters are randomized.

Default: Replace per Stage- Every stage gets it's own character and every time you load that stage you will get the same character.

Options: Replace per Character- Every character gets replaced with another character and every time you play character X it will load character Y.

Replace per Load- Traditional idea of random, loads a new character every time you load into a stage.

Suggested Usage(s): If you like to reroll your characters, choose replace per load so you can always exit out on bad combinations. Replace per stage is a lot more consistent and allows you to strategize other missions easier.

Lives Per Stage

Description: Sets the life counter every time you load into a stage.

Default: 99

Options: 0-99

Suggested Usage(s): With the chaotic nature of the mod, a high life count is set to prevent game over potential, for more of a challenge, set lower.

Remove Costumes

Description: Removes the alternate costumes from the randomization pool.

Default: False- costumes allowed.

Options: True- no costumes.

Suggested Usage(s): Obvious

Allow Vanilla Type Chars

Description: By default, SA2R will not allow you to play as a character type that was intended for that stage. Enabling this allows those characters to be picked.

Default: False- no vanilla style gameplay.

Options: True- chance for vanilla style gameplay.

Suggested Usage(s): Obvious

Set RNG

Description: Links hunting RNG to the seed number so people playing on the same seed get the same hunting RNG.

Default: False- random RNG.

Options: True- set RNG.

Suggested Usage(s): Set to true to make races a bit more even.

Skip Emblem Cutscenes

Description: Also known as Emblem Skip Glitch, this will skip the Emblem screen as much as possible.

Default: False- watch the emblem counter

Options: True- speed past them when possible

Suggested Usage(s): Save a few seconds?

Swap Mad Space with Green Hill Zone in Story

Description: So, no one likes Mad Space. Like no one. So we let you swap it in the story order for Green Hill Zone (which is otherwise unused.)

Default: False- suffer through Mad Space.

Options: True- enjoy the poorly coded camera that is Green Hill Zone

Suggested Usage(s): Yes.

SA2 Twitch Chat Integration [Beta]

Description: In style of Twitch's Crowd Control, we made our own framework that allows Twitch chat to interact with the game. While currently limited, we are always working on it. Check its own section below to learn how to use.

Default: False- off

Options: True- enabled, requires internet connection and Twitch chat. Obviously.

Suggested Usage(s): Live Streamers who want to feel pain.

Randomization Options

Randomize Missions

Description: While playing story mode, this will randomize the missions that you play, from the usual mission 1 to missions 1-5.

Default: False

Options: True

Suggested Usage(s): Players who know the stage variants who are looking for a bit more of a challenge.

Randomize Text

Description: Randomized the text on the loading screen of a stage, as well as Omochoao's text boxes.

Default: False

Options: True

Suggested Usage(s):

Randomize M3 Chao Locations

Description: This will place the lost chao in a new location each stage load, generally placed slightly above a common stage object, such as a spring or ring.

Default: False

Options: True

Suggested Usage(s): Players who know the stage variants who are looking for a bit more of a challenge.

Randomize Item Boxes

Description: Randomizes all the item boxes and balloon's contents.

Default: False

Options: True

Suggested Usage(s): Just for a bit more fun

[Beta] Randomize Enemies

Description: Takes all the enemies within a stage and randomizes them within that stage's enemy pool. Currently there is no way to bring enemies in from other stages.

Default: False

Options: True

Suggested Usage(s): Just for a bit more fun

[Beta] Randomize Mission 2

Description: Randomize the Mission 2 requirement between points and rings. The points or the rings needed are randomly picked from within a range reasonable for that stage.

Default: False

Options: True

Suggested Usage(s): Players who know the stage variants who are looking for a bit more of a challenge.

Disable Random Music

Description: Disables the random music that is defaulted into SA2R.

Default: False

Options: True

Suggested Usage(s): For people who like their music either vanilla or custom and untouched.

Consistent Music

Description: This will, instead of randomly picking new music all the time, assign a 1:1 replacement so the music will be shuffled once and then used throughout that entire seed.

Default: False

Options: True

Suggested Usage(s): If you don't like your music randomizing on death or each stage load etc.

Disable Chao Music

Description: Disables music from the chao garden.

Default: False

Options: True

Suggested Usage(s): There's just too much chao music.

Disable Random Story Order

Description: Plays the story in the vanilla order.

Default: False

Options: True

Suggested Usage(s): For people who prefer a bit more vanilla experience.

Voice Line Options

Voiceline Randomization

Description: Allows the user to choose between a couple different style of randomization for each voiceline.

Default: Pure Random

Options: No Omochao Random- completely random but no Omochao lines

Same Char- Picks a random line from the same character

Main Char vs Other Char- Playable characters have their lines randomized together, while other characters like Omochao or bosses have their separate pool of lines.

Suggested Usage(s): Pure Random provides a great random sense, while No Omochao removes the obnoxious 720+ lines that he has, and Same Char can allow for a pretty immersive experience.

Subtitles

Description: Displays a textbox with the current voiceline's subtitle.

Default: Off

Options: Cutscenes/Menus Only- obvious

Always- Obvious

Suggested Usage(s): Cutscenes/Menu is the way to go for content creation, or if you play without volume. Always on will crash your game in certain situations and should not be considered stable.

Game Tag in Subtitles

Description: Displays which game the current voiceline is being played from. This works with the GitHub release for SA2/SADX lines as well as the Discord Release which also includes Sonic Heroes (and is generally preferred over the GitHub if you don't mind downloading over 1 GB)

Default: False

Options: True

Suggested Usage(s): When using multiple game's voicelines to distinguish which game it comes from.

Disable Randomized Voicelines

Description: ... just read the title.

Default: False

Options: True

Suggested Usage(s): If you like a little less chaos.

Consistent Voicelines

Description: Creates a 1:1 map of voicelines instead of picking a random one every time.

Default: False

Options: True

Suggested Usage(s): While currently broken (due to the fact that we now have an optionally up to 10k+ [with no upper limit] voicelines), this feature was and will be great for just tuning down the randomness and is often a very enjoyable feature.

Play Voicelines from WAV

Description: Plays voicelines from the WAV folder.

Default: False

Options: True

Suggested Usage(s): This feature was designed around the discord build, seeing that it contains a WAV folder with every voiceline in it. If you would like to use this option, snag the WAV folder out of the Discord release and throw it into whichever release you are running.

Chao Options

*Note: Chao visual changes do not all appear out of the egg, often requiring reloading them in one way or another to see all their visual changes

Random Body Parts

Description: Randomize Chao's animal parts and hats.

Default: False

Options: True

Suggested Usage(s): More chao randomization straight out of the egg

Disable Randomized Chao

Description: ... title.

Default: False

Options: True

Suggested Usage(s): if you would not like your 24 chao slots randomized.

Disable Max Race Chao Stats

Description: Disables the "god" chao, commonly referred to as the rave egg.

Default: False

Options: True

Suggested Usage(s): If you do not want the free handout

Reroll in Chao World

Description: Rerandomizes your seed with the game open, when you load into chao world.

Default: False

Options: True

Suggested Usage(s): While known to be buggy at best, this option is good for people who don't often visit chao garden and would like a new seed without restarting the game.

Disable Random Race Opponents

Description: ...title.

Default: False

Options: True

Suggested Usage(s): Preventing any potential for race opponents to be far too broken to ever beat.

Disable Random Karate Opponents

Description: ...title.

Default: False

Options: True

Suggested Usage(s): I'm really not sure, just a more vanilla experience.

Kart Settings

Disable Random Kart Stats

Description: By default, SA2R will boost kart stats randomly up to 500% their vanilla values. This option disables this.

Default: False

Options: True

Suggested Usage(s): If you like to go slow.

Vanilla Route 101/280 Tracks

Description: By default, SA2R randomly generates new kart tracks for every seed. This option replaces the vanilla story stages back in.

Default: False

Options: True

Suggested Usage(s): For those who do not like randomly generated tracks.

Vanilla Kart Race Tracks

Description: By default, SA2R randomly generates new kart tracks for every seed. This option replaces the vanilla kart racing tracks back in.

Default: False

Options: True

Suggested Usage(s): For those who do not like randomly generated tracks.

Miscellaneous Settings

This section changes a ton, and the titles are often times fully descriptive. This section may be updated in the future, but for now refer to the descriptions in the mod manager, sorry.

Replacement Characters

****One for each Character Name**

Description: Allows the user to pick who that character will be replaced with.

Default: Vanilla Character

Options: *One for each Character

Random- Keep this Character Randomized

Suggested Usage(s): If you want total control over your character choices

Disable Characters

****One for each Character Name**

Description: Allows the user to disable a particular character from as many stages as possible. (Bosses and a few stages are exceptions)

Default: False

Options: True

Suggested Usage(s): If you really do not want to play the character.

Disable Stages

****One for each Stage Name**

Description: Allows the user to disable a particular stage from story mode and replace it with a single random cutscene.

Default: False

Options: True

Suggested Usage(s): If you really do not want to play the stage.

What Remains Untouched

At this point there is very little that has not been touched by SA2R at one point or another, though it is worth mentioning that there are some exceptions. Bosses often times have very limited character pools to prevent crashes and soft locks. Mad Space is locked to hunters due to the nature of object editing in that stage, and Cannon's Core Sonic is locked to action character to prevent hard locks.

The pre-rendered cutscenes are completely untouched.

Future Ideas

After over 3000 hours of development and play testing, Rando is fairly stable and accompanies many different styles of play. Obviously in a project this size, bug fixes and QoL will always be worked on.

With the recent boom of custom weighted models, in collaboration with the people who created such models, we are currently working on treating those models as unique characters and allowing them to be randomized into the pool as well. This means ultimately, there is potential for an infinite amount of characters in SA2R.

Stage development is always a giant part of SA2R, and may continue to grow with things such as; multiple variants per character per stage, custom M5 layouts, more custom pieces in hunting stages, and potentially more objectives like kill X enemies to clear Mission 2s.

Twitch Chat Integration (TCI)

As has become popular by the Twitch extension "Crowd Control," it is pretty dang cool to have your chat be able to interact with the game you are playing. Well, its nowhere near as eloquent, but we built our very own chat integration for you!

Setting Up

In your mod folder, locate the file named "loginTwitch.txt" it will look like this:

```
loginTwitch.txt - Notepad
File Edit Format View Help
|channel
oauth: tokengoeshere0rjuststartifdontbefore
```

To connect to any channel, simply replace the channel name. The oauth token does NOT have to be the same user as the channel, so if you have a chatbot account, you may use that bot's oauth if you wish. Again, just replace with the proper oauth and it will look something like this:

```
*loginTwitch.txt - Notepad
File Edit Format View Help
|prahaha
oauth: f4pij3f2sf4sucksrdh3we6y1djhhq
```

This would connect to Prahaha's channel using Prabot's oauth token (obviously this isn't actually the correct oauth, just an example for you all to see).

1. General Settings	
Randomizer Seed	0
Story Select	None
Show Stage Names in Splits	False
Set Characters	Off
Shadow/Metallix Bounce	False
Character Swap Type	Replace Per Stage
Lives Per Stage	99
Remove Costumes	False
Allow Vanilla Type Chars	False
Set RNG	False
Skip Emblem Cutscene	False
Swap Mad Space for GHZ in Story	False
[Beta] SA2 Twitch Chat Integration	True

After that, you can enable TCI in the config and everything should work smoothly! Not sure about what is supposed to happen? Keep reading.

Owning It

Note, in your mod's folder there is a folder titled "Twitch," we are going to live in that folder for a few minutes and explain what each file does and go into how to use them.

Steam > steamapps > common > Sonic Adventure 2 > mods > SA2Rando > Twitch				
Name	Date modified	Type	Size	
 chatCurrency.txt	9/23/2019 10:16 PM	Text Document	1 KB	
 chatCurrencyBACKUP.txt	9/23/2019 10:14 PM	Text Document	1 KB	
 commandCosts.txt	9/23/2019 10:03 PM	Text Document	1 KB	
 currencyRates.txt	9/23/2019 9:52 PM	Text Document	1 KB	
 listOfCommands.txt	9/23/2019 10:03 PM	Text Document	1 KB	
 moderators.txt	9/18/2019 9:59 PM	Text Document	1 KB	

chatCurrency: This file is simply storage for each user and their points, one user per line. You can edit this file **before you launch the game** if you wish.

 chatCurrency.txt - Notepad

File Edit Format View Help

```
tmi.twitch.tv 1
prahaha 6893
prabot 0
```

chatCurrencyBACKUP: When auto-updating mods, files will get overwritten, this file will not be overwritten and serves as permanent storage for your chat's points. If you ever lose your points from an upgrade, just copy and rename this file.

commandCosts: This is a file most of you will want to edit. It contains all the commands and the cost of using each command, eventually the cooldown but this is still all beta work. **Again, one per line. However, this can be edited AT ANY TIME, including in game.**

 commandCosts.txt - Notepad

File	Edit	Format	View	Help
!win		13		
!ring+		1		
!ring-		1		
!life+		1		
!life-		1		
!score+		1		
!score-		1		
!vert		5		
!speed		5		
!jump		1		
!magnet		2		
!barrier			2	
!hp+		1		
!dmg		5		
!song		1		
!bosshp+			2	
!bosshp-			2	
!chaoscontrol			10	
!voiceline			2	
!chaokey			2	

*Notes: Setting to 0 makes the command free and setting to -1 will disable the command.

currencyRates: This is another file most of you will want to edit. It contains all the information about how users gain points in your system. **Again, one per line. However, this can also be edited AT ANY TIME, including in game.**

 currencyRates.txt - Notepad

File	Edit	Format	View	Help
AFKTime(seconds)				200
UpdateTime(seconds)				60
CurrencyPerUpdate				1
PointsPerGiveCommand				5
PointsForNewUser				5

**see below for simple "translation"*

AFKTime: This is the amount of time, in second, that a user will be considered "active" and gain points after a message is sent in chat. So, a user would need to send at least one message every 200 seconds or less to stay "active" and earn points.

UpdateTime: This is how often, again in seconds, you would like the bot to give out points and save to chatCurrency.txt as well. So as per above, every 60 seconds the bot would update and give all active users (in this example 1 point, see below)

CurrencyPerUpdate: This is how many points per update you would like to give each active chatter. So as I said above, this gives out 1 point per update time, which is 60 above.

PointsPerGiveCommand: This is kind of an odd and likely useless variable. TCI moderators, and the streamer, have the ability to use commands such as !pointsall.7/!pointsactive.7 to give all/actives 7 points, however if the streamer wishes they can just set this variable so that mods may simply type !pointsall/!pointsactive and the number of points given will be what you set here.

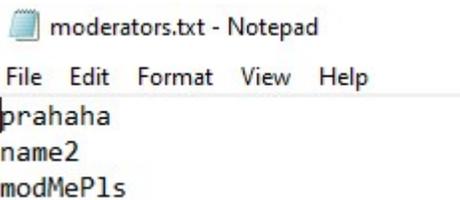
PointsForNewUser: If a user has 0 points (and is a new chatter), their first command will give them this many points before it runs so that new users can try things without feeling forced to stay active in chat. In this case running any command will give them 5 points to use, and will be used on the command they choose, if it has a cost.

*This example can be translated as:

A new user will be given 5 points, and will receive 1 additional point every 60 seconds, until they become inactive for over 200 seconds.

listOfCommands: Not sure what a command does? Check this file, it will give a brief description as well as any mod only commands.

moderators: A list of moderators for your channel that are given access to the mod commands. Note, the streamer is by default a mod. **One per line, can be edited anytime.**



```
moderators.txt - Notepad
File Edit Format View Help
prahaha
name2
modMeP1s
```

Closing Notes

Updating the mod will overwrite anything in the Twitch folder, so I would suggest copying it to a different folder while you update.

*****HOWEVER**, if you have logged in with TCI successfully before, it will save your login information in the main game folder, safe from updates, and will actually detect this and when you launch the game it can rewrite the proper login information back for you.

Obviously being in Beta means that this feature is still a touch underdeveloped and can be buggy, however it can work beautifully with proper settings and some loving affection. We want to continue development so we do appreciate any feedback you may have as well as any footage you happened to record.

Troubleshooting

SA2 is a crash prone game, with or without rando. However, there are ways to tell if it is just the game crashing on its own, or if rando is crashing the game.

GENERAL TROUBLESHOOTING

- If the game crashes on start up, give it a few more tries. If you have doubts, disable ALL MODS AND CODES, then try running the game again. If the game will not start, even with mods disabled try these steps:
 - Make sure you are playing in windowed mode a.k.a not fullscreen
 - Disable frame counter
 - Verify integrity of game files via Steam. You can find more information on how this works here:
https://support.steampowered.com/kb_article.php?ref=2037-QEUI-3335
- If your controller is NOT appearing in the launcher
 - Unplug your controller and plug it back in
 - Try a different usb port
 - Launch the game from your steam library page using the desktop app
- If your game crashes during gameplay or loading a level
 - Disable other mods other than rando either one by one or all together until consistent crashes ceases
 - Try running rando with fewer config options, or just the default ones
 - You can report consistent crashes in the official SA2 rando server. Please make sure you also upload your config.ini file located in your rando folder.
 - Make sure you are running the latest edition of rando. As of the making of this document, that is version 4.3.0. You can check which version you have in the mod loader

Frequently Asked Questions

- Does this work on console?
 - Nope
- Does this work on emulators?
 - Nope
- I see no option for things like SADX radar. Where is it?
 - In your mod loader, there should be a "codes" tap on the top. Many of the options are there.
- Can I add my own custom music?
 - Yes!
 - Make sure the song you want is in a .WAV format.
 - Find the song you want to replace in the ADX folder. You can look them up here:
http://info.sonicretro.org/SCHG:Sonic_Adventure_2/Sound_Editing
 - Put your custom song in the ADX folder with the appropriate name
 - Replace ,Wav with .ADX (just type it in)
 - Profit
 - You can also use a ADX to WAV converter
<https://gamebanana.com/tools/6319>
- Does rando work with other mods?
 - It depends on what it is. Certain mods will defiantly conflict with certain aspects of rando, others (such as skin/model mods) should (in theory) be fine.

Acknowledgements

To the best of my ability, I will try to list everyone involved and what they've contributed to this project, in no order.

MainMemory: The developer of SA2CharSel, which provided the original basis of SA2R, and a few other mods that were adapted to fit the needs of SA2R; the person who answers infinite questions; fixer of various bugs and finder of many memory addresses.

OnVar: The science guy; fixer of bugs; finder of addresses; did 99.99% of the kart track randomization; 4am mistake-fixer; great friend.

BoostedBandCamp: The editor; creator of all modern stage variants/object layouts as well as hunting stage hints & custom pieces; TODO

TommyEaSy: The tester; community liaison; international relations; TODO

Exant & mindacos: Helped with Chao opponent randomization in races and kartate; I think Exant just wanted his name in the Chao name pool.