# POKEMON

## ONLINE MULTIPLAYER MODES

rdahl@broadon.com 09/14/04

---

### FEATURES OF THE SINGLE-PLAYER MODE

---

This is the primary mode of game-play, and presumably where most of the time is spent in the game. It is a role-playing strategy game with an elaborate story line unfolding as the game progresses.

Note that I in what follows I will often use GC to refer to "Pokemon for the Game Cube" and GB as "Pokemon for the Game Boy (Advance)".

There are two **main objectives** of the Game Boy (GB) game and the "Story Line" mode of the Game Cube (GC) game:

1. To become the best trainer by accumulating and training a powerful and well-matched set of Pokemons that can later be used in Colosseum matches.

2. To collect and gather statistics on as many types of Pokemon as possible, thus filling up the *Pokedex* (a catalogue on Pokemons). While you as a *trainer* can carry at most 6 Pokemons, you can store an unlimited number on a PC (the default location of newly caught Pokemons when you already carry 6).

The single user game is played by **following a path between various cities**, battling and collecting wild Pokemons, collecting various items, and battling other Pokemon trainers you meet along the way. This way you build up your Pokemons (they get stronger for every fight they participate in), and you collect useful items along the way. Items can be used to enhance fighting powers or restore the health of Pokemons

**In each city** along the way you can fight *Gym Leaders* to get *badges* that will make your team stronger, recharge hurt Pokemons (in a *Pokemon Center)* and buy potions (in a *Mart*) and other items that can be used along the way between cities.

**Trading** of Pokemons between the GC and GBA is only permitted for Sapphire and Ruby.

Pokemon **battles are turn based**, where each party chooses a move before the move takes affect. Nothing happens until both the battling Pokemons have chosen their next move. However, the game logic for how the moves are carried out is not quite that simple:

1.  Each move has *attributes* that affects it, such as how quick it is (e.g. Quick Attack), how it affects certain types of Pokemons (e.g. "ember" is not very effective on a water-type Pokemon), the chances of a hit (e.g. 75%), etc.

2.  Some moves consist of 1 or 2, or even 3 or 4 different actions, and an action may occur before, after, or before and after another Pokemon's move. E.g. "dig" digs down a Pokemon before the other Pokemon's move, and comes back up and does a punch after the other Pokemon's move.

3.  Each Pokemon may have an *affliction* (poisoned, in love, paralyzed, frozen, etc.) which can hurt it before/after each move and affect the effectiveness of a move.

4.  Each Pokemon may hold an item which affects the moves.

5.  Any activity before a move (changing Pokemon, accessing items in the bag, etc.) will cause the other Pokemon's move to occur first.

6.  It seems how quickly you choose your attack move affects who goes first, but I am not certain about that yet. If so, there is a timestamp as to when you chose an attack move which is used to determine the order of moves when the attacks from both sides are executed.

The GB version of the game allows you to **save one instance of the game** only. The game can be stored any time outside of a battle, and each save will overwrite any old saved state. The game is stored on the game cartridge. This means the game-cartridge is designed to be used by one person only. The saved game on a GB can be used in multiplayer mode on the GC by connecting to the GB to the GC with *link-cables*.

Note that the complete game-state is *never* moved between the GB and GC devices. You may only exchange Pokemons between a GC and GB device saved state, or upload a Pokemon team for Colosseum battles. No other parts of the game-state are ever moved between the devices. This is significant in that it follows the general rules for trained Pokemons on GBA devices: It can only exist in one saved game-state at a time!

---

### GAME BOY MULTIPLAYER MODES

---

The GB supports two different mechanisms for connecting to other GB devices.

1.  Link Cables (works between Fire Red, Leaf Green, Sapphire, and Ruby)

2.  Wireless (works between Fire Red and Leaf Green only)

The multiplayer features of GB are accessed by entering a Pokemon Center (there is one in every town) and walking up to the second floor, where you can approach three different counters.

1. The leftmost counter provides information about the wireless mode and as such is just a help function.

2. The middle counter allows you to check in to the *Union Room,* which is only available with wireless communication. You first need to save your game and *register*, which presumably "logs you into" the wireless community and announces your presence to all others within your network range (10 feet). Once in the union room you can:

    a. Battle Pokemons at levels<=30,

    b. Greet other players (see trainers' cards),

    c. Chat (text messaging)

    d. Trade by using a trading board, where you can register Pokemons you want to trade or accept an already registered trade.

3. The rightmost counter is called the *Direct Corner* and works both for link-cables and wireless communication.

    a. Here you can either decide to LEAD a new group or you can join any of the groups already lead by somebody else. Using link-cables this may be implicit and this step is skipped.

    b. Before you see the groups or can LEAD a new group, you need to select the activity you want to participate in. Your choices are:

        i. Two Player Colosseum (versus). Single Battle or Double Battle (one or two Pokemons used simultaneously on each side). No items in the bag can be used (just like GC Colosseum).

        ii. Four Player Colosseum (versus). Same as Two Player, but with a team of two players on each side.

        iii. Two Player Trading.

        iv. 2-5 Player Berry Crush

        v. Mini Games (possibly 2-5 players)

I expect the Direct Corner is primarily used today, where the players know each other and already have agreed on the activity they want to engage in. However, I expect the Union Room is likely to become more popular over a wider-area network, such as true online gaming.

On the GC the *Colosseum* multiplayer game can be played using the GC controllers, or using the GB as controller devices.

Using the GC controller you can either use a Pokemon team you trained in *Story Line*, or a team generated for you for a Colosseum Battle.

When using the GB as the controller device the GB must be plugged into the GC when GB boots up. The GC will **upload** the controller-software to the GB. The GC will then **download** the saved Pokemons from the GB and let you select the Pokemons you want to battle with in a Colosseum battle played out on the TV with high-definition 3D graphics. Note that you do *not* enter the union room in the Pokemon Center as part of the GC play

There is no game-state saved from the GC back to the GB when playing Colosseum (or Story Line, for that matter). You may only exchange Pokemons between a GC and GB device saved state, or upload a Pokemon team for Colosseum battles. This is significant in that it follows the general rules for trained Pokemons on GBA devices: It can only exist in one saved game-state at a time!

## NEW: ONLINE MULTIPLAYER MODES

Maintain concept of Union Room. Allow multiple battles and trades to occur independently. Let people in the union room only see a subset of all people that are online, where the visible people are chosen through some yet to be defined filtering process.

Do we support trading between GB and GC saved-states? Do we add a union room feature to GC?

Do we support in-game text/voice communication?

## NEW: OTHER ONLINE MODES

Treasure Hunt and limited quantity release of new Pokemons are used in single-player modes on the GC (possibly running on a PC or using the PC display instead of a GC/TV setup).

## NEW: PROGRAMMATIC API

See separate documents.