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Battle Arcade

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The **Battle Arcade** (Japanese: **バトルルーレット** *Battle Roulette*) is a facility located in the southeastern corner of the Battle Frontier. The building itself looks like a large tent, with articular domes, much like Saint Basil's Cathedral. Inside the Arcade, it is dark with strange patterns on the walls and floors like a circus tent. In the stadium room, there is a large screen called the *Game Board* that most of the game is displayed on.

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Challenges

The player battles seven Trainers consecutively in a knock-out, much like all other facilities in the Battle Frontier. Before entering, Trainers will choose three Pokémon to battle, having their level reduced to 50. Prior to battles, all items equipped on the Pokémon used are removed. Battles in the Battle Arcade are 3 vs 3. Upon entering, the player's Pokémon will be seen on the Game Board. The foe's Pokémon will also be seen when they enter the field.




See also: List of Battle Frontier Trainers (Generation IV)

Battle Arcade

バトルルーレット *Battle Roulette*



"Where Events Sway Outcomes"








Battles per round	
7	
Participating Pokémon	
Single	Double
3	3
Battle Points obtained	
Few	
<div><div>Arcade Star Dahlia</div></div>	<div><div><div></div><div>Silver print</div></div><div><div></div><div>Gold print</div></div></div>
Wins to obtain a commemorative print	
Silver 21	Gold 49

Before a battle begins, the player must play the game board to determine the condition of the battle. The game board is a massive roulette machine that will scroll quickly through a grid of small boxes, known as *Events*. Landing on a dark purple box affects the player while landing on a red box affects the foe. Gray boxes, on the other hand, affect both foes. Each event will have a different effect; some may lower the opponent's HP, poison the opponent's Pokémon, or speed up the game board. The choice may affect the player's Pokémon, the opponent's, or even the field. The board may land on status conditions, weather changes, level changes, Berries and more. It may even land on nothing.

Every battle is called a *game*; for example, the first battle is known as *Game No. 1*. After winning a battle, the player's Pokémon will be healed completely, and the player will have the option to continue, rest, retire, or get their most recent battle recorded on their Vs. Recorder.

Roulette events

Event	Target	Effect	Duration
 Lowers foes' HP	Foe	Lowers Pokémon's HP by 20%	1 battle
 Poisons foes	Foe	Poisons Pokémon	1 battle
 Paralyzes foes	Foe	Paralyzes Pokémon	1 battle
 Burns foes	Foe	Burns Pokémon	1 battle
 Puts foe to sleep	Foe	Puts one Pokémon to sleep	1 battle
 Freezes foe	Foe	Freezes one Pokémon	1 battle
 Foes get Berries	Foe	All Pokémon gain a Berry	1 battle
 Foes get items	Foe	All Pokémon gain a held item	1 battle
 Foes level up	Foe	All Pokémon gain 3 levels	1 battle
 Lowers allies' HP	Ally	Lowers Pokémon's HP by 20%	1 battle
 Poisons allies	Ally	Poisons Pokémon	1 battle
 Paralyzes allies	Ally	Paralyzes Pokémon	1 battle
 Burns allies	Ally	Burns Pokémon	1 battle
 Puts ally to sleep	Ally	Puts one Pokémon to sleep	1 battle
 Freezes ally	Ally	Freezes one Pokémon	1 battle
 Allies get Berries	Ally	All Pokémon gain a Berry	Remainder of the round
 Allies get items	Ally	All Pokémon gain a held item	Remainder of the round
 Allies level up	Ally	All Pokémon gain 3 levels	1 battle
 Sunny	-	Battle in Sunny weather	1 battle
 Rain	-	Battle in Rainy weather	1 battle
 Sandstorm	-	Battle in Sandstorm weather	1 battle
 Hail	-	Battle in Hail weather	1 battle
 Fog	-	Battle in thick fog	1 battle
 Trick Room	-	Battle in Trick Room conditions for the first 5 turns	1 battle
 Pokémon swap	-	Battle after swapping all Pokémon with foe	1 battle

	Speed Up	-	Increase the speed of subsequent roulette flashes by 1	Remainder of the round
	Speed Down	-	Decrease the speed of subsequent roulette flashes by 1	Remainder of the round
	Random	-	Makes subsequent roulette flashes non-sequential	Next roulette game
	Get 1BP	-	Get 1BP and battle with no other event	1 battle
	No battle	-	Move onto the next Trainer without battling	1 battle
	No Event	-	Battle with no event	1 battle
	Get 3BP	-	Get 3BP and battle with no other event	1 battle

The Berries and items gained from events change depending on the set. In early sets, Berries are usually status-restoring Berries such as Aspear Berry. In later sets, they are usually stat-raising Berries, such as Ganlon Berry. Items can have beneficial effects such as White Herb, or negative effects such as Lagging Tail.

Nullify events

Events that inflict status conditions do not apply to Pokémon that have certain types or Abilities.

Poison	Freeze	Burn	Sleep	Paralysis
Ability	Ability	Ability	Ability	Ability
Immunity	Magma Armor	Water Veil	Insomnia	Limber
Type	Type	Type	Type	Type
Steel, Poison	Ice	Fire	Vital Spirit	Ground

Battle Points




This section is incomplete.
Please feel free to edit this section to add missing information and complete it.
Reason: Needs battle points for Wi-fi battles.

Set	Battle No.	Singles	Doubles	Multi
1	1 to 7	2	2	7
2	8 to 14	2	2	8
3	15 to 21	20 (Arcade Star)	2	10
4	22 to 28	2	2	11
5	29 to 35	4	4	13
6	36 to 42	4	4	14
7	43 to 49	20 (Arcade Star)	6	17

Arcade Star

Dahlia is the Frontier Brain for the Battle Arcade. She can be challenged after 21 consecutive battles. Once defeated, she will give away the silver commemorative print. Dahlia can be challenged again after 49 consecutive battles, and will give away the gold commemorative print when defeated.

Silver Print challenge




Arcade Star
Dahlia
Battle Arcade


Platinum, HeartGold, and SoulSilver

Reward:
20BP

[show]



Gold Print challenge




Arcade Star
Dahlia
Battle Arcade

Platinum, HeartGold, and SoulSilver

Reward:
20BP

[show]



Layout



Outside the Battle Arcade



Inside the Battle Arcade



Hallway leading to the stage



Before battle in the Battle Arcade

In the manga

Pokémon Adventures

Platinum arc

The Battle Arcade first appeared in *Deprogramming Porygon-Z* as a part of the Battle Frontier. In *Clobbering Claydol*, Platinum challenged it as her second Battle Frontier facility. With the skills she had honed at the Veilstone Game Corner, she was easily able to land the roulette on the symbols she wanted, making the battle conditions work in her favor.

In *Tackling Togekiss*, Platinum won her 20th consecutive battle, being ready to face Dahlia. She planned to use the roulette to paralyze her opponent's Pokémon, but just when she was about to stop the roulette, a tremor originating from Stark Mountain





The Battle Arcade in Pokémon Adventures

disrupted her, causing her to overgo the 30 second time limit to stop the roulette, leaving it to Dahlia to do it instead. She landed on the trade panel, meaning that the Trainers had to trade their Pokémon for this battle. Platinum was reluctant to fight against her own Pokémon, initially giving Dahlia the advantage. However, Platinum refused to give up, and managed to motivate her Pokémon fight to their fullest, giving her the confidence required to make a comeback. In *Cooling Off Heatran*, she managed to win the battle, earning herself the Arcade Print.


In the TCG


This listing is of cards mentioning or featuring the Battle Arcade in the Pokémon Trading Card Game.

Pokémon in Battle Arcade							
Cards listed with a <i>blue</i> background are only legal to use in the current Expanded format.							
Cards listed with a <i>silver</i> background are legal to use in both the current Standard and Expanded formats.							
Card	Type	English Expansion	Rarity	#	Japanese Expansion	Rarity	#
Blaziken <i>FB</i>		Supreme Victors	★H	2/147	Beat of the Frontier	★H	019/100
Dusknoir <i>FB</i>		Supreme Victors	★	26/147	Beat of the Frontier	★	051/100

In other languages


Language	Title
Mandarin Chinese	對戰輪盤 <i>Duìzhàn Lúnpan</i>
French	 Canada Arcade de Combat
	 Europe Arcade de Combat
 German	Kampfarkaden
 Italian	Arena Lotta
 Korean	배틀룰렛 <i>Battle Roulette</i>
 Spanish	Ruleta Batalla
 Vietnamese	Vòng xoay giao đấu






Battle Castle

Castle Valet
Darach




Battle Hall

Hall Matron
Argenta




Battle Tower

Tower Tycoon
Palmer



Battle Factory


Factory Head
Thorton



Battle Arcade

Arcade Star
Dahlia

Sinnoh



Settlements

Twinleaf Town • Sandgem Town • Jubilife City • Oreburgh City • Floaroma Town • Eterna City • Hearthome City
Solaceon Town • Veilstone City • Pastoria City • Celestic Town • Canalave City • Snowpoint City • Sunyshore City
Pokémon League • Fight Area • Survival Area • Resort Area

Routes

201 • 202 • 203 • 204 • 205 • 206 • 207 • 208 • 209 • 210 • 211 • 212 • 213 • 214 • 215
216 • 217 • 218 • 219 • 220 • 221 • 222 • 223 • 224 • 225 • 226 • 227 • 228 • 229 • 230

Landmarks

Lake Verity (Lakefront) • Oreburgh Gate • Oreburgh Mine • Oreburgh Mining Museum • Global Terminal/Global Wonder Station
Ravaged Path • Floaroma Meadow • Valley Windworks • Eterna Forest • Old Chateau • Underground/Grand Underground
Wayward Cave • Mount Coronet • Amity Square • Lost Tower • Hallowed Tower • Solaceon Ruins • Maniac Tunnel • Lake Valor (Lakefront)
Great Marsh • Pokémon Mansion • Trophy Garden • Fuego Ironworks • Iron Island • Lake Acuity (Lakefront) • Spear Pillar • Victory Road
Pal Park/Ramanas Park • Contest Hall • Battle Zone • Battle Park • Battle Tower/Battle Frontier • Stark Mountain • Snowpoint Temple
Spring Path • Sendoff Spring • Turnback Cave • Fullmoon Island • Newmoon Island • Seabreak Path • Flower Paradise • Hall of Origin

Access to
Distortion World

See also
Hisui

Johto



Settlements

New Bark Town • Cherrygrove City • Violet City • Azalea Town • Goldenrod City • Ecruteak City
Olivine City • Cianwood City • Mahogany Town • Blackthorn City • Safari Zone Gate • Frontier Access

Routes

29 • 30 • 31 • 32 • 33 • 34 • 35 • 36 • 37 • 38 • 39 • 40 • 41 • 42 • 43 • 44 • 45 • 46 • 47 • 48

Landmarks

Dark Cave • Sprout Tower • Ruins of Alph • Union Cave • Slowpoke Well • Ilex Forest • Radio Tower • Global Terminal
Goldenrod Tunnel • National Park • Pokéathlon Dome • Bell Tower • Bellchime Trail • Burned Tower • Moomoo Farm • Olivine Lighthouse
Battle Tower (Crystal • HGSS)/Frontier • Cliff Edge Gate • Cliff Cave • Embedded Tower • Safari Zone • Whirl Islands
Mt. Mortar • Lake of Rage • Team Rocket HQ • Ice Path • Dragon's Den • S.S. Aqua • Mt. Silver (Cave)

Access to
Sinjoh Ruins • Kanto



This article is part of **Project Locations**, a Bulbapedia project that aims to write comprehensive articles on every location in the Pokémon world.

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