

= Pokémon Ruby and Sapphire =

Pokémon Ruby Version and Sapphire Version (?????????? ??? & ?????? , Poketto Monsut? Rub? & Safaia , " Pocket Monsters : Ruby & Sapphire ") are the third installments of the Pokémon series of role @-@ playing video games , developed by Game Freak and published by Nintendo for the Game Boy Advance . The games were first released in Japan in late 2002 and internationally in 2003 . Pokémon Emerald , a special edition version , was released two years later in each region . These three games (Pokémon Ruby , Sapphire , and Emerald) are part of the third generation of the Pokémon video game series , also known as the " advanced generation " . Remakes of the two games , titled Omega Ruby and Alpha Sapphire , were released for the Nintendo 3DS onward worldwide on November 21 , 2014 , exactly twelve years to the date of the original Ruby and Sapphire release date , with the exception of Europe , where it was released on November 28 , 2014 .

The gameplay is mostly unchanged from the previous games ; the player controls the main character from an overhead perspective , and the controls are largely the same as those of previous games . As with previous games , the main objectives are to catch all of the Pokémon in the games and defeat the Elite Four (a group of Pokémon trainers) ; also like their predecessors , the games ' main subplot involves the main character defeating a criminal organization that attempts to take over the region . New features , such as double battles and Pokémon abilities along with 135 new Pokémon , have been added . As the Game Boy Advance is more powerful than its predecessors , four players may be connected at a time instead of the previous limit of two . Additionally , the games can be connected to an e @-@ Reader or other advanced generation Pokémon games .

Ruby and Sapphire received mostly positive reviews , though critics were divided in their assessment of the games , especially on the gameplay and graphics . Most of the complaints focused on the fact that the gameplay had not changed much since previous generations . With the popularity of Pokémon on the decline at the time , the games sold less than previous generations . However , they were still commercial successes ; with around 16 million copies sold according to IGN , they are the best @-@ selling games for the Game Boy Advance .

= = Gameplay = =

The basic mechanics of Ruby and Sapphire are largely the same as their predecessors ' . As with all Pokémon games for hand @-@ held consoles , gameplay is in third @-@ person , overhead perspective and consists of three basic screens : a field map , in which the player navigates the main character ; a battle screen ; and the menu , in which the player configures his party , items , or gameplay settings . The player begins the game with one Pokémon , and can capture more using Poké Balls . The player can also use his / her Pokémon to battle other Pokémon . When the player encounters a wild Pokémon or is challenged by a trainer to a battle , the screen switches to a turn @-@ based battle screen where the Pokémon fight . During battle , the player may fight , use an item , switch his / her active Pokémon , or flee (the last is not an option in battles against trainers) . All Pokémon have hit points (HP) ; when a Pokémon 's HP is reduced to zero , it faints and cannot battle until it is revived . If the player 's Pokémon defeats the opposing Pokémon (causes it to faint) , it receives experience points . After accumulating enough experience points , it may level up ; most Pokémon evolve into a new species of Pokémon when they reach a certain level .

Apart from battling , capturing Pokémon is the most essential element of Pokémon gameplay . During battle with a wild Pokémon (other trainers ' Pokémon cannot be captured) , the player may use a Poké Ball on the wild Pokémon . If successful , the Pokémon will be added to the player 's active party (or stored if the player already has the maximum six Pokémon in his / her party) . Factors in the success rate of capture include the HP (and / or status effects such as Paralysis or Sleep ,) of the target Pokémon and the strength of the Poké Ball used : the lower the target 's HP and the stronger the Poké Ball , the higher the success rate of capture is .

= = = New gameplay features = = =

The most prominent change in the battle mechanics is the introduction of double battles , in which the opposing parties each use two Pokémon at the same time . Consequently , certain Pokémon moves can affect multiple combatants at once . Multi battles were added alongside double battles . They are identical to double battle , but there are two trainers to a side , each controlling one of the two Pokémon sent out . Also new to the games are innate abilities and natures ; the former is shared by every Pokémon of a certain species , while the latter may vary among a particular species . Abilities grant their holders certain powers in battle , such as immunity against certain types of moves or strengthening a certain type of move . Natures , like innate abilities , affect the strength of Pokémon in battle ; however , they affect the stats of the Pokémon rather than directly affecting the strength of the moves . Another stat introduced in Pokémon Ruby and Sapphire is Condition , an important factor in Pokémon Contests , mini @-@ games in which participants perform moves before a judge . Both Pokémon and their moves have a Condition , which is increased by using Pokéblocks (candies made from berries) . Ruby and Sapphire were the first games to have different weather conditions (sunny , rain , hail , and sandstorm) , and these affected battle in unique ways . Secret bases were added as a one off feature where players could open up a hole in the world and customize the place with various items picked up in game . Players who linked up with others who set up secret bases were able to battle an NPC version of that trainer within their secret base .

Like Pokémon Gold , Silver , and Crystal , Ruby and Sapphire keep track of real @-@ life time ; this influences events like tides and berry plant growth . However , unlike their predecessors , Ruby and Sapphire do not differentiate between day and night . Also , due to the differences in the technical specifications of Game Boy link cables and Game Boy Advance link cables , Ruby and Sapphire cannot be linked with Pokémon games of previous generations ; one cannot battle with or trade to the previous generations .

== Connectivity with other devices ==

Ruby and Sapphire have limited e @-@ Reader support . Nintendo released Battle @-@ e Cards , a set of e @-@ Reader cards that contained trainer battles in which the player could see previously @-@ hidden Pokémon . A special e @-@ Reader card called the Eon Ticket was also released ; obtained through the Mystery Gift function , the Ticket allows the player to reach a place called Southern Island . There , the player faces either Latios or Latias , depending on which version the player is using .

Ruby and Sapphire are also able to connect to the GameCube games Pokémon Colosseum , Pokémon XD : Gale of Darkness and Pokémon Box . In the former two , once players reach a certain point in the game , they are able to transfer Pokémon between Colosseum / XD and Ruby / Sapphire . Additionally , those who pre @-@ ordered Colosseum were able to access the Pokémon Jirachi and see a preview of the movie Pokémon : Jirachi Wish Maker . Box , a so @-@ called Pokémon " Microsoft Office " , allows players to store and organize their Pokémon on the GameCube . Also , in the European version of Pokémon Channel , players could receive a Jirachi at a certain point in the game , which they could then transfer over to Ruby / Sapphire .

== Synopsis ==

== Setting ==

Pokémon Ruby and Sapphire take place in the Hoenn region , located some distance from the Kanto and Johto regions featured in previous games . The design of Hoenn was based on the Japanese island and region of Kyushu ; however Hoenn is rotated 90 ° relative to Kyushu , as Junichi Masuda felt that it would provide a better gameplay balance . Like Kyushu , Hoenn possesses many smaller islands , and part of the region is dominated by sea routes , several of

which contain areas where the player can dive underwater .

= = = Story = = =

Like other Pokémon games , Ruby and Sapphire 's gameplay is linear ; the main events occur in a fixed order . The protagonist of Pokémon Ruby and Sapphire is a child who has recently moved to Littleroot Town . At the beginning of the games , the player chooses either Treecko , Torchic , or Mudkip as his or her starter Pokémon from Professor Birch . His or her friend , the protagonist 's rival , is also a Pokémon Trainer and occasionally battles the player . The games ' two main goals are defeating the eight Gym Leaders , proving oneself worthy of challenging the Elite Four and Champion to become the new Champion and completing the Pokédex by capturing , evolving , and trading to obtain all 202 Pokémon (It is possible to obtain all 386 Pokémon , but this requires trading with Pokémon FireRed and LeafGreen) .

In addition to the main quest of defeating the Gym Leaders , there are side quests in which the player can aid NPCs by fulfilling tasks (usually obtaining items) ; other side quests involve catching legendary Pokémon . The most prominent subplot involves Team Aqua and Team Magma , crime syndicates who want to use Pokémon to alter the climate of Hoenn . In Ruby , the villains , Team Magma , want to use the legendary Pokémon Groudon to dry up the oceans of Hoenn and increase the region 's landmass ; in Sapphire , the Team Aqua are the villains and they try to use Groudon 's counterpart , Kyogre , to increase the region 's water levels . The player 's father also introduces the player to Wally , a sickly young boy whom the player helps capture a Pokémon to be his companion as he moves away from the big city . Wally eventually overcomes his illness and becomes a successful Pokémon trainer , ultimately becoming the final challenger the player must face before the Elite Four .

Shortly before approaching the town of the first Gym Leader , the protagonist first encounters the Team Magma / Aqua in the Petalburg Woods , where he or she rescues a worker from Devon (a company that manufactures Pokéballs) and recovers Devon merchandise . Upon arriving in Fallarbor Town (after defeating the third Gym Leader) , the protagonist discovers that Professor Cozmo , an astronomer , has been kidnapped by Magma / Aqua . The protagonist traces them to a cave , Meteor Falls , but is too late to stop them from escaping to Mt . Chimney with a meteorite . The protagonist follows Magma / Aqua to Mt . Chimney where they are preparing to use the meteorite to alter the climate of the region . The protagonist defeats the Team 's leader , however , and returns the meteorite to Professor Cozmo . Shortly after the protagonist defeats the fifth Gym Leader (the protagonist 's father , the first time such a character appears) , Magma / Aqua again attempts to change the region 's climate by stealing a Castform , a Pokémon with the ability to change the weather , from the Weather Institute . After the protagonist defeats the sixth Gym Leader , Magma / Aqua steals an orb with the ability to control a legendary Pokémon (Groudon in Ruby , Kyogre in Sapphire) . Magma / Aqua then steals a submarine from Captain Stern in Slateport City ; the protagonist , however , infiltrates the team 's hideout , but fails to prevent the submarine from being used . Magma / Aqua , then travel with the orb to the Seafloor Cavern , where Groudon or Kyogre resides ; the team then uses the orb to awaken the legendary Pokémon , but they have chosen the wrong one and have instead enraged the Pokémon instead of putting it under their thrall . Once awakened , the Pokémon travels to the Cave of Origin and causes a region @-@ wide drought (Ruby) or severe rainstorms (Sapphire) . When the protagonist defeats (or captures) the Pokémon , the region 's weather returns to normal .

= = Development and release = =

Pokémon Ruby and Sapphire were developed by Game Freak and Nintendo under the direction of Junichi Masuda . As with its predecessors , Ken Sugimori was the art director , although these were the first games in which he did not single @-@ handedly produce all of the art . When asked where his design team came up with the ideas for all of the new Pokémon , Sugimori stated that they got their ideas from past experiences in their childhood involving nature , animals , and the media and

then base them on insects . Even looking at the world in a different perspective sometimes provided inspiration for the creatures . " First we select an insect and after that we add essential elements to the insects to make it more like Pokemon , such as adding some hard shape to it , to be more like steel , " Sugimori said , describing the process of creating a Pokémon .

As the Game Boy Advance was able to handle newer , enhanced graphics , Ruby and Sapphire were the first games in the series that allowed up to four people to share information at one time , as opposed to the previous limit of two . However , the development team used a more basic graphics engine in order to keep the game simple and not overly confusing . The team wanted the games to appeal to a large audience , so the software was designed to be easy enough for younger generations of children to play , but new features were added to bring the veteran gamers back .

Masuda stated that the basic philosophy of all Pokémon games is communication ; in the Pokémon series , this is manifested in trading and battling with other people . When asked about the new concept of double battles , the developers noted that they tried to focus more on the original one @-@ on @-@ one battles as the main type of competition and only added the double battles as a " new challenge " . They stated that if they receive positive feedback about the double battles , the feature may appear more in future generations .

The games were the first in the series that did not contain all of the Pokémon from previous generations . Sugimori stated that the team tried to include all the new Pokémon as well as some from previous generations . When asked about any features that could not be included due to technical restrictions , Masuda noted that he wanted each individual Pokémon to make up to three different cries depending on its mood .

Nintendo did not promote Ruby and Sapphire at the 2002 E3 convention ; however , it launched a USD \$ 7 million promotional campaign that lasted from March to May 2003 . In addition to rewarding pre @-@ orders of the games with merchandise , Nintendo held a contest in which participants submitted videos of themselves singing the Pokémon theme song with their own re @-@ written lyrics ; the grand prize for that event was a Lugia PT Cruiser . Later that year , Nintendo launched the EON Ticket Summer Tour , in which 125 Toys ' R ' Us stores across the United States offered the Eon Ticket e @-@ Card in stores from July 19 to September 1 . Nintendo aired two television advertisements , " Faces " and " Names " , on prime @-@ time network , cable , and syndication . " Faces " featured Pokémon juxtaposed with human look @-@ alike ; " Names " featured people shouting out the names of Pokémon and emphasized the fact that the games introduced 100 new Pokémon . Additionally , Nintendo collaborated with United Kingdom beverage brand Vimto to promote the games .

= = Audio = =

The audio of Ruby and Sapphire consists entirely of game music ; all dialogue is on @-@ screen . The music , composed by Junichi Masuda , Go Ichinose and Morikazu Aoki , is completely instrumental except for two tracks with vocals , " Trick Master " and " Slateport City " . The soundtrack of the game was released under the Mediafactory label in Japan on April 26 , 2003 ; the album reached # 297 on the Oricon charts and charted for one week . Junichi Masuda wrote only battle tunes , Go Ichinose wrote most of the town , route , fanfare & ' Spotted ' tunes , whereas Morikazu Aoki did the remainder .

The soundtrack is noted for its heavy use of trumpets .

= = Reception = =

= = = Critical response = = =

The games met with mostly positive reviews . IGN gave them an " Amazing " 9 @. @ 5 out of 10 rating and awarded them the Editor 's Choice Award ; in 2007 , the games were collectively named the tenth best Game Boy Advance game of all time in an IGN article . GameZone also gave the

games a 9 @. @ 5 out of 10 rating and gave the games an Outstanding Award . GamePro gave the games 5 out of 5 stars and named them Editor 's Choices . ComputerAndVideoGames.com gave the games a 9 of 10 , and GameSpot gave the games 8 @. @ 1 out of 10 . Eurogamer and 1UP.com were less enthusiastic about the games , however ; Eurogamer gave the games 7 out of 10 , and 1UP gave the games a B- .

Reviewers were divided in their critiques of the games , especially concerning the gameplay and graphics . IGN praised the " deep design " and noted that the addition of features such as double battles greatly increased the strategic aspect of the games . GamePro also thought that the addition of double battles " add [ed] challenge " and " made the harder battles far more strategic than before ? the way the game should be " . Likewise , ComputerAndVideoGames.com called the gameplay " incredibly compelling and addictive " . GameZone noted that the gameplay was more refined and challenging than that of previous titles . However , GameSpot called the games " a cakewalk from start to finish " and claimed that Ruby and Sapphire " don 't offer much of a challenge " . Eurogamer also felt that the mechanics " [get] very tired , very fast " . 1UP.com also felt that the games were formulaic and that double battles were underused .

ComputerAndVideoGames.com was enthusiastic over the graphics , calling them " gorgeous " . Other reviewers were less enthusiastic , however . GamePro felt that the graphics were only " a fair bit prettier " than those of the Game Boy color games ; GameZone said that the games " still [use] the simple animations and basic character designs that were created for the original , color @-@ less Game Boy " . IGN and 1UP.com noted that the graphics had received only a minor upgrade , and Eurogamer felt that the graphics had been upgraded to a " functional level at best " . The audio was generally well @-@ received : GameZone and GameSpot both felt the audio was catchy ; GameZone gave the audio an 8 out of 10 score , saying that while the music " was annoying at times , [...] it 's also very good . [...] I found myself humming the music when I wasn 't playing " . Other complaints included the removal of the time system of Gold and Silver and the inability to import Pokémon from the games of previous generations .

== Sales ==

Pokémon Ruby and Sapphire were highly anticipated . In Japan , they sold 1 @. @ 25 million units within the first four days of release and were the best @-@ selling games of the 2002 holiday season ; sales totaled around 4 @. @ 4 million within six weeks of release . They also became the first games to sell 2 million copies in Japan since 2001 's Final Fantasy X and the first games for a hand @-@ held console to do so since 2000 's Yu @-@ Gi @-@ Oh ! Duel Monsters 4 . In North America , Nintendo sold 2 @. @ 2 million units by April 2003 (within one month of the games ' North American release) in the region alone . Ruby and Sapphire were the second and third best @-@ selling games , respectively , of 2003 . The games enjoyed success in Europe as well . They were the second best @-@ selling games of the holiday season in 2002 ; even before release , European retailers imported cartridges from the United States to meet the high demand for the games . With around 16 million units sold worldwide , the games are the best @-@ selling titles ever for the Game Boy Advance . However , analysts noted that with " young kids ... gravitating toward Yu @-@ Gi @-@ Oh ! " at the time , Pokémon 's popularity was waning . This was reflected in the games ' sales compared to those of previous generations : Red and Blue sold nearly 27 million units worldwide , and Gold and Silver sold over 14 million units .

== Related games ==

== Pokémon Emerald ==

Pokémon Emerald (?????????? ?????? , Poketto Monsut? Emerarudo , lit " Pocket Monsters : Emerald ") , featuring Rayquaza on the box art , is the twelfth game in the Pokémon video game series in Japan , and the eleventh in North America and Europe . The game , an updated version of

Ruby and Sapphire , was released in Japan on September 16 , 2004 ; it was released in North America on May 1 , 2005 ; Australia on June 9 , 2005 ; and Europe on October 21 , 2005 .

Although the gameplay is as that of Ruby and Sapphire , Emerald introduces new features . The plot is modified ; both Team Magma and Aqua are villains who are locked in a constant gang war and awaken Groudon and Kyogre , respectively . When the two legendary Pokémon begin to battle each other , the protagonist must unleash the legendary Pokémon Rayquaza (pictured on the box cover) to calm them . Some of the game mechanics are changed as well . Though double battles were clearly marked in Ruby and Sapphire , in Emerald , two separate trainers might unite to battle as a pair . After the Elite Four is defeated , the player may re @-@ battle Gym Leaders in a double battle if they are called on their PokéNav . Also , Pokémon sprites are animated in battle like they were in Pokémon Crystal . Probably the most significant addition is the Battle Frontier , an expanded version of the Battle Tower in Ruby and Sapphire .

Another change made in Emerald is the addition of Team Magma 's base on the side of Mt . Chimney ; moreover , the legendary Pokémon Groudon is found here , rather than in the Cave of Origin . Even though the locations of the legendary Pokémon are different , Team Magma still makes the mistake of taking the blue orb to Groudon , while Team Aqua still makes the mistake of taking the red orb to Kyogre . A new character named Scott is also introduced in this game . Unknown to the player , he is the creator of the Battle Frontier . He follows the player throughout the game , watching them battle each Gym Leader and even meeting up with them when they get to the Battle Frontier .

Emerald has been generally well received . The game has an aggregate rating of 77 % on Game Rankings . GameSpot gave it a 7 @.@ 5 out of 10 ; IGN gave it an " Impressive " rating of 8 @.@ 0 out of a possible 10 . Eurogamer , however , gave Emerald a score of 6 out of 10 . Though it praised Emerald for looking better than either Ruby or Sapphire and for having harder and longer gameplay , it criticized the game for not even being a " half changed update [...] but more of a director 's cut " . Emerald was the second best @-@ selling game in the United States of 2005 ; it sold 6 @.@ 32 million copies , making it the third @-@ best selling game for the Game Boy Advance .

In 2011 , it was reported that the game was still selling in Japan in 2010 with approximately 7 @,@ 724 sold that year .

== = Pokémon Box : Ruby and Sapphire == =

Pokémon Box : Ruby and Sapphire , or simply Pokémon Box , is a spin @-@ off Pokémon game for the Nintendo GameCube console , bundled with a Nintendo GameCube ? Game Boy Advance link cable and a Memory Card 59 . It was released in Japan on May 30 , 2003 and in North America on July 11 , 2004 , but only through the New York Pokémon Center and its online store . It is no longer available in either location . The game was released in some parts of Europe as Pokémon Memory Magic due to translation problems , and Europeans only could get the game by using points from Nintendo of Europe 's loyalty program , or by buying the Pokémon Colosseum Mega Pack .

The game is essentially a storage system for the Game Boy Advance Pokémon games that allows players to trade and store Pokémon that they have caught in Ruby , Sapphire , Emerald , FireRed , and LeafGreen onto a GameCube memory card . Players can then organize and interact with their Pokémon on the GameCube , such as allowing them to breed . Unique Pokémon can also be acquired . Another feature allows the games to be played on the television via the GameCube Game Boy Advance Cable . Options such as taking screenshots of the game are available in this mode . Another addition is the " Showcase " , where players can create and display game pieces of Pokémon .

Nintendo referred to the game as " the most exclusive Pokémon software ever offered to North American Pokémon fans , " but it was generally considered to be unnecessary , receiving a score of 50 % on Game Rankings from 1 review . Craig Harris of IGN gave the game a " Meh " rating of 5 @.@ 0 out of 10 , praising the interface , which makes the organization of Pokémon much easier as compared to the Game Boy Advance interface , as well as the emulator which allows Ruby and Sapphire to be played on the GameCube . He also stated that the game was a good deal due to the

inclusion of a Memory Card and Cable . However , Harris cited the " Showcase " as " entirely unnecessary and completely out of place , " and said that overall the game lacked much to do . He wrote , " It 's targeted specifically for the truly die @-@ hard Pokemon fan , but it requires so many specific elements to actually be useful to anyone . " Allgame gave the game three and a half out of five stars .

= = = Pokémon Omega Ruby and Pokémon Alpha Sapphire = = =

On May 7 , 2014 , Nintendo announced that a remake of Ruby and Sapphire , titled Omega Ruby and Alpha Sapphire , and it was released for the Nintendo 3DS on November 21 , 2014 Worldwide , with the exclusion of Europe , where it was released on November 28 , 2014 .

= = = General = = =