



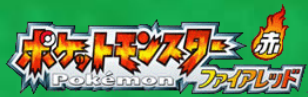
ONLINE POKEMON PROJECT

iQue Ltd.
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Project Base Line

- ① Game Story will be based on Fire Red and Leaf Green design
- ① Offline play only available in GBA with most features in current Fire Red and Leaf Green
- ① Online play (Trade, Battle, Chat, etc.) via the Internet connection
- ① Extend Online Tournament to PC screen based on Coliseum Code
- ① Online Pokemon Capture and Treasure Hunt with PC screen for display and GBA for control

Offline Features (Inherit from FR/LG)

- ① Map adventure with the story based on Fire Red and Leaf Green version.
- ① Full map, full pokemon will be released on the first release, but the pokemon distribution in map should be different. (Please check the region concept in online feature for detail.)
- ① Trade / Battle with link cable connection will still be supported in offline mode.



Offline Features (Different to FR/LG)

- 🌀 Disable the hatch system in offline mode
- 🌀 Disable the wireless connection mode (Union Room)
- 🌀 In offline mode, player can only access 36 pokemons (6 in hand and 30 in Pokemon Center)
- 🌀 New Chinese Input Method

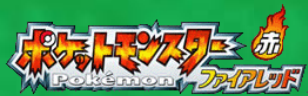


Online Features

- 🌀 Region Concept
- 🌀 New Hatch System
- 🌀 Enhanced Pokemon Center
- 🌀 Online Tournament mode with PC screen based on Coliseum Code
- 🌀 New maps for Pokemon Capture and Treasure Hunt with online play in PC screen



Explanation for Some Design Features



Region Concept

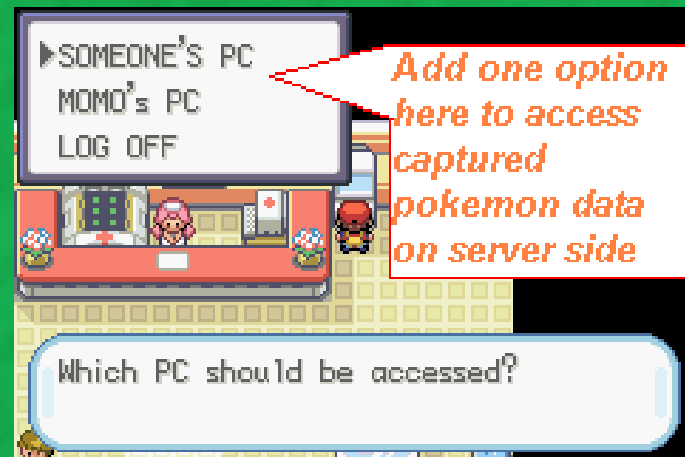
- ① Every time the player link their game to Internet for online playing, our server will update the pokemon distribution in map according to the region information from his IP address
- ① Add weather concept into game according to the region information
- ① The pokemon distribution settings will take effect in offline status, and will be updated only when next time's logon.

New Hatch System

- ① When player talk to grandpa and grandma for hatching the new pokemon, the game will connect to server to decide the Pokemon egg type.
- ① The pokemon egg type will be decided according to some variables such as server's real time clock, recent weather report and nearby Pokemon birth rate, etc.

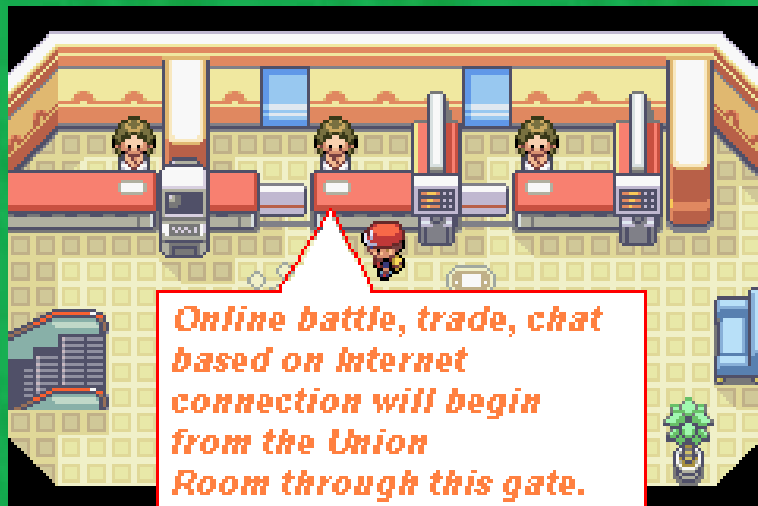
Enhanced Pokemon Center(1F)

- 🌀 In offline mode, player can only access 30 pokemon from 1F's Computer in Pokemon Center.
- 🌀 When online, add one option in menu to let player can access additional captured pokemon in server database.



Enhanced Pokemon Center(2F)

- 🌀 Online Battle, Trading and Chat based on Internet connection will begin from 2F's Union Room.



Online Tournament Mode

- ① In online Tournament mode, player can enjoy the Pokemon 3D model rendering in PC screen.
- ① 3D rendering feature in PC screen should be based on Coliseum code and 3D model library.
- ① All control should be in GBA.



Online Pokemon Capture and Treasure Hunt

- ① Periodically, additional Pokemon / treasure shall be released on the network for capturing / hunting.
- ① Each time, the total resource shall be fixed to create a rush of time for online capturing with all members in the Pokemon Online Club.
- ① PC screen will be used for 3D display.
- ① All control should still be in GBA.

Release Plan

July / August 2005

GBA version with online features (Online play and offline play all with GBA screen).

Feb. / March 2006

One new Online Tournament mode with PC screen for display and GBA for control.

July / August 2006

Release first map for online Pokémon Capture with PC screen for display and GBA for control.