Pokémon Go User Manual

Getting Started:

For new players, launch the Pokémon Go game and you will see a start menu. Press the number “2”, this will allow you to customize your new avatar. First, start by choosing a username and then verifying a password in order to login with your account in the future. Continue choosing the hair color, skin color, eye color, outfit color, and gender by pressing the corresponding number on the keypad. The program will then lead to the general login screen (See Existing Players section) where you can now sign in with the account you have created. At the start of general gameplay, new users will start at the top left corner of the map and have no pokemon, no pokeballs, and no Razz Berries.

Existing Players:

For existing players, launch the Pokémon Go game and you will see a start menu. Press the number “1”, this will allow you to log into your Pokémon Go account. Type your username and then password, followed by pressing the enter key each time. You are now logged into your Pokémon Go account. You will be brought to the main menu and you are now able to open the Pokémon Go map or edit your profile information and pokemon. To play the game and go to the map, press “1” and then press “c” to continue after reading a brief set of instructions. There, instructions will inform you how to exit the game, which can be done by pressing “b” at any time (Look for gameplay in How to Play). To edit your profile instead, press “2” which will lead to the Edit Profile Menu where you can choose what to edit about your profile (See Editing Profile Information). To exit the game, press “3” and the game will exit and any new or updated information will be written to your user file.

How to Play:

You will originally be spawned in the middle of the map if you have never played the game previously, otherwise you will be right back where you left off. You can move around the map by pressing “w” to move up, “s” to move down, “a” to move left, and “d” to move right unless you are trying to move into an edge or water, otherwise the player will not move. While moving from space to space, there is a 5% chance that a random pokemon will appear and the game will cut to another screen to allow the user a chance to catch it (See Catching Pokemon). After the Pokemon catching process is terminated, the map reappears and your character resume’s its position where it was last placed. When you are out of pokeballs and/or Razz Berries like new users are when first playing, you can run over one of 6 pokestops placed around the map. The pokestops are on the map in the form of purple squares on the map. In order to visit a pokestop and get the benefits, you must move your character over a purple space. As soon as your character runs over the space, your profile will automatically be given between 1 and 5 pokeballs and Razz Berries. You can only get pokeballs and Razz Berries from a pokestop once in a 30 second period, during which, running over another purple square would not give you anything. After the 30 second period ends, you can get more pokeballs from the pokestops. Once you want or need to exit the game, press “b” on the keyboard to exit the map and return to the Game Play Menu.

Catching Pokemon:

If a Pokemon is encountered on the map, the map will cut off the screen and the Pokemon catching screen will appear. This screen will always consist of your player avatar appearing on the left and the pokemon that appeared displayed on the right. Of course, to catch Pokemon, you have to have pokeballs to throw and an empty slot in your pokemon list to fill with a new pokemon. Consequently, if you do not have any pokeballs when you encounter a Pokemon, an error message will be displayed telling you to get pokeballs from a pokestop, and then the game will automatically go back to the map after 4 seconds. Furthermore, if you already have 25 pokemon in your backpack, a similar error message will be displayed telling you to go and send some of your pokemon to the professor so that you have a new spot to fill (See Seeing and Managing Pokemon). If you have at least one pokeball and at least one spot open to fill with a pokemon, then a menu will be displayed in the top left giving you 3 options.

Press “1” each time you want to throw a pokeball at the pokemon to see if you can catch it. When you throw a pokeball, an animation is displayed to show that the program got your command. If you run out of pokeballs after throwing a few, a message is displayed saying that you have no more pokeballs and you must run away from the pokemon and visit a pokestop to get more. Press “2” if you would like to throw a Razz Berry at the pokemon to increase your chances of catching it from 33% to 50% for any throw. Only one Razz Berry per pokemon will take effect and will last until you either run away or catch the pokemon. The program will display a message to indicate if you have thrown a Razz Berry and, on the other hand, will also display a message if you are out of Razz Berries if you try to throw one when you have 0. However, if you still have pokeballs, then you can still throw pokeballs.

When you run out of pokeballs or do not want to try to catch the pokemon at any time, the pokemon catching screen can be exited at any time by pressing “3” after the menu has been displayed. This will cause your character to “Run Away” from the pokemon and go back to the map screen to continue exploring the area and find more pokemon, visit pokestops, or exit the game to the main menu.

Editing Profile Information and Attributes:

While at the main game menu, press “2” to go to the edit profile menu if you want to edit your profile information avatar characteristics, and/or sort and manage your pokemon that you have caught. After going to the edit profile menu

Seeing and Editing Pokemon: