



Devon Corporation

Known Issue Guide

Introduction;

In this document we will outline what is and isn't rematchable. This list is meant to be non-exhaustive and provide consistency with referee decisions and transparency in our process.

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STATE OF THE GAME

Denied Fast Moves;

ISSUE DESCRIPTION: No Fast Move lands when the opponent's Pokémon throws a Charged Attack/Charge Move.

Devon Corporation Stance: Denials have not been a thing since a big game update. Therefore, you can claim lag (usually 1-turn) that can happen after a switch-in from a KOed Pokémon. Hence it is **GROUNDS FOR A REMATCH**.

Charge Move Refund;

ISSUE DESCRIPTION: When you switch and your opponent has their charge move refunded.

Devon Corporation Stance: This issue is **not disputable**, as it is a state of the game mechanic.

Zero Turn Swaps

ISSUE DESCRIPTION: There is currently a bug in the game which enables swaps to take zero turns rather than their usual one. This issue occurs frequently when charge moves are thrown at the same time as swaps and can cause Charge Move Refunds.

Devon Corporation Stance: This issue is currently **disputable**.

One Turn Desync Post KO

ISSUE DESCRIPTION: There is currently an issue where, after a previous Pokémon has been knocked out, the incoming Pokémon desyncs a turn. This can prevent charge moves being fired and fast moves working the way the game currently intends.

Devon Corporation Stance: This issue **may be disputable** depending on the effect that it has on the game.

Charge Move;

CMP ERROR (wrong Pokémon got the priority)

ISSUE DESCRIPTION: Where TRUE CMP is triggered but due to a game error the incorrect player receives CMP. This is in contradiction to Niantics statements of how Charge Move Priority works - i.e., the higher attack stat Pokémon receives CMP.

Devon Corporation Stance: This **MAY BE GROUNDS FOR A REMATCH.**

CMP ERROR (1-turn difference)

ISSUE DESCRIPTION: This occurs when one player is head of another and both players go to trigger a charge move within a turn of each other. For example; A Hypno with Confusion and Thunder Punch battles an Umbreon with Snarl and Dark Pulse.

The Hypno has an attack stat of 103.6 and the Umbreon has an attack stat of 90.2.

In a classic CMP - Hypno will win CMP.

Hypno throws four confusions, resulting in 48 energy, Thunder Punch requires 40.

Umbreon throws five snarls, resulting in 65 energy, Dark Pulse requires 50.

The Umbreon is able to throw the charge move on turn 16 as it's action, the Hypno would only be able to throw on turn 17. This is OFF TURN CMP, Umbreon will be able to throw before Hypno.

Devon Corporation Stance: As this is the way the game is intended to work this OFF-TURN CMP is **NOT DISPUTABLE.**

Charge Move Refund

ISSUE DESCRIPTION: When a charge move is thrown, and a charge move refund occurs but your Pokémon faints before the charge move is fired OR have queued a fast move due to not tapping the charge move more than once.

Devon Corporation Stance: This issue is **disputable**, as it involves your own charge move being refunded.

Hidden Power Fast Move Bug

ISSUE DESCRIPTION: The move Hidden Power doesn't show super effective/resisted damage, making it difficult to work out the typing.

Devon Corporation DECISION: This issue is currently **not disputable**.

Game Freezes

ISSUE DESCRIPTION: Where the battle freezes for an indeterminable amount of time, this may be equal on both sides or may hamper one side more than the other.

Devon Corporation DECISION: This is currently **disputable**, although may only be grounds for a rematch in the case of the freeze affecting one player more than the other.

Speed-Up Lag

ISSUE DESCRIPTION: A game freeze that then speeds up after, this can affect both sides equally or may affect one side more than the other.

Devon Corporation DECISION: This is currently **disputable**, although may only be grounds for a rematch in the case of the speed-up affecting one player more than the other.

Visual Errors

ISSUE DESCRIPTION: This can be any number of visual errors - from a Pokémon not appearing to a glitch showing the wrong Pokémon.

Devon Corporation DECISION: Case by case basis, generally if there is a way for the Pokémon to be seen - usually in the top right of the screen, it will not be grounds for a rematch and thus **not disputable**.

Minigame Failure

ISSUE DESCRIPTION: There are cases of the charge move minigame being completed, however the damage is not dealt. This is due to a syncing issue between the device and the Pokémon Go servers.

Devon Corporation DECISION: This issue is **disputable**, as it may be grounds for a rematch, depending on the effect on the game.

Shield Glitches

ISSUE DESCRIPTION: This occurs either when a charge move is thrown and a free shield is given, or when a shield is used but the charge move still damages the Pokémon.

Devon Corporation DECISION: This issue is **disputable**, as it may be grounds for a rematch, depending on the overall effect on the game.

Graphic Asset Lag

ISSUE DESCRIPTION: The game does not update the graphic assets promptly, generally, when a Charge Move and a swap activate simultaneously. This malfunction causes that the switch animation may be either skipped or delayed right after the last completed Charge move and visual assets not updating with the addition of no typing information visible in the upper right screen.

Official Devon Corporation Stance: Gameplay can be affected slightly or heavily, given that proper matchup information is not given to one player which may cause a player to make shielding decisions based on incorrect information. Because of this, it is **disputable**, as it may be determined to be grounds for a rematch depending on the circumstances of the battle.

Buttons Disappear

ISSUE DESCRIPTION: During the game, the Charge Move and Switch buttons disappear, rendering the trainer unable to attack or take any actions in battle.

Official Devon Corporation Stance: Niantic is currently investigating this issue. This is **disputable** as it may be determined to be grounds for a rematch depending on the circumstances of the battle given its rarity.

Pogo stops working

ISSUE DESCRIPTION: The game encounters an issue and stops working correctly, showing the user a window with the error.

Official Devon Corporation Stance: This is an error caused by the app itself as it is shown by the error window, this is **disputable** as it may be determined to be grounds for a rematch depending on its effect on the battle. Referees should try to focus more on its significance on the outcome than on the symptom (the disrupting prompt) and figure out the real impact on the battle.

Pogo suddenly closes

ISSUE DESCRIPTION: The app suddenly closes forcing the player to reopen the game.

Official Devon Corporation Stance: This problem is **not disputable**, it cannot be grounds for a rematch since it's generally due to low RAM, overheating or an Operating System function that forcibly closes high consumption apps. Competitors must guarantee that their smartphone conditions allow Pokémon GO to run properly.

Lead Matchup Desync

ISSUE DESCRIPTION: 1 turn Fast Move delay that can randomly occur at the very beginning of a game. This issue becomes more evident when a same turn Fast Move is used by both Pokémon.

Official Devon Corporation Stance: Given their frequency and potential impact on the game outcome, these delay situations MAY BE GROUNDS FOR A REMATCH and are **disputable**.

Unresponsive Screen

ISSUE DESCRIPTION: The game stops responding to a single user's input (taps) while the other player continues the battle. If the screen becomes unresponsive and taps are not visible then this can not be disputable, if visual taps are visible, this can be disputable.

Official Devon Corporation Stance: This issue may **be grounds for a rematch**.

Switch screen bug

ISSUE DESCRIPTION: Switch screen cannot be closed till a Switch is triggered, a Charge Move is thrown or simply a certain period of time elapses.

Official Devon Corporation Stance: This issue is **disputable** as it may be determined to be grounds for a rematch depending on the circumstances of the battle. There is a way to force this glitch by pressing on the switch menu as a Pokémon faints. This is **not rematchable** if forced.

Lag

ISSUE DESCRIPTION: The game works on turns, at 0.5s per turn. In such a fast paced game it is very easy to lose a turn or two through lag. This can have a great impact on the game, whether this is caused previously discussed issues or simply preventing a player from throwing a move.

Official Devon Corporation Stance: We believe that any amount of lag is worth looking into. The referees will look as though the lag never occurred - frequently following a similar play pattern. The general ruling on this will be whether or not lag robbed you of your win condition. If so - consider it **disputable**. IF you had no win condition, then it may not be worth disputing.

Framedrops

ISSUE DESCRIPTION: The game client is not being able to keep up with the course of the game because of software limitations and/or issues. These framedrops may make it look as if the game worked "slower" or may freeze it for a few seconds altogether. In addition, this stutter may cause the game not to send the command to the server in time causing a desync-like effect. This issue is predominant in the Android-version of the game.

Official Devon Corporation Stance: Framedrops and its effects **MAY BE GROUND FOR A REMATCH**.

Charge move chaining

ISSUE DESCRIPTION: The initial player triggers a CMP with his opponent then throws another charge move after which looks like another CMP but is a Charge move combo with his opponent. I.e : Hypno has a back to back Thunder punch. It cmp'd on Umbreon Dark Pulse so Hypno wins cmp over Umbreon and "cmp'd again" after the DPulse is thrown but Umbreon couldn't throw a fast move.

Official Devon Corporation Stance: The issue is **disputable** as it does not let the opponent get a sneak, let them swap or catch the move.

Fast move priority

ISSUE DESCRIPTION: When a player lands a Fast Move at the same time their opponent uses a Charged Move, and the Fast Move takes priority over the Charged Move. Ex: Player 1 throws 1 Counter and a Charged Move (3t) and it fails to activate because a Charm from player 2 (3t) lands.

Official Devon Corporation Stance: As of now Charged Moves should take priority, but Fast Moves can inconsistently KO the opposing pokémon depending on connection, similar to the now fixed Fast Move Denial. Due to this mechanic being inconsistent, it will **NOT** be disputable.

Change Log

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- 21/12/2023 - Revised header/footer
- 19/12/2023 - Fixed spelling & grammar.
- 05/12/2023 - Added Change Log.
- 04/12/2023 - Initial Creation.