



## Starting Out: Starfall Town



- What do I do? Picking Starters
  - Is there a best starter? What should I choose?

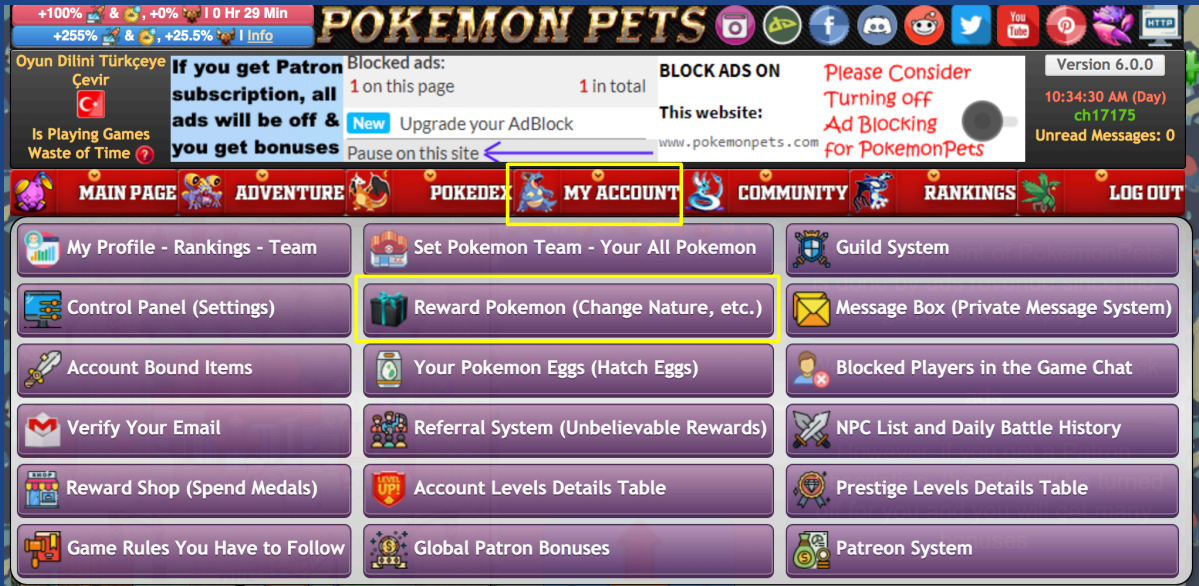


- No, however there are multiple good choices:
- Litten: Its mega is probably the most useful of all of the starters, power trip is extremely useful in the late game
- Piplup: Can be used as a bulky status tank to catch stronger pokes down the line
- Chimchar: The midnight form mega is ok for the starters pvp tournament
- Any starter that you can use status moves with (bulbasaur, blastoise) or is a bulky tank (mudkip, torterra) should be useful as well until the late game



- How long will my Starter remain useful?
  - Your starter should probably be out of your team by the time you reach zone 17. At that point you should've found stronger pokes to use for zone 17-19

- How do I change my starters IVs, and Nature?
- Go to My Account tab, and click on Manage Reward pokemon



- After clicking on the tab, you will see a page where you can change the ivs, and Nature of your starter. Your starter will have all 22s to start out with, so make sure to raise all of those to 27s

**Manage Reward Pokemon Page**  
 The Pokemon that you have activated Nature, IV or Ability change is displayed on this page  
 You can make these activations on Set Pokemon Team page  
 Moreover, all Reward Pokemon have Nature and IV values change activation by default

Filter By Name:  **Filter**  
 By First Letter: [All] - A - B - C - D - E - F - G - H - I - J - K - L - M - N - O - P - Q - R - S - T - U - V - W - X - Y - Z  
 Filter By The Types: All  All  Filter By Nature: All Natures  **Filter**  
 List By Pokemon's Classes: Starter   
 Drawing Artist Filter: All Drawing Artists   
 Filter By Abilities: Any Ability  Any Ability  Any Ability  **Filter**

Page: 1

Pokemon ID	Name	Stats Sum	Experience	Level	Type(s)	Nature	Abilities	Save
# 729	Brionne	1,358	16,858,000	120	Water	Nature: <input type="text"/> HP: 27 <input type="text"/> Attack: 27 <input type="text"/> Defense: 27 <input type="text"/> SpAttack: 27 <input type="text"/> SpDefense: 27 <input type="text"/> Speed: 27 <input type="text"/>	Current Abilities: SpAttack Expert Water Expert SpDefense Expert Ability 1 <input type="text"/> Ability 2 <input type="text"/> Ability 3 <input type="text"/>	<b>Save</b>
# 155	Cyndaquil	1,095	16,858,000	120	Fire	Nature: <input type="text"/> HP: 27 <input type="text"/> Attack: 27 <input type="text"/> Defense: 27 <input type="text"/> SpAttack: 27 <input type="text"/> SpDefense: 27 <input type="text"/> Speed: 27 <input type="text"/>	Current Abilities: Fire Mania Bonus Damage Fire Novice Ability 1 <input type="text"/> Ability 2 <input type="text"/> Ability 3 <input type="text"/>	<b>Save</b>

**Statistics: ch17175**  
 Total Pokemon Count: 11  
 Starter: 11 Common: 14  
 Uncommon: 11 Rare: 11  
 Ultra Rare: 14 Legendary: 4  
 Shiny: 15 Mega: 133  
 Mega Legendary: 42  
 Shiny Mega: 56  
 Shiny Mega Legendary: 23  
 Giga: 1  
 Shiny Giga: 1

- Why isn't my starter leveling up at 16?
  - This is a fanmade game, and in this game it is much easier to level up. To balance out the leveling speed, their second evolutions have been pushed back to the early 40s

**Mega Venusaur**  
 Class: Mega Starter  
 ★★★★★★  
 Types: Grass Poison  
 Catch Rate: 45  
 Level Gain Rate: Medium Slow  
 Base Reward EXP: 1,456  
 Reward EV Point: SpAttack: 2 SpDefense: 1  
 Mega Venusaur in game: 276  
 Who?  
 AVG Level: 102  
 Gender Ratios: 87.5% Male 12.5% Female

**Base Stats**  
 HP: 80  
 Attack: 100  
 Defense: 123  
 SpAttack: 122  
 SpDefense: 120  
 Speed: 80  
 Total: 625

**Default Ability 1:** Fire Immunity  
**Default Ability 2:** Slow Tough  
**Default Ability 3:** Ice Immunity

**Concept Artist:** Nintendo  
**Artwork Artist:** rayo123000

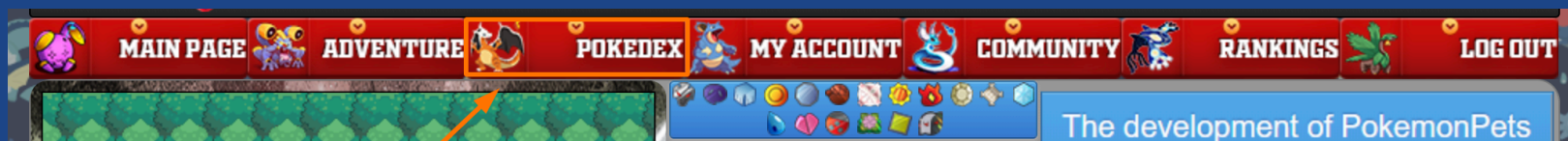
**Mega Venusaur's elemental sensitivity to the enemy attacks:**

Fire: 100%	Water: 100%	Electric: 100%	Grass: 50%	Ice: 50%	Dragon: 200%	Dark: 200%	Light: 100%	Ground: 25%
Rock: 100%	Wind: 200%	Psychic: 50%	Ghost: 100%	Dark: 100%	Light: 200%	Dragon: 100%	Dark: 100%	Light: 50%

**Mega Venusaur's Transformation Line**

#1 Bulbasaur	Level 40	#2 Ivysaur	Level 52	#3 Venusaur	Level 62	#8003 Mega Venusaur
				Use Item Mega Gem		

- To find out what specific level they evolve at, make use of the pokedex tab located on your screen like these ones

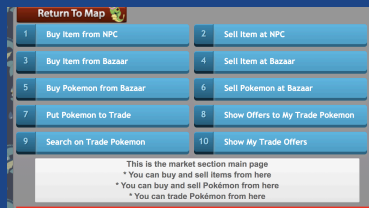


- **Market and Pokemon Center: Where are those?**

- **The Market:** What is the difference between the bazaar, npc shop, and trades?



- The market and pokemon center are located in every town and some roads across the maps as you traverse the region. If you die in battle, you will be respawned to the last place you healed your team at
- The Market is the Blue building you see when you first load into starfall town
- When using the Market, to buy tms, hms, transformation gems, and other battle items, click 'Buy from NPC'
- To sell items to other players or buy them, click sell on item bazaar
- To Buy and trade pokemon, click buy from bazaar, look at trades, put a pokemon on trade, and show offers to made pokemon



- **The Pokemoncenter:** This is the Red building that you are in front of when you first load into Starfall town. You can use this building to heal your pokemon team

- Can I enter all the buildings?
  - No. You can only enter the Market, Pokemon center, and the gyms in each city.
- How do I get to the next map?
  - Follow the x's on the ground
  - If you hover your mouse over the x, it will tell you where the next map is.









## Where's the next gym?

1. 1st gym: Progress City, Route 22



2. 2nd gym: Tulip City, Route 47.



3. 3rd gym: Dragonfly City, Route 72.



4. 4th gym: Death Stalker City, Route 97.



5. 5th gym: Ocean Breeze City, Route 123.



6. 6th gym: Iceberg City, Route 147.



7. 7th gym: Fortified City, Route 183.



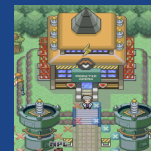
8. 8th gym: Glyptodon City, Route 213.



9. 9th gym: Volcanic City, Route 240.



10. 10th gym: Power Center City, Route 269.



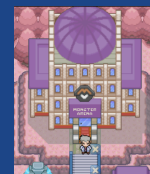
11. 11th gym: Illuminated City, Route 294.



12. 12th gym: Martial City, Route 321



13. 13th gym: Ferrous City, Route 350



14. 14th gym: Sakura City, Route 379



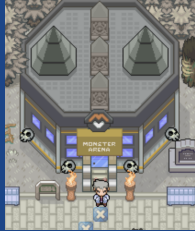
15. 15th gym: Airborne City, Route 401



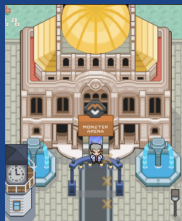
16. 16th gym: Nightmare City, Route 429



17. 17th gym: Sky Dragon City, Route 457



18. 18th gym: Nebulous City, Route 486



19. 19th gym: Grand Monster Capital, Route 519

- Chat: Basics of Chat Use

- The Icons: What do they stand for?



- Trade Chat:

- Used for advertisements for sales
- \*NOTE: you can only post a message once every 10 minutes, even if you delete your message so make it count!



- Random Chat:

- Free for all chat(spamming, trade advertisements, roleplaying, guild recruitment, other languages allowed here)
- Best chat for making deals for trades, perfect transition from advertisements to securing a deal
- Feel like button mashing? Do it here



- Event Chat:

- Spawns a random uncatchable pokemon on a random map once every 2 minutes
- Users can spawn their own events in this chat for 10 silver medals through the reward shop tb



- Guild Recruitment Chat:

- Recruitment advertisements for your guild, try your best to promote your own without putting others down




- Tournament Chat:

- Spawns 4 tournaments a day, prizes ranging from ultra rare eggs to shiny eggs depending on the place you finish in
- Earn a little gold on the side for placing high in tourneys
- Users can create their own tournaments through the tournament tab



- Guild Chat:

- So you're in! You've found a guild, but now you don't know how to interact with your guildmates. This is a chat for exactly that

- Whatever rules that are in this chat are decided by the guild master in charge of the chat
- Whenever you leave a guild, all previous messages sent by you will be deleted
- VIP Chat: 
  - If you've donated any amount of money to the game or are a moderator, you will gain access to this chat
  - Just another chat for chatting, nothing special here
- Mod Chat: 
  - If you're a mod, you should know what this chat is already: However, if you don't, this is the moderator exclusive chat
  - Talk about things pertaining to the game or issues in global chat here
  - If you have an issue with another mod, air it out here or in pms instead of addressing them on global chat
- Global Chat: 
  - The chat everyone starts in
  - This is an english only chat, please read the rules associated with this chat by clicking on the  hammer icon right next to the send button
- Local Language Chat: 
  - This is your local language chat, if you aren't from america you will see a different flag
  - if you're american or are from an english speaking country you will see an american flag for the local chat
  - English speaking countries are automatically streamlined into the global chat
- How can I chat faster?
  - When you are new to the game, you will find that you have to wait a certain amount of time between messages. This is caused by your low account level



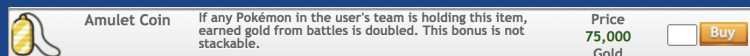
- Your account level determines how fast you can send messages in the beginning of the game, however it has a much more comprehensive use than that as you play
- To raise your account level and in turn, enable you to chat normally, you must fight npcs and wild pokemon to receive account exp
- Once you reach account level 2, you will be able to chat every 5 seconds

The screenshot displays a detailed user profile for a player named 'ch17175'. The profile is organized into several sections:

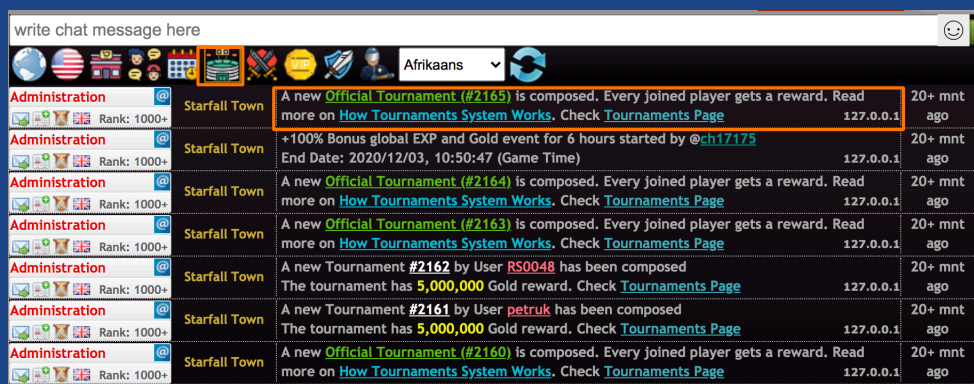
- Account Information:** Located at the top left, it shows 'Account Lvl: 79' and 'Prestige Lvl: 80' with corresponding icons.
- Statistics:** A central section provides key stats: 'Total EXP: 49,134,256,603' (99.03% of 1,802,536,603 / 1,820,280,000) and 'Total Points: 411,085.35' (55.43% of 11,085.35 / 20,000).
- Performance Bonuses:** A red box on the right highlights '7.9% Battle Stats, 79% EXP & Gold Bonus' and 'Bonus Gold: 120%, EXP: 120%, Escape Counters: 120%, Battle Stats: 9%'.
- User Profile:** Includes a custom avatar of a character in a hat, the IP address '172.58.203.84', and the username 'ch17175'.
- Titles and Roles:** The user is a 'Chat Master', indicated by a green star icon and a 'Chat Master' button.
- Ranking and History:** Shows 'Top Trainers Rank 6' and a 'Registration Date' of 'Thursday, July 10, 2014'.
- Interaction Options:** Buttons for 'Send a Private Message', 'View all of ch17175's Pokémon', and 'Invite ch17175 to a PvP Battle' are provided.
- Guild Information:** The user belongs to 'Dragon's Guild (145)' and was 'Online: 10 Minutes 4 Seconds Ago'.
- Badges and Items:** At the bottom, there are sections for 'Arena Badges' (18/19), 'Guild Help Score / Badges' (503), and 'Account Bound Items'.

- Gold: How do I make it?

- Battle NPCs: They don't give as much gold in earlier zones, but as a new trainer, anything will help
- Once you've made enough off of battles, buy an amulet coin from the market and attach it to one of the pokemon in your party



- Join tournaments: Even if you don't win, you can get 400k from finishing 3rd or lower. Not many people sign up for all of the tournaments, so this is a perfect opportunity to get some gold early on



- Use silver medals to boost gold and exp gain: This is a later game tactic, as you won't have any medals to work with at the start. This is especially helpful when doing gyms 10-19, it will net you a lot of extra gold



Get 100% EXP and Gold boost from all battles for 6 hours

Get with 5 Silver Medals

Get with 1 Gold Medal

Start global 100% EXP and Gold boost with 1 Gold Medal for 6 hours

Global boost with Gold Medal will benefit everyone on the game

The event will automatically end after 6 hours

If there is already a global event that is bigger or equal to 100%, starting will fail and you will not lose any Gold Medals

Start Global Boost Event

- Daily Boss: beating the daily boss will net you a nice amount of change a day, however this will require investing gold in a team to even be able to beat it first

MAIN PAGE

ADVENTURE

POKEDEX

MY ACCOUNT

COMMUNITY

RANKINGS

LOG OUT

Play - Adventure

My Pokemon Team (Transform/Evolve)

Weekly Events (Earn Silver Medal)

Do PvP and ELO League Battle

My Items - Use Item

Daily Activities (Provides Prestige Points)

Tournaments

Endless Tower Battles

Daily Boss Battles (Earn Gold)

Start Event Battle

Event Details

Event ID: 611

Event Date

0 Days Ago

Event Pokemon

Event Your Best Total Damage

0

Your Damage Rank

Who? (11)

Your Damage Ratio

0%

Event Cumulative Collected Gold

558,845,444

Your Current Gold Reward

Damage Ratio Gold: 0


Boss Beaten Gold: 0

Event Active

✓

- Items: The essentials



- Attractive player: To get a better team before leaving the first zone, this item increases your encounter rate with pokemon

	<b>Attractive Player</b>	Doubles the chance to encounter wild Pokémon for the next 1000 steps. This item is reusable.	Price 7,500 Gold	<input type="checkbox"/>	<a href="#">Buy</a>
---	--------------------------	--	------------------------	--------------------------	---------------------




- Repels: These are to speed through maps quickly, there are a lot of maps to traverse

	<b>Repel</b>	Prevents the player from encountering wild Pokémon for 250 steps.	Price 100 Gold	<input type="checkbox"/>	<a href="#">Buy</a>
	<b>Super Repel</b>	Prevents the player from encountering wild Pokémon for 500 steps.	Price 150 Gold	<input type="checkbox"/>	<a href="#">Buy</a>
	<b>Ultimate Repel</b>	Prevents the player from encountering wild Pokémon for 1000 steps.	Price 250 Gold	<input type="checkbox"/>	<a href="#">Buy</a>





- Pokeballs: You only get 10 pokeballs starting out, it's always good to have a surplus of pokeballs to catch the best possible pokemon. When in the late game, the best and only pokeballs you should buy are the Extreme Ball and Master Ball

	<b>Extreme Ball</b>	Catches wild Pokémon with a rate of 5.0. If Pokémon HP is below or equal to 2% of its Maximum HP, this ball never fails!	Price 5,000 Gold	<input type="checkbox"/>	<a href="#">Buy</a>
	<b>Master Ball</b>	Never fails in catching a wild Pokémon.	Price 50,000 Gold	<input type="checkbox"/>	<a href="#">Buy</a>

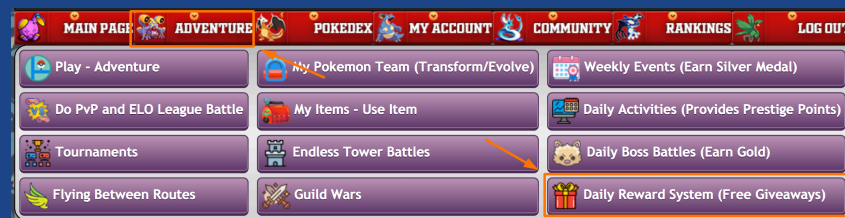
- Potions and Revives: These will likely be too expensive while still in starfall town, but will be useful once you get to Progress City. These will save you a trip to the pokemon center

	<b>Ultimate Arcanum</b>	Restores all Power Points (PP) of all moves of target Pokémon.	Price 750 Gold	<input type="checkbox"/>	<a href="#">Buy</a>
	<b>Ultimate Potion</b>	Heals target Pokémon to it's maximum HP and cures all status effects.	Price 1,000 Gold	<input type="checkbox"/>	<a href="#">Buy</a>
	<b>Ultimate Revive</b>	Restores the maximum HP of all fainted Pokémon.	Price 2,500 Gold	<input type="checkbox"/>	<a href="#">Buy</a>




- HMs (Hidden Moves): Hyper surf and Fly are the only HMs you will need in this game. You will not be able to progress through the maps without a pokemon knowing one or both of these moves in your team. Make sure to pick up this item before reaching the 5th zone

	<b>HM02-Fly</b>	 Teachable Hidden Machine (HM) Move. Not consumed. Power Class: 1. Attack Type: Flying, Attack Category: Physical, Base Power: 90 Accuracy: 95 Priority: 0 Move Point (MP): 15	Price <b>25,000</b> Gold	<input type="text"/>	<input type="button" value="Buy"/>
	<b>HM03-Hyper Surf</b>	 Teachable Hidden Machine (HM) Move. Not consumed. Power Class: 1. Attack Type: Water, Attack Category: Special, Base Power: 100 Accuracy: 100 Priority: 0 Move Point (MP): 15	Price <b>25,000</b> Gold	<input type="text"/>	<input type="button" value="Buy"/>

- What are Daily Rewards?
  - Daily Rewards is a lottery system which you can sign up to get free reward box pokemon. These pokemon will come with ivs fixed at 27 and are nature changeable
  - Every class up to mega is available, just click on the links next to each pokemon to participate
  - When you win a reward, you will see a notification at the top of the daily rewards page saying you won. When you win a pokemon, there's a time limit of 3 days to claim it before you lose the reward



☒ Daily Reward System  
☒ You can view full details of this event at the forum via below link  
[Detailed Explanation Of Daily Reward System](#)  
[Winners Page](#)  
[Daily Rewards History \(Winners\)](#)

Event Details	Reward Pokemon	Min Total Battle Count	Event Period	Event Remaining Time	Number Of Participants (24 Hr)	Facebook	Twitter	Status	Bonus Win Chance
Event ID: 12804 Class: Common		0	2 Hours	0 Days( 1 Hour(s) 9 Minute(s))	1 <a href="#">Win?</a>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	0x
Event ID: 12805 Class: Intermediate		90	4 Hours	0 Days( 3 Hour(s) 21 Minute(s))	1 <a href="#">Win?</a>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	0x
Event ID: 12842 Class: Legendary		1500	48 Hours	0 Days( 3 Hour(s) 7 Minute(s))	44 <a href="#">Win?</a>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	40x