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From Bulbapedia, the community-run Pokémon encyclopedia. The subject of this article has no official name. The name currently in use is a fan designer. see below for more information. The third generation (Japanese: 第三世代 third generation) of Pokémon games, also sometimes known as advance or advanced generation, is the third set of Pokémon games released, and is described by some to be a reset of the series. Centered around Pokémon Ruby, Sapphire, and Emerald on Game Boy Advance, released in 2002 and 2004 respectively (2003 and 2005 outside japan), Generation III broke from the continuous story that had been established between Generation I and Generation II, opting instead to move players to the Hoenn region, an island region disconnected from Kanto and Johto. The games themselves are incompatible with the previous two generations as well, initially causing many complaints due to the unavailability of many popular Generation I and II Pokémon in Ruby and Sapphire. However, this issue was remedied between the release of Hoenn's paired versions and the third version, with remakes of Generation I's Pokémon Red and Green appearing as Pokémon FireRed and LeafGreen on Game Boy Advance, as well as Pokémon Colosseum and Pokémon XD: Gale of Darkness on GameCube. Details of the Hoenn- and Kanto-based games suggest that the story of Ruby, Sapphire and Emerald is simultaneously that FireRed and LeafGreen (and because of this, simultaneously with Generation I as well), place Generation III three years before Generation II and Generation IV, even simultaneously. It is unknown where the stories of The Pokémon Colosseum and Pokémon XD: Gale of Darkness fall in the timeline, are five years apart, but do not refer to their time period in relation to any of the main series games. Progress in gameplay Through its incompatibility with Generation I and Generation II, the Generation III Pokémon world improved most to date, with the most changes in Pokémon's world. Advances include: The addition of 135 new Pokémon, the most added since Generation I (at the time of its release), bringing the total to 386. Many new Pokémon have previously unseen type combinations, while two of them – Wynaut and Azurill – are related by evolution to older Pokémon. Two new forms of Unown are also introduced. The addition of 103 new initiatives, bringing the total to 354. Pokémon can now have one or two of 77 different abilities, special features in addition to types and movements that can change the course of battle and affect out-of-battle gameplay. Pokémon Storage System has changed from a text-based interface to a full-color graphical user interface. Boxes, while the remaining of 14, now have 10 extra slots, allowing for storage of 140 extra Pokémon (for a total of 420 It now also allows additional Pokémon to be captured without having to change the active box of the PC, with the game now automatically sending newly captured Pokémon in a separate box instead of preventing the player from catching more Pokémon until the active box, which is full is changed for one that is not. The introduction of Pokémon Contests, in which Pokémon display their style in one of five Contest conditions, with Contest statistics enhanced by Pokéblocks. Through this and other methods tapes can be won for Pokémon, which they will keep when transferred to later games. A brand new region, Hoenn, with its own set of eight Gym Leaders and Elite Four. The player characters are also different from the previous games. Seven new Poké Ball variants that replace those introduced in and exclusive to Johto. Moreover, the type of Poké Ball a Pokémon was caught in is now displayed in the summary page. New villainous teams, Team Aqua and Team Magma, whose focus is on capturing the legendary Pokémon Kyogre and Groudon, respectively. The weather can now be found on the pitch and activate at the start of the match, while one more, hail, has been added. Double Battles, in which both sides use two Pokémon at a time, are introduced. Communication features with the e-reader to enable certain events. All handheld Generation III games have a framerate of 60, allowing for smoother animations. Link trades and matches are made possible between Japanese and international releases due to the use of a worldwide character set. Due to the fact that online commerce was introduced only in Generation IV, however, most are not made aware of this. Major changes from generation II A complete revision of the Pokémon data structure; Pokémon now has an individual personality value, which can vary up to a figure of over four billion. Abilities and nature, also recently introduced, are determined by this value, which is a Pokémon gender, while the IV system has been revised for greater variance (0-31 instead of 0-15 as it was before). Shininess is now based on a calculation between the personality value and the Original Trainer's Trainer ID number and secret ID number with the same rarity. The introduction of 76 abilities, plus the unused Cacophony. A revision of the Berry system introduced in Generation II: old berries rejected in favor of berries that grow individually like plants and can be picked and planted elsewhere. The berries are now named after real fruits instead of their basic names from the previous generation. The effects of the first ten new berries are similar to the ten Generation II Berries. The function of the built-in watch was greatly reduced: In Ruby and Sapphire, there are no cosmetic changes at different times of the day and Pokémon not affected by time. Also, the day of the week is no longer tracked. The only features that depend on the time of day are Eevee's friendship-based developments and tides in Shoal Cave. FireRed and LeafGreen have no built-in watch at all. The seven Poké Balls made by Apricorns, along with Apricorns themselves, are not available in Generation III. In battle, passive damage (such as from poison, burn, and Leech Seed) is now resolved at the end of a tour, rather than immediately after a Pokémon attack. In previous generations, such damage did not occur after a Pokémon that would have taken passive damage knocked out another Pokémon. Animated Pokémon sprites introduced in Pokémon Crystal have been abandoned. Additional additions in FireRed and LeafGreen Wireless communication between games (requires adapter boxed with FireRed and LeafGreen). The ability to move multiple Pokémon in your PC at once. The Sevii Islands, a collection of nine islands containing many Pokémon otherwise only found in the Johto region. Goods are now visually represented with sprites. Additional additions in Emerald Multi Battles, where two opposing coaches encounter the player at once and fight in a Double Battle. A Battle Frontier that adds to the original Battle Tower, featuring coaches who lead each facility. Animated Pokémon front sprites have been reinstated. Unlike animations from Pokémon Crystal, these new animations only have two frames (including the base sprite) and are accompanied by various visual effects to make up for it, such as distortions, rotations, color mixing and so on. This will remain standard until Generation V. Back sprites don't have an extra frame, but are now also animated using the aforementioned effects. Regions Hoenn Main article: Hoenn Hoenn Region, located just southwest of Johto, was introduced in Generation III. It is more tropical than either Kanto or Johto, with rainforests, deserts and volcanic caves as well as areas deep underwater. This region's geography is mostly rural in the interior of the continent, with major cities springing up near its abundant shores. Routes between cities can be treacherous, with dense woodland covering much of the country. Legendary Pokémon is said to have created the region long ago, with its shape reminiscent of a yin-yang symbol reflecting the balance between land and sea. Several ancient ruins are found around the region; their purpose is still to be discovered by the player, although ancient writings found deep under the sea south of the region show that within them are ancient Pokémon that were sealed away because of their power. Starting Pokémon Like before, the starter trio follows the Grass-Fire-Water adaptation, with new Pokémon Treecko, Torchic, and Mudkip's the three Pokémon the player has to choose from to save Professor Birch from a wild (Zigzagoon in Emerald) at the beginning of the game. Gym Leaders As in previous generations, all Gym Managers give out Badges and TMs on their defeats. Kanto Main article: Kanto Kanto, which in Generation II lacked some features from its original appearance, returned in a state closer to its original form in Pokémon FireRed and LeafGreen, with all features from Generation I brought back and improved. Starting Pokémon As Generation III games that take place in Kanto are remakes of Generation I games, starters are the same as in this generation; they are grass-type Bulbasaur, four-type Charmander, and water-type sprays. Gym Leaders Like starter Pokémon, Kanto Gym Leaders are also the same as they were before, with each providing a TM for the player to use freely as well as their Badge. Sevii Islands Main article: Sevii Islands Sevii Islands, appearing only in Pokémon FireRed and LeafGreen, is a smaller region without a Pokémon League where the player can travel later in the game. These islands make many Generation II Pokémon available to players of Generation III games, and through events, providing the opportunity to capture Generation II's game mascots Ho-Oh and Lugia and the mysterious Pokémon Deoxys. Other Generation III games Pokémon Colosseum, for the Nintendo GameCube, have a new country called Orre, where several Generation II and Generation III Pokémon are changed by two teams called Cipher and Team Snagem. Players must snag the Shadow Pokémon and heal them from their darkness. Once completed, Pokémon may be transferred to the other Generation III games. Pokémon Colosseum is the first 3D Pokémon RPG. This game also has an advanced Stadium Mode similar to the pokémon Stadium game. Pokémon Box Ruby & Sapphire is another Generation III game for the Nintendo GameCube. It allows: Storage of up to 1500 Pokémon from Ruby, Sapphire, FireRed, LeafGreen and Emerald Versions. Playing Pokémon Ruby and Pokémon Sapphire on TV through emulation. Pokémon XD: Gale of Darkness, also for the Nintendo GameCube, follows a story that takes place a few years after the history of the Colosseum. It allows for the blocking of rare Generation I, II, and III Pokémon as well, and includes a difficult-to-clean final Shadow Pokémon, a Shadow Lugia. Sixteen spin-off Pokémon games are based on Generation III: Pokémon Pinball: Ruby & Sapphire, Pokémon Channel, Pokémon Dash, Pokémon Ranger, Pokémon Trozeï, Pokémon Mystery Dungeon: Red Rescue Team and Blue Rescue Team, Pokémon Advanced Generation: I've Begun Hiragana and Katakana!, Pokémon Advanced Generation: Pico for Everyone Pokémon Loud Battle!, Pokémon Advanced Generation: Pokémon Number Battle!, Pokémon Team Turbo, Pokémon Arena Masters , Pokémon Team Rocket Blast Off, Pokémon Poké Ball Launcher, Pokémon Seek & Find, and Hoenn thematic motif The third generation of Pokémon games was more aimed at nature and relationships. The three starters were collectively more emblematic of their elements than previous starters: Mudkip is based on a fish that thrives only in water, Torchic is a chicken (which, in the real world, needs heat to hatch) keeps its brand internal, and Treecko is a gecko that lives only in forests of grass. The main antagonists were either Team Magma and/or Team Aqua, who want to expand the country or the sea respectively. When they awaken one of the legendary Pokémon Kyogre or Groudon, the world is flooded with rain or dried by drought. It is up to the player to put nature back on course by defeating their version mascot or catching it. Hoenn's people are far more attuned to nature than previous regions: Fortree City is built alongside Pokémon in the trees, while Pacifidlog Town is built on wooden rafts in the sea atop a Corsola colony, although Corsola can't be found there in the games. With Secret Power, a player can make a secret base out of trees, caves or clumps of grass. There is much more Pokémon that share relationships with other Pokémon in this generation of games, especially the legendary Pokémon. The legendary titans are an obvious example of this; But the game mascots all share a relationship as the weather trio. Latios and Latias are both Eon Pokémon to be hunted around the region. Pokémon like Lunatone, Illumise, Plusle and Wailord are related to other Pokémon, namely Solrock, Volbeat, Minun and Relicanth, in relationships ranging from explicit to loose symbiosis, to intense rivalry in the case of Zangoose and Seviper. Reception While the opinion of fandom changes from time to time, Generation III is notable for drawing the most criticism for the series yet. The feeling of a restart when players were thrown into Hoenn (which excludes 184 of the older 251 Pokémon from availability) with no way to recover their old Pokémon drew ire from some fans. The game also saw a jump in newly introduced Legendary Pokémon, with 10 more introduced, a significant increase from Generation II, which only introduced 6. Later games improved this, however, with Emerald's return to Hoenn being a welcome addition to the series (and including the first Battle Frontier in the series too). FireRed and LeafGreen brought back nostalgic fans who decided to pass on Hoenn's primary paired versions, as well as bringing new fans to the Kanto region, only previously available in its full mode on Game Boy. Title screens English title screens Pokémon Ruby Pokémon Sapphire Pokémon Emerald Pokémon FireRed Pokémon LeafGreen Japanese title screens Pokémon Ruby Pokémon Sapphire Pokémon Emerald Pokémon Pokémon FireRed Pokémon LeafGreen Trivia Generation III introduced the most abilities to the core series, with 76 if you dress cacophony). Generation III was the first generation to include both a mother and father of the protagonist and rival. Present several legendary trios (the weather trio and the breeding titans). Introducing pretty Legendary Pokémon (with Latias and Latios being the first two). Present more mythical Pokémon. Present several villainous teams. Do not introduce any new developments for Eevee. Has version exclusive Gym Leaders. In this case; Wallace and Juan, who are gym managers of Sootopolis City in Ruby, Sapphire; emerald respectively. Do not allow the name of a competing character to be reseeded. Has several paired versions, a few of which are remakes. Give the Elite Four its own fighting music, as opposed to sharing the same fighting music as the gym leaders of previous generations. But FireRed, LeafGreen, HeartGold, SoulSilver, Diamond, Pearl and Platinum still do this, with the latter three Elite Four battle music having a lower pitch with a semitone. Use wireless connection. Feature the word Pokémon in the logos of the Japanese titles, along with Pocket Monsters. Generation III is the only generation that: Introduced two pseudo-legendary Pokémon. Cannot communicate with games from the previous generation. Introduced an equal number of abilities (except cacophony). Released two brand new sets of Pokémon games in the same calendar year in Japan, with Pokémon FireRed and LeafGreen and Pokémon Emerald releasing in 2004. Had more than a year without new Pokémon games being released in Japan, with the total number two years (2003 and 2005). Lasted longer in the West than in Japan. Includes remakes of an earlier generation and has had its primary game recreated itself. Generation III is the last generation to introduce a starter Pokémon that has a gender gap. Generation III does not introduce any

developed forms of Pokémon from previous generations (a trait shared with generations V and VII), with the only relatives of the generations being baby Pokémon Azurill and Wynaut. Generation III has the largest number in total games, with fifteen. Starting with Generation III, Ken Sugimori's art style shows noticeable differences from generations I and II. This can be seen when comparing the artwork to Red, Ethan and Generation I and II Pokémon from their original games to these games' remakes. Most of generation III Pokémon that are not in Sinnoh Pokédex have only one sprite in Generation IV games. Generation IV Pokémon received sprite updates in Pokémon Platinum, while Generation I and II Pokémon received updates in Pokémon HeartGold and SoulSilver. Almost all backsprites of non-Generation III Pokémon are innovations of backsprites in Generation II games. Generation III is the longest generation in North America, lasting just over four

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