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 Pokémon, no Pokéballs, 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 Pokémon. 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 Pokémon will appear and the game will cut to another screen to allow the user a chance to catch it (See Catching Pokémon). After the Pokémon catching process is terminated, the map reappears and your character resume’s its position where it was last placed. When you are out of Pokéballs and/or Razz Berries like new users are when first playing, you can run over one of 6 PokéStops placed around the map. The PokéStops are on the map in the form of purple squares on the map. In order to visit a PokéStop 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 Pokéballs and Razz Berries. You can only get Pokéballs and Razz Berries from a PokéStop 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 Pokéballs from the PokéStops. 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 Pokémon:**

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

Press “1” each time you want to throw a Pokéball at the Pokémon to see if you can catch it. When you throw a Pokéball, an animation is displayed to show that the program got your command. If you run out of Pokéballs after throwing a few, a message is displayed saying that you have no more Pokéballs and you must run away from the Pokémon and visit a PokéStop to get more. Press “2” if you would like to throw a Razz Berry at the Pokémon to increase your chances of catching it from 33% to 50% for any throw. Only one Razz Berry per Pokémon will take effect and will last until you either run away or catch the Pokémon. 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 Pokéballs, then you can still throw Pokéballs.

When you run out of Pokéballs or do not want to try to catch the Pokémon at any time, the Pokémon 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 Pokémon and go back to the map screen to continue exploring the area and find more Pokémon, visit PokéStops, 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 Pokémon that you have caught. After going to the edit profile menu, the menu will give you 5 options, change password, edit avatar, sort Pokémon, and manage Pokémon, and exiting back to the main menu. For the options 3 and 4, please see “Seeing and Editing Pokémon” section of this manual.

**To change password:** Press “1” in the edit profile menu. This will display a prompt to enter your old password to verify that it is you changing the password. You can exit this screen by typing in “back” for your old password. If you type in the wrong password, and error message will be displayed and you will be prompted to try again. If you type in the correct password, then the game will prompt you for a new password and for you to verify it by reentering it. If the password and the reentry do not match, you will continue to be prompted to enter and reenter a valid password until they do. Once the passwords match, then the game will take you back to the edit profile menu and your password will change to the new one that you had set.

**To edit the avatar attributes:** Press “2” in the edit profile menu. This will display your character avatar on the right of the screen and an edit avatar menu on the left, giving you 5 options, changing hair color, eye color, outfit color, gender, and exiting back to the edit profile menu. The avatar will first be displayed based upon the characteristic read in from the user data file when you sign in. After you change an attribute about your avatar, the game will automatically change the attribute in the avatar display to the right of the edit avatar menu.

* **To change the hair color:** Press “1” in the edit avatar menu. This will cause the game to display a prompt for you to choose your hair color just like you did when first making your account. Press the number corresponding to your desired hair color and the game will change the hair of your avatar to that color, return to the edit avatar menu automatically, and redisplay your avatar with its new hair color.
* **To change the outfit color:** Press “2” in the edit avatar menu. This will cause the game to display a prompt for you to choose your outfit color just like you did when first making your account. Press the number corresponding to your desired outfit color and the game will change the outfit of your avatar to that color, return to the edit avatar menu automatically, and redisplay your avatar with its new outfit color.
* **To change the eye color:** Press “3” in the edit avatar menu. This will cause the game to display a prompt for you to choose your eye color just like you did when first making your account. Press the number corresponding to your desired eye color and the game will change the eye of your avatar to that color, return to the edit avatar menu automatically, and redisplay your avatar with its new eye color.
* **To change the gender:** Press “4” in the edit avatar menu. This will cause the game to display a prompt for you to choose your gender just like you did when first making your account. Press the number corresponding to your desired gender and the game will change the gender of your avatar to that color, return to the edit avatar menu automatically, and redisplay your avatar as its new gender.
* **To exit:** Press “5” in the edit avatar menu and the game will take you back to the edit profile menu.

**Seeing and Editing Pokémon:**

While in the edit profile menu (see “Editing Profile Information and Attributes” section) there are two options that let you see your Pokémon, one to sort them and one to manage them. Sorting them allows you to list them in a desired order based upon a certain attribute that they all possess and managing them allows you to see your Pokémon in a list and have the ability to “send some to the Professor” if you need to free up space to catch more.

* **To Sort the Pokémon:** While in the edit profile menu, press “3” to go to the sorting page. Here, your Pokémon will be displayed in a basic table and a menu will appear above it. The menu will give you 3 choices to sort by: name, cp, and hp; and also give you an option to exit and go back to the edit profile menu.
  + - **To sort by name:** Press “1” on this sorting page and all of your Pokémon will be sorted by their names in alphabetical order and then sub-sorted by cp and subsequently hp
    - **To sort by cp:** Press “2” on this sorting page and all of your Pokémon will be sorted by their cp in numerical order and then sub-sorted by name and subsequently hp
    - **To sort by hp:** Press “3” on this sorting page and all of your Pokémon will be sorted by their hp in numerical order and then sub-sorted by name and subsequently cp
    - **To exit:** Press “4” on this sorting page and you will automatically be brought back to the edit profile menu
* **To Manage the Pokémon:** While in the edit profile menu, press “4” to go to the manage Pokémon page. Here, your Pokémon will be numbered and displayed in a table, sorted by your last sort choice (See “To Sort the Pokémon”). Here you are prompted to input a number and given two options, to “send a Pokémon to the Professor” and free up space, or to exit back to the edit profile menu.
  + - **To “Send Pokémon to the Professor”:** Type in the number of any Pokémon displayed on the screen and press “ENTER”. This will send that Pokémon away and free up space in your inventory. All of the Pokémon numbered higher than the deleted one will fall down and an empty space will be made. If a number is entered that is not in the list, then the game will do nothing and prompt you for another number until you type in a correct Pokémon number or the kill code (see next subsection). Once you “send a Pokémon away”, it cannot be recovered so make sure that you type in the number of the Pokémon you want to delete
    - **To exit back to the edit profile menu:** At any time while in the manage Pokémon page, instead of typing in the number of a Pokémon, you can type in the number “99” and hit “ENTER”. This will return you to the edit profile menu.

**Exiting the Game and Saving Progress:**

Once you are done playing for now, you can exit the game anytime through the main menu. Once in the main menu, press “3” to exit the game and the game will terminate. However, before the game completely terminates, the it will write all of your newly updated information, Pokémon, and avatar attributes to your user file to be there when you sign in again later.

**NOTE: DO NOT EXIT THE GAME PREMATURELY THROUGH “X-ING” OUT OF THE WINDOW. THIS WILL NOT SAVE YOUR DATA AND ANY PROGRESS YOU MADE WILL NOT BE SAVED.**

**Thank you for playing with us! Go Catch ‘Em All!!**