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.