



Welcome to the world of Pokémon!

You've finally been granted your Pokémon Trainer's license. Now, it's time to head out to become the world's greatest Pokémon Trainer. It's going to take all you've got to collect 150 Pokémon in this enormous world. Catch and train monsters like the shockingly-cute Pikachu. Face off against Blastoise's torrential water cannons. Stand strong when facing Pidgeot's stormy Gust. Trade with friends and watch your Pokémon evolve. Important—no single Pokémon can win at all. Can you develop the ultimate Pokémon strategy to defeat the eight Gym Leaders and become the greatest Pokémon Master of all time?

Relive the very first generation of Pokémon games! **Red and Blue DX** provide several new updates to the original pair of Pokémon games that breathe new life into these classics.

- Trading and battling has been preserved in its entirety. Link up with a friend online through **TGB Dual** or play on a modded **Pokémon Showdown** server. See the **TGB Dual/Showdown Tutorial** document for more information.
- Now, you can play the entire game in color! **Red and Blue DX** have been upgraded to a full-fledged GameBoy Color game.
- Don't like the old, drastically different Generation 1 sprites? Now you can choose between the Generation 1 and Generation 2 sprite set!
- Pokémon now look more vivid than ever! The monsters have updated colors to match their official art.
- There's 103 new Pokémon - 254 for you to catch in all, up from 151 in the original games. Can you find them all?
- Pokémon look sharper than ever with updated back visuals!
- Newer Pokémon players can enjoy an updated type chart from the recent generation of Pokémon games. Introducing the Dark, Steel and Fairy types! [Fairy is classified as a Special type.]
- Choose which version you play carefully - **Red and Blue** now have many differences.
- 4 difficulty settings for you to play! (see note *4 at the bottom)
- 50+ new moves!
- Unique new cries for all new Pokémon!
- Evolve your Pokémon with new items and evolutionary Stones! Some may even evolve depending on your location.
- The all-new **Inverse Mode** from **X and Y**! You can even switch it on and off before a Link Battle.

- All 254 Pokémon obtainable in one version - some will be way harder than others to find depending on which you play.
- Battle Factory* and *Battle Tent* from *Pokémon Emerald* make their appearance!
- Now, there's even more things for you to accomplish after you've beaten the *Elite Four*. Some trainers may even rematch you! Complete the *Pokédex* in addition to this and you'll face the most experienced trainer in the Kanto region...
- Several beloved quality of life features make their return, such as the *Running Shoes* and many more. (see note *1 at the bottom)
- Trainers will keep you on your toes with increased intelligence.
- You may now encounter rare and mysterious *Shiny Pokémon*! Some are even more colorful and polished than before.
- Tired of being unable to erase HMs? Now you can! HMs can now be overwritten at any time.
- Love to explore? The world of *Kanto* now gives you more opportunities to roam as you please.
- Some of the battle mechanics from the original games have been upgraded, such as *Substitute*.
- The worlds of *Kanto* come to life with a remixed soundtrack! (see note *2 at the bottom)
- The feel of the original pair of games can still be felt - many battle mechanics have been kept intact, as well as the original art work. (see note *3 at the bottom)

•Many more changes await you!

*1 = In the original games, you had to go to your Pokémon party menu and select HM moves to use them in the field. This now functions like it does in later games. Additionally, the speed you travel while Surfing and riding your Bicycle is now faster.

*2 = The soundtrack may also vary depending on your difficulty setting.

*3 = Things like critical hit mechanics, physical and special attack classification, and the Special stat remain like they were in the original games. Some things have been fixed, however.

*4:

Normal Mode (H1) keeps the difficulty nearly unchanged from the original game.

Normal Mode+ (H2) disables Shift Mode, the ability to use items in battle, the ability to gain experience for your stats in battles, and the **Lucky Egg** item.

Challenge Mode (H3) raises the "level curve" and changes the rosters of enemy Trainers drastically, much like **Black and White 2's** Challenge Mode. It also introduces level scaling on important Trainers, such as **Gym Leaders**, and sets hidden values on opposing Trainer's Pokémon and their intelligence to maximum. The order of progression the game expects you to take changes after you reach half way through Kanto. Be aware!

Challenge Mode+ (H4) also disables Shift Mode, the ability to use items in battle, the ability to gain experience for your stats in battles, and the **Lucky Egg** item. This is **Red and Blue DX's** hardest difficulty setting. The order of progression the game expects you to take changes after you reach half way through Kanto. Be aware!