

= Pokémon Black and White =

Pokémon Black Version and Pokémon White Version ( ?????????????? & ????? , Poketto Monsut? Burakku & Howaito , " Pocket Monsters : Black & White " ) are role @-@ playing games developed by Game Freak and published by Nintendo for the Nintendo DS . They are the first installments in the fifth generation of the Pokémon series of role @-@ playing games . First released in Japan on September 18 , 2010 , they were later released in Europe on March 4 , 2011 , in North America on March 6 , 2011 , and Australia on March 10 , 2011 .

Similar to previous installments of the series , the two games follow the journey of a young Pokémon trainer through the region of Unova , as they train Pokémon used to compete against other trainers , while thwarting the schemes of the criminal organization Team Plasma . Black and White introduced 156 new Pokémon to the franchise , 5 more than the previous record holder Red and Blue , as well as many new features , including a seasonal cycle , rotation battles , fully animated Pokémon sprites and triple battles . Both titles are independent of each other , but feature largely the same plot , and while both can be played separately , trading Pokémon between both of the games is necessary in order to complete the games ' Pokédex .

Upon their release , Black and White received positive reviews ; critics praised the advancements in gameplay , as well as several of the new Pokémon introduced . Reviewers , however , were divided on some of the character designs , and some critics felt that the games did not innovate as much as expected . Nevertheless , the games were commercial successes ; prior to the games ' Japanese release , Black and White sold one million consumer pre @-@ orders and sold five million copies as of January 2011 , making it one of the best selling DS games to date . As of March 2015 , the games ' combined sales have reached 15 @.@ 60 million , putting the titles amongst the best selling games for the Nintendo DS , but still being outsold by their predecessors , Diamond and Pearl . Sequels to Pokémon Black and White , named Pokémon Black 2 and White 2 , were released in Japan for the Nintendo DS in June 2012 , with October releases in North America , Europe , and Australia .

= = Gameplay = =

Pokémon Black and White are role @-@ playing video games with adventure elements , presented in a third @-@ person , overhead perspective . There are three basic screens : an overworld , in which the player navigates the main character ; a battle screen ; and the menu , in which the player configures their party , items , or gameplay settings . The player controls a Pokémon Trainer who begins the game with a single Pokémon and is able to capture more using Poké Balls . Like all other Trainers , the player can carry up to six Pokémon at one time . However , the game also includes a network of PCs to store hundreds of Pokémon . PCs are found in certain buildings ? namely , " Pokémon Centers " , where the player heals their Pokémon with low health .

Most Pokémon evolve into other forms when certain conditions are met , such as when they reach a certain level ? levels range from 1 to 100 ? or have a certain item used on them . They can learn up to four moves , including attacking moves , healing moves , and moves that inflict status conditions on the opponent . They have six stats that affect battle performance : maximum HP ( hit points ) , Attack , Defense , Special Attack , Special Defense , and Speed . Attack and Special Attack are distinguished from Defense and Special Defense by the types of moves being considered : generally , moves involving physical exertion are physical , while moves involving supernatural or elemental powers are special . Moves are classed as one of eighteen types , ( Normal , Water , Grass , Fire , Electric , Ghost , Bug , Fighting , Ice , Steel , Rock , Fairy , Poison , Psychic , Dark , Dragon , Ground , and Flying ) ; Pokémon can have one or two types . Generally , most of a Pokémon 's moves correspond to its typing . A Pokémon 's type makes it vulnerable or resistant to others ; for example , Fire @-@ type Pokémon are weak to Water @-@ type moves , while Grass @-@ type moves do little damage to them and Electric @-@ type moves do normal damage .

When the player encounters a wild Pokémon or is challenged by another 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 the active Pokémon , or flee . However , the player cannot flee a battle against another Trainer or against certain wild Pokémon that are stronger than the player 's . When a Pokémon 's HP is reduced to zero , it faints until it is revived . If an opposing Pokémon faints , all of the player 's Pokémon who participated in defeating it receive experience points . After accumulating enough experience points , a Pokémon may level up , increasing its stats . Many Pokémon evolve into other forms , usually by reaching certain levels . At the " Day Care " location , the player can breed two of their Pokémon ? usually , a male and a female ? to create Eggs that hatch into baby Pokémon at level 1 .

The world of Pokémon Black and White , known as Unova , consists of a number of cities and towns connected by " Routes " . Random encounters may take place in tall grass along routes or in bodies of water . The player occasionally battles Trainers in cities and towns , as well as along routes . In addition , eight of the game 's cities and towns are homes to " Gym Leaders " , powerful Trainers specializing in certain types of Pokémon ; beating a Gym Leader gives the player a " Badge " . All eight Badges are needed to unlock the Pokémon League , where the player faces off against the " Elite Four " and , finally , the Champion . Across Unova , items can be found on the ground or purchased from " Poké Marts " . For example , Hyper Potions restore HP , Antidotes cure poisoning , and Revives revitalize fainted Pokémon . TMs ( Technical Machines ) teach moves to Pokémon , and HMs ( Hidden Machines ) are a special class of TMs for important moves that allow the player to traverse the environment . The " Surf " HM move , as one example , is used to cross bodies of water .

= = = New features = = =

The graphics have been improved from Diamond and Pearl . The dialog boxes of previous games have been changed to speech balloons that appear over other characters ' heads , allowing more than one character to speak at once . Japanese players can have kanji appear on screen , rather than only hiragana and katakana . During battles , the sprites of the Pokémon are fully animated and the camera changes position to highlight specific parts of the battle . In addition to continuing the day and night cycle introduced in Gold and Silver , Black and White introduces a seasonal cycle , with the seasons advancing every month rather than being linked to the calendar . Outside areas appear differently depending on the season , such as changing of leaves in autumn or snow on the ground in winter . Certain areas are only accessible during certain seasons , and different Pokémon can be found in the wild in winter where others are encountered in the other seasons . The Pokémon Deerling and Sawsbuck change their physical appearance to match the seasons .

There are two new battle mechanics : Triple Battles and Rotation Battles . In Triple Battles , both teams must send out three Pokémon in a row at once ; Pokémon on the left or right side can only attack the opponent 's Pokémon on the same side or in the center . Changing position takes up one turn . In Rotation Battles , each side sends out three Pokémon at once , but they are arranged in a circle that can be rotated at will . Black has more Rotation Battles than Triple Battles , and the opposite is true in White . Another introduction is Combination Moves : a starter Pokémon can be taught one of three moves , and using them together in Double or Triple battles produces more powerful attacks . In the wild , walking through different @-@ colored tall grass can trigger Double Battles against wild Pokémon rather than only Single Battles as usual .

Occasionally , the player can find rustling patches of grass and rippling water , where they can encounter either a rare Pokémon , a Pokémon more common in the opposite game version , or the highest evolutionary form of a Pokémon whose lower forms can normally be found in the area . This is the only way to capture Pokémon such as Audino , Emolga , and Alomomola . Also , dust clouds in caves and the shadows of flying Pokémon on certain bridges can be entered to either find a rare item or encounter Drilbur , Excadrill , Ducklett , or Swanna , none of which can be found in the wild otherwise . Occasionally , when throwing a Poké Ball , the capture rate is highly increased , triggered by a random event . There are also new side @-@ games and sidequests : the player can compete in Pokémon Musicals , a side @-@ game similar to the Pokémon Contests of previous games ; the Battle Subway , similar to the Battle Towers and Battle Frontiers of previous games ;

and on the Royal Unova , a cruise ship that the player can ride and fight Trainers aboard to win otherwise rare items .

== Connectivity to other devices ==

The C @-@ Gear ( C?? , Sh? Gia ) replaces the Pokétech from Diamond and Pearl on the Nintendo DS 's bottom screen . It controls the game 's wireless capabilities , including infrared ( IR ) communication for battling and trading , wireless communications in the Xtranceiver video chat access to the Entralink to transfer content from the Pokémon Dream World , using the Wi @-@ Fi to sync with the Pokémon Global Link servers , and the new " Pass By mode " which allows the game to communicate with other copies through infrared while the DS is asleep . The Feeling Check ( ?????????? , F?ringu Chekku ) function tests the compatibility between two players and awards them items accordingly . In the " Pass By " feature , the player answers various survey questions and receives one of several items depending on how many other players they have connected with . In the " Random Matchup " feature , the player can battle others randomly . When playing against others online or in IR battles , a new mechanic called the Wonder Launcher allows healing items to be used in battle .

Two features were added to transfer Pokémon from older DS Pokémon games to Black and White . For normal transfer , the Poké Transfer feature is available after completion of the main storyline . Unlike the " Pal Park " feature from previous games , the Poké Transfer is a mini @-@ game in which after six Pokémon are transferred , the player uses the touch screen to launch Poké Balls at the transferred Pokémon to catch them within a time limit . Another feature called the Relocator is used to transfer the Pokémon given away in promotions for the film Pokémon : Zoroark : Master of Illusions so the player can obtain the rare Pokémon Zorua and Zoroark . Unlike the Poké Transfer , this is available before the main game is completed .

Unique to Black and White is the Pokémon Dream World , which is dependent on the official Pokémon Global Link website . Here , the player can befriend Pokémon that are not normally obtainable in @-@ game and that have unique abilities . This occurs after syncing the game back with the Dream World , similarly to the Pokéwalker from HeartGold and SoulSilver . The player can maintain a house in the Dream World that other players can visit as well as grow berries . In addition to allowing access to Pokémon acquired in the Dream World , the Entralink also enables players to interact with each other and play side @-@ games . These side @-@ games award points that can be traded for temporary powers such as increasing experience , improving capture rate , or lowering prices of items in Poké Marts .

== Plot ==

== Setting ==

Black and White are set in the Unova region , a continental mass located far away from the previous regions , Kanto , Johto , Hoenn and Sinnoh . Unlike the previous regions which were based on real locations in Japan , Unova is modeled after New York City , an idea developed by game director Junichi Masuda when he visited the city for the launch of Diamond and Pearl . One particular example of this is Castelia City , which serves as the region 's central metropolis and had such inspirations as its " Brooklyn Bridge @-@ style suspension bridge " and its " huge skyscrapers " . Masuda also wanted to convey a " feeling of communities " in Castelia 's streets . Unova is host to large urban areas , a harbor , an airport , an amusement park , several bridges , and several mountain ranges . In addition to a diversity of new landscapes , the Unova region is also home to a diversity of people who vary in skin tone and occupation . The region 's Japanese name " Isshu " ( ???? ) is derived from the Japanese words tashu ( ?? ? , meaning " many kinds " ) and isshu ( ?? ? , meaning " one kind " ) ; the many kinds of people and Pokémon seen up close look like only one kind of life from afar .

== Story ==

Like previous Pokémon games , Black and White both follow a linear storyline ; the main events occur in a fixed order . The protagonist of Pokémon Black and White is a teenager who sets out on a journey through Unova to become the Pokémon master . At the beginning of the games , the player chooses either Snivy , Tepig , or Oshawott as their starter Pokémon as a gift from Professor Juniper . The protagonist 's friends , Cheren and Bianca , are also rival Pokémon Trainers who occasionally battle the player , Cheren will choose the Pokémon with a type advantage against yours , while Bianca will choose the Pokémon with a type disadvantage . The player 's primary goal is to obtain the eight Gym Badges of Unova and ultimately challenge the Elite Four of the Pokémon League , and its Champion , to win the game .

In addition to the standard gameplay , the player will also have to defeat the games ' main antagonist force , Team Plasma , a Knights Templar @-@ esque group who believe Pokémon are being enslaved by humans and work to " liberate " them . Team Plasma is led by " N " , a young man who was brought up alongside Pokémon and sees them as friends rather than tools for sport . Throughout the game , the player has some encounters with N , who claims that by capturing one of the legendary Dragon Pokémon of Unova and defeating the Pokémon Champion Alder , he will be recognized as Unova 's hero and will be able to convince the humans to part with their Pokémon . Depending on the game version , N will capture the Deep Black Pokémon Zekrom in Black or the Vast White Pokémon Reshiram in White .

After the player defeats the Elite Four and enters the Champion 's chamber , he or she finds that N has defeated Alder and has become the newest Pokémon Champion . Soon after , he summons a large castle that surrounds the Pokémon League , challenging the player to find him to take part in one final battle . When the player finally reaches him , Reshiram in Black or Zekrom in White appears before the player , and the player must capture the legendary Pokémon before challenging N. After his defeat , N laments the possibility that his ideals are mistaken , as Ghetsis intrudes and angrily reveals that his true intentions were to use N to ensure that he would be the only human left with control over Pokémon and use them to rule the world . In his rage , Ghetsis challenges the player to battle . After Ghetsis 's defeat , he is arrested , allowing Alder to resume his position as the Pokémon Champion of the Unova region . N then thanks the player for helping realize his mistake about the nature of the relationship between people and their Pokémon before leaving the castle on his captured Dragon Pokémon to a far @-@ off land .

After Team Plasma 's defeat , Looker arrives in Unova and tasks the player with finding the remaining Sages of Team Plasma , so they can be brought to justice . The player can also challenge the Elite Four once again , and challenge Alder , ultimately becoming the Unova region 's new Pokémon Champion . The player also gains access to the eastern portion of Unova , which contains Pokémon from the previous games in the series , as well as access to an area unique to each game version : the ultra @-@ metropolitan Black City , home to powerful Pokémon trainers ; and the White Forest , home to humans and Pokémon living in harmony . Cynthia , a former Champion of the Sinnoh region , is also found in this area of the game and can be challenged . A non @-@ player character named after Shigeki Morimoto , a Game Freak programmer , creature designer , and the director of the HeartGold and SoulSilver games , can also be found and battled in the game .

== Development ==

On January 29 , 2010 , the Pokémon Company announced that a new game was in development for the Nintendo DS to be released later that year . Director Junichi Masuda stated that several aspects of the series were being revamped for the new generation . On April 9 , 2010 , the Japanese website updated with the titles of the versions as Pokémon Black and White , and announced a Q3 2010 release date . The games feature an improved visual style from other Pokémon games , with an increased use of 3D computer graphics than any other of the handheld

series . It also has a special feature that allows the user to upload their saved game to the Internet , allowing them to do certain things on an official website .

On August 3 , 2010 , Masuda announced on his blog that the Black and White game versions will initially only contain brand @-@ new Pokémon to evoke a feeling of it being a brand @-@ new game , like when the original Pokémon games were first released . In all of the games following the first generation , there were a series of new Pokémon introduced interspersed with Pokémon from the previous generations . For example , Pikachu was introduced in Red and Green , and was obtainable in Blue , Yellow , and all subsequent main series games ; however , Pikachu will not be obtainable in Black and White from the start of the game . It was later confirmed that Black and White are region locked on the Nintendo DSi and 3DS .

Game director and composer Junichi Masuda stated that to keep the games fresh , he looks at every previous element to decide what to adapt to the new game , stating " people may not like what they like in the past , trend wise " . He explained the new battle styles , stating that while triple battles take more strategy , rotation battles take more luck to win . Masuda stated that their goal when making the games was to make it fun for new players , but they also wanted to get players who have not played the series in a while to come back . He said that it was hard to find that balance to satisfy both kinds of players . For the new players , there is good explanation in how to play , while for old players , they incorporated the C @-@ Gear , which makes the ability to trade and battle easier . When asked about the decision to introduce over 150 new species of Pokémon , Masuda stated that they did this so old players would not be able to know what is a good Pokémon to use , and it would level the playing ground for new players .

= = = Music = = =

Nintendo DS Pokémon Black · White Super Music Collection ( ??????DS ?????????? ???? ? ???? ?????????????????? , Nintend? D? Esu Poketto Monsut? Burakku · Howaito S?p? My?jikku Korekushon ) is a four @-@ disc soundtrack featuring the games ' music scored by Masuda , Go Ichinose , Shota Kageyama , Hitomi Sato , Morikazu Aoki , Minako Adachi , and Satoshi Nohara . The soundtrack was released on October 20 , 2010 , in Japan . Ichinose was in charge of directing all Pokémon voices for the game while Minako Adachi produced all sound effects .

= = Promotion and release = =

Pokémon Black and White were released in Japan on September 18 , 2010 , in Europe on March 4 , 2011 , and in North America on March 6 , 2011 . The Australian release was on March 10 , 2011 .

= = = Japanese release = = =

A silhouette of a new Pokémon was shown by Junichi Masuda on the February 7 , 2010 episode of Pokémon Sunday , stated to be in the film for the summer and to be identified in a future episode on February 21 . This new Pokémon would also be featured in the March 2010 issue of CoroCoro Comic available on February 15 , and is the start of the fifth generation of the Pokémon franchise . Since then , the Pokémon has been named " Zoroark " , and it evolves from a Pokémon named " Zorua " . Both were featured in the film Pocket Monsters Diamond & Pearl The Movie : Phantom Ruler : Zoroark . For pre @-@ order ticket holders , an alternate @-@ colored Raikou , Entei , or Suicune was available for transfer to their Diamond , Pearl , Platinum , HeartGold , or SoulSilver games . At the theater , players would be able to download a Celebi to the same games . Both of these Pokémon would activate special events in Black and White involving Zoroark and Zorua , respectively .

On April 18 , 2010 , the episode of Pokémon Sunday showed game footage of a player character walking around in a 3D environment and a single screenshot depicting a battle between the player 's Zoroark and an enemy Zorua . Host Shoko Nakagawa made note of how the player 's Zoroark 's sprite was a full body sprite as viewed from behind , when in the past all such sprites only showed a

smaller portion of the player 's Pokémon 's body . On May 9 , 2010 , the episode of Pokémon Sunday revealed silhouettes of the three Pokémon available to choose from at the beginning of the games , which were later revealed to be the Grass Snake Pokémon Tsutarja , the Fire Pig Pokémon Pokabu , and the Sea Otter Pokémon Mijumaru . Other information revealed is that the game takes place in the Isshu Region which includes the Hiun City metropolis . On May 16 , 2010 , the episode of Pokémon Sunday showed game battle footage , illustrating the new in @-@ battle animations and dynamic camera positioning ; also described were Zoroark 's Illusion ability and the special Zoroark acquired by the movie ticket pre @-@ order gift Pokémon .

On May 28 , 2010 , both the official Japanese and English Pokémon websites revealed names and designs of the two major Legendary Pokémon of these games , who also serve as the game version mascots : the White Yang Pokémon Reshiram for Pokémon Black and the Black Yin Pokémon Zekrom for Pokémon White . The July 2010 issue of CoroCoro Comic revealed the C @-@ Gear wireless interactivity features , the ability to upload game data to the internet and the player 's computer , several brand @-@ new Pokémon , new Pokémon moves , Reshiram and Zekrom 's Pokémon types , details on the Celebi / Zorua event , and a new character : Professor Araragi , the first female Pokémon professor to appear in the video games . The June 27 , 2010 , episode of Pokémon Sunday , made the announcement of the release date as September 18 , 2010 , and a yet @-@ to @-@ be named character . The June 28 episode of Oha Suta , showed a trailer , which included its release date , new gameplay footage , several new characters , more new Pokémon , and a three @-@ on @-@ three battle system . The August 2010 issue of CoroCoro Comic elaborated upon many new game mechanics : the three @-@ on @-@ three system , the online Global Link system , an online Dream World that can allow for access to other Pokémon , access to an area that uses the Wi @-@ Fi called the Hilink ( similar to the Underground ) , a special feature called the Live Caster for video chat on the Nintendo DSi and Nintendo 3DS , kanji support , aesthetic differences between the two versions of the game , areas exclusive to the game versions , new characters , new moves , new abilities , and new Pokémon .

The July 25 , 2010 , episode of Pokémon Sunday introduced the new phantom Pokémon Victini , which initially appeared in a trailer for the 2011 Pokémon film that was shown with screenings of Phantom Ruler : Zoroark . It is noted to be Pokémon No. 000 in Isshu 's regional Pokédex , and is only accessible by downloading a special item from Nintendo Wi @-@ Fi Connection , DS Stations , and Nintendo Zones ( such as those found in Japanese McDonald 's restaurants ) to a game save . This was initially available for a month following the games ' release date . Another promotional Pokémon given out after the games ' release is a Kumasyun , a Pokémon that is difficult to find in the games unless it is during the games ' winter season .

On the day of the Japanese release , Nintendo of America sent cease and desist letters to two English language Pokémon fansites , PokéBeach and Serebii , after they published screenshots and various other media from the newly released games . Nintendo claimed the posting of the media was infringing copyright and noted their intention to shut down the websites under the Digital Millennium Copyright Act unless the media was removed . The screenshots were subsequently taken down from both websites . Luke Plunkett of video game blog Kotaku initially speculated that Nintendo of America issued the cease and desist letters over the belief that the images were illegally obtained via a ROM image ; however , Jon Sahagian of PokéBeach stated the images in question had been obtained from the Japanese forum 2channel . Charlie Scibetta , Nintendo of America 's senior director of corporate communications , later stated that it was the choice of images that were of concern to the company . In a statement to Kotaku , he said , " Nintendo supports and appreciates the efforts that Pokémon fans go through to create fan sites . In most cases there is no issue with the content that is posted , but on this occasion we had to contact a select few websites to ask them to take down confidential images . "

= = = International release = = =

The foreign promotion for the games began on November 22 , 2010 , when the official website for the North American , European , and Australian markets was updated , including the localized

names of the starter Pokémon ( Snivy , Tepig , and Oshawott in English , Dutch , Italian , Brazilian Portuguese , and Spanish markets ) and the setting ( Unova Region ) . Floats of version mascots Reshiram and Zekrom accompanied the Pikachu balloon during the Macy 's Thanksgiving Day Parade on November 25 , 2010 , the following Thursday .

On December 27 , 2010 , the official websites for the international releases updated once more , revealing the English names for many of the first Pokémon revealed during the promotion for the Japanese release . In addition , the English names for the game location Hiun City and the character Professor Araragi were revealed to be Castelia City and Professor Juniper , respectively .

Starting on January 3 and lasting until January 9 , 2011 , in the United States , players of Diamond , Pearl , Platinum , HeartGold , and SoulSilver were able to visit GameStop stores to download the special shiny Raikou that was previously given out for Phantom Ruler : Zoroark pre @-@ order ticket holders in Japan . Similar downloads would be available for the shiny Entei ( January 17 to 23 ) and shiny Suicune ( January 31 to February 6 ) . All three of these Pokémon still enabled the event for Zoroark in the North American Black and White versions . These three Pokémon were later distributed via the Nintendo Wi @-@ Fi Connection for European , Australian , and North American markets ( for a second time ) starting February 7 to 13 with Raikou , again , with subsequent staggered releases for Entei and Suicune throughout February .

The Celebi event was run in North America and distributed through GameStop stores from February 21 to March 6 , 2011 , or it could be acquired from the tour promoting the Black and White games that began on February 5 , 2011 . In France and Spain , this same Celebi was available through various retailers from February 1 through March 3 , 2011 . Italian players could get this Celebi from specific video game retailers from January 21 through March 3 .

The event to distribute the item to allow players to capture Victini was also be run following the games ' release internationally . North American players were able to download the item from Nintendo WFC from March 6 to April 10 , 2011 . European players were able to get the item from March 4 to April 22 . Australian players were able to download it from March 10 to April 28 , 2011 .

= = Reception = =

= = = Critical response = = =

Pokémon Black and White have received largely positive reviews by critics , having an aggregate score of 87 % on Metacritic , indicating generally favorable reviews . Japanese magazine Famitsu Weekly awarded the game a perfect 40 / 40 score , becoming the 15th game to receive such a distinction , as well as obtaining the highest score ever given to a Pokémon video game by the publication . Game Informer 's Annette Gonzalez remarked that " Pokémon Black and White do a great job building upon already solid features and taking them to the next level . " VideoGamer.com 's Jamin Smith criticized the games for not innovating as much as some people would have liked , but stated that " rest assured in the knowledge that Black and White are damn fine games ; the best the series has to offer . " Official Nintendo Magazine referred to them as " A beautiful refinement of a great series [ ... ] the best Pokémon ever . " Nintendo Power expressed that " the Pokémon series 's latest pair of adventures is as addictive as ever . " Edge acknowledged that " where next for Pokémon Black and White don 't suggest any answers , but they do remind us why we 'd care in the first place . "

IGN gave the games a 9 / 10 , a higher rating than any of the other Nintendo DS Pokémon games . The review praised the games for renewing interest in the series , though criticized some of the new Pokémon designs , explaining that " aside from a weaker lineup of monsters ( largely an aesthetic complaint ) , this is the best Pokémon has to offer on every level , renewing my waning interest in monster battling " . Jeremy Parish of Retronauts criticized Black and White , commenting that he grew tired of it shortly after starting and feeling like it was too similar to all previous Pokémon games . He further went on to say that EVs and IVs , invisible mechanics in the game , are not necessarily beneficial . By contrast , he noted that it would be great to new players . He also compared it to the

Pokémon Mystery Dungeon games and Final Fantasy XIII , arguing that they all share the common element of being bad before they get good . Fellow Retronauts contributor Justin Haywald criticized the games ' release on the DS , which had received two main Pokémon series games published before them . GamesRadar editor Carolyn Gudmundson stated " It may not break the Pokemon mold , but Black / White offers enough new content coupled with the series ' classic , deep battle mechanics to make it endlessly playable . If you could only play one game for the rest of your life , this would be a wise choice . "

= = = Commercial performance = = =

In August 2010 , one month before the games ' release in Japan , Pokémon Black and White gained a total of 1 @. @ 08 million pre @-@ orders , becoming the fastest game on the Nintendo DS to break the one million mark . In the first two days on sale , it sold more than 2 @. @ 6 million copies , becoming the biggest launch in the series history in Japan . By November 3 , the games had sold over 4 @. @ 3 million copies in Japan . As of January 9 , 2011 , the games became the fastest DS titles to sell five million copies .

Upon release its in the UK , White and Black took the # 1 and # 2 spots respectively in the UK overall sales charts , with White becoming the second fastest @-@ selling DS game ever in the UK after Professor Layton and Pandora 's Box , selling 13 @, @ 000 more copies than Black . Combined , their sales became Nintendo 's third biggest ever launch in the UK , behind Wii Fit and Mario Kart Wii , and the biggest opening weekend ever for a pair of Pokémon titles .

In the US , Black and White sold more than 1 @. @ 08 million copies on day one , breaking the previous day @-@ one record held by predecessors Diamond and Pearl of 780 @, @ 000 copies . According to the NPD Group , Nintendo sold 1 @. @ 3 million units of White and 1 @. @ 1 million units of Black in March 2011 , making them the # 1 and # 2 top selling games in the US for the month . In April 2011 , Nintendo 's financial earnings report confirmed that Pokémon Black and White had sold 11 @. @ 5 million copies worldwide , making them the highest selling DS games for Nintendo in the 2010 @-@ 11 financial year , and third overall , behind only the Wii games , Wii Sports and Wii Sports Resort . As of March 2015 , the games ' combined sales have reached 15 @. @ 60 million .