= Pokémon Colosseum =

Pokémon Colosseum (????????? , Pokemon Koroshiamu) is a role @-@ playing video game developed by Genius Sonority and published by Nintendo as part of the Pokémon series . It was released exclusively for the GameCube on November 21 , 2003 , in Japan ; March 22 , 2004 , in North America ; and May 14 , 2004 , in Europe . Unlike previous titles , the game does not feature random encounters with Pokémon ; instead , the player can steal (" snag ") the Pokémon of other Pokémon Trainers . The game also features several battle modes for single @-@ player and multiplayer gameplay .

The game is set in the desertous region of Orre . The player protagonist is Wes , a former member of Team Snagem . Throughout the game , the player rescues " Shadow Pokémon " ? Pokémon who have had their hearts darkened by Cipher , an antagonistic organization ? via snagging . Rui , a non @-@ player girl , serves as Wes 's sidekick and identifies Shadow Pokémon .

Pokémon Colosseum was exhibited at E3 2003 . North American pre @-@ orders were packaged with a bonus disc that allows the player to download the Pokémon Jirachi . Upon release , the game was generally well @-@ received , with praise directed at its graphics and music . It was a commercial success , with 1 @.@ 5 million copies sold in the United States and 656 @,@ 270 in Japan .

= = Gameplay = =

Pokémon Colosseum is a 3D role @-@ playing game viewed from a third @-@ person perspective . The player , controlling a Pokémon Trainer named Wes (default name) , moves through various towns and other locations (traversed using a type of one @-@ wheeled motorcycle) , battling enemy Trainers and completing quests . Items are purchased at " Pokémon Mart " locations using the game 's currency , " Pokémon Dollars " ( ) . When a battle starts , the screen switches to a turn @-@ based interface where the player 's and enemies ' Pokémon fight . Most battles are of the " double battle " format , which means two Pokémon on each side at one time . However , each Trainer can carry up to six Pokémon at one time , so once a Pokémon is defeated , his or her Trainer must switch out another one unless no more are left . Battles are also conducted at " Colosseums " in several cities .

Unlike most Pokémon games , Colosseum does not feature random encounters . The player begins the game with two Pokémon . More are obtained throughout the game by " Snagging " them from other Trainers using Poké Balls of various strengths . Only specifically designated " Shadow Pokémon " , whose hearts have been artificially closed , can be Snagged . Pokémon can be traded between Colosseum and the Game Boy Advance games Pokémon Ruby , Sapphire , FireRed , LeafGreen , or Emerald .

Each of the player 's Shadow Pokémon has a purple gauge that is drained by battling and coming to like the player . Once a Pokémon 's gauge is empty , the player may " Purify " the Pokémon by bringing him or her to Celebi 's shrine in Agate Village , or by using a rare " Time Flute " item . Purifying Shadow Pokémon is desirable because while in that status , they will often disobey the player , they cannot gain experience points , and their moves are at first restricted to " Shadow Rush " . Additionally , Shadow Pokémon will sporadically enter " Hyper Mode " state during battle , causing them to disobey the player character or attack themselves until the condition is alleviated by selecting the " Call " battle command .

Aside from the story mode , Colosseum also features several non @-@ canonical battle modes . In the " Quick Battle " mode , the player can battle either CPU trainers or friends , using Pokémon obtained in the story mode or randomly assigned ones . Battles in this mode do not result in gain of experience points or money . In the single @-@ player battle mode , the player competes at Colosseums ? stadiums used throughout the game for Pokémon battles ? and earns " Poké Coupons " , another currency which can be used to buy rare items . In the " Gang Battle " mode , up to four players can compete in a tournament . The first can use Pokémon obtained in the story mode , or from the Game Boy Advance games . Players two through four , however , can only use

Pokémon from the Game Boy Advance games .

= = Plot = =

= = = Setting = = =

 Pokémon Colosseum is set in the Orre region . Orre is a mostly desertous region in which no wild Pokémon can be found (although the sequel , Pokémon XD : Gale of Darkness , adds wild Pokémon spots to the region) . Orre consists of many cities , towns , and Colosseums .

= = = Characters = = =

 The game 's player protagonist is by default named Wes (?? , Reo , Leo) , but as with most Pokémon games , the player can change his name . Wes 's Starter Pokémon are Espeon and Umbreon , two fox @-@ like Pokémon who start at higher levels than most Starter Pokémon . Team Snagem (????? , Sunatchi @-@ dan , Team Snatch) , a criminal organization that uses the " Snag machine " technology to capture the Pokémon of Trainers , serves as an antagonistic entity in the game . However , shortly after the game 's start , the Cipher Syndicate (???? , Shad? , Shadow) is revealed to be the main antagonistic force , having partnered with Snagem to obtain Pokémon from Trainers , corrupting them , and distributing them throughout Cipher and other places such as Pyrite Town . Wes is a former employee of Team Snagem . The organization also employs many grunt workers , as well as four administrators : disco @-@ loving Miror B. (???? , Mir?bo , Mirorbo) , the explosively @-@ tempered bodybuilder , Dakim (??? , Dakimu) , the queen of the Under , Venus (????? , V?nasu) , and the strategist of a scientist , Ein (??? , Borugu , Borg) .

= = = Story = = =

 The game begins with a cold open in which Wes infiltrates and destroys the Team Snagem hideout before leaving the organization . Wes starts at the Outskirt Stand , a dilapidated train engine in the middle of the desert that has been converted into a shop . With Espeon and Umbreon , Wes 's first opponent is a Trainer named Willie . Wes then leaves the Stand and heads to the oasis @-@ esque Phenac City in time to see two men dragging a sack . After defeating them in battle , Wes unties the sack to find Rui , a girl with the ability to discern Shadow Pokémon . They meet the mayor , Es Cade , who seems very bothered about the Cipher problem , but seems to do nothing about it . Later , upon leaving Phenac Colosseum , three Snagem grunts find Wes and Rui . The grunts then reveal to Rui that he was a member of Snagem , and an excellent Snagger . Wes then confronts one of the grunts , which results in the latter 's defeat . Finding out that he is an expert at snagging Pokémon , Rui asks him to join forces with her in finding and snagging Shadow Pokémon .
 As the game progresses , Wes becomes a target of a powerful organization known as Cipher . After leaving Phenac , he visits Pyrite Town , where Rui was kidnapped . In Pyrite , Shadow Pokémon are openly offered to winners of the town 's Colosseum tournament . The local police force is powerless to stop the practice , so Duking , an influential man in Pyrite , asks Wes to enter the tournament and investigate . Wes enters the Colosseum challenge and defeats four trainers to win . Inside a nearby building , a Cipher Peon is about to present the Shadow Pokémon prize , but another one recognizes Wes . The pair then battle their way through the building and a maze @-@ like cave set in the rock behind . Eventually , they face and defeat Miror B. , one of four Cipher Admins . Afterwards , Wes returns a Pokémon Miror B. stole from Duking . A team of kids working in Duking 's house introduce themselves as members of an anti @-@ Cipher news network , known as the Kids Grid , who pledge their help to Wes and Rui .
 Their next stop is Agate Village , a forested village in the mountains . As Rui introduces Wes to her grandfather Eagun , another villager runs into the room , telling them that the Relic Stone ? a shrine protected by Celebi ? is under attack . Wes , following Eagun to the center of the tree , fights off four

Cipher agents before the Relic Stone is safe . After resting , Wes is given access to the Relic Stone , the only place where he can purify Shadow Pokémon . On a suggestion from Eagun , Wes decides to train his skills at the nearby Mt . Battle .

Upon reaching Mt . Battle , people inform Wes and Rui that Cipher has already taken over the first section of the mountain . After battling nine other Trainers , Wes battles the Cipher administrator Dakim . Dakim owns a Shadow Entei , who is one of the trio of legendary beasts . After defeating Dakim , Wes heads to The Under , which is an underground city located underneath Pyrite Town , and under the control of Cipher . More members of the Kids Grid are here . They tell the player of Venus , another Cipher administrator , who has influence over The Under . After Wes confronts Venus , the owner of the second legendary beast Suicune , she flees . Next , Wes and Rui head to the Shadow Pokémon Lab , where Pokémon are transformed into Shadow Pokémon . After defeating numerous Cipher peons , Wes faces Ein , the final Cipher administrator and the owner of the final legendary beast Raikou .

Wes and Rui then go to Realgam Tower . All four administrators are there and ready to face Wes again . After doing so , he is granted access to the Colosseum at the top of the building . There , he is greeted by a large crowd . A Cipher man named Nascour tells Wes that he will have to face four trainers . After Wes defeats all four trainers , Nascour fights him . Once defeated , Nascour tries to leave , only to be interrupted by Es Cade . Es Cade reveals that he is really none other than Evice , the head of Cipher , and battles Wes . When Wes defeats him , Evice attempts to escape by helicopter , but the legendary Pokémon Ho @-@ Oh swoops in and blasts it out of the sky . Evice and Nascour are presumably arrested .

= = Development and release = =

Pokémon Colosseum was developed by the Japanese game developer Genius Sonority , and published by Nintendo . Just as Nintendo 64 predecessors Pokémon Stadium and Pokémon Stadium 2 had served as home console counterparts to the first- and second @-@ generation handheld titles , Colosseum had a similar role for the third generation .

The new concept for Pokémon Colosseum was influenced by RPGs such as Final Fantasy VII and Persona 2 over the Pokémon mold . When asked in an interview with Prima Games why the gameplay of Colosseum did not mirror that of the handheld Pokémon games , Pokémon director Junichi Masuda explained : " How players communicate with each other has been key to the Pokémon games ? it is the backbone of all Pokémon game designs . I feel that the handheld systems work better than the home @-@ based consoles . It 's certainly possible to come up with concepts for home @-@ based consoles , but we might then have to change the core of the game . "

The transition to 3D also brought new graphical changes . Wes was designed to look " hazy " and about 17 years old . Genius Sonority ported most of the models and animations of first- and second @-@ generation Pokémon from Stadium and Stadium 2 . Genius Sonority based most of Orre on the real @-@ life city of Phoenix , Arizona . As a whole , the graphics were influenced more by manga than by established Pokémon convention .

A preview for the game was hosted at E3 2003 . Upon completion of development , Colosseum received a rating of " E " (Everyone) from the Entertainment Software Rating Board , " All Ages " from Computer Entertainment Rating Organization , and " 3 + " from Pan European Game Information . The game was released on November 21 , 2003 in Japan ; March 22 , 2004 in North America , and May 14 , 2004 in Europe .

Nintendo also published supplementary media to unlock additional content . Pre @-@ ordered copies of the game came with a bonus disc that contains trailers for the game and the film Pokémon : Jirachi Wish Maker . The North American disc also contains the exclusive Pokémon Jirachi that can be downloaded to the player 's copy of Ruby or Sapphire . The Japanese release contains a downloadable Celebi instead and requires a completed save file of Pokémon Colosseum . The disc also updates the software in Ruby and Sapphire to remove a " berry glitch " discovered in 2003 . Despite public anticipation the Bonus Disc was not released in PAL territories , prompting Nintendo

to issue an official apology . However a Jirachi was later included in the PAL version of the game Pokémon Channel . In Japan , scannable cards for the Nintendo e @-@ Reader were available for purchase that featured additional trainers to battle and Shadow Pokémon .

= = Reception = =

= = = Critical response = = =

Pokémon Colosseum was generally well @-@ received upon release , with respective scores of 73 / 100 and 73 @.@ 46 % from aggregators Metacritic and Game Rankings . Allgame staff writer Scott Alan Marriott gave the game three and a half stars out of five , although he did not review the game with more depth .

Critics praised Colosseum as the first true 3D role @-@ playing installment in the Pokémon series . Gamers Hell reviewer John K. called it " certainly a step in the right direction to a good 3D Pokémon game " , although he felt that the limited number of Pokémon and lack of a true overworld detracted from the experience . IGN staff writer Craig Harris said that the adaptation of the Pokémon RPG formula to the 3D zeitgeist " does a decent enough job " and is " a bit more linear and straightforward " .

The new 3D graphics received mixed remarks . Harris called the game " [g] raphically ... a mixed bag " , praising the visual style of the game 's Pokémon but criticizing the " poorly modeled and animated , angular " style of the Trainers . GameSpot reviewer Ryan Davis offered a similar opinion , concluding that " [t] he visual style ... has gone off the deep end " . GamePro writer Star Dingo called the graphics as a whole " insanely cute " but criticized the lack of animations showing two Pokémon attacking in tandem . GameZone 's review took a more positive stance , saying that " [a] nimations are brief but impressive ; each attack move is more elaborate and more extravagant on the ' Cube . " Nintendo Power thought similarly , commending the " amazing level of detail " .

GameZone compared the overall town design and environments to those of the landmark Final Fantasy VII . Dingo complained that " there are some characters to talk to and chests to find , but no ' overworld ' with free @-@ roaming monsters to capture . " John K. stated that " [t] he towns are made with enough detail , but sometimes a bit dull . "

Harris denounced the game 's usage of old Pokémon battle cries , a recurring complaint of the series . Dingo called the music as a whole " a bit too low @-@ tech and synthetic " . GameZone , in contrast , stated that the sound effects evoke nostalgia for Pokémon Red and Blue , and that the music tracks " have more depth than any of the songs from the previous Pokemon [sic] games . " John K. said that the music is neither annoying nor entertaining . Retronauts described Colosseum as " terrible " , citing the reuse of graphics from the Pokémon Stadium games .

In 2006 , Nintendo Power listed Colosseum as the 121st greatest video game to appear on a Nintendo console .

= = = Sales = = =

Three weeks before its release , pre @-@ orders of Pokémon Colosseum made it the best @-@ selling game on Amazon.com. In the game 's first week of release in the United Kingdom , it boosted the GameCube 's market share from 16 % to 32 % . It was the best @-@ selling GameCube game of May 2004 , and fourteenth among all consoles . In 2005 , the game was certified as part of Nintendo 's Player 's Choice line in North America , representing at least 250 @,@ 000 copies sold . As of 2007 , the game has sold over 1 @.@ 15 million copies in the United States and 656 @,@ 270 in Japan . It is the best @-@ selling RPG for the GameCube .

= = = Legacy = = =

Pokémon Colosseum spawned a high @-@ profile tournament in the United Kingdom entitled "

Pokémon Colosseum Battlemaster 2004 " . The first round of battles was held at Toys " R " Us locations , with later battles taking place in movie theaters . Across Europe , the game was bundled with GameCube consoles shortly after its release . Special editions of this set also included a copy of Pokémon Box : Ruby and Sapphire ? a game that allows players to organize and store up to 1 @,@ 500 Pokémon from their games ? as well as a memory card and a Game Boy Advance ? GameCube link cable .

 A manga adaptation of Colosseum 's plot was printed in 2004 issues of the Japanese magazine CoroCoro Comic and titled Pokémon Colosseum Snatcher Leo (?????????????????) . The game was followed by a 2005 sequel entitled Pokémon XD : Gale of Darkness . Set in Orre five years after Colosseum , it features a new protagonist snagging Shadow Pokémon from Team Cipher . Shadow Lugia is the game 's mascot , and serves as an antagonist whom the player can snag . The game alludes to Wes , Rui , and The Under , though they do not appear .