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The Disappointments of Pokémon Go

Ever since the debut of Pokémon in Japan in 1996, many more installments have been released over the years as part of this video game franchise, but the latest version has become a popular trend. The mobile app titled Pokémon Go allows players to move through the real world and catch Pokémon. Although it has received acclaim, I, being a fan of the older games in the series, find this installment to be quite a disappointment. The removal of link battles and trading, the grinding system, and the new gym gameplay all contribute to my dislike of Pokémon Go.

The first of many complaints about this game is the removal of link trades and battling. In every Pokémon game before this one, a player could link up to another player with the game or another compatible installment. This would allow the players to put their Pokémon battling teams to the test against each other, or they could also trade Pokémon with one another. In Pokémon Go, however, the entire concept of connecting to other players is removed, making it seem as if the person playing the game is the only person playing the game. Without the connection aspect, I quickly became very bored with the game because there was no way I could measure myself up against anyone else or obtain Pokémon I was unable to find. The link capabilities are part of what made the Pokémon video game franchise successful to begin with, so the complete removal of this major gameplay element was a massive letdown for me and is one of the main reasons I find this game to be so bad.

The loss of connection with other players is just the beginning of my disappointment in

this game because I don't like that the entire gameplay of Pokémon Go runs on a grinding style. Grinding in video games means doing the same thing repetitively to get further into the game. With tasks such as looking for new wild Pokémon and battling wild Pokémon and computer-controlled opponents, the Pokémon video games have always run on a mild grinding system, but Pokémon Go takes it to a whole new level. With no computer opponents to battle against, the entire concept of the game leaves players walking around until they find a wild Pokémon, and once they track it down and engage it, they can't even battle against it with their own Pokémon. Rather, they can either attempt to capture it or run away from the confrontation. This became annoying for me, especially whenever I'd come across a strong Pokémon which was difficult to capture. A new element which follows the repetitive style of the game is the new way for making Pokémon stronger. With no way to battle wild Pokémon, this system has players actually grinding their Pokémon up into candy and then feeding them to the Pokémon they decided to keep alive, making them stronger, and I was definitely irritated and a little bit disturbed by the element of the repetitive style of play.

As if the loss of connection and the increased grinding style of play aren't bad enough, another reason I don't like Pokémon Go is the new gym system. In older Pokémon games, the entire goal of the game was to collect all eight gym badges by traveling to different towns and defeating the gym leaders there. Pokémon Go, however, threw this popular concept away in favor of gang-territory wars. Players can join one of the three teams: the blue team, Mystic; the yellow team, Instinct; or the red team, Valor. Once they're on a team, they are able to challenge gyms, not for a gym badge, but for control of the gym. The winner of a gym battle gains control of the gym for his team, causing the other two teams to constantly attempt to regain control. Making the gyms about control and not winning is another major problem with this game that I

simply couldn't get past, resulting in my uninstalling the game from my phone.

To sum up, Pokémon Go is a complete failure. The capability for players to connect with one another was completely left out, making the game boring. The grind style of the game has players walking around until something happens and has their Pokémon practicing cannibalism, making the game redundant and somewhat alarming. The new gym system runs not on the idea of winning, but on color-based battles for turf, making the game lack individuality. These factors made me highly dislike Pokémon Go and made it easy for me to quit.