I'm not a robot



Pokemon omega ruby and alpha sapphire game guide

Pokémon Omega Ruby and Alpha Sapphire are Nintendo 3DS games that were released in November 2014, with different dates in Japan, North America, Australia, and Europe. These games are remakes of Pokémon Ruby and Sapphire for the Game Boy Advance, featuring new elements like Mega Evolutions, PokéNav Plus, and updated Secret Base gameplay. The series' first installments, part of the third generation, were initially released in 2002 for the Game Boy Advance. After years with Nintendo as the sole publisher, The Pokémon Company co-published the games for the first time. The series originally started on the Game Boy Advance. A new version titled Pokémon Emerald was released two years later. Later on, the Omega Ruby and Alpha Sapphire were released on Nintendo 3DS worldwide in November 2014, exactly a decade after the original release date. The gameplay remains similar to previous titles; however, it features updated mechanics like double battles and 135 new Pokémon. Though critics had differing opinions about the game's performance, particularly in gameplay and graphics, most complaints focused on the lack of significant changes to gameplay compared to previous generations. The games were a commercial success, selling over 16 million copies worldwide, but they didn't outperform their predecessors in sales. Despite this, Ruby and Sapphire remained among the best-selling Game Boy Advance titles. The battle mechanics in Pokémon Ruby and Sapphire involve unique features like immunity against certain moves or enhanced move effects. Natures, which are innate abilities, impact the stats of Pokémon during battles but don't directly affect move strength. Another important factor is Condition, which affects both Pokémon and their moves in Pokémon Contests. Players can increase Condition by using Pokéblocks, candies made from berries. Secret bases were introduced as a one-time feature where players could customize areas with items found in-game. Linked trainers can battle an NPC version of each other within secret bases. Like previous games, Ruby and Sapphire keep track of real-life time, influencing events like tides and berry growth. However, unlike predecessors, these games don't differentiate between day and night. Due to technical differences, Ruby and Sapphire cannot be linked with games from previous generations. The Eon Ticket can be scanned in using the e-Reader to catch Latios or Latias. Limited e-Reader support was available, including Battle-e Cards and a special Eon Ticket card. Players can also connect their games to GameCube titles Pokémon Colosseum, XD: Gale of Darkness, and Pokémon Box: Ruby and Sapphire, allowing for Pokémon transfers and access to exclusive content. The games take place in the Hoenn region, inspired by Japan's Kyushu island if rotated 90°. However, Hoenn's orientation was changed to provide better gameplay balance according to game designer Junichi Masuda.[16] Like Kyushu, Hoenn has many small islands with sea routes that allow players to dive underwater in certain areas.[17] In Pokémon Ruby and Sapphire, the main storyline is linear with events unfolding in a set order.[18] The games' protagonists are Brendan and May, who have just moved to Littleroot Town. At the beginning of each game, the player chooses either Treecko, Torchic, or Mudkip to protect Professor Birch from Poochyena attacks. After defending Birch, the player receives their starter Pokémon and meets May/Brendan, the professor's child.[19] The player's rival is also a skilled Pokémon Trainer who occasionally battles them throughout the game.[18] To become the Hoenn League Champion, players must defeat the eight Gym Leaders, complete the Pokédex by capturing 202 unique Pokémon, and prove themselves worthy of challenging the Elite Four.[19] Players can obtain all 386 Pokémon but need to trade with other games like FireRed and LeafGreen or XD: Gale of Darkness and Colosseum.[20] Besides battling Gym Leaders, players can also participate in side quests that involve helping NPCs by completing tasks, such as obtaining items. The main subplot revolves around Team Aqua and Team Magma's plans to alter the climate of Hoenn using Pokémon; in Ruby, Team Magma wants to dry up the oceans with Groudon, while in Sapphire, Team Aqua seeks to flood the landmasses with Kyogre.[20] Before facing the eighth Gym Leader, players have a showdown with Magma or Aqua's leader, who uses a mystical orb that awakens a powerful Pokémon, causing region-wide climate changes until it is defeated or captured by the player.[21] The player also helps Wally, their father introduces them to, capture a Pokémon to be his companion as he leaves the big city; Wally eventually overcomes his illness and becomes a strong Pokémon Trainer, becoming the final challenger before the Elite Four. Masuda In Pokémon Ruby and Sapphire, Ken Sugimori served as art director like in previous games but this time didn't create all the art alone for the first time. Sugimori stated that the design team came up with ideas inspired by childhood experiences involving nature, animals, media, and insects. Even looking at things from a different perspective could provide inspiration. The process of creating a Pokémon involves selecting an insect and adding elements like hard shapes to make it more like steel. The development team used enhanced graphics on Game Boy Advance, allowing for up to four players to share information, unlike previous games which only allowed two. The game was designed to be easy enough for younger generations but also included new features to appeal to veteran gamers. Masuda stated that the basic philosophy of Pokémon games is communication, seen in trading and battling with others. When asked about double battles, the developers noted they focused on original one-on-one battles as main competition and only added it as a "new challenge". The games did not include all Pokémon from previous generations. Sugimori aimed to include new Pokémon as well as some from earlier generations. Masuda wanted each individual Pokémon to have up to three different cries depending on its mood due to technical restrictions. The soundtrack for this game features an abundance of trumpets, as well as French horns, string ensembles, and piano elements. The track listing for Disc 1 includes numerous music pieces that accompany various in-game events and locations. Track titles include "Title Demo ~Departure in the Hoenn Region~" to "Get Badge", covering themes such as traveling through the Hoenn region, battling wild Pokémon, and competing in gym battles. Other notable tracks include "Help!" to "Jackpot!", highlighting the game's exploration and entertainment aspects. The composers involved are Go Ichinose and Junichi Masuda, with some arrangements by Morikazu Aoki. The music covers a range of moods and genres, from energetic battle themes to more laid-back town explorations. **Disc 2** The disc contains 52 tracks, each with its own title and composer/arranger credits. The tracks are divided into various themes, including: * Route music (e.g. "Route 119", "Fortree City") * Battle music (e.g. "Battle! Brendan/May", "Team Aqua Appears!") * Evolution music (e.g. "Evolution", "Congratulatory Evolution") * Pokémon-related tracks (e.g. "Get Item", "Poké Mart") * Environmental music (e.g. "Drought", "Heavy Rain") * City and location-specific tracks (e.g. "Sootopolis City", "Ever Grande City") The bonus tracks include two more songs: "TRICK MASTER" and "SLATEPORT CITY". Note that the track titles are in Japanese, with English translations provided in parentheses. Ichinose Go Ichinose and Junichi Masuda announced the release dates for Pokémon Ruby and Sapphire. The games were launched in Japan on November 21, 2002, in North America on March 19, 2003, in Australia on April 3, 2003, and in Europe on July 25, 2003. Nintendo didn't promote the games at E3 2002 but launched a $7 million campaign from March to May 2003. The company also held Pokémon Festa 2002 in Japan, rewarding pre-orders with merchandise and hosting a contest where fans submitted videos singing the Pokémon theme song. Later that year, Nintendo introduced the EON Ticket Summer Tour, offering exclusive tickets at Toys "R" Us stores across the United States. The company aired two television advertisements, "Faces" and "Names", featuring Pokémon and emphasizing the introduction of 100 new species. Additionally, Nintendo collaborated with Vimto to promote the games. The third version, Pokémon Emerald Version, was developed by Game Freak and published by The Pokémon Company and Nintendo for the Game Boy Advance. It was initially released in Japan in 2004 and internationally in 2005. Emerald received generally positive reception, with sales reaching 6.32 million units by fiscal year 2007. The games received mixed reviews from critics, with IGN awarding them an "Amazing" 9.5 out of 10 rating and Editor's Choice Award. GameZone gave the games a 9.5 out of 10 rating and Outstanding Award, while ComputerAndVideoGames.com awarded them 9 out of 10. However, Eurogamer gave the games 7 out of 10, and 1UP.com gave them a B−. Reviewers were divided in their critiques of the games, especially concerning gameplay and graphics. Greatly improved the strategic depth of the game series. Many reviewers praised the gameplay as "incredibly compelling" and "addictive", while GameZone noted its refinement and challenge compared to previous titles. However, some critics found it too formulaic and lacking in strategy, particularly with the underuse of double battles. The graphics received mixed reviews, with Eurogamer finding them functional but unimpressive, while ComputerAndVideoGames.com called them "gorgeous". The audio was well-received by most reviewers, who praised its catchiness. Despite some criticisms, Pokémon Ruby and Sapphire were highly successful, selling over 4 million copies in Japan within six weeks of release and becoming the first games to sell 2 million copies on a handheld console since 2000's Yu-Gi-Oh! Duel Monsters 4. Pokémon's popularity was declining even before its American release of Ruby and Sapphire, with young fans gravitating towards Yu-Gi-Oh!. The games' sales were lower than previous generations, with Red and Blue selling nearly 31 million units worldwide, and Gold and Silver selling over 23 million units. Given text rewritten with SE: Craig Harris stated that Pokemon Sapphire was a good deal due to the includion of a memory card and link cable. He also said that the "Showcase" feature was entirely unnecesary and out of place, and that the game lacked somthing to do. Harris wrote, "It's targeted specificly for the truly die-hard Pokemon fan, but it requires so many specifc elements to actualy be useful to anyone."[89] Allgame gave the game three and a half out of five stars.[90] Pokemon Ruby and Sapphire Game Information Pokémon Ruby Version for Game Boy Pokemon Emerald Info Pokemon Ruby Version Reviews Nintendo's 2003 financial review and sales data highlight the company's significant success with Pokémon games and merchandise. Yu-Gi-Oh is the next big thing for 4Kids Entertainment, following in the footsteps of Pokémon. In February 2003, Yu-Gi-Oh! takes center stage, marking a significant shift away from Pokémon's popularity. A study published by Columbia Business School in 2000 provides insight into the international phenomenon that is Pokémon. The Magic Box archives reveal Japan and US platinum chart games for both Pokémon and Yu-Gi-Oh!. On May 7, 2014, Nintendo announces Pokémon Omega Ruby and Alpha Sapphire, further solidifying the franchise's enduring appeal.

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