= Pokémon FireRed and LeafGreen =

Pokémon FireRed Version and LeafGreen Version are enhanced remakes of the original Pokémon Red and Green video games , which were released in 1996 . The new titles were developed by Game Freak and published by Nintendo for the Game Boy Advance and have compatibility with the Game Boy Advance Wireless Adapter , which originally came bundled with the games . FireRed and LeafGreen were first released in Japan in January 2004 and released to North America and Europe in September and October respectively . Nearly two years after their original release , Nintendo re @-@ marketed them as Player 's Choice titles .

FireRed and LeafGreen are members of the Pokémon series of role @-@ playing video games . As in previous games , the player controls the player character from an overhead perspective , and participates in turn @-@ based combat encounters . However , new features such as a contextual help menu and a new region the player may access have also been added . Throughout the games , the player captures and raises Pokémon for use in battle .

The games received mostly positive reviews , obtaining an aggregate score of 81 percent on Metacritic . Most critics praised the fact that the games introduced new features while still maintaining the traditional gameplay of the series . Reception of the graphics and audio was more mixed , with some reviewers complaining that they were too simplistic and lacked improvement compared to the previous games , Pokémon Ruby and Sapphire . FireRed and LeafGreen were commercial successes , selling a total of around 12 million copies worldwide .

= = Gameplay = =

As with all Pokémon role @-@ playing games released for handheld consoles , FireRed and LeafGreen are in third @-@ person , overhead perspective . The main screen is an overworld , in which the player navigates the protagonist . Here a menu interface may be accessed , in which the player may configure his or her Pokémon , items , and gameplay settings . When the player encounters a wild Pokémon or is challenged by a trainer , the screen switches to a turn @-@ based battle screen that displays the player 's Pokémon and the engaged Pokémon . During battle , the player may select a move for his or her Pokémon to perform , use an item , switch his or her active Pokémon , or attempt to flee . All Pokémon have hit points (HP) ; when a Pokémon 's HP is reduced to zero , it faints and can no longer battle until it is revived . Once an enemy Pokémon faints , all of the player 's Pokémon involved in the battle receive a certain amount of experience points (EXP) . After accumulating enough EXP , a Pokémon may level up .

Capturing Pokémon is another essential element of the gameplay . During battle with a wild Pokémon , the player may throw a Poké Ball at it . If the Pokémon is successfully caught , it will come under the ownership of the player . Factors in the success rate of capture include the HP of the target Pokémon and the type of Poké Ball used : the lower the target 's HP and the stronger the Poké Ball , the higher the success rate of capture .

While FireRed and LeafGreen are remakes of Red and Green (Pokémon Green was only released in Japan , whereas the American version was Blue) , they contain usability enhancements such as a contextual tutorial feature which allows players to look up data at any point in the game . Additionally , when continuing a saved game , players are shown the last four actions they performed , allowing them to remember what they were doing .

The games support the Game Boy Advance Game Link Cable , through which connected players may trade or battle . Players may also connect with Pokémon Ruby and Sapphire , as well as with Pokémon Colosseum , allowing them to obtain over 350 Pokémon . FireRed and LeafGreen also have the ability to connect to the Nintendo GameCube and interact with Pokémon Box : Ruby and Sapphire . In Box , the player may organize and view his or her collected Pokémon , and in Colosseum , Pokémon may be used in battle . FireRed and LeafGreen are also the first games in the series to be compatible with the Game Boy Advance Wireless Adapter , which comes prepackaged with the games . The adapter can be plugged into the link port of the Game Boy Advance system , and allows players within a radius of 30 ? 50 feet (9 ? 15 meters) to wirelessly

interact with each other . In addition , as many as 30 players at a time may join a special location called the " Union Room " , where they can trade , battle , or chat . Nintendo has set up " JoySpots " at Japanese retail locations for this purpose .

= = Plot = =

= = = Setting = = =

Pokémon FireRed and LeafGreen takes place mostly in the fictional region of Kanto . This is one distinct region of many in the Pokémon world , which includes varied geographical habitats for the Pokémon species , human @-@ populated towns and cities , and routes between locations . Some areas are only accessible once the player acquires a special item or one of the player 's Pokémon learns a special ability . Near the end of the plot , the protagonist is able to venture to the Sevii Islands , a new area not present in the original Red and Blue games . The Sevii Islands are an archipelago of seven islands , and contain Pokémon normally exclusive to the Johto region , as well as several post @-@ game missions . After the aforementioned missions on the Sevii Islands are completed , trading with Pokémon of the Hoenn region becomes available .

= = = Synopsis = = =

The silent protagonist of FireRed and LeafGreen is a child who lives in a small town . After players start a journey and venture alone into deep grass , a voice warns them to stop . Professor Oak , a famous Pokémon researcher , explains to the player such grass is often the habitat of wild Pokémon , and encountering them alone can be very dangerous . He takes the player to his laboratory where the player meets Oak 's grandson , another aspiring Pokémon Trainer . The player and the rival are both instructed to select a starter Pokémon for their travels . The rival then challenges the player to a Pokémon battle with their newly obtained Pokémon , and continues to battle the player at certain points throughout the games .
After reaching the next city , the player is asked to deliver a parcel to Professor Oak . Upon returning to the laboratory , the player is presented with a Pokédex , a high @-@ tech encyclopedia that record the entries of any Pokémon that are encountered . Oak asks the player to fulfill his dream of compiling a comprehensive list of every Pokémon in the game .
While visiting the region 's cities , the player encounters special establishments called Gyms . Inside these buildings are Gym Leaders , each of whom the player must defeat in a Pokémon battle to obtain a Gym Badge . Once a total of eight badges are acquired , the player is given permission to enter the Pokémon League , which consists of the best Pokémon trainers in the region . There the player battles the Elite Four . Also throughout the game , the player has to fight against the forces of Team Rocket , a criminal organization that abuses Pokémon . They devise numerous plans to steal rare Pokémon , all of which the player must foil , meeting and defeating the organization boss Giovanni .
After the first time the player defeats the Elite Four one of the members , Lorelei , disappears . After gaining access to the Sevii Islands , an entirely new region , the player discovers Lorelei in her house and convinces her to come back with him . Once more , the protagonist must thwart the Team Rocket 's plans on several occasions , recover two artifacts , the Ruby and the Sapphire , and put them in the main computer at One Island . After that , the player can communicate , battle , trade , etc . , with games other than FireRed or LeafGreen .

= = Development = =

FireRed and LeafGreen were first announced in September 2003 as upcoming remakes of the original Pocket Monsters Red and Green games that were released in Japan in 1996 . Game director Junichi Masuda stated the new titles would be developed around the idea of simplicity , as

the game engine was a slightly modified version of the one used in Pokémon Ruby and Sapphire . As a result , FireRed and LeafGreen were made fully backward compatible with Ruby and Sapphire , allowing players to trade Pokémon between games .

FireRed and LeafGreen 's connectivity with the Game Boy Advance Wireless Adapter was heralded by Nintendo president Satoru Iwata as being able " to enhance head @-@ to @-@ head battles , exchange of information , and communication with others . " An enhanced interface was created for the game to increase usability for new players , as well as a contextual in @-@ game help system that could aid lost or confused players during their journey . President of The Pokémon Company Tsunekazu Ishiharu noted , " We don 't feel that this a remake at all . We feel that this is a new game , with wireless technology " , referring to the bundled wireless adapter .

The music used in the titles was derived from the classic game consoles , and arranged by Go Ichinose . Masuda and Ichinose decided not to change the reused music from the basic background sounds used in the originals , and instead updated them by adding additional sounds . A two @-@ disc set of the music entitled GBA Pokémon FireRed & LeafGreen Super Complete was released , with the first disc featuring all the music used normally in @-@ game , while the second disc featured bonus tracks based on and inspired by the music in the games . Among these are two vocal tracks .

Track list of GBA Pokémon FireRed & LeafGreen Super Complete :

The exclusive Japanese production run for FireRed and LeafGreen was limited to half a million copies , despite the success of Pokémon Ruby and Sapphire . IGN speculated that Nintendo was expecting less demand for the new games , or that it was limited by the production of the bundled wireless adapter . The east American versions of FireRed and LeafGreen were secondly indirectly announced at DICE in 2004 . Although the original games were released as Red and Blue in North America , the remakes retained the Japanese names of " Red " and " Green " . Masuda noted this as a choice on his part , stating the leaf represented a peaceful icon , in contrast to the alternative of water which he saw as suggesting conflict with the icon of fire used by the other game .

= = Reception = =

During its first week of release in Japan , FireRed and LeafGreen sold a combined total of 885 @,@ 039 copies , which was less than the amount sold by Pokémon Ruby and Sapphire in that time period , but IGN reasoned that the smaller sales were due to the new titles being remakes . In the first half of August before FireRed and LeafGreen were released in the U.S. , the games received over 150 @,@ 000 pre @-@ orders , over twice the amount that Ruby and Sapphire received . Nintendo 's Senior Vice President of Marketing and Corporate Communication George Harrison remarked , " This pre @-@ sell indicates more than twice the player interest ! " Over one million copies of FireRed and LeafGreen were sold in the US less than one month after their release in that region . As of March 31 , 2008 , the games had sold 11 @.@ 82 million copies worldwide . The games later entered Nintendo 's Player 's Choice line in North America , and were re @-@ marketed with a significantly lower retail price . However , unlike the original release , the Player 's Choice edition games did not include a bundled Wireless Adapter .

Reviews of FireRed and LeafGreen were mostly positive , and the games currently hold an aggregate score of 81 percent on Metacritic . Craig Harris of IGN gave the games an " Outstanding " 9 @.@ 0 / 10 rating and praised the creators of the games for creating a game that " works extremely well for the handheld market . It doesn 't have quite the same variety as Ruby / Sapphire , but it 's still incredibly satisfying . " Harris was less positive about the games ' graphics , which he thought were " limited " and " basic " . GameSpot 's Greg Kasavin , who gave the games 8 @.@ 4 out of 10 , commented that " though Pokémon could probably use a few new twists after all these years , FireRed and LeafGreen are great role @-@ playing games on their own merits , filled with lots more content and more challenges than last year 's Ruby and Sapphire , and offering up plenty of addictive gameplay that can be a lot of fun for players of all ages . " Unlike Harris , Kasavin praised the games ' graphics for their " colorful good looks and the endearing character designs that the series is known for . " Game Informer rated the games a " Very Good " 8 / 10 for being " a lot of

fun " , yet they saw the graphics as " utterly unremarkable " when compared to other handheld games .

GameSpy reviewer Phil Theobald , who awarded the games four out of five stars , stated , " Before I knew it , I was hooked all over again . The engrossingly simple gameplay combined with the more @-@ strategic @-@ than @-@ they @-@ first @-@ appear battles was just too much to resist . And yeah , the ' gotta catch ' em all ' gimmick is still effective , not to mention necessary to build a well balanced party . There 's just something about tracking down , capturing , and training all those Pokémon that really draw you into the game 's world . " He justified the games ' graphics by comparing them to the " ugly " original Red and Blue versions . Additional praise was given to the new features such as the contextual tutorial , and flashbacks when loading a saved game , as well as the games ' multiplayer capabilities via the Wireless adapter . Nintendo Power , which gave the games a 4 @.@ 5 out of 5 average , stated " [t] here 's a great game hiding under all the Pikachu cuteness , and you have to play it for only a bit to find yourself addicted . "