

GAMER GUIDE

POKEMON LEGENDS:
ARCEUS EDITION



the need to know you didn't know you needed



WHAT IS IT?



If you haven't heard of *Pokemon* by now, you should be a little worried! Ever since the first game (Pocket Monsters Red and Green) was released in 1996 for Game Boy, these cute little critters have slowly crept into pop culture. We've got movies, we've got anime, we've got real-life fashion and apparel, and a long list of games for Nintendo (over 120 in fact). It may be the most extensive media franchise, and as of March 2022, the third best-selling video game franchise with over 440 million unit sales worldwide. It's only beaten by Super Mario and Tetris (now you know).

Pokémon Legends: Arceus was released on 28 January 2022. Developed by Game Freak and published by Nintendo & The *Pokemon* Company, it is part of the eighth generation of the series. The RPG (role-playing games) titles are referred to as the "core" games and are released in generations - each with different *Pokemon*, varied storylines, and unique characters.

This action RPG follows the protagonist (that's you), as they're sent back in time to travel through the Hisui region, which is based on the real-life Japanese island of Hokkaido. As you roam through the expansive, open-world areas you need to discover all the *Pokemon* to complete the entries in your scientific registry called the Pokédex.

Grab your backpack, stock up on Pokéballs, and let's go!



BREAKDOWN THE BASICS

Gameplay



The game begins in much the same way as all the *Pokemon* RPGs; there's a small village, a Professor, a trio of starter *Pokemon* to choose from, and a whole region to document!

Gotta catch 'em all right?

Characters

There are plenty of folks to meet throughout the game - here are some key characters:



Akari & Re

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Professor Laventon

Hisui region's very own *Pokemon* professor. He is aiming to complete the Pokédex with the help of Galaxy Expedition Team's Survey Corps.



Commander Kamado

The boss of the Galaxy Team. He's pretty harsh but he is a trustworthy and reliable leader. Fun fact, Professor Rowan (*Pokemon* Diamond & Pearl) is his descendant!



Captain Cyllen

She leads the Galaxy Team's Survey Corps. She's very strict but decides to give you a chance to prove your potential in the team!



BREAKDOWN THE BASICS



The Hisui region is home to the Diamond and Pearl Clans. At a point, you will need to choose which clan will support you in your missions. The choice affects which Clan Leader accompanies you, which Legendary *Pokemon* you catch first (you will be able to catch both), and slightly affects the final boss battle.

Each clan also has Wardens, unique to *Pokémon Legends: Arceus* who are tasked with protecting special Noble *Pokemon* found in the region. They may ask you to take care of the threat of Noble *Pokemon*, challenge you to a battle, or let you ride certain *Pokemon*.

Diamond Clan Leader Adaman

He is obsessed with time and quite headstrong. He doesn't care much about the details, it's all about the end goal!

Diamond Clan Wardens:

Warden Mai, Warden Iscan, Warden Arezu, Warden Melli, Warden Sabi

Pearl Clan Leader Irida

She seems to be the opposite of Adaman in terms of personality. Cautious, gentle, and astute, she believes courage is an important trait in an explorer.

Pearl Clan Wardens:

Warden Lian, Warden Calaba, Warden Palina, Warden Ingo, Warden Gaeric

Wondering where to spend your shiny coins? The travelling Ginkgo Guild of merchants has your back. You can buy unique finds and rare items from both Ginter and Volo.



Starter Pokemon

You will need to choose a companion who will accompany you for the entire duration of your adventure. Professor Laventon will present you with three *Pokemon* to choose from:



Rowlet
Grass / Flying Type



Cyndaquil
Fire Type



Oshawott
Water Type

While you can choose your starter based on strategy (each type has different strengths and weaknesses), you can also just pick whichever one looks the coolest! You will be able to catch them all.



Combat

Types play a role in both a *Pokemon's* offence and defence. As mentioned earlier, each *Pokemon* is made up of one or two types. Additionally, each move a *Pokemon* can learn causes one kind of elemental damage from the same pool of 18 types.

- ❑ **Super Effective:** Some types are strong against others and cause twice (2x) the damage compared to neutral types. For example: an Electric-type move on a Normal-type *Pokemon* causes neutral damage (1x), but an Electric-type move on a Water-type *Pokémon* causes twice (2x) the damage.
- ❑ **Not Very Effective:** Some types are weak against others and cause half (.5x) damage compared to neutral types. For example: a Fighting-type move attacking a Bug-type *Pokemon* will cause only half the damage.
- ❑ **Immune** - Lastly there are some types that won't even hit another type. The game will tell you "It Doesn't Affect..." if you come across an Immune type. Some types are even immune to certain Moves or Status Conditions. For example:
 - Normal and Fighting-types cannot touch Ghost-types
 - Ghost-types cannot touch Normal-types
 - Poison-types cannot touch Steel-types
 - Ground-types cannot touch Flying-types (unless a move is used to knock it out of the air)
 - Electric-types cannot touch Ground-types
 - Psychic-types cannot touch Dark-types
 - Dragon-types cannot touch Fairy-types.

- ❑ **Status Attacks** - Make note, Types may not play a role when using Status Attacks. Sand-Attack (a Ground move) can hit a Flying *Pokemon*, but Thunder Wave (an Electric move) cannot hit a Ground *Pokemon*. It can be confusing at times.
- ❑ **STAB Attacks** - Same-Type-Attack-Bonus, or STAB, is a 1.5x bonus multiplier *Pokemon* get when using a damaging move that's the same type as them.
- ❑ **What Happens When a *Pokemon* is Two Types?** When it comes to *Pokemon* with two types, you may cause 4x damage, .25x damage, or just break even. By referencing the type chart, if both types are weak, the *Pokemon* will take 4x damage; if both types are resistant, it will take 1/4 the damage; if one type is resistant and one type is weak, the *Pokemon* will take neutral damage.



❑

Type	Strong Against	Weakness
Bug	Grass, Dark, Psychic	Fire, Flying, Rock
Dark	Ghost, Psychic	Bug, Fairy, Fighting
Dragon	Dragon	Dragon, Fairy, Ice
Electric	Flying, Water	Ground
Fairy	Fighting, Dark, Dragon	Poison, Steel
Fighting	Dark, Ice, Normal, Rock, Steel	Fairy, Flying, Psychic
Fire	Bug, Grass, Ice, Steel	Ground, Rock, Water
Flying	Bug, Fighting, Grass	Electric, Ice, Rock
Ghost	Ghost, Psychic	Dark, Ghost
Grass	Ground, Rock, Water	Bug, Fire, Flying, Ice, Poison
Ground	Electric, Fire, Poison, Rock, Steel	Grass, Ice, Water
Ice	Dragon, Flying, Grass, Ground	Fighting, Fire, Rock, Steel
Normal	--	Fighting
Poison	Fairy, Grass	Ground, Psychic
Psychic	Fighting, Poison	Bug, Dark, Ghost
Rock	Bug, Fire, Flying, Ice	Fighting, Grass, Ground, Steel, Water
Steel	Fairy, Ice, Rock	Fighting, Fire, Ground
Water	Fire, Ground, Rock	Electric, Grass

BREAKDOWN THE BASICS

Environment & Movement

The Hisui Region that you're exploring is what is now known as the Sinnoh region. There are six main areas in the region:



Jubilife Village

This is where you start out, choose your starter *Pokemon*, and learn the basics.



Obsidian Fieldlands

The next stop after the village, it contains several POIs (points of interest) including two camps that you can fast travel to.



Crimson Mirelands

This boggy swampland area is home to some interesting *Pokemon*! It also features two camps.



Cobalt Coastlands

Next to the sea along the east coast of the map, this is where most players will first encounter water-type *Pokemon* like Octillery.



Coronet Highlands

This is a mountainous region with dry, rocky terrain. This is where you are likely to find *Pokemon* like Geodude and Onix.



Alabaster Icelands

The snow-covered biome is home to a diverse range of *Pokemon*, especially ice and ground types.

There are certain *Pokemon* mounts that help you traverse the map and navigate specific terrains:



Wyrdeer (Ride)

Reach Star Rank 1 and complete the 'Frenzy of the Lord of the Woods' main story mission. Once you've done this, Warden Mai will give you the Celestica Flute that allows you to summon it.



Basculegion (Surf)

Reach Star Rank 2, complete 'Arezu's Predicament' main story mission, and unlock the Crimson Mirelands. It's slow but can dig for hidden treasure.



Sneasler (Rock Climb)

Reach Star Rank 3, complete 'Lordless Island' main story mission, and catch a Dusclops to craft its favourite food. You need this *Pokemon* to navigate water, but it has other bonuses too - you can double jump and throw Pokeballs from its back.



Hisuian Braviary (Fly)

Reach Star Rank 5, complete 'Slumbering Lord of the Tundra' main story mission, and defeat Braviary in battle. Technically you can't fly, but gliding is close enough and plenty fun!



Items

Items and materials come in all shapes and sizes in *Pokemon Legends: Arceus*, and a number of categories as well. We can't go into detail on everything, but these summaries should give you a good idea!



KEY ITEMS

Important items that are gained over the course of the game either through story missions or completing requests.

STAT ITEMS

These items improve your *Pokemon's* stats. Level up a bit faster, overall or specific stats, but they won't evolve *Pokemon*.

EVOLUTION ITEMS

These items improve your *Pokemon's* stats. Level up a bit faster, overall or specific stats, but they won't evolve *Pokemon*.

FOOD ITEMS

These items improve your *Pokemon's* stats. Level up a bit faster, overall or specific stats, but they won't evolve *Pokemon*.

CRAFTING MATERIALS

These items are mainly used for crafting other items such as Pokeballs, medicines, or Smoke Bombs.

CONCLUSION

We can only give you the basics. If you want to be the very best, then you Gotta Catch 'Em All!