

Pokémon-Amie Affection Retention Research

by KryptonLion

Basic Stuff:

- This research aims to clarify in which cases Pokémon-Amie Affection is retained while trading or using the Pokémon Bank, if any at all.
- There are two “slots” for Pokémon-Amie data: OT Affection and N-OT Affection.
- I’ll refer to these slots as [OT] and [N-OT] respectively.
- In the OT Game, [OT] is used. In any other game, [N-OT] is used.
- **[OT] data is NEVER reset by trading or using Pokémon Bank.**

Testing Chart:

	BEFORE	AFTER
Game A » Bank » OT Game	[N-OT] 1 Heart	[N-OT] 0 Hearts
Game A » Bank » Game A	[N-OT] 1 Heart	[N-OT] 1 Heart
Game A » Bank » Game B	[N-OT] 1 Heart	[N-OT] 0 Hearts
Game A » OT Game	[N-OT] 1 Heart	[N-OT] 0 Hearts
Game A » Game B	[N-OT] 1 Heart	[N-OT] 0 Hearts

Legend:

- **OT / N-OT** = Original Trainer / Non-Original Trainer
- **OT Game** = Original Trainer game, the game where the Pokémon was generated.
- **Game A / Game B** = Games different from each other and from the OT Game.
- **Reddish Background Color** = N-OT Affection is not retained.
- **Greenish Background Color** = N-OT Affection is retained.

In Conclusion:

- Trading will reset the [N-OT] data. Even when trading to the OT Game, which uses the [OT] data.
 - Uploading a Pokémon to Pokémon Bank does not reset the [N-OT] data. However, using it to move said Pokémon to a game different from which it was uploaded will trigger the reset. As such, and contrary to popular belief, this method **does not** allow to keep [N-OT] data between cartridges.
-