



User Manual



So you want to play Pokémon?

"Hello there! Welcome to the world of POKÉMON! My name is OAK! People call me the POKÉMON PROF! This world is inhabited by creatures called POKÉMON! For some people, POKÉMON are pets. Other use them for fights. Myself... I study POKÉMON as a profession. This is my grandson. He's been your rival since you were a baby. ...Erm, what is his name again? That's right! I remember now! His name is Haris. Your very own POKÉMON legend is about to unfold! A world of dreams and adventures with POKÉMON awaits! Let's go!"

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General



In this game, the player will take on the role of a Pokémon trainer and battle their Pokémon team against their rival, the CPU. Both trainers will control a team of 6 Pokémon and the battle will follow a turn-based progression.

The battle begins when the CPU sends out a random Pokémon from his party of 6. The player will then choose a Pokémon from their own party to send out and fight with. Make your selection carefully, because it is not possible to switch your Pokémon out once they've been chosen to battle. The battle will progress as each turn the player selects a move to attack with while the CPU also selects a move, albeit at random.

The player's objective is to knock out all six of the rival trainer's Pokémon by attacking with their own team. The battle will end when either the player or the rival has no more Pokémon to use and is therefore unable to continue. In order to win, the player must be able to successfully knock out the CPU's Pokémon. However, if all of the player's Pokémon are KO'd, it will result in a loss. Once the battle is over, the game has concluded.

Playing the Game



This screen shows the Pokemon picking screen. 6 Pokemon buttons are available, and clicking one will make that Pokemon your currently active Pokemon. Keep in mind that you cannot pick a Pokemon that has already fainted, and you will just be asked to pick again.



This image shows picking the moves. 4 Move Buttons are displayed, and these buttons will be different from Pokemon to Pokemon. Clicking a Button will make the Pokemon use the clicked

move. If survive the turn, you will be sent back to this screen. If you you faint, you will be sent back to the pick Pokemon function.

Game Mechanics



This game follows simple mechanics. The goal of the game is to defeat all the of the enemy Pokémon. You do this by using attacks to deplete the enemy Pokémon's Hit Points (the green bar). Once the hit points are depleted, the Pokémon will faint and the opponent will send out a new Pokémon. If the enemy has no more Pokémon to send out, congratulations, you have won.

Each trainer has six Pokémon each with four attacks. The amount of damage an attack does depends on both the user's and the opponent's stats and typings, as well as the stats of the move.. The individual informations for these stats can be found in the "Stats and INformation" section below.

Each Pokémon has a variety of different stats, which determine how it can battle. The first stat is Hit Points (HP), which determines how much damage a Pokémon can take before it faints. Next is the Attack, which determines how powerful a Pokémon's Physical Attacks are. The Defense will determine how well the Pokémon can take Physical Attacks. The Special Attack and Special Defense stats work in the same way, determining how well a Pokémon can use, as well as absorb, Special Attacks. Lastly, the Speed stat determines who goes first in a turn.

Moves also have different stats. The two main move stats are the power and the accuracy. The power stat determines how powerful the move's base damage is, when factored into the damage calculation. The higher the stat, the higher the power. The accuracy

stat determines how likely the move is to hit out of 100. For example, a move with 100 accuracy will hit 100% of the time, while a move with 70 accuracy will hit 70% of the time. If a move misses, it will do no damage, so be careful of using inaccurate moves. Lastly, each move has a category, being Physical or Special. A Physical Attack corresponds with the user's Attack stat and the opponent's Defense stat when calculating damage. A Special Attack uses the user's Special Attack stat and the opponent's Special Defense stat when calculating damage.

Each Pokémon can have either one or two types. Likewise, each move has a type as well. Each type matches up against others in different ways, leading to some moves that are more effective than others. For example, a water type attack will do extra damage on a fire type Pokémon. If you do extra damage, your attack does 2x the usual damage. This is referred to as a 'Super Effective' attack. Similarly, using a fire move on a water type will only deal .5x the usual damage, dealing 'Not-very Effective' damage. Some types even have no effect at all against certain types! A Pokémon with two types is dealt damage based on the effectiveness of the move on both types. For example, Electric does .5x damage to Dragon types, but 2x damage to Flying types, so using an Electric move on a Dragon/Flying Type will deal 1x damage. The type chart explaining how each of the 18 types work in correlation to each other is found in the stats and information section below.

There is also the STAB (Same-Type Attack Bonus) multiplier. If a Pokémon uses an attack that has the same typing as it, the move will have a 1.5x multiplier. For example if Flygon (a Ground/Dragon type) uses Earthquake (a Ground move), that move will gain STAB. In addition, your attack can do critical damage. Critical damage is done randomly. You have a 1 in 16 chance of your attack doing critical damage. If you get lucky, your attack will do 1.5x the usual damage. Lastly, not all attacks will do the same damage every single time, even in identical situations. Every move has a random multiplier between .85 and 1 that is multiplied to the attack. All of these additional effects can stack with each other, dealing lots of damage if used correctly.

Stats and Information

Each of the 12 Pokémon used in this game, as well as the various moves that they use, all have different attributes which make them unique. This section will detail this information.

(Pokémon Stats are given in the order Hit Points, Attack, Defense, Sp. Attack, Sp. Defense, Speed)

I. Player's Pokémon:

Flygon

Type: Ground/Dragon

Moves: Earthquake, Dragon Claw, Rock Slide, SuperPower

Stats: 155, 120, 100, 100, 100, 120

Roserade

Type: Grass/Poison

Moves: Sludge Bomb, Dazzling Gleam, Energy Ball, Extrasensory

Stats: 135, 90, 85, 145, 125, 110

Togekiss

Type: Fairy/Flying

Moves: Flamethrower, Air Slash, Shadow Ball, Psychic

Stats: 160, 70, 115, 140, 135, 100

Bulbasaur

Type: Grass/Poison

Moves: Tackle, Energy Ball, Rock Smash, Sludge Bomb

Stats: 120, 69, 69, 85, 85, 65

Pikachu

Type: Electric

Moves: Volt Tackle, Iron Tail, Surf, Icicle Crash

Stats: 110, 75, 60, 70, 70, 110

Tyranitar

Type: Rock/Dark

Moves: Stone Edge, Crunch, Shadow Claw, Fire Fang

Stats: 175, 154, 130, 115, 120, 81

II. The Opponents' Pokémon

Sharpedo

Type: Water/Dark

Moves: Crunch, Waterfall, Ice Fang, Earthquake

Stats: 145, 140, 60, 115, 60, 115

Magnezone

Type: Electric/Steel

Moves: Flash Cannon, Signal Beam, Thunderbolt, Tri Attack

Stats: 145, 90, 135, 150, 110, 80

Banette

Type: Ghost

Moves: Shadow Claw, Gunk Shot, Thunder, Dark Pulse

Stats: 139, 135, 85, 103, 83, 85

Poliwrath

Type: Water/Fighting

Moves: Brick Break, Strength, Waterfall, Poison Jab

Stats: 165, 115, 115, 90, 110, 90

Noivern

Type: Flying/Dragon

Moves: Boomburst, Hurricane, Dragon Pulse, Focus Blast

Stats: 160, 90, 100, 117, 100, 143

Aurorus

Type: Rock/Ice

Moves: Ice Beam, Dark Pulse, Stone Edge, Earthquake

Stats: 198, 97, 92, 119, 112, 78

III. Moves

Name	Type	Category	Power	Accuracy
Air Slash	Flying	Special	75	95

Brick Break	Fighting	Physical	75	100
Boomburst	Normal	Special	140	100
Crunch	Dark	Physical	80	100
Dark Pulse	Dark	Special	80	100
Dazzling Gleam	Fairy	Special	80	100
Dragon Claw	Dragon	Physical	80	100
Dragon Pulse	Dragon	Special	85	100
Earthquake	Ground	Physical	100	100
Energy Ball	Grass	Special	90	100
Extrasensory	Psychic	Special	80	100
Fire Fang	Fire	Physical	65	95
Flamethrower	Fire	Special	90	100
Flash Cannon	Steel	Special	80	100
Focus Blast	Fighting	Special	120	70
Gunk Shot	Poison	Physical	120	80
Hurricane	Flying	Special	110	70
Ice Beam	Ice	Special	90	100
Ice Fang	Ice	Physical	65	95
Icicle Crash	Ice	Physical	85	90
Iron Tail	Steel	Physical	100	75
Poison Jab	Poison	Physical	80	100
Rock Slide	Rock	Physical	75	90
Rock Smash	Fighting	Physical	40	100
Shadow Ball	Ghost	Special	80	100
Shadow Claw	Ghost	Physical	70	100
Signal Beam	Bug	Special	75	100

Sludge Bomb	Poison	Special	90	100
Stone Edge	Rock	Physical	100	80
Strength	Normal	Physical	80	100
SuperPower	Fighting	Physical	120	100
Surf	Water	Special	90	100
Tackle	Normal	Physical	50	100
Thunder	Electric	Special	110	70
Thunderbolt	Electric	Special	90	100
Tri Attack	Normal	Special	80	100
Volt Tackle	Electric	Physical	120	100
Waterfall	Water	Physical	80	100

IV. Type Chart

x	Defending type																	
	NORMAL	FIGHT	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL	FIRE	WATER	GRASS	ELECTR	PSYCHIC	ICE	DRAGON	DARK	FAIRY
A t t a c k i n g	NORMAL	1x	1x	1x	1x	1x	½x	1x	0x	½x	1x	1x	1x	1x	1x	1x	1x	1x
	FIGHT	2x	1x	½x	½x	1x	2x	½x	0x	2x	1x	1x	1x	½x	2x	1x	2x	½x
	FLYING	1x	2x	1x	1x	1x	½x	2x	1x	½x	1x	1x	2x	½x	1x	1x	1x	1x
	POISON	1x	1x	1x	½x	½x	½x	1x	½x	0x	1x	1x	2x	1x	1x	1x	1x	2x
	GROUND	1x	1x	0x	2x	1x	2x	½x	1x	2x	2x	1x	½x	2x	1x	1x	1x	1x
	ROCK	1x	½x	2x	1x	½x	1x	2x	1x	½x	2x	1x	1x	1x	2x	1x	1x	1x
	BUG	1x	½x	½x	½x	1x	1x	1x	½x	½x	½x	1x	2x	1x	2x	1x	2x	½x
	GHOST	0x	1x	1x	1x	1x	1x	2x	1x	1x	1x	1x	1x	2x	1x	1x	½x	1x
	STEEL	1x	1x	1x	1x	1x	2x	1x	1x	½x	½x	½x	1x	½x	1x	2x	1x	2x
	FIRE	1x	1x	1x	1x	1x	½x	2x	1x	2x	½x	½x	2x	1x	1x	2x	½x	1x
	WATER	1x	1x	1x	1x	2x	2x	1x	1x	1x	2x	½x	½x	1x	1x	1x	½x	1x
	GRASS	1x	1x	½x	½x	2x	2x	½x	1x	½x	½x	2x	½x	1x	1x	1x	½x	1x
	ELECTR	1x	1x	2x	1x	0x	1x	1x	1x	1x	1x	2x	½x	½x	1x	1x	½x	1x
	PSYCHIC	1x	2x	1x	2x	1x	1x	1x	½x	1x	1x	1x	1x	½x	1x	1x	0x	1x
	ICE	1x	1x	2x	1x	2x	1x	1x	½x	½x	½x	2x	1x	1x	½x	2x	1x	1x
	DRAGON	1x	1x	1x	1x	1x	1x	1x	½x	1x	1x	1x	1x	1x	1x	2x	1x	0x
	DARK	1x	½x	1x	1x	1x	1x	2x	1x	1x	1x	1x	1x	2x	1x	1x	½x	½x
	FAIRY	1x	2x	1x	½x	1x	1x	1x	½x	½x	1x	1x	1x	1x	1x	2x	2x	1x

These matchups are suitable for Generation VI.