

“Pokémon Universe” (Working Title)

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I envisioned this Pokémon game in my head shortly after seeing Pokémon Stadium in 1999-2000 and, with the help of other fans over the years, concepts for this game have expanded and developed in more detail. I'd like to think that a Pokémon game of this variety may be created in the near future.

Obviously this wouldn't be part of the mainstream Pokémon series. We've already heard from the makers that they intend to keep the mainstream series handheld and sprite-based.

Those in charge of the 3D Pokémon game scene are more than welcome to utilise this proposal. Alternatively, if anyone thinks they can get in touch with said people, please do pass this on.

Genre - RPG

Players - 1-2 Maybe more with the possibility of connecting via Wi-fi.

Closest game engine currently existing - Spectrobes : Origins



OVERVIEW

A deep, gripping storyline with cut sequences (not necessarily FMV, but that would be a nice touch) and possibly voices. What I saw in “Pokémon Black and White” was a very good example. “Pokémon Mystery Dungeon”'s plot execution has also been surprisingly emotional.

A possible idea is to have the game set in PokéWorld past, maybe during one of the world's major conflicts.

Free-roaming (possibly destructible) 3D environment, much in the way of the “PokéPark Wii” series. There would be a greater emphasis on exploring and the feeling of scale. Player would have the ability to see Pokémon in the wild and be able to fight and catch them using real-time battling.

- Camera angle would work from behind, not top-down.
- The game could begin with the player filling out a trainer registration form as opposed to answering questions, a more realistic way to enter one's information.
- Game would incorporate all existing generations of Pokémon, with special 'missions' for legends – which will be battle-able but not necessarily capturable, due to power differences. No new Pokémon.

GRAPHICS

Either realistic or cel shade would work, depending on whether the intention was to bring it closer to the animé look.

CONTROLS [Wii U Platform]

Wii-U Controller. This controller would be ideal for the game's equivalent of the player's handheld device:

- Scanning Pokémon for 'dex entries (holding up to TV screen)
- checking inventory and map (additional screen)
- Target-locking in battle (holding up to TV screen)
- Variable in-game tasks (see 'additional features' section for more on those)

Wiimote/Nunchuk. The remote would offer similar features as the Wii U controller, and one or two interactive features the Wii U could not provide in the same way.

- Scanning Pokémon for 'dex entries (holding up to TV screen)
- Target-locking in battle (holding up to TV screen)
- Throwing Pokéballs (motion control)
- **Variable in-game tasks (see 'additional features' section for more on those)**

CUSTOMIZABILITY

- Players would be able to, at the start of the game, choose their player's gender, name, hair/skin/eye colour, hair style and body build. The Wii-U controller could be used to personalise the player in further ways – for instance, drawing designs on their clothing and accessories. The controller's microphone might be able to be used to determine the style of the player's voice.

- There could also be a 'trainer class' which determined what type of stat set [Stamina/HP, Attack, Defence, Speed, Resistance(Speed of Recovery from Status Ailments)] you'd have. For instance, a 'Bug-Catcher' type may have a great Resistance but little Stamina, whereas an 'Athlete' may excel at Stamina and have poor Defence.

- Players would also be given a Quick Ball and given the opportunity to catch a starter Pokémon from a variety of critters running about in the tall grass nearby. This gives a little more unpredictability to what Pokémon the player gets to begin their

journey with.

- Players would also be able to choose from a wide range of character outfits and accessories. There would be a limited range of clothing at the beginning which could be added to as players earned money to buy new things in their journey.
- A possible revival of the Stadium "Pokémon colour alters as a result of what name you give it", bringing a variety of shades to one's team. Additionally, a slightly easier way to obtain shinies.
- The player character would be able to hold an item like their Pokémon. Some would produce results (i.e - Resistance to poison, increased speed etc.) while others would only work for the Pokémon.
- The trainer would also have a simple means of defending themselves, or at least cutting down the damage from stray attacks. This could be in the form of Pester Balls or some other stun medium, maybe even actual physical retaliation.

GAMEPLAY FEATURES

- One Pokémon would accompany you at all times, as they did in Pokémon Yellow/Heartgold/Soulsilver. This Pokémon could be interchangeable at any time, as long as the environmental conditions were right.
- Environmental Conditions - Environment would affect Pokémon usage! You would only be able to battle on water using water or flying types. You wouldn't be able to use fish-type Pokémon in areas where there isn't water. You wouldn't be able to take heavy or tall Pokémon inside certain areas like high buildings or caves with low ceilings. This would add another level of strategy as to what Pokémon you'd take with you on certain parts of your journey.
- There would be more interaction of the player character with their surroundings - No more invulnerability! The character would sustain injuries like his/her Pokémon in similar fashion to "Pokémon Rumble", lower HP may slow movement, paralysis/sleep would mean no movement for a limited time, poison would eat at health.
- HMs would no longer exist, but be incorporated as secondary abilities in certain species of Pokémon. In order to master (activate) these abilities, the game's equivalent of Gym Leader badges would need to be earned.
- Additionally, Pokémon would be able to heal their trainer as well as each other, if they owned such moves.
- Certain Pokémon could be ridden/flown/surfed on, but prolonged riding could lessen their stamina and possibly HP due to energy loss. For crossing large areas that would be ridiculous on real time travel alone, players could also opt to take something like a boat or train from a relevant station to speed travel up.
- There would be instances of puzzle solving and also stealth levels. Pokémon could be implemented to solve puzzles with their abilities, "Pokémon Ranger" style.

- Players would also get the opportunity to fight opposing forces – the Team Rocket/Aqua-Magma/Cipher/Galactic/Plasma of the game – in their trademarked armoured vehicles and various mecha. Large and powerful 'boss' Pokémon could also be faced.

BATTLE SYSTEM

- Wild battles - Pokémon would be primarily controlled by AI, with the player put in control of adjusting options such as which moves their Pokémon should stick to or avoid (rather like Mystery Dungeon), when the Pokémon should attack or defend etc. A Pokémon could be swapped for another in the team at any time, as long as the environmental conditions were right.

- Event Battles (trainer, gym etc) - Players would take control of the Pokémon and battle with them personally, using mechanics similar to Pokémon Rumble and PokéPark Wii. If the battle is 2 on 2, the partner could either be AI controlled or controlled by a friend.

- Anticipating attacks by characters could be shown by an exclamation mark appear above said character's head. At times, more unscrupulous challengers to the player may order their Pokémon to attack the player themselves.

- The character would also 'level up' alongside their Pokémon, with differing stat changes depending on the trainer type chosen.

- If the player's Pokémon were all knocked out, the player would not faint unless THEIR health reached OHP. In a wild battle, they would have the chance to run away. In an event battle, this would result in an instant win for the opponent. The player's health reaching OHP would open up the way for a 'game over' scenario which would result in the player waking at a hospital or Pokémon Center, possibly with items missing if they were battling villains.

- Pokémon moves would no longer have PP, but stamina might play a greater role in battles and travelling.

ADDITIONAL FEATURES

POKEWALKER V2 - Utilise the pedometer function of the 3DS to make an advanced PokéWalker program with more effective training/level up functions.

PHOTO MODE – Something of a “Pokémon Snap”-like 'side quest' in which the player captures images of various Pokémon for rewards. This could act as the equivalent for filling the Pokédex, and move the focus away from having to physically capture every Pokémon species. Photo snapping could be initiated by holding the Wiimote horizontally as if a camera (or for more involvement, holding the Wii-U controller up to the screen). Photo mode could also be used to take pictures anywhere in the game for souvenirs.

CONTEST MODE – Both the Wiimote and Wii-U controller could work equally well in different ways for a mode like this. For example....

- Utilising Wiimote for dancing.
- Using Wii-U controller and pen to add flair to Pokémon moves – drawing moves into certain shapes to gain additional points.

COOKING MODE – Both the Wiimote and Wii-U controller could work equally well in different ways for a mode like this. For example...

- Stirring the contents of a bowl with the Wiimote
- Rolling dough by pressing fingers on the Wii-U controller

POKEMON BREEDING – The possibility of adding an entirely new dimension to a Pokémon game would be the concept of 'fusion breeding'. Whether this would be naturally occurring in game or artificially induced would be dependant on the game's plot.

- The concept would be based on a “Spore” type engine, where Pokémon offspring of parents of differing species would inherit physical traits, abilities and colours from both parents. Their cry would be a mixture of both species.
- The traits could be randomized. For instance, one child of a Sandslash and Zangoose could be white with brown spines and a long fluffy tail, and another child from the same parents be brown with no spines and a stubby tail.
- Breeding would only occur between existing egg groups. Fusion offspring would not be able to breed.

CONNECTABILITY

- Two player co-op would be possible (maybe just locally, but an online mode would be great if it didn't lag too badly). Players could thus work together. During double gym battles, the second player could take control of the other player's second Pokémon for them.

- Online connections would also be possible for staged battles and trades with friends and randomly selected opponents, even casual chat and socialising, Animal Crossing style.