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Thread: [Masterball?](#)

Ni??c??k - August 16, 2016, 10:35 am

I was told that it was found out that the masterball is actually coded in the game. This makes me wonder, would the legendary Pokemon be impossible to catch without the masterball?

Something tells me this masterball would only be given out at events to catch the legendary Pokemon. Though, I could be wrong. Anyone know anything or care to share their thoughts on this?

b?xxy - August 16, 2016, 10:39 am

Well, probably.

If I can't catch a fucking Pidgey without 6 Razz Berries and 8 ultra balls, good luck.

CHAOS - August 16, 2016, 11:26 am

As far as i know the catch rate for legends at the moment is 0, meaning that it's impossible to catch a legendary pokemon without a masterball.

I believe they did this to prevent "Hackers" to glitch spawn a legendary and catch it, i don't know if that's the case.

I agree with you with the theory of the masterball, it could be just given out at a event.

SIM-403479 - August 16, 2016, 12:06 pm

I hope that they actually come out soon.

They're probably waiting to try get rid of bots before bringing out the rares otherwise all the botters would catch it.

Mostin - August 16, 2016, 12:10 pm

I wonder what there plans are for the Legendary pokemon. I think it would suck if they released it at some event or conference rather than just say its now released into the world and anyone can find the spawn.

T?chnology - August 16, 2016, 12:41 pm

I think itd be given on special days and special events, most likely thanksgiving or christmas kinda days or pokefests if they organize any

SIM-403479 - August 16, 2016, 12:52 pm

(Aug 16, 2016 12:41 PM)T?chnology Wrote: [\[CITE\]](#) I think itd be given on special days and special events, most likely thanksgiving or christmas kinda days or pokefests if they organize any
Everyone would forget about their christmas dinner just to go out and catch all the rare pokemon lol.

Must be special events rather than days. Lets wait and see.

Overkill! - August 16, 2016, 12:54 pm

I could've sworn people got it at level 40, but I guess that's not the case. I figure it will be like the handheld games' Mystery Gift, but everyone has a smartphone nowadays, so it will be easier for people to try and get their legendary pokemon.

Sigma - August 16, 2016, 2:14 pm

I definitely think they will do something different with the Masterball to make sure that everyone doesn't get it by leveling up. Maybe they will increase the levels and give it out at the highest level.

Clegane - August 16, 2016, 2:17 pm

If it took me 4 fucking razz berries and 6 tries to catch my Arcanine, I think it would be borderline impossible if not completely impossible to catch the legendary pokemons without the Masterball. Or maybe they will change the pokemon catching difficulty or whatever, idk man

Ronan. - August 17, 2016, 5:02 am

According to the data leak there is no base capture rate.

E.g

Code Templateld: "V0013_POKEMON_WEEDLE"

Pokemon {

 UniqueId: V0013_POKEMON_WEEDLE

 ModelScale: 2.09

 Type1: POKEMON_TYPE_BUG

 Type2: POKEMON_TYPE_POISON

 Camera {

 DiskRadiusM: 0.3135

 CylRadiusM: 0.209

 CylHeightM: 0.418

 ShoulderModeScale: 0.5

 }

 Encounter {

 BaseCaptureRate: 0.4 <-----

 BaseFleeRate: 0.2

Vs a legendary like MewTwo:

Code Templateld: "V0150_POKEMON_MEWTWO"

Pokemon {

 UniqueId: V0150_POKEMON_MEWTWO

 ModelScale: 0.74

 Type1: POKEMON_TYPE_PSYCHIC

 Camera {

 DiskRadiusM: 0.555

 CylRadiusM: 0.37

 CylHeightM: 1.48

 ShoulderModeScale: 0.5

 }

 Encounter { <----- Missing capture rate

 BaseFleeRate: 0.1

granted this could be down to them not being fully developed but I doubt they will be capturable or even encounterable without a masterball.