Capture

The capture starts when the player runs into a wild Pokémon. The Pokemon will have three different occurrence rates depending on how special they are. Common Pokemon will be found most often, uncommon slightly less, and rare pokemon will be difficult to run into. When the capture process starts with a wild pokemon, the user will always have the option to do 1 of 3 things each turn. The user can throw a SafariBall to try and catch the wild pokemon if they think they have a high enough chance. If not, they can use a Rock to increase the likelihood to catch the pokemon, but also make it more likely to run away. The Bait does the opposite, the Pokemon will be more difficult to catch, but less likely to run away. At anytime you can look at the bars above the pokemons head to see what your likelihood of catches/retreats are. The player also has 4 other items at their disposal to use, but these items are limited so should only be used when finding special pokemon. The MasterBall will guarantee that the wild pokemon will be caught. The UltraBall will increase the users chance to catch the pokemon by 50% for that one turn. The EasyCatch will increase the Pokemons catch chance, while giving the player another turn. The EasyStay will make the pokemon less likely to run and give the player another turn.

BATTLE

Each trainer is allowed to take three pokemon he/she currently owns into battle. The player faces off against another player and the battle ends when one player depletes the health of all three of the opponent’s pokemon. Every pokemon has 4 attacks, split into two types, active attacks and passive attacks. Active attacks cause direct damage to the opponent, while passive attacks augment or handicap a certain stat, making the attacking pokemon temporarily more powerful, or the defending pokemon weaker. The player can choose to apply any items previously collected during battle using the bag option. Items can be used to heal a pokemon or increase the effectiveness of attack/defense, however only one item may be used per turn.

At the start of the battle, the first pokemon chosen by the trainer is designated as the active pokemon, order of attack is dependent on each pokemon’s speed. Trainers with the faster pokemon go first. If two pokemon have the same speed, order is determined by a fair ‘coin toss’. Pokemon can be switched at anytime during a user’s turn, though the user forfeits the opportunity to attack when a pokemon is switched after a pokemon is switched. If a pokemon has fainted, the user must enter another pokemon in his place, If no other healthy pokemon remain, the battle is over. When a new pokemon is entered in place of one that has fainted, turn order is determined according to pokemon speed, similar to the start of battle.