

**Author's Note:** I originally wrote and posted this article to Reddit before we knew about Sun and Moon, and I was under the impression that things like the Battle Frontier and the stories for certain characters were going to be fixed/continued in either a Z version or a pair of sequel games to X and Y that would also tie all of the loose ends in ORAS together. Now we know that this isn't the case, I want to bring attention to these things too. I was originally told by someone on /r/Pokemon that I wasn't allowed to form an opinion on an unfinished product. Well, now we know it IS finished, I see no reason why I can't criticize it.

### **1: Difficulty**

Its easier. Like, way easier. X and Y, you're given a Mega Lucario after the 3rd gym. In ORAS you're given a Mega Latios/Latias after the 5th gym (Yes. It's literally given to you. You don't even have to catch it). Not to mention the EXP share now gives EXP to all the Pokemon in the party. In X and Y they refused to give Gym Leaders more than three Pokemon for some reason. And even though Mega Evolution was the big new thing for this Gen, only one Gym leader has one. And even then she doesn't use it in her Gym battle. She uses it in a one on one Mega Lucario battle which is impossible to lose because yours has IV's and hers doesn't. ORAS was a little better with this, as they realised the Gym leaders should probably start to have more than 3 Pokemon near the end of the game. The thing is, it's still way too easy thanks to the EXP share and the fact that none of them use Mega Evolution. To further cement this, here is Tate and Liza's team in Pokemon Emerald:

**Claydol Lv.41, Xatu Lv.41, Lunatone Lv.42, Solrock Lv.42.**

And here is their Team in ORAS:

**Lunatone Lv.45, Solrock Lv.45**

And before you bring up the fact that they're a little higher leveled, remember the fact that you have the new EXP share this time around. In this Gen if you don't avoid trainers you'll definitely be higher leveled than them.

The Elite 4 in X and Y suck too, but I'm going to talk more about them in my next point. It bothers me because Black/White 2 introduced a Challenge mode. It increased the level of all trained Pokemon, and added an extra Pokemon to Gym Leaders, Elite 4 and even replaced Iris's Druddigon with a Salamence.

It was a little silly, because you only unlocked it after beating the Champion, and if you wanted to start a new game with it you had to have 2 DS's so you could transfer it to the new save file with Memory Link. But it was at least a start! Gamefreak then thought it would be a good idea to completely drop the feature instead of trying to refine it into something good. Great.

I'm going to go a little more into this in point 3 because trainers aren't the only ones affected by the drop in difficulty...

## **2: Where the hell are all the rematches?**

Black and White 2 had more rematches than XY and ORAS put together and multiplied by 2. That's bad. That's very bad. Let's count them!

In Black/White 2 you could have rematches with your rival, Alder, the Elite 4 and Champion get stronger, Coreless, Bianca and Cheren (If you connected to a copy of Black/White1), Cynthia, Morimoto and Nishino from Gamefreak, Benga, All three members of the Shadow Triad and The Striaton Gym Leaders (In their Cafe).

...

Oh, and let's not forget **EVERY GYM LEADER AND CHAMPION EVER** (At the time) through the World Tournament. Sorry koga

Now let's count the rematches in X and Y!

Your Rival and Emma (Who only has 2 Pokemon *by the way*).

...

Yes. That's it. The Elite 4 don't even get stronger. And don't mention the Battle Chateau. Please. The gym leaders only have 2 Pokemon each there and still don't have any Megas.

You can't even re-battle your other 3 friends. Or AZ. Or any Team Flare admins.

Now let's have a look at ORAS!

Thankfully the Elite 4 and Champion do get stronger this time, and they all use Mega Evolution! (Thank god). After that you can re-battle Wally and some insignificant Trainers at the Battle resort. You can also rematch Aarune (The secret base guy)...

After getting 1000 Secret base flags. Which no one is going to do. Great Job Gamefreak.

That's it. That's literally it. For some strange reason you can't even rematch your Rival or the Gym leaders in ORAS! Who knows what Gamefreak were thinking. And I'd like to clarify that I'm only talking about characters important to the story or who actually have personality. So I'm not including the Dex Nav trainers. If I was including non-relevant characters, then I'd be including all the Pokemon Breeders from Gen 5 too.

## **3: Being forced to catch Legendaries during the Story (And making them too easy to catch as a result), and the weird pacing during the opening hours of X and Y.**

Before I even talk about this, I'd like to clarify something. I DO like the legendaries having a role in the story. But what I dislike is how in X/Y and ORAS you're forced to catch them or you can't progress. Because of this the main legendaries have their catch rates increased.

Admittedly, the original B/W did this too. But in Gen 5's defence B/W2 didn't. In fact, I think B/W2 handled it in the best way possible. Legendaries that you can catch are encountered throughout the story (Virizion, Terrakion and Cobalion), **BUT** were not required to be caught to progress. You could skip them, and if you did they would appear higher leveled after you'd beaten the Elite 4! They even make you fight Black/White Kyurem so you still have a cool legendary fight during the story, but you can't catch it, so the pace isn't completely destroyed.

Actually, no, that was wrong. Because the pace isn't destroyed in X and Y. In fact as you can see in this video (<https://youtu.be/weoAuoTF8zs?t=106>) it's possible to catch Xerneas in a Timer Ball on the first turn with full health! That's how stupidly high Xerneas/Yveltal's catch rates are! This is honestly just sad. Struggling to catch Legendaries is honestly one of the most enjoyable things in Pokemon. I always look forward to the post game, so I can spend lots of time catching them. But the keyword here is post game. I hate having to catch them during the story. To be fair, In ORAS you can just faint Groudon/Kyogre and move on. *But* to make up for that you have two Legendary fights back to back in the Delta Episode, and Rayquaza is a required catch! Ugh.

Oh yeah, I wanted to talk about the Delta Episode too. See, I like the cool story, I like Zinnia's cool new Battle theme, and I like finally getting to catch Deoxys without an event (Still don't like that it's during the story though). But what I don't like is going back and forth from the Space Station and the Devon Corporation for two hours. And being forced to go through the Evil teams hideout again is literally the opposite of fun. At least in B/W2 you visit a different area of the Plasma Frigate each time. In ORAS you have to go through the same Warp panel maze twice. God damn.

And another thing. I touched on this in the first point, but why In Arceus's name are you given Mega Latios/Latias on a plate?! I thought Xerneas/Yveltal were bad, but you don't even have to catch the Eon Pokemon! They're literally given to you holding their Mega Stone. I don't think I've ever experienced something so insulting in a Pokemon game. This is another reason why a difficulty option would be good. People who for some reason can't manage to catch a Legendary can use Easy mode and have the catch rates increased (and be given the Latios/Latias), while people who actually like to catch their Pokemon and have the cognitive skills to be able to catch a Legendary with a catch rate that isn't the same as Rattata can use Hard Mode.

Why is there such a weirdly long gap between the 1st and second Gym in X and Y? Hell, most people have a fully evolved starter before the 3rd Gym in these games. It's really weird.

This bit is way smaller of a problem than the easy Legendaries, but it still bothers me.

#### **4: The lack of a Battle Frontier and the excuses used by the apologists.**

A surprising amount of people seem to be defending the decision to not include the Battle Frontier for some reason. They seem to use the excuse that ORAS are remakes of Ruby

and Sapphire, not Emerald. But if that's the case, where is the Battle Tower? The Battle Tower was in Ruby and Sapphire.

Besides, HG/SS set a standard. They included LOTS of the better things from Crystal. So logically we were expecting ORAS to do the same but from Emerald. Even stranger is that HG/SS had a Battle Frontier even though G/S/C didn't have one! And to make it even worse, the Maison is an exact copy/paste from the Kalos one. All the dialogue is the same, and the characters even use their X and Y designs despite the fact that ORAS has its own designs for the Lass, Youngster, ect.

I've also heard this line thrown around quite a bit:

"HGSS copies its Battle Facility from Platinum, nobody bats an eye. ORAS copies its battle system from X/Y and everybody loses their minds"

There's quite a few things wrong with this. First of all the original G/S/C only had one Battle Facility. The Trainer Tower. The Trainer Tower is basically the Battle Tower with less features. And considering the Sinnoh/HGSS Battle Frontier contains a Battle Tower and 4 more Facilities I don't think I even need to tell you that's an improvement. Secondly, the Hoenn Battle Frontier is clearly more expansive than the Battle Maison. Finally, even the HGSS Battle Frontier had new Dialogue and used the Johto designs for the Trainers. The Hoenn Maison can't even be bothered to do that. It all comes down to Gamefreak being lazy.

But it's even worse than that. I'll bring this up in more detail a little later, but I'll talk about it now too.

They trolled us. They have all these signs saying that the Battle Frontier is being built soon, and you have characters talking about scouting the Frontier brains and that Scott is arriving soon. It was only logical for us all to assume that these hints actually meant something and that a Battle Frontier was coming in the next game. But no. It ain't. Gamefreak, you really are trolls.

### **5: Gym Leaders and Champion with no personality (X/Y) and legendaries with no reason for being there (ORAS)**

In Black/White and Black/White 2 **EVERY** Gym leader had some sort of secondary occupation and story associated with them. Lenora owns a huge Museum/Library and is an archaeologist. Clay is a businessman who owns the World Tournament and decides to let old Team Plasma stay in town. Roxie is a rockstar who has problems with her Dad that you need to solve during the story.

In X and Y, the only Gym leader's with any sort of story involved are Korrina and Wulfric. And Wulfric just barely counts considering his whole story is "I'm kind to abused Pokemon." And your Rivals aren't any better. It legitimately made me angry when Tierno and Trevor were at the Parade at the end when they didn't even do anything. Shauna, Tierno and Trevor all have about as much personality as the main characters in Sonic Boom. Serena/Calem are better, but still sub-par compared to Rivals of the past. And the characters with the most development (AZ and Emma) are promptly forgotten about after only getting about an hours worth of screen time.

And Diantha is actually the worst Champion we've had so far. Every Champion to date has had some sort of major role in the story. Diantha however, appears twice, both times

talking about beauty or something to that effect, then doesn't appear again until her Champion Battle. She even has the gall to not recognize you as the Hero who saved Kalos when you first fight her.

This is her dialogue:

*"Welcome at last, dear Trainer. As you must know, I am the Champion, Diantha. Oh, but you are... You're the child I spoke to in Lumiose City and Coumarine City, aren't you?! Then that means that you are also the one that dear Augustine said... Of course! How could I--?! Oh, I must look like such a fool not to recognize you sooner! You and your Pokémon are the ones who stopped Team Flare for us all!"*

Now that is just insulting. Blue was our Rival, Lance helped us with Team Rocket, Steven helped with Team Magma/Aqua, Cynthia Helped with Cyrus and Giratina, Alder has a pretty sad backstory and appeared in two games, Iris also appeared in two games and through Memory Link both characters are fleshed out even more. Diantha doesn't have any role in the story, but still has the (metaphorical) balls to say she doesn't even remember you.

Let's move on from Diantha. She just makes me mad.

Lets look at Hugh from Black/White 2. His story starts before the events of the game. The Purrloin that his late Grandfather gave to his little sister was stolen by team Plasma 5 years ago. He's too afraid to do anything. By the time the story starts he's hand reared his starter from an egg (He got it awhile before you got yours). He realizes that his childhood friend is now as strong as him. He starts a journey with confidence that you and him can destroy any Team Plasma members in his way. Halfway through the game he finds Old Team Plasma fighting Neo Team Plasma, and groups them all together as bad guys. But in the Giant Chasm where you're both saved by the Old members, he learns that even the worst person can change. Everyone can be a good person, if they just try. In the Plasma frigate he finds the Purrloin. Except it's now a Liepard. It can't remember him or his sister and has become violent. He's speechless at first, and contemplates giving up. But in the end he and his little sister rehabilitate the Liepard into a good Pokemon. He thanks you for helping him along his journey, and vows to be your training partner for life.

See? Wasn't that nice? May/Brendan and Calem/Serena don't come close to that.

A weird argument that I've been hearing lately is that ORAS are just remakes which is the reason why characters don't have any new personality traits and customisation wasn't included.

But this is a terrible excuse considering that ALL the characters were redesigned anyway and that new characters were added. Couple this with the fact that the main story was altered anyway and you have a thinly veiled excuse for laziness created by apologists.

Now, about the Legendaries in ORAS. They're there for literally no reason. Don't take this the wrong way, I absolutely love the fact that there's so many Legendaries in one game. But would it really have been that difficult to give a reason for why they're there? Yes, it's *implied* that Hoopa sent them there, but for what reason? (Even then, the only evidence here is the colour of the rings) Not a single character in the game mentions these

mysterious rings that have been spouting out LEGENDARIES. Hell, even if we were going to take the Hoopa excuse as fact, there isn't any explained reason for WHY he sent all the legends to Hoenn. There are many fan theories out there, but you shouldn't rely on the fans to make your stories for you! (Cough, Scott Cawthon, Cough).

## **6: Over-reliance on "Nostalgia"**

I'm starting to get sick of hearing the word "Nostalgia." Gamefreak seems to use it as an excuse to cut content.

*"We didn't add customization to ORAS so people who came from R/S/E won't be alienated!"*

*"We didn't make a new design for Santalune Forest in X and Y because we knew if we used the exact same layout of Viridian forest from good ol' Kanto we could call it Nostalgia and the fans will eat it up!"*

*"We added Mewtwo and the Three Birds to X and Y with no explanation or backstory, but it doesn't matter! They're classic Pokemon from Gen 1 and the fans don't care about actual backstories, do they? Less Work for us anyway! Aww yeah, Nostalgia baby!"*

I absolutely hate it. I don't think I even need to say anything else here. Removing things, or being lazy is despicable, and using Nostalgia as an excuse is even worse.

## **7: Less music.**

Black/White and Black/White 2 had different music for EVERY Town and City. Yes. All of them. X and Y sadly goes back to having shared town themes. I think about 3 towns share the same theme. I was hoping ORAS would make new songs for the towns that shared themes, but they didn't either. I don't really know why. Unless it's for "nostalgia" again...

Also, the different remixes for each seasons are gone, and the addition of Tambourines and Snare drums when you walk has also been removed. (To be fair Gen 5 did remove Day/Night music from Gen 4, but it added more variations based on Seasons to make up for it, while Gen 6 didn't add anything)

Also you know how Black and White 2 introduced a new remix for the interior of every Gym? Well that's also gone! Yay! Content removal!

And another thing...

One of my absolute favorite things from Gen 5 was that awesome triumphant music that played when the Gym Leader was on their last Pokemon. That's gone now too. Sigh...

## **8: Other less important things**

1: In a similar vein to the Gym Leader's final Pokemon music, something else was lost in the transition to 3D. Important Character cut ins. You know, when you've either landed the first hit and Hugh's sprite cuts in and says "I knew you were going to use that attack, You really are as tough as I thought, Player!", or when you finally get to Cynthia's last Pokemon and she cuts in saying "I can't remember the last time I was driven into a corner like this!"

2: Seasons are gone for some reason, despite the fact that 2 Pokemon are reliant on the season for their form change. Deerling and Sawsbuck straight up can't change form in Gen 6. (And as said earlier, the music being remixed depending on the season is gone as a result)

3: Footprints in the Pokedex are gone. Guess making a little picture in Illustrator is just too much effort now.

4: ORAS even left out some things that X/Y introduced! Natural Objects are gone (Those rocks and trees in the backgrounds of battles, where if you used a certain move would break and give you rare items). Sky Battles are gone, the Friend Safari is gone and the aforementioned Trainer Customization is gone (being more glaring in that while "fashion" is supposedly unique to Kalos/XY for the time being, ORAS still feature Brendan and May with new Pokemon Contest outfits, showing that they at least change their clothes to some degree just like the XY characters, and that maintaining their "original looks" isn't that important). Also, you can't customize the "Battle Menu" backgrounds in ORAS, despite that feature being in XY.

5: All the plot holes and unresolved storylines. There's so many of these in Gen 6. What happened to AZ, Zinnia, Looker, Archie, Maxie, Lysandre, The Team Flare scientists, Emma or Steven?! Why didn't they explain where Juan was during ORAS? Why did AZ give that giant tree to Sootopolis city? What did he do between the time his Floette left and when he was captured by Team Flare? What's in that damn Power Plant? Why the hell didn't they discuss any of the lore behind Zygarde's formes or the random legendaries in ORAS (As discussed above)? What journey did Steven and Zinnia go on after ORAS? Why did they do all that teasing with the Battle Frontier when they weren't even going to make a Z/X2Y2 with it in?!

6: Pikachu says its name now. Why. Nobody wanted this. Literally nobody. Pokemon saying their names makes no sense and is absolutely terrible. It should stay in the ~~anime~~ *trash* where it belongs.

7: The Berry Blender mini-game is gone. They didn't even add anything to replace it. You just select two berries, and you get the Pokeblock instantly. This may go over the heads of some people, but I really enjoyed that minigame. Once I'd beaten Emerald, I spent a surprising amount of time playing it. (Along with the Battle Frontier. Which is also gone now as said earlier. Ughhhhh)

Berry Blending used to be a game of skill and encouraged meeting up with friends.

8: No “3D” battle models (like the ones that Team Flare Grunts have) for Gym Leaders or Elite 4 members, at the least (although all Trainer classes would ideally have them).

9. Berries don’t have “Tags/flavor text” any more like they did in RSE, which also leaves the new Generation 6 Berries without official numbering. Hoenn doesn’t make any use of Sinnoh mulch or Kalos mulch due to “incompatible soil”... Also, Generation 6 reduced the number of unique Berry stage sprites/models, and ORAS worsened it even more by making all of the stages before the final stage share the same 3D model rather than being different based on Berry color.

10: Only 72 new Pokemon. This is a little more subjective, which is why I left it for last. Some people will point to Mega Evolutions and say that they take as much effort as a new Pokemon, which is 100% true. But even while I love Mega Evolutions, and DO want more in the next game, they just aren’t the same as all new Pokemon. Not only that, but I really dislike that they gave Megas to Pokemon who I wanted to get actual Evolutions (Absol, Banette, Mawile).

Kalos also lacks its own “lesser” legendary trio (something equivalent to Kanto’s Legendary Birds).

If you actually read all the way through this, then thank you. It took me over two hours to write, with the research, Proofreading and making sure I didn’t sound whiney and annoying (I still might actually) But Honestly, I just hope I don’t get downvoted to hell purely for criticizing a Pokemon game.

**After re-writing this I can confidently say Generation 6 is the weakest Gen for me. Sure it added some awesome things, but I honestly think the negatives outweigh the positives.**

**Also, because I know someone is going to bring this up I’m going to say it right now.**

**It doesn’t matter if we can go back to Kalos/Hoenn in S/M and all this stuff is explained/fixed. Regardless of how much is fixed about Kalos/Hoenn and its characters, *they are still Gen 7 games, and Gen 6 will still be incomplete.***