

Storyline

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For simplicity, the story will be separated into several chapters.

Chapter 1: Gotta Catch 'em All! [Completed]

You will follow Ash Ketchum's quest to become the world's greatest Pokémon master in its early days. You will be introduced to the fundamentals of Pokémon game playing and the many features of Pokémon Hall of Fame. Many adventures and rivals await you in your first quest, which leads to the Pokémon league. You will complete this chapter by competing in the annual Kanto Regional Championships of the International Pokémon League, held once a year in the Indigo Plateau.

Chapter 2: Citrus Paradise [Work in Progress]

After being awarded the honors of being Kanto Regional Champion, Ash Ketchum journeys out to seek the Elite Four of Kanto, with whom he desires a challenge. However, he is forced to deal with a minor setback in the Viridian Forest before he is able to get his hands on a ticket to the S.A. Monica, a cruise ship that travels from Kanto to the Orange Archipelago. What new adventures await Ash in this tropical paradise? You have to play to find out! [■]

Chapter 3: The Ultimate Clone [Coming Soon]

After defeating the Elite Four and rescuing the legendary birds from the hands of a dangerous collector, Ash is called on to deal with