Game Mechanics and Important Notes

* Player will be able to steal Pokémon from certain groups of trainers depending on his Team Rocket rank. After defeating an eligible trainer he can choose to steal one of their Pokémon.
  + Grunt: steal from (children and old people)
  + Admin: steal from (women and teenagers)
  + Executive: steal from (all regular trainer classes except Gym Leaders/Elite Four)
  + Boss: steal from everyone
* Using the VS Seeker, Player may steal from trainers he may not have been able to steal from previously due to being a lower rank, but it is only possible to steal a single Pokémon from each trainer.
* Player will receive very little money from battling, as few trainers are willing to part with much money to a Team Rocket member. A merchant grunt in every Rocket base will sell various rouge healing items at prices much lower than those sold in marts that Player may buy, but Poké Balls will remain relatively speaking very expensive. Seeing as this makes capturing wild Pokémon a highly inconvenient means of getting ahold of them, stealing will be the primary means of attaining new Pokémon.
* Whether or not Player chooses to play as good (refraining from stealing people’s Pokémon) or evil (stealing as many as possible), either playstyle will be rewarded if played consistently.
  + After Lance’s TV broadcast, whenever Player steals a Pokémon, his “notoriety” will increase, corresponding to a higher bounty on his head.
  + Local policemen in (almost) every town reward Player for refraining from stealing Pokémon; every time a new police officer is spoken to, and Player’s notoriety is at zero, he will receive an item that encourages growing a consistent team of Pokémon.
  + By interacting with these policemen, Player may decrease his notoriety, either by paying a bail amount or by handing in a stolen Pokémon (the higher the Pokémon’s level, the more notoriety decreases), and thus make himself eligible for gifts again.
  + Conversely, a Rocket admin in each Rocket base will reward Player for stealing the most Pokémon, giving items that encourage rapidly getting rid of old Pokémon and using new ones. These gifts will be based on how many Pokémon Player has stolen, and not on his notoriety (which may have been payed off).
  + If Player’s notoriety increases above a certain threshold, he will be denied service at Poké Marts – the ones with the best items first, and eventually the more basic ones.