Page Actions
Discussion
Wiew source

History

Page tools languages

Menu Search Bulbapedia

- Article
- Discussion
- More
- Tools
- In other languages

Battle Arcade

From Bulbapedia, the community-driven Pokémon encyclopedia. Jump to navigationJump to search

Contents

- 1 Challenges
 - 1.1 Roulette events
 - 1.1.1 Nullify events
 - 1.2 Battle Points
 - 1.3 Arcade Star
 - 1.3.1 Silver Print challenge
 - 1.3.2 Gold Print challenge
- 2 Layout
 - 3 In the manga
 - 3.1 Pokémon Adventures
 - **3.1.1** *Platinum* arc
- 4 In the TCG
- 5 In other languages

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)



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
4112	Lowers foes' HP	Foe	Lowers Pokémon's HP by 20%	1 battle
•	Poisons foes	Foe	Poisons Pokémon	1 battle
\varnothing	Paralyzes foes	Foe	Paralyzes Pokémon	1 battle
٨	Burns foes	Foe	Burns Pokémon	1 battle
400	Puts foe to sleep	Foe	Puts one Pokémon to sleep	1 battle
ES	Freezes foe	Foe	Freezes one Pokémon	1 battle
٥	Foes get Berries	Foe	All Pokémon gain a Berry	1 battle
8	Foes get items	Foe	All Pokémon gain a held item	1 battle
c[ky	Foes level up	Foe	All Pokémon gain 3 levels	1 battle
(III)	Lowers allies' HP	Ally	Lowers Pokémon's HP by 20%	1 battle
•	Poisons allies	Ally	Poisons Pokémon	1 battle
$[\mathcal{Z}]$	Paralyzes allies	Ally	Paralyzes Pokémon	1 battle
٩	Burns allies	Ally	Burns Pokémon	1 battle
R.	Puts ally to sleep	Ally	Puts one Pokémon to sleep	1 battle
క్షాక్ట్	Freezes ally	Ally	Freezes one Pokémon	1 battle
(Ô	Allies get Berries	Ally	All Pokémon gain a Berry	Remainder of the round
8	Allies get items	Ally	All Pokémon gain a held item	Remainder of the round
cLv	Allies level up	Ally	All Pokémon gain 3 levels	1 battle
Ç.	Sunny	-	Battle in Sunny weather	1 battle
۵	Rain	-	Battle in Rainy weather	1 battle
8	Sandstorm	-	Battle in Sandstorm weather	1 battle
8	Hail	-	Battle in Hail weather	1 battle
6	Fog	-	Battle in thick fog	1 battle
	Trick Room	-	Battle in Trick Room conditions for the first 5 turns	1 battle
8	Pokémon swap	-	Battle after swapping all Pokémon with foe	1 battle

EG.	Speed Up	-	Increase the speed of subsequent roulette flashes by 1	Remainder of the round		
EX.	Speed Down	-	- Decrease the speed of subsequent roulette flashes by 1 Remainder of the ro			
E?	Random	-	Makes subsequent roulette flashes non-sequential	Next roulette game		
œ	Get 1BP	-	Get 1BP and battle with no other event	1 battle		
C	No battle	-	Move onto the next Trainer without battling	1 battle		
* * *	No Event	-	Battle with no event	1 battle		
6R	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	
Туре	Type	Type	Vital Spirit	Type	
Steel, Poison	Ice	Fire		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

8+

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

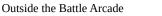


Gold Print challenge



Layout



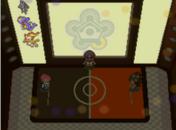




Inside the Battle Arcade



Hallway leading to the stage



Before battle in the Battle Arcade

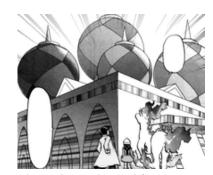
In the manga

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.

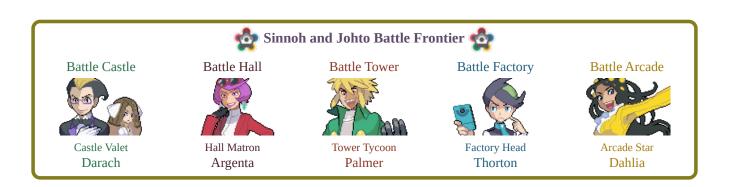
In the TCG

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 blue background are only legal to use in the current Expanded format.						
Cards listed wi	th a silv	er background are le	gal to use	in both t	the current Standard and	l Expande	ed formats.
		English			Japanese		
Card	Type	Expansion	Rarity	#	Expansion	Rarity	#
Blaziken FB		Supreme Victors	★H	2/147	Beat of the Frontier	★H	019/100
Dusknoir FB	0	Supreme Victors	*	26/147	Beat of the Frontier	*	051/100

In other languages

La	nguage	Title		
Manda	rin Chinese	對戰輪盤 Duìzhàn Lúnpán		
Eronch	■◆■ Canada	Arcade de Combat Arcade de Combat		
Fielicii	Europe	Arcade de Combat		
Ge:	rman	Kampfarkaden		
■ Ital	ian	Arena Lotta		
* Korean		배틀룰렛 Battle Roulette		
S pa	anish	Ruleta Batalla		
▼ Vietnamese		Vòng xoay giao đấu		





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.

Retrieved from "https://bulbapedia.bulbagarden.net/w/index.php?title=Battle_Arcade&oldid=3899251"

- This page was last edited on 6 January 2024, at 13:02.
- Content is available under Attribution-NonCommercial-ShareAlike 2.5. (see Copyrights for details)