



TECHNICAL DESCRIPTION

Pokémon reality gear and game

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1 Introduction

Pokémon reality game and gear is an innovative new Soft- and Hardware-Bundle which lets you dive into the Pokémon world. Introducing the **Pokémon reality gear** for an all new leap into immersion in gaming, enabling you to be as close to your favorite **Pokémon** as never before.

Description Gear

The game offers the choice on how exactly you want to experience the **Pokémon** world. The world and its inhabitants have grown over the years, with each generation adding new regions to explore and hundreds new **Pokémon** to catch.

This time, for the first time ever, you may choose on which regions you want to explore – or not – and which **Pokémon** you want to encounter – or not. In the section *Consumer Awareness* you can get an in detail description on what to expect.

So what are you waiting for? Start getting to know your new favorite **Pokémon** game with the best gear available!

1.1 Glossary

New to **Pokémon** or virtual reality? Here are some words you might not know:

Pokémon	pocket monster (animal-like monsters which live in the wild and are caught and trained by Pokémon trainers)
NPC	non-player-characters (computer controlled characters)
HP	health points

2 The Gear

2.1 Hardware Layout

2.2 Important Parts

3 The Game

3.1 Consumer Awareness

Pokémon Reality: the game is generally suitable for all ages. It contains minimal mild cartoon violence and some mild language.

It is recommended to pause playing the game every hour for at least five minutes. This ensures minimal disorientation after long game sessions.



3.2 Scope Of The Game

The main focus of **Pokémon Reality:** the game is the exploration of the game world and the encounters with all kinds of **Pokémon**. In contrast to previous installments of **Pokémon** games, **Pokémon Reality:** the game lets you chose what regions you want to explore and what **Pokémon** you want to encounter.

The **Pokémon** world is composed of all your favorite regions of the previous games. The following regions are open for you to explore (see Figure 3.1):

- Kanto
- Johto
- Hoenn
- Sinnoh
- Unova
- Kalos
- Alma
- Orre
- Oblivia
- Fiore
- Orange Islands
- Sevii Islands

All these regions carry unique bioms and moods. There are different kinds of towns and

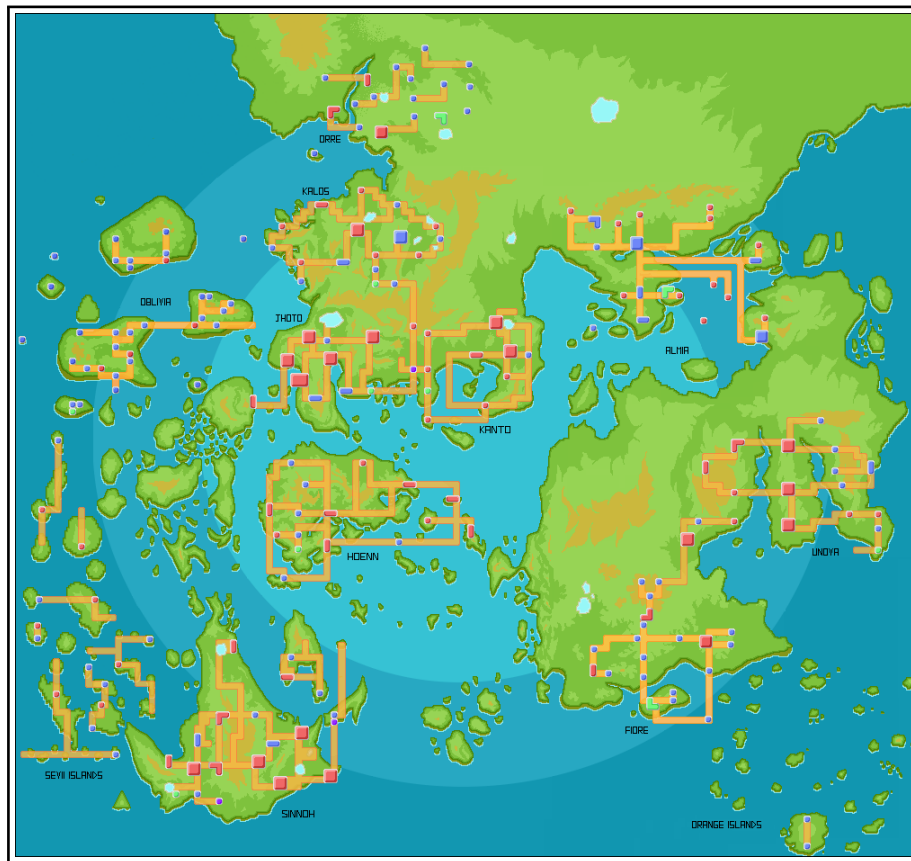


Figure 3.1: The Pokémon reality game map with all available 'regions'

landscapes to explore: From the windy *Orange Islands* with their gusting sea to the steep mountains in the west of *Kanto*.

One of the most important feature of Pokémon reality: the game is the fact, that you may pick what Pokémon you want to encounter.

You want a more retrospective experience? No problem: just deactivate all Pokémon except the first generation and you will only encounter *Kanto-Pokémon*.

You want the full experience? Just keep the settings unchanged and get to know the whole range of Pokémon.

You may choose among the following sets of Pokémon, together over 800 Pokémon:

- 1. Generation: 151 *Kanto-Pokémon*
- 2. Generation: 100 *Johto-Pokémon*
- 3. Generation: 135 *Hoenn-Pokémon*
- 4. Generation: 107 *Sinnoh-Pokémon*
- 5. Generation: 156 *Einall-Pokémon*
- 6. Generation: 72 *Kalos-Pokémon*
- 7. Generation: 79 *Alola-Pokémon*

3.3 Gameplay

The gameplay consists mainly of three parts:

- exploring the world
- fighting and catching new Pokémon
- battling Pokémon-trainers

3.3.1 Exploration

As you will playing the game with your Pokémon reality gear, the exploring itself is pretty much how you explore the real world, too: Walk and wonder (Figure 3.2).



Figure 3.2: Exploring the Pokémon world

By keeping an eye open for details, you may discover hidden paths which lead to secret areas. There you may find rare Pokémon and unique items (Figure 3.3).

You can manage the following in the game menu:

- caught Pokémon
- found secrets
- your game progress

This menu is used intuitively with your Pokémon reality gear (Figure 3.4).

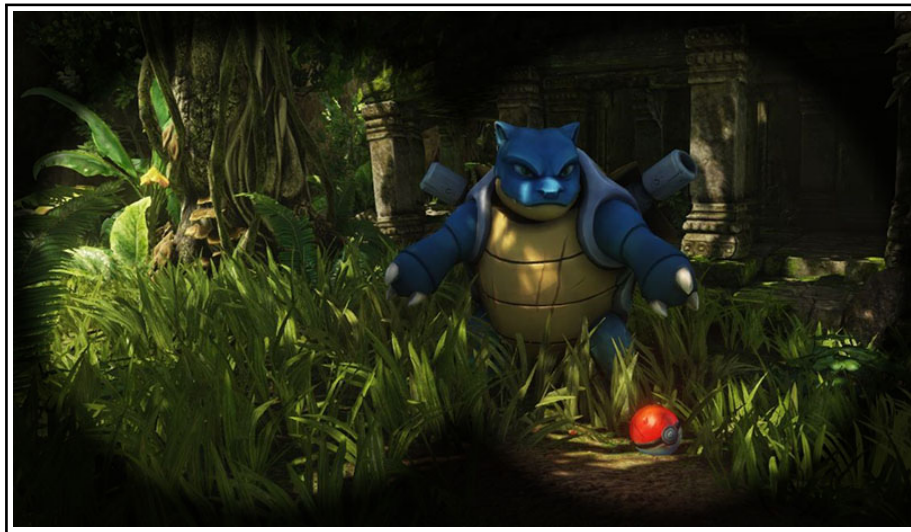


Figure 3.3: Discovering secrets in the Pokémon world

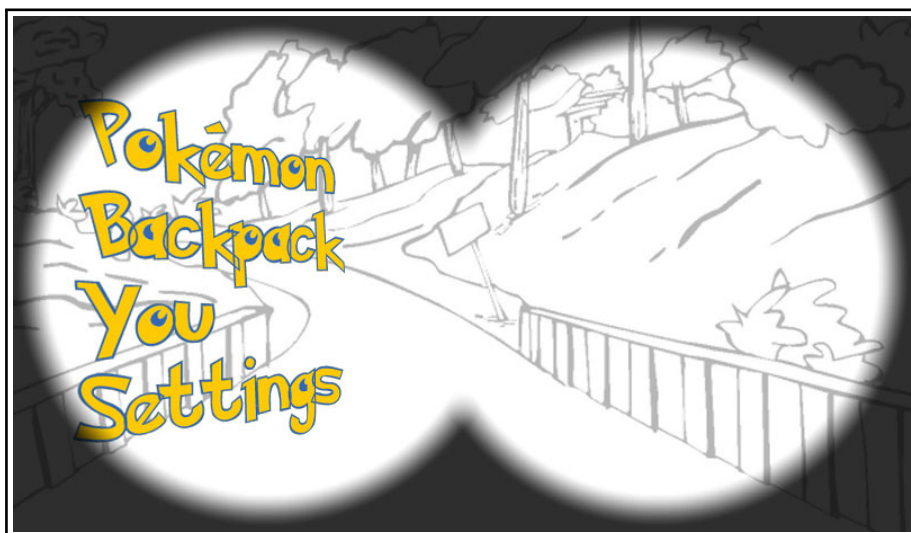


Figure 3.4: The Pokémon reality game menu

3.3.2 Pokémon -battles

During your exploration of the Pokémon world, you will encounter random Pokémon in the wild. In populated areas you may find other Pokémon-trainers (NPC). Both lead to Pokémon battles between you and your opponent.

A battle has the following sequence of events:

1. You choose a Pokémon to battle the opponent.
2. The battle proceeds turn-based. In one turn each you may take one of the following

actions:

- choose an offensive or defensive action for your Pokémon to execute
- use a special item from the inventory to buff the fighting Pokémon
- exchange the fighting Pokémon for a different Pokémon from your team
- retreat from the battle

3. These turns are repeated until the fight is over. If you lose, you will be teleported back to the nearest town. By winning, your Pokémon gain experience and you may get some item-rewards.

In Figure 3.5 you can see the layout of a battle:

- Your Pokémon is at the bottom left with the corresponding name and its HP on the right.
- Your opponent is at the top: the name and HP at the top left and the Pokémon on the right.



Figure 3.5: A Pokémon battle

3.3.3 Catching Pokémon

During battles with wild Pokémon you have the option to add them to your team by catching them. This takes place during one of your turns during the battle: Instead of attacking the opponent, you select a Pokéball from your inventory (Figure 3.6). With some luck, this results in the Pokémon being caught by you. To increase your chances, it is recommended to weaken the Pokémon you are trying to catch before using a Pokéball by attacking it and thus reducing its HP.

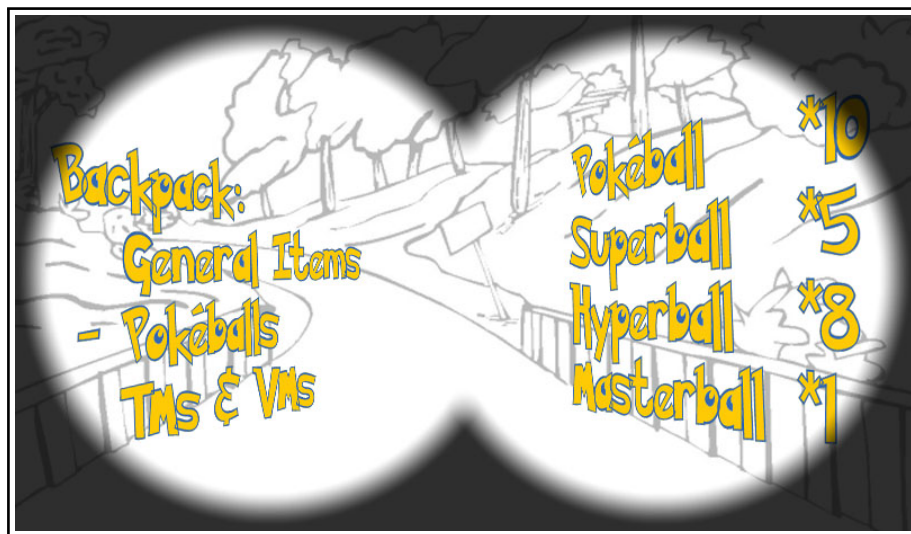




Figure 3.6: Catching a Pokémon with Pokéballs using the game menu


3.4 Conclusion

Your final goal in the game is become the ultimate Pokémon-master by catching as many Pokémon as you can and finding all the hidden secrets hidden in the world.

By exploring the Pokémon world, catching Pokémon and battling trainers, you can will get closer to this dream – step by step.

4 Final Notes

Thank you for reading this technical description of the  *reality game and gear*. We hope you enjoy our new revolutionary way of experiencing the  wold.

If you have any feedback and suggestions regarding the  *reality game and gear* you may contact us over email or send us a letter:

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5 Questions

[not present in final release]

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