Introduce a Palworld randomizer on a separate test world

A Palworld randomizer changes what players can encounter, so evaluate it on a separate world before inviting your established community. You need a test installation that cannot write to the live save directory. A backup stored beside a running world does not provide that separation. Ask support for an isolated test if your plan has only one server slot.

Check which options your build supports

Pocketpair's current reference documents `RandomizerType`, `RandomizerSeed` and `bIsRandomizerPalLevelRandom`. It distinguishes no randomization, regional randomization and full randomization. Check the documentation version and supplied defaults against your server build. Older templates may omit these options or expose an incomplete set of controls.

Record the proposed type, seed and level policy as one experiment. Keep the same game build, mods and unrelated world settings across trials. Otherwise you cannot tell whether a changed encounter comes from the randomizer or another change. Avoid promises that a seed guarantees identical behaviour across future builds.

Create a safe trial

1. Preserve a complete live checkpoint and its configuration. Provision a separate test world with its own save storage and assigned ports, clearly named as a test so players do not confuse it with production.
2. Stop the test process and apply the supported randomizer options to its active configuration. Use the accepted values from your build's reference rather than translating the option names into another language.

3. Start the test and confirm its identity, save path and configuration. Join with a fresh test character; do not move an established production character to validate a random encounter.
4. Visit several recorded locations with volunteers. Note the mode, seed, location, encounter and level. Keep the observation route similar between trials.
5. Stop and restart the test using the same settings, then revisit your notes. If you change one setting for comparison, give the new experiment its own dated record.

Decide what your community will accept

Ask players whether early progression, dangerous routes and access to desired Pals match the experience you intend. A randomizer policy can affect expectations even when the process runs without errors. Write a short description of the intended challenge rather than promising a precise list of encounters that your small test cannot establish.

Keep the trial separate from decisions about applying settings to an existing world. The configuration reference alone does not promise how every existing spawn or saved creature will respond. Test any proposed existing-world change on a copy of that world. Inspect established characters and bases as well as encounters before scheduling production maintenance.

Keep recovery simple

If the trial disappoints, restore the previous test settings or retire the test through your normal account controls. Your original live world should remain untouched. For a later production launch, keep the pre-change checkpoint and record when players began new progress. Reverting settings may not undo gameplay effects that occurred while they were active; decide with your community before rolling back the whole world.

Related help and sources

- Edit Palworld server settings safely
- Back up game files before making changes

Pocketpair randomizer options.

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