translation: earthoul

The Direction Pocketmonsters AGB will Take
(About Pocketmonsters AGB)

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— What's Pocketmonsters AGB? (tentative name)
• A new Pokémon following Gold/Silver/Crystal; basically Pokémon 3
• To create two versions for this Pokémon as well, encouraging trading and the like

— Target
• The main target is boys and girls at the age of the 4th grade
• To abstain using complicated phrases, or speech or whatnot as a result
• Hoping to give the software purity

[4th grade in Japan refers to children of ten-years old.]

— Basic perspective
• To always bear in mind:
•• the Pokémon [brand] being a communication tool;
•• and how to connect people with others

— Central elements
• Individuality
• Multi battles
• Multi communications
• GUI-like simplicity and [ease of] operation

[the phrase "Multi Battles" refers to Double Battles during this period, with the "Multi Battle" name eventually being used for Double Battles alongside another character or player.]

— Themes
• Coexistence of nature and humans
• Beautiful places have many Pokémon living there
• Pokémon aren't wrong, but humans who have raised them are
•• **Note: Environmental issues are NOT our theme**

— World-view
• The setting is Kyushu; the setting, or the real-location settei, be vaguer than G/S's
• Kyushu as a motif
• Feel a bit larger than the G/S world (Johto + Kanto)
• 7 years before Pokémon Red and Green
• Great nature: ocean, mountains, forests, woods
• Countryside cities
• No Team Rocket; there's new team(s)

— Maps and the like
• To retain the previous mechanics and map structure: cities, routes, ocean, etc.
• Since AGB has a rectangular display, it could be incompatible with the player-centric [side-]scrolling; to be experimented with
• Hoping to allow for going behind buildings, utilizing [AGB's] background structure
• Hoping to enable displays of rain, snow, and other elements
• Buses and other vehicles [should] appear

— Pokémon
• To create 100–120 new Pokémon
• To put also previous Pokémon in the ROM
• Back sprites are required, of course
• No plans for new types or the like, so far

— Distinction among individuals!
• To give individuality to Pokémon
• To implement some features/mechanics to encourage catching even the same species, and adding one to the party or replacing with it
• To [implement] influences on battle competence, growth, and moves
•• Multiple cries and/or animations
•• To create a Pokémon who has spots
•• Friendship; cleverness; Nature; specialty, as in hobbies and interests; blood-types

— Further evolved Pokédex!
• Mechanics for easy re-/search
• To create silhouette-art-like side-views and add length on top of weight and height
• Top-views of Pokémon
• To make Pokédex different from the previous one(s): to make it full of species info

• To eliminate the goal of Pokédex completion
• The number of Pokémon to collect during actual [gameplay] should be around 150

[the "goal of Pokédex completion here is referring to the National Pokédex]

— Convenient Boxes!
• GUI-like operation, and ease of organizing
• To make the mechanics encourage collection when aligned

— Selectable Main Character!
• To enable a choice between Boy and Girl, much like Crystal
• The feature for *-kun/-chan*

— Broader Link Trades/Battles!
• To pursue multi communications
• There's a potential of exchanging non-Pokémon things

— Multi-Pokémon Battles!
• 1-on-1 as usual
• Some enemy trainers send out multiple Pokémon
• Some occasions where multiple wild Pokémon appear while Fishing, and the like

— Sense of distance during battles! (experimental)
• Defocused effects: the foe/ally Pokémon and trainer gets blurry
• Serious commitment to [the effects], as battles in Red/Green zoomed [your] Pokémon's back which gave a sense of distance
• To produce defocused effects by rendering high-speed movements of objects

— Adding new places to Encounter!
• To create underwater to add to the current [mechanics] of tall grasses, long grasses, trees, surf, fishing, and rocks
• To create Pokémon who enable humans to dive

— New evolution methods!
• In-battle Pokémon fusions
• ex:
•• Fusions?/Evolutions? [sic] for a certain amount of turns by using an item
•• Hoard evolution, by collecting a certain amount of [the same] Pokémon
•• Evolutions only in certain place(s)

— Cries to go in a unique direction!
• To [take] the direction of Stadium
• PSG + sampling elements == cries"

— Trainers moving around!
• type 1: wandering
•• keeps walking up and down (or left and right)
•• encounter method: meet
•• fits Schoolboys for the moment
• type 2: tracing Main Character's movement
•• encounter method: eye-sight
•• to create new trainer class(es)
• type 3: approaching while following Main Character's movement (goes down when MC goes up; left when MC goes right)
•• for trainers hiding in long grasses or ocean; the player can only see the top of their head
•• encounter method: meet
•• to create new trainer class(es); fits Bug Catchers, Youngsters, and Swimmers for the moment

— Bike actions!
• Multiple bikes
• Even a bike of greatly dynamic actions

Pokémon AGB has many more new and fun [features]! Stay tuned, until a decision is made!