= Pokémon Pinball : Ruby & Sapphire =

Pokémon Pinball : Ruby & Sapphire is a pinball game developed by Jupiter and published by Nintendo for the Game Boy Advance handheld game console . It was first revealed at E3 in 2003 , and was released in the same year ? on August 1 , August 25 , and November 14 in Japan , North America , and PAL regions respectively . The North American release was done to coincide with the fifth anniversary of the North American release of Pokémon Red and Blue . It is based on Pokémon Ruby and Sapphire , and is a sequel to Pokémon Pinball for the Game Boy Color . In some ways , it plays like a traditional pinball game , where the objective is to get a high score by keeping the ball in play as long as possible and hitting bumpers . In keeping with the theme of Pokémon , it features Pokémon collection , where while the players play pinball , they must also capture the eponymous creatures .

Ruby & Sapphire has received generally positive reception . It was well received when it was revealed at E3 by publications such as IGN and GameSpy . Its release was similarly well received , with Metacritic and Game Rankings giving it aggregate scores of 82 and 80 @.@ 83 % respectively . It has sold 1 million copies worldwide , and has received significant praise from review outlets such as Nintendo Power , GamePro , and IGN , the latter awarding it the Game Boy Advance Game of the Month award for August 2003 . In spite of the positive reception , some reviewers found it to be an inferior pinball experience , such as TechTV , The Guardian , and Cheat Code Central , though all three felt that Pokémon fans would enjoy it .

= = Gameplay = =

Pokémon Pinball : Ruby & Sapphire plays similarly to traditional pinball games , using a similar engine to its predecessor , Pokémon Pinball . It features two boards , each themed on either Pokémon Ruby or Sapphire . They have similar layouts , though they feature some differences , the Sapphire table being noted as slightly more annoying due to its setup . The player launches a ball onto the board , at which point it descends towards the bottom of said board . The objective is to ensure that the ball does not reach the pit at the bottom . Players must utilize a pair of flippers located right above the bottom to hit the ball upward , keeping it from falling for as long as possible . There are two spots located on either end of the board where the ball may fall , rendering players helpless . A Pikachu sits at either side of the board , and if players have filled its meter , it will be able to shoot the ball out of this spot . Under certain conditions , a Pichu will appear , allowing both spots to be blocked . This only occurs when the player has activated the four circles that sit in both the side slots and flipper paths , shown here . Consequently , a gravity field appears in the central hole that starts a " Start Slot " minigame that resembles a slot machine . In the blue field the player is able to utilise a Zigzagoon (shown here on the right side of the board) so that it can pounce on the selected tile and obtain the result . After finishing the Rayquaza bonus stage , a new Start Slot tile appears , which is simply labeled " Arrival " , signifying the arrival of a Jirachi . Activating this tile results in a bonus mode similar to Catch ' Em Mode , where the player only has thirty seconds to catch Jirachi . This is the only way to add Jirachi to the Pokédex .

As players hit various objects around the field , their score goes up . At certain scores , players gain a new ball . If the ball falls to the bottom , that round is over , and the players ' scores are tallied , given bonuses for their achievements . In order to prevent players from losing a ball , the game features a Ball Saver , which allows the ball to fall without being lost . This eventually goes away , however . The game has a shop system that can provide boosts for players , such one that adds a Ball Saver . Coins are collected through various means , and are used to purchase items from this shop . If all balls are lost , the game is over . The other objective of the game is to complete the Pokédex , similar to other Pokémon titles . Occasionally , a hole will open in the field , where players can either gain bonuses , such as an added Ball Saver or a score increase , or allow them to go to a special mode . There are four primary modes - Catch ' Em Mode , Egg Mode , Evolution Mode , and Travel Mode . These modes are typically activated by going through a certain path on the board three times , and then entering an area on the board , such as the Sharpedo , which will activate

Catch ' Em Mode .

In the Catch ' Em Mode , players must reveal a silhouette of a Pokémon by hitting bumpers . Once it is revealed , players must hit the Pokémon that appears three times with the ball as it sits in one spot before the time runs out . Egg Mode is a similar concept , though the baby Pokémon roam around the board as opposed to standard Pokémon , which stand still . As opposed to being timed , players must capture it before it returns from whence it came . Evolution Mode is also similar , requiring players to hit all of the evolution item markers in order to evolve their Pokémon that they have caught or hatched . These include several traditional means of evolution in the Pokémon series , such as stones and experience points . Lastly , Travel Mode allows players to leave the current location on their pinball board , allowing them to capture more kinds of Pokémon not found in the current area . Ruby & Sapphire featured additional bonus modes that often diverge from the standard gameplay . These modes sometimes feature rare Pokémon such as Groudon , Kyogre , and Rayquaza , and take place on separate fields . Outside of the gameplay , players may also view the Pokémon they have caught , listen to sound effects and music from the game , and view their high scores for each board .

= = Release = =

Pokémon Pinball : Ruby & Sapphire was first revealed at E3 2003 for the Game Boy Advance . It was also shown at the 2003 Games Convention in Leipzig , Germany , as well as at the European Computer Trade Show in London , England . It was developed by Jupiter and published by Nintendo . It is based on Pokémon Ruby and Sapphire , and features Pokémon available in those games . It was first released in Japan on August 1 , 2003 , and in North America on August 25 of the same year . The North American date coincided with the five @-@ year anniversary of Pokémon Red and Blue 's North American release . It was released in PAL regions several months later on November 14 .

= = Reception = =

= = = Pre @-@ release reception = = =

Before its release , Pokémon Pinball Ruby & Sapphire received generally positive impressions from critics . After a play test by Anoop Gantayat of IGN , he felt that fans of the series would enjoy it . He also praised the visuals , calling them " bright , colorful , and happy " . However , he bemoaned the lack of e @-@ Reader support , a feature common in Game Boy Advance games at the time . Craig Harris , also from IGN , found it to be a fun game , anticipating its release . IGN also included it in a list of the 10 big Game Boy Advance games of 2003 . GameSpy described it as " much more than a pinball game " , describing its gameplay mechanics as " unique " .

= = = Critical and consumer reception = = =

Pokémon Pinball : Ruby & Sapphire has been met with generally positive reception . It holds an aggregate score of 82 from Metacritic and 80 @.@ 83 % from Game Rankings . Ruby & Sapphire has been met with great consumer success . It ranked number one on Amazon.com 's top 10 list for the week ending October 8 , 2003 . In the week ending September 4 in Japan , Ruby & Sapphire sold 19 @,@ 400 copies , ranking sixth , with sales at that time at 170 @,@ 247 copies total . The next week , it ranked 10th . It has sold more than one million copies worldwide . The News Tribune 's Bill Hutchens called it " addictive " , while GamesRadar 's Carolyn Gudmundson called it an " awesome game " . Nintendo Power praised it as being more than " just a GBA makeover " of Pokémon Pinball , calling it an evolution and gameplay and describing the Pokémon and areas as more lively . However , GameSpot 's Jeff Gerstmann found that while the game was entertaining , it was " practically identical " to the first game , and easier too . Cheat Code Central felt that the

gameplay was too repetitive , feeling that only the most " ardent of Pokémon fans " will want to complete it . Denver Post 's David Thomas called it " one of the most enjoyable pinball experiences " , citing the Pokémon brand for why the game is so popular . Electronic Gaming Monthly praised the pinball table designs for their incorporation of Pokémon themes , noting that everything , save for the flippers , has a Pokémon theme .

 GMR Magazine praised the combination of the Pokémon franchise with pinball gameplay , saying that the combination leads to " good times " . While IGN 's Craig Harris praised Ruby & Sapphire as the greatest pinball game for the Game Boy Advance , he noted that the Sapphire @-@ themed board was slightly more annoying than the Ruby @-@ themed one . He awarded it an " Editors Choice " award . Lucas M. Thomas , a fellow member of IGN , agreed with Harris , going further in calling it one of the greatest portable pinball games ever . He added that it had more fun and playability than most Game Boy Advance titles . It was ultimately awarded Game of the Month from IGN in August 2003 , winning over Mortal Kombat : Tournament Edition . IGN praised Ruby & Sapphire as being one of the best pinball games on the Game Boy Advance , hoping that Nintendo makes a sequel to this .

 Edge commented that while this is not a conventional pinball game , citing a lack of " well @-@ designed skillshots and a challenging layout " , the Pokémon series was never noted for its conventionality . 1UP.com praised Ruby & Sapphire , noting that while they were not as interested in the Pokémon series , Ruby & Sapphire was one of their most anticipated games of the summer . They add that Ruby & Sapphire improves on the original in " just about every way " . GameNOW compared Ruby & Sapphire to the WarioWare , Inc. series , praising it as a " perfect handheld game " and " instantly playable " . The Guardian 's Rhianna Pratchett praised Ruby & Sapphire for being good for pinball novices and Pokémon players , but criticized its lack of deeper pinball mechanics such as multi @-@ balls and skill shots . She also criticized the lack of variety in pinball boards , commenting that the two boards were very similar .

 TechTV criticized it as being less " addictive or diverse as the great pinball videogames " , though noted it to be fun for those looking for a Pokémon title . Game Informer praised its ball physics and controls , calling them " dead on " . GameSpy 's Darryl Vassar gave similar praise , describing the game as a " blast " . He added that it had surprising depth . GamePro 's " Dan Elektro " commented that Ruby & Sapphire would not interest those who do not have interest in the series , but fans of the series would enjoy its " unusually satisfying " gameplay . Games (TM) praised it for combining pinball and Pokémon , adding that the pinball gameplay would be more likely to draw those who are not fans of the series into playing Pokémon more so than the adventure games . Eurogamer 's Martin Taylor commented that only the " most demanding of pinball wizards would be right to turn their nose up at Pokemon Pinball 's charming slant on the genre . " Computer and Video Games praised it for its broad appeal , commenting that it is " fast and fluid for the casual player , yet has collecting and evolving for the obsessive . " Pokémon Pinball : Ruby & Sapphire has been compared to other pinball video games , including Mario Pinball Land , which GameAxis Unwired treats as an inferior to Ruby & Sapphire . Eurogamer described Ruby & Sapphire as a spiritual predecessor to Metroid Prime Pinball .