

NINTENDO DS™



NTR-ARGP-UKV

**INSTRUCTION BOOKLET**

*This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.*



Thank you for selecting the Pokémon Ranger™ Game Card for the Nintendo DS™ system.

**IMPORTANT:** Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS, Game Card, Game Pak or accessory. The booklet contains important health and safety information. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.

This Game Card will work only with the Nintendo DS system.



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This game cannot be linked with other Pokémon games.



## What is a Pokémon Ranger?

### Protect Fiore's Peace

In the Fiore region there are those sworn to serve people, Pokémon and nature – the Pokémon Rangers. In their frequently challenging line of work, the Rangers rely on their Capture Stylers – special devices that only they are allowed to use. Using their Capture Stylers, the Rangers borrow the abilities of Pokémon to uphold Fiore's peace.

Our hero dreams of one day becoming a Pokémon Ranger and writes letter upon letter to Spenser, the Pokémon Ranger Leader of Ringtown, explaining the desire to become a Ranger. Impressed by the hero's drive and compassion towards Pokémon, Spenser invites the hero to Ringtown to serve as an apprentice. Congratulations – you're that hero!

While you have much to learn about technique, you're now a Pokémon Ranger full of pride and courage. It's now up to you to clear challenging missions and become a Ranger in title and in deed.

**POKÉMON RANGER can be played either as a boy or a girl hero. Whichever gender you choose will not have any effect on the story.**



Every Ranger can have one Pokémon with them as their partner. Your partner Pokémon will accompany you wherever you go. It is certain to help you on your adventures.



## Playing the Game

### Clear Missions with the Help of Pokémon!

Having become a Pokémon Ranger, the hero is assigned missions from the Ranger Leaders of various towns to protect the peace in the region. There are a wide variety of missions – many of which cannot be cleared by a Ranger alone. If you face such a challenging situation, try obtaining the help of a Pokémon.



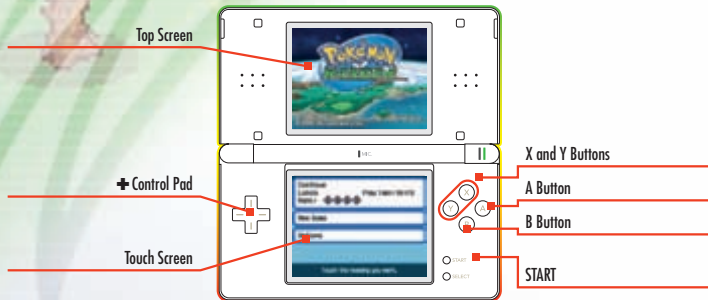
Every Pokémon Ranger can capture a wild Pokémon by connecting with it on an emotional level (see page 26). A captured wild Pokémon will accompany the Ranger and provide help with its ability—but only once. Wild Pokémon have a wide variety of abilities that can be harnessed by Rangers. Learn about these abilities so that you may overcome challenges with their help.





## Basic Controls

Basic operations are performed by touching and/or sliding the stylus on the Touch (lower) Screen.



- Press the L and R Buttons + START + SELECT at the same time to reset the game and return to the **Title Screen**.
- Folding the Nintendo DS™ system while playing will automatically put it into **Sleep Mode**. Opening the system will resume the game.
- SELECT and the L and R Buttons are not used.
- Remember to take a break if your hands get tired.

### Touch Screen

Touch the Touch Screen with the stylus to make the hero walk towards the touched location. This is also used for talking to people and checking things.

### X and Y Buttons

Press to indicate which Pokémon are accompanying the hero.

### + Control Pad

Press to move the hero.

### A Button

Press to choose YES, check something, talk to someone in front of the hero or advance the text.

### B Button

Press to choose NO or go back one screen.

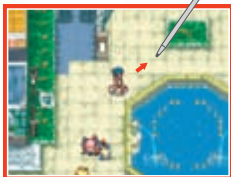
### START

Press to access the **Capture Styler Menu**. Press it again to return to the **Field Screen**.

## Basic Operations

### Moving

Touch the Touch Screen with the stylus to make the hero move towards the touched location. The hero can also be moved by pressing the **+** Control Pad.



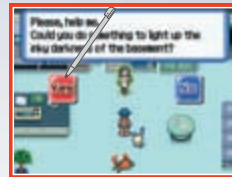
### Talking

Touch any person with the stylus to talk to them (the person can be anywhere on the screen). You can also talk to a person by pressing the A Button when the hero is facing them.



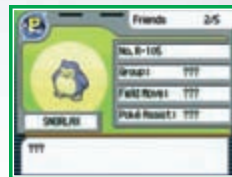
### Making a Choice

While conversing with people, you may be presented with YES/NO choices. Touch the YES or NO icon on the Touch Screen to make your choice. You can also choose YES by pressing the A Button or choose NO by pressing the B Button.



### Checking

Touch any Pokémon or target with the stylus to obtain information. (The accessed information is shown on the top screen.) You may also obtain information on a Pokémon or a target by pressing the A Button when the hero is facing it.





## Starting the Game & Options

### How to Start

Make sure that the Nintendo DS system is turned off. Insert the POKÉMON RANGER™ Game Card into the Game Card slot on the back of the system and push until it clicks into place. Turn the power on. The **Health and Safety Screen** is displayed (shown to the right). Once you have read the information, touch the Touch Screen.

To start the game, touch the POKÉMON RANGER Panel on the **Nintendo DS Menu Screen**.

If you set the Nintendo DS system to **Auto Mode**, the game will automatically start after the **Health and Safety Screen** is displayed. For more information, please check the instruction booklet of your Nintendo DS system.

In this Instruction Booklet, a **green** frame surrounds the Top Screen and a **red** frame surrounds the Touch Screen.

The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the instruction booklet of your Nintendo DS system.

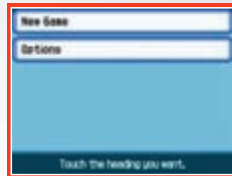


**WARNING:** Please note that POKÉMON RANGER will be locked to the language of your Nintendo DS system after game data is first saved. If a wrong language is displayed when you first start POKÉMON RANGER, immediately switch off your Nintendo DS system without saving, change the language setting of your system and restart the game.

### Starting a New Game

#### Getting Started

If you start playing a NEW GAME and you save, any previously recorded game data will be deleted. (You will no longer be able to CONTINUE using the previously saved data.)



#### The Hero's Gender & Name

First, choose the hero's gender. Touch either the boy or the girl with the stylus.

Once the game starts, you will be required to enter the hero's name. Touch the keyboard to enter the name one letter at a time. If you make a mistake, touch the left arrow icon to go back one letter. When you have entered the name, touch OK to register the hero's name.



The hero's gender and name cannot be changed once they have been registered.

## Continuing a Saved Game

Touch CONTINUE to resume gameplay from the last place you saved the game.

When resuming gameplay using quicksave data, you will be given a YES/NO choice.

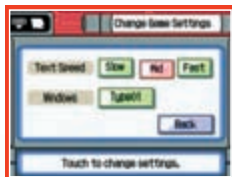
How to save the game: see page 24

How to QUICKSAVE the game: see page 25



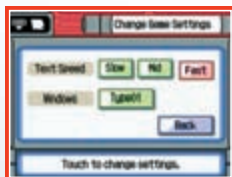
## Changing Options

You can CHANGE GAME SETTINGS such as the TEXT SPEED. When you have changed the settings to the desired types, touch the BACK icon.



### TEXT SPEED

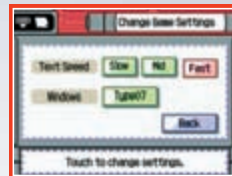
Choose the text message display speed between SLOW, MID and FAST.



## WINDOWS

The design of the frames around text windows can be changed.

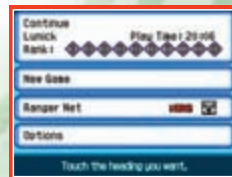
These game settings can be changed by accessing OPTIONS on the **Menu Screen** before starting the game, or by accessing OPTIONS on the **Capture Styler Screen** during gameplay.



## Ranger Net

After the game's ending, a new selection will appear on the **Menu Screen** called RANGER NET.

You can play and unlock special missions here.







## The Capture Styler Screen

When the hero is in the field, touching the Capture Styler at the top-left of the Touch Screen or pressing **START** opens the **Capture Styler Screen**. On this screen, icons for the Capture Styler's various functions are shown. Touch the desired function's icon to access it. To return to regular gameplay, touch the **EXIT** icon.

Capture Styler



The two numbers on the Capture Styler indicate its energy level. The bottom number indicates the Styler's maximum energy level, and the top number shows how much energy remains.

MISSION: see page 21

MAP: see page 22

OPTIONS: see page 23

EXIT



RELEASE: see page 20

GLOSSARY: see page 22

BROWSER: see page 18

QUICKSAVE: see page 23

## The Hero's Status

Touching the Capture Styler displays the hero's name and other related data on the top screen.

The hero's NAME

STATUS

The Capture Styler's level is shown along with the Exp. Points needed to level up, and the total Exp. Points earned this level.

The current Ranger Rank



The hero's RANGER ID

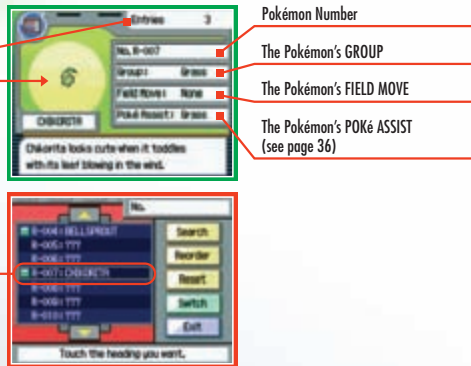
The maximum Capture LINE LENGTH that can be drawn during a capture (see page 26 for more on captures).



## The Browser

The Browser keeps records of captured Pokémon. Each kind of Pokémon is listed with such data as its GROUP and FIELD MOVE. The captured Pokémon are listed according to a special numbered system used only by Rangers.

The Browser is updated every time a new species of Pokémon is captured. Try capturing every kind of Pokémon in the Fiore region to complete the Browser.



The top screen displays the data of the Pokémon selected on the Touch Screen.

The Browser has a variety of functions. For example, it can display two sets of data on any selected Pokémon including its HEIGHT, WEIGHT and TYPE. Touch the SWITCH icon to flip between these sets of data.

If the list of Pokémon has been reordered, it can be returned to its original state by touching the RESET icon.

### Browser Functions

#### SEARCH

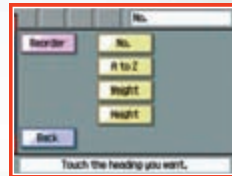
Touch the SEARCH icon to search for Pokémon by name, Poké Assist or Field Move.



#### REORDER

Touch the REORDER icon to reorder the Touch Screen's list of Pokémon by their Pokémon Number, name, height or weight.

To return a reordered list to its original state, touch the RESET icon.



#### SWITCH

Touch the SWITCH icon to flip the pages on the top screen's Pokémon data including its height and weight.



## Release

Captured Pokémon can be released even if they have not helped the hero with a POKé ASSIST or a FIELD MOVE. Rangers are allowed to have only a certain number of Pokémon with them. (The maximum number depends on the hero's Ranger Rank.) If that maximum is exceeded, or if you decide that you don't need the help of certain Pokémon, you may release Pokémon into the wild.



If a friend Pokémon helps the hero with a POKé ASSIST or a FIELD MOVE, it is automatically released.

## Mission

The hero's ongoing mission information is shown on the top screen. It is possible to retire from the current mission and return to the mission's Ranger Base by touching the RETIRE icon on the Touch Screen. (Depending on the mission, the hero may not be returned to the Ranger Base.)



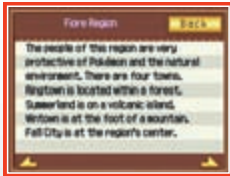
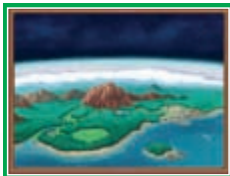
## Map

A MAP of the entire Fiore region is displayed, including the places you have visited. The hero's present location is indicated with an icon.



## Glossary

The GLOSSARY provides detailed descriptions of special terms and phrases used in POKÉMON RANGER. There are also descriptions of special techniques. Touch the heading you want to check to access information on it. When an entry is opened, touch the arrows on the Touch Screen to flip pages to other GLOSSARY entries. The GLOSSARY is automatically updated as you progress through the game.



## Quicksave

You can QUICKSAVE your game and resume play from that point. Using QUICKSAVE: see page 25



## Options

The game settings can be changed in the same way as described on page 14 (Changing Options).





## Saving the Game

You can save your adventure so you can resume play later.

### Save Machine

Touch any Save Machine in a Ranger Base or in the field to save your game. You can resume play from the saved spot by choosing CONTINUE the next time you play.

Don't turn off the power while you are saving.

Save Machine



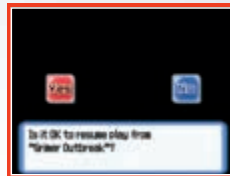
If you start playing a NEW GAME and then save, any previous game data will be overwritten. (The old CONTINUE data will be lost.)

### QUICKSAVE

Touch QUICKSAVE on the **Capture Styler Screen** to save the game on the spot and shut off the Nintendo DS system. When the Nintendo DS system is turned on later, it is possible to resume play using the quicksave data.

- The quicksave data does not overwrite the CONTINUE data.
- Don't turn off the power while you are saving.

The next time you launch POKÉMON RANGER, you will be asked if you would like to resume play from where you quicksaved. You may resume play by touching YES. If you decide to touch NO, you will be asked, "THE QUICKSAVE DATA WILL BE DELETED. IS THAT OK? ". Replying YES to this query will delete the quicksaved data. The quicksaved data will also be deleted if it is used to resume gameplay.





## Capturing Pokémon

### Let's Capture Pokémon

"A capture" is the process of befriending a wild Pokémon by establishing an emotional bond. Once captured, a wild Pokémon will travel with the hero until it provides help. A capture is performed using the stylus (the Capture Styler).

The lower screen switches to the **Capture Screen** when the hero makes contact with a wild Pokémon in the field.



#### Caution – Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



On the **Capture Screen**, touch somewhere on the ground with your stylus. The Capture Disc will appear. If the stylus is lifted from the Touch Screen, the Capture Disc disappears.



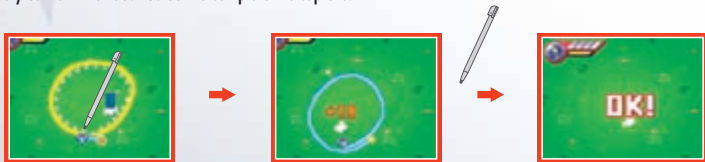
Keeping the stylus touching the screen, slide it to move the Capture Disc. It will leave the Capture Line in its wake. Use the Capture Line to draw loops around the wild Pokémon you want to capture.



The Capture Line must form a complete loop around the targeted Pokémon.



When a loop is drawn around the Pokémon, a blue number appears above it. This number indicates how many loops must be drawn around the Pokémon. Keep drawing loops without lifting the stylus until the blue number disappears. When the blue number is replaced by an orange number with "+" in front, lift the stylus from the Touch Screen to complete the capture.



1 Draw the same number of loops as the blue number indicates.

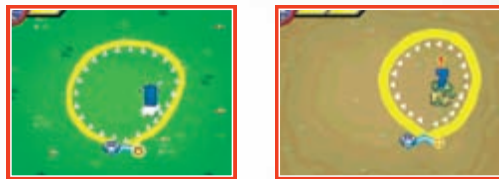
2 When the number turns orange with "+" in front, lift the stylus.

3 Capture complete!

If the stylus is lifted before the required number of loops are drawn, the Capture Line disappears. If that happens, you must begin drawing loops from the start regardless of how many loops were drawn before.



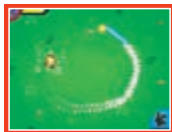
The number of loops required to make a capture varies from Pokémon to Pokémon.



## Capture Tips

When a Ranger is trying to make a capture, the targeted Pokémon will behave in a variety of ways depending on the species. Some will become startled and run around while others may act aggressively. If a targeted Pokémon touches the Capture Line, the Line is broken. If that happens, you must draw loops again from the start even if you completed loops before. Some Pokémon will even flee during capture attempts.

If a Pokémon touches the Capture Line, the Line disappears.



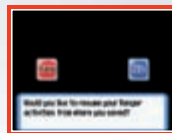
If a Pokémon's attack hits the Capture Line, not only is the Line broken, but the Capture Styler loses some of its energy.



Some Pokémon will flee after a certain amount of time.



If the Capture Line touches a Pokémon's attack, the Capture Styler loses some energy. If the Capture Styler's energy drops to zero, it will break, making it impossible to capture Pokémon. In that event, the hero is returned to the last Save Machine used or to the **Title Screen**. If the Capture Styler's energy is running low, it can be recharged at any Ranger Base or by using certain Field Moves or Poké Assists of captured Pokémon.



During captures there is no need to use force. The trick is to draw loops lightly and quickly. If your hands become tired, **QUICKSAVE** the game and take a break.

## Fleeing

You can give up on a capture and flee from the targeted Pokémon. Upon completing a loop, the targeted Pokémon becomes entrapped in a floating orb momentarily. While the orb is showing, the Flee icon appears at the bottom-left of the Touch Screen. Touch the icon to get away.

- It may be impossible to flee from certain situations.



Flee icon



## Levelling up the Capture Styler

When a capture is successful, the hero earns some Exp. Points. Upon accumulating certain amounts of Exp. Points, the hero's Capture Styler levels up. When the Capture Styler levels up, the maximum length of the Capture Line is extended and its maximum energy capacity is enlarged. Depending on the Pokémon, the hero can earn more Exp. Points by drawing more loops around it than necessary for capture. If a species of Pokémon is captured for the first time, its data is entered on the Capture Styler's Browser.



Exp. Points



The Capture Styler's energy

## Releasing Pokémon

Captured Pokémon can be released back into the wild. A Pokémon that helps the hero with a POKé ASSIST or a FIELD MOVE is automatically released. This is to meet the Ranger's rules of protecting nature and Pokémon. A captured Pokémon can be released even if it has not been asked for its help.



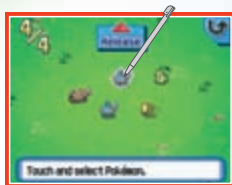
Depending on the hero's Ranger Rank (see page 46), there are limits on how many captured Pokémon can travel with the hero. If a capture puts the hero over the limit, Pokémon must be released.



Touch the Pokémon you want to release. The chosen Pokémon will glow. Touch it again to cancel your selection.

You can select one or more Pokémon for release. Touch the RELEASE icon to release the selected Pokémon. (It/they will be glowing.)

Released Pokémon automatically return to their natural habitats. You will be able to see them again back in their original habitats sometime after release.



## Capturing with a Pokémon's Help

A captured Pokémon travelling with the hero is called a friend Pokémon. It is possible to use the abilities of friend Pokémon to capture other Pokémon. A friend Pokémon can use its ability to boost the performance of the Capture Disc (a POKÉ ASSIST), endowing the Capture Line with a special power. Other kinds of Pokémon, such as the partner Pokémon (Plusle or Minun), can provide support in different ways. There is a large variety of Poké Assists that vary among different Pokémon groups. For example, Chikorita makes tall grass sprout from the Capture Line, ensnaring the targeted Pokémon.

## Partner Pokémon

Plusle and Minun can use the Discharge POKÉ ASSIST to temporarily stun the targeted Pokémon. In step with the hero's promotions, the Discharge power of Plusle and Minun will grow to support the hero in making captures.



Partner Gauge

This indicates the power of Plusle's or Minun's Discharge POKÉ ASSIST. It gains energy every time a loop is drawn around a targeted Pokémon.

Poké Assist icon

Touch this icon to use the POKÉ ASSIST ability of a partner Pokémon (Plusle or Minun) or a friend Pokémon.

After touching Plusle or Minun, touch the POKé ASSIST icon. Plusle or Minun will use the Discharge Poké Assist on the Pokémon targeted for capture. To cancel using the Poké Assist, touch any piece of ground away from the Pokémon on the Touch Screen, then touch the arrow at the top-right of the Touch Screen.



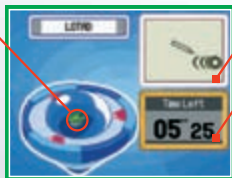
## Poké Assists

Like Plusle or Minun, a captured friend Pokémon may also be able to perform a POKé ASSIST to boost the power of the Capture Disc. There are a variety of Poké Assists. To use a Poké Assist, touch the Poké Assist icon during a capture. Then, touch and select the friend Pokémon you want to use. Touch the Poké Assist icon to get the chosen Pokémon's help. If you choose the wrong Pokémon, touch another Pokémon or any part of the ground.

**Some Pokémon do not have Poké Assist abilities.**



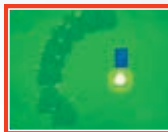
The Pokémon helping you



Tip on how to use the stylus

Remaining time of the Poké Assist

## The Type of Poké Assists



### Grass



Grass sprouts from the Capture Line. The grass may ensnare the targeted Pokémon.



### Water



Bubbles can be formed to trap targeted Pokémon. To form a bubble, touch the Touch Screen. The longer the screen is touched, the larger the bubble grows. Slide the stylus, then lift it to make the bubble float in the same direction.



### Fire



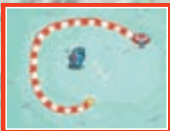
Fire blazes from the Capture Line. When a loop is drawn, fire erupts at the centre that can startle the targeted Pokémon into leaping up.



### Electric



Electric power is released to recharge the Capture Styler's energy.



### Fighting



This POKé ASSIST doubles the Capture Line's performance so each loop is worth two.



### Poison



A poisonous mist rises from the Capture Line. The mist can slow the movement of Pokémon.



### Psychic



This POKé ASSIST levitates targeted Pokémon on the spot, making them easier to capture.



### Bug



Touch the Touch Screen, slide the stylus, then lift it to flick a sticky blob. If the targeted Pokémon is hit, it could become immobilised.



### Ground



The Capture Line churns up the ground, making it difficult for the targeted Pokémon to walk.



### Rock



Touch the screen, slide the stylus, then lift it to flick gravel. If the targeted Pokémon is hit, it could become immobilised by a cloud of dust.



### Flying



Touch the screen, slide the stylus, then lift it to send out a twister. If the targeted Pokémon is hit, it is levitated on the spot.



### Dark



In return for some of the Capture Styler's energy, the Capture Line's maximum length is doubled. The amount of energy taken depends on how much energy is remaining.



### Ghost



When a loop is drawn, a ghost appears in the centre. The ghost can cling to the targeted Pokémon and immobilise it.



### Ice



When a loop is drawn, a patch of ice appears in the centre. The ice can freeze targeted Pokémon on the spot.

## Use Poké Assists Smartly!

There are many kinds of Poké Assists. Learn how they work in various situations. By doing so and using them to your best advantage, your capturing performance will be vastly enhanced. Be sure to try out the Poké Assists of your captured Pokémon!



Also, remember that Pokémon are classified in groups. Depending on the POKÉ ASSIST's type and the targeted Pokémon's GROUP, its effectiveness could be boosted or diminished. You can confirm if a Poké Assist is more powerful or weaker by checking an arrow that may appear above the targeted Pokémon when the Poké Assist is used. If an upward-pointing arrow appears, the Poké Assist's performance is boosted. If a downward-pointing arrow appears, the Poké Assist's performance is weakened.



## Observe how Pokémon Behave During Captures

The behaviour of Pokémon varies by their species. If you fail to capture a certain Pokémon after many attempts, try observing how it behaves and identify capture opportunities.



For example, Linoone will dash towards the edge of the screen while loops are being drawn around it. If a Linoone prepares to dash, shorten the Capture Line and move the Capture Disc somewhere away from the Pokémon without lifting the stylus from the Touch Screen. When the Linoone reappears, you can resume drawing loops without wasting already drawn loops.



Like the previous example, it's possible to complete a capture by drawing loops over several attempts. You may also try approaching the targeted Pokémon from behind and start encircling it without being seen. The key to a successful capture is observing the behaviour and movements of Pokémon and devising the best approach for the capture.





## Clearing Targets with Pokémon

### What is Target Clear?

While performing your duties as a Pokémon Ranger, you may come across obstacles such as fallen trees and giant boulders that block your path. Such obstacles are referred to as "Targets". Touch a target with the stylus, and its data is displayed on the top screen.

Target info



Target



These targets can be eliminated using the moves of captured friend Pokémon. The moves of Pokémon used to remove obstacles are called "Field Moves".









To remove an obstacle, touch a friend Pokémon with the stylus, then draw a line to the target. If the selected Pokémon and the target glow in the same colour, the target can be removed. You will be asked if you require the chosen Pokémon's help. Touch YES if you want the friend Pokémon to use its FIELD MOVE to eliminate the target.



The process of removing an obstacle using a Pokémon's FIELD MOVE is called a "Target Clear". Also, in addition to eliminating obstacles, a Target Clear can also involve moving an obstacle using a Pokémon's Field Move. When a friend Pokémon uses a Field Move to help the Ranger, it is automatically released into the wild afterwards in accordance with Ranger rules.



## The Kind of Field Moves

	<b>Cut</b>	Shrubs, fences, and similar targets are cut down.
	<b>Tackle</b>	A tackle is thrown to shake trees and move heavy objects.
	<b>Burn</b>	Fire incinerates an obstacle like a fallen log or bundled hay.
	<b>Soak</b>	Water is used to put out a fire or make vines grow.
	<b>Crush</b>	A physical blow for destroying walls and smashing boulders.
	<b>Recharge</b>	Electricity is discharged to recharge the Capture Styler's energy.
	<b>Gust</b>	A gust of wind is directed at the target.
	<b>Cross</b>	The Pokémon lassos a post with a vine to get across streams and chasms.
	<b>Flash</b>	An illuminating move used for lighting up dark places like basements.

Some Pokémon do not have any Field Moves.

The kinds of Field Moves and their power vary between Pokémon species. For example, while Torchic and Combusken both use the FIELD MOVE Burn, Combusken's Field Move is much more powerful than Torchic's. The power of their Field Moves is indicated by a fire icon: Torchic has one icon, and Combusken has two. The more fire icons a Pokémon has, the more powerful its Burn Field Move.



This target has two fire icons that indicate the power of the FIELD MOVE needed to clear it. In this example, only Combusken's Burn Field Move can clear this target.

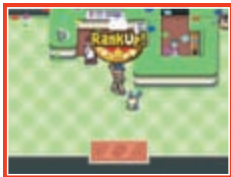




## Ranger Ranks

### What are Ranger Ranks?

Pokémon Rangers are graded using a numbered ranking system – the Ranger Ranks. These numbers – from 1 to 10 – indicate the Ranger's abilities. Individual Rangers are promoted to higher ranks by Ranger Leaders as rewards for completing missions. The higher the rank, the more capable the Ranger.



By advancing through the Ranger Ranks, the Ranger is given new benefits. For example, the Partner Gauge will be extended. The Ranger will also be permitted to travel with more captured friend Pokémon and gain the use of more Poké Assists to help with captures. Not only that, the Ranger will be assigned more important missions. At the start of the game, the hero's Ranger Rank is just 1. It's up to the hero to work up through the Ranger Ranks to ultimately emerge as a fully fledged Pokémon Ranger!

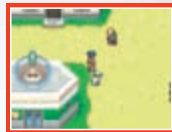


## The Towns and Facilities of Fiore

Driven by the dream of becoming a Pokémon Ranger, the hero has arrived in the Fiore region. The towns of Fiore are populated not only by people – they are also homes to wild Pokémon. There are also many things to see and places to visit. Don't be shy about chatting with people and checking things out by touching them on the Touch Screen. You might be surprised to obtain information that's useful for your missions.

### Ringtown

A tranquil town with a pleasant climate and plenty of green.



### Fall City

The largest town in Fiore, this town always bustles with energy.



### Summerland

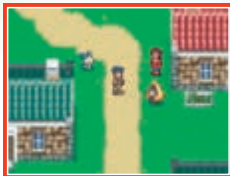
A tropical island that is Fiore's favourite holiday destination.





## Wintown

An isolated town, located at the foot of the Sekra Range in the north of Fiore.



## Ranger Bases

A Ranger Base is the centre of operations for Pokémon Rangers. There is one in every town. Rangers are briefed and assigned missions by the Ranger Leaders of these bases. If the Capture Styler's energy is down, talk to the Operator at the counter. She will fully recharge it. There is also a Save Machine for keeping a record of your adventures.

Operator



Save Machine

## Capture Challenges

Capture Challenges are timed field events in which Rangers compete to capture Pokémon. There are two Challenges, a grassland contest in Ringtown, and a marine contest held in Summerland. The Pokémon are assigned points based on their difficulty of capture. Contestants are ranked according to the total scores they earn from captures. Pokémon captured in these contests are released immediately. If a Pokémon is captured for the first time, its data is added to the Browser.



The Capture Challenge in Ringtown is hosted by MC Fielder, and the one in Summerland is hosted by MC Fisher. Talk to either of these MCs if you want to enter a Capture Challenge. The MC will ask you if you want to take part or not. If you reply YES, the MC will explain how the Capture Challenge works and announce the reigning top score. Your Challenge will begin right after that. You can retire from any Capture Challenge by pressing START.



## The Capture Arena

Located in Fall City, the Capture Arena holds major capture contests for Rangers to hone their technique against their many peers. The contests are timed events in which Pokémon appear one after another. The competing Ranger must capture as many as possible within the allotted time. When making captures, if the Ranger draws more loops than required, he/she may be rewarded with added time or Capture Styler energy. Pokémon captured here are not added to the Browser, however.

**This facility opens after the game's ending.**

You can register to enter at the Capture Arena in Fall City. You will be asked if you want to take part or not.

If you reply YES, MC Arena will explain how the contest works and announce the reigning top score. Your attempt will begin right after that. You can retire at any time by pressing START.



## Characters

In the towns of the Fiore region, there are Ranger Bases that serve Pokémon Rangers as local headquarters. Each Ranger Base is commanded by a Leader who oversees the peacekeeping efforts of the Rangers. The Leaders are in charge of assigning missions. In fulfilling these missions, the hero must, at times, work with the Leaders and other Pokémon Rangers, including rivals. Not only that, the hero is faced with a mysterious gang that appears bent on disturbing the peace.

## Key Rangers



### Ringtown's Ranger Leader Spenser

The Leader who was swayed by the hero's passion and welcomed the hero as a Ranger. He and Prof. Hastings are old friends.

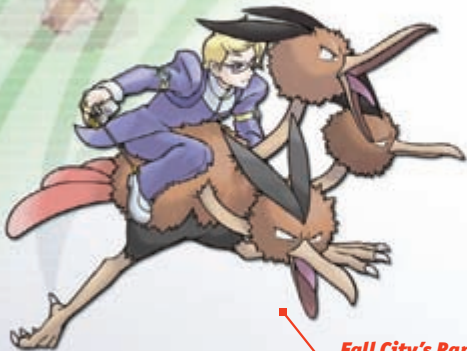
### **Fall City Ranger Aria**

A Ranger earning strong notice for her outstanding abilities. She tends to be tough on herself and those around her.



### **Wintown's Ranger Leader Elita**

While she may come off as cold, this Leader is actually kind and dependable.



### **Fall City's Ranger Leader Joel**

Cool, calm and deliberate, Joel once served in the same Ranger team as Spenser and Cameron.

### **Summerland's Ranger Leader Cameron**

This laid-back, free-spirited Leader can usually be found training at the local Capture Challenge.





## The Top Ranger

### Prof. Hastings

The head of technology of the Ranger Union, the organisation that oversees and supports all aspects of Ranger activities. He is the inventor of the Capture Styler.

Capture Disc



Capture Styler

## The Nefarious Go-Rock Squad

### Grunts

These mysterious people in their flashy uniforms and shady eyewear have appeared in towns recently. They seem to cause trouble for the Pokémon Rangers.



## Go-Rock Quads

This enigmatic set of siblings seem to show up wherever the hero goes. They are nothing but trouble.



Clyde



Garret



Tiffany



Billy



The Pokémon Company

