

Pokemon White 2 Book

A guide to the Black and White versions of the popular game provides strategies, techniques, walkthroughs, attacks, moves, and information on items.

Awesome adventures inspired by the best-selling Pokémon Sword & Shield video games set in the wild Galar region! Casey Shield, a hacker who invented the Dynamax Simulator, and Henry Sword, a boy who repairs gear for Pokémon, both dream of entering the Galar region's Gym battles. For Casey, it's a chance to reunite with her lost Pokémon. For Henry, it's an opportunity to search for the legendary Rusted Sword and Rusted Shield. Henry, Casey and their friends arrive at Motostoke to participate in the Gym Challenge. They've missed the opening ceremonies, but they're still able to join in the challenges! Henry's first official battle pits him against Gym Leader Milo. Will Henry's first Dynamax battle also be his last?!

Team Plasma launches an all-out attack on the Nacrene Museum! What will they steal and who will they kidnap...? Black undergoes grueling training to prepare to fight the Legendary Pokémon Zekrom. And White's new battle skills are put to the test when Bianca needs help protecting an innocent Pokémon. Then, flash back in time to see the first spark of Black's dream to become the Pokémon League Champion... -- VIZ Media Provides detailed information on hundred of characters from the Pokâemon video game and advice on such topics as changing forms, evolution and reversion, items to collect,

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and types of moves and the characters that use them.

Pokémon Trainer Black meets White, a Pokémon Trainer who runs a growing talent agency for performing Pokémon. Will Black catch show biz fever too? Meanwhile, mysterious Team Plasma is urging everyone to release their beloved Pokémon into the wild! The Pokémon League is under attack, and someone needs to save all the kidnapped gym leaders... But Black can't come to the rescue because he and Legendary Pokémon Reshiram are battling N and Legendary Pokémon Zekrom! Then Team Plasma leader Ghetsis absorbs one of our heroes into the Light Stone itself...! -- VIZ Media

White tests out a Pokémon battleground prototype: the Battle Subway. Meanwhile, Black is happily reunited with an old friend...under unhappy circumstances. Then Gym Leader Clay reveals a dangerous secret. Now Black must prove himself to the other Unova Gym Leaders so he can join their team to fight a common enemy—an evil organization that might jeopardize the Pokémon League Championship itself! Will Black earn the trust of the Unova Gym Leaders in time...by ringing a bell?! -- VIZ Media

In order to assist Professor Oak's research, a young Trainer, Crystal, hits the streets of Cherrygrove City with a new Pokédex in hand! Her goal is to catch all kinds of Pokémon! And what will happen when the Legendary Pokémon Suicune has awakened? -- VIZ Media

Red's Pokémon training journey is full of exciting challenges... Join Red as he

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competes with his rival Blue, travels through the dangerous Safari Zone, battles gym leaders for badges, and discovers the secret of a mysterious Eevee! And watch out for Team Rocket, Red... They're hunting you! -- VIZ Media

Artwork, sketches and a brand-new manga short story from the artist of the Pokémon Adventures series inspired by the best-selling Pokémon video games! A collection of beautiful full-color art from the Pokémon Adventures graphic novel series! In addition to full-color illustrations of your favorite Pokémon, this vibrant volume also includes exclusive sketches and storyboards, four pull-out posters and a brand-new manga side story published in English for the first time!

Pokémon Adventures: Black 2 & White 2, Vol. 3 VIZ Media LLC

A precious fossil is stolen from the Nacrene Museum! Can Black track it down by...following its tracks? Then, mysterious Team Plasma is one step closer to bringing back a Legendary Pokémon. What are they up to? Probably no good! Plus, will Gigi and Tep's relationship survive...a major change?! -- VIZ Media

A guide to the second Black and White versions of the popular game provides strategies, techniques, and descriptions of all the Pokâemon.

Awesome Pokémon adventures inspired by the best-selling Pokémon Black 2 and White 2 video games! Two years have passed since Team Plasma was defeated and Trainer Black was sucked into the Light Stone along with Legendary Pokémon Reshiram... Now Team Plasma is back to their wicked ways, controlling other people's Pokémon and even wild Pokémon with technology. Luckily, a new hero, a young inspector for the International Police, and Officer Looker are on their trail... Whitley is beginning to have feelings for Inspector Blake,

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but it seems all he cares about is figuring out if she is a Team Plasma spy planted at their school. A chorus tournament in Castelia City strikes some sour notes when the Seven Sages crash the event. And then, who will save Legendary Pokémon Kyurem from Team Plasma...?

- The Collector's Edition is hardcover and individually numbered, comes with a removable lenticular and four-color end sheets, and contains special Collector's Edition-exclusive content: an interview with one of the members of the company behind the design of the games, Junichi Masuda of GAME FREAK, as well as unique art assets.
- A complete walkthrough of the games, including all the new Gyms, Trainers, challenges, and even the post-game surprises!
- Tips and tricks for evolving your Pokémon, so you can get the most from your Pokémon at every level!
- A guide to becoming a star at the Pokéstar Studios and winning at the Pokémon World Tournament!
- All the info you need to master the Medal Rally and to catch all of the Pokémon to complete your Pokédex!
- Hints and special information to help you find hidden items, with a location index!
- Matchup strategies to help you beat the toughest quartet of Trainers in the game, the Elite Four!

A guide to the Black and White versions of the popular game provides strategies, techniques, and descriptions of all the Pokêemon.

Meet Pokémon Trainer Black! His entire life Black has dreamed of winning the Pokémon League... Now he embarks on a journey to explore the Unova region and fill a Pokédex for Professor Juniper. Time for Black's first Pokémon Trainer battle ever! Meet Pokémon Trainer White! Her entire life White has dreamed of making it in show biz. Now she runs a thriving talent agency for performing Pokémon. Will she make her favorite Pokémon, Tepig Gigi, into a star? What will happen when Black and White cross paths with each other...and then with

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mysterious Team Plasma? -- VIZ Media

Whitley is beginning to have feelings for Inspector Blake, but it seems all he cares about is figuring out if she is a Team Plasma spy planted at their school. A chorus tournament in Castelia City strikes some sour notes when the Seven Sages crash the event. And then, who will save Legendary Pokémon Kyurem from Team Plasma...? -- VIZ Media

Awesome adventures inspired by the best-selling Pokémon Sword & Shield video games set in the wild Galar region! Excitable Casey and easygoing Henry share a dream of participating in gym battles. For Casey it's a chance to become reunited with her missing Pokémon. For Henry, it's a chance to search for the legendary Rusted Sword and Rusted Shield. Casey, a hacker who invented the Dynamax Simulator, and Henry, a boy who repairs gear for Pokémon, both dream of entering the Galar region's gym battles. But they can't enter any tournaments without the support of the local champion, Leon! Maybe helping Leon herd a flock of wandering Wooloo off the train tracks will earn them a recommendation?

Meet Pokémon Trainers Black and White! His entire life, Black has dreamed of winning the Pokémon League! Now he embarks on a journey to explore the Unova region and fill a Pokédex for Professor Juniper. White has an exciting

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career as the Trainer of a talented troupe of performing Pokémon. She dreams of making her Tepig Gigi a star! Together, Black and White continue on their journey... What surprising new Pokémon—and people—will they meet next?! Team Plasma's King, N, has shaken Black's faith in his relationship with his Pokémon. But just when Black is about to call it quits and go home, he gets a last-minute chance earn the final Pokémon badge he needs to be eligible to compete in the Pokémon League! Black's friends Iris and Cheren are competing too. Unfortunately, kind and thoughtful Cheren is starting to change... Will Black fulfill his dream of winning the Pokémon League? -- VIZ Media

X was a Pokémon Trainer child prodigy. But now he's depressed and hides in his room avoiding everyone—including his best friend Y. An attack on their hometown by Legendary Pokémon Xerneas and Yveltal, led by Team Flare, forces X outside... Now what? Our friends have formidable foes to fight—Essentia inside her transforming suit and Xerosic with his clever trap. Plus, they have to reckon with their enemies' powerful Pokémon—Zygarde and Malamar. Now why won't X's Salamè come out of its ball and do battle...?!

The thrilling conclusion to the story reuniting Pokémon Trainers Gold, Silver and Crystal...and Team Rocket too! Crystal and Gold battle the enemy while Silver collects the 16 mysterious plates that Team Rocket wants to get their hands on to

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set their latest diabolical plan in motion. Then, a mysterious force field envelops our three heroes—along with Legendary Pokémon Arceus—and transports them all to...where?! Which unwanted companions tag along? And what three new Legendaries will our heroes meet there?! -- VIZ Media

Castelia City has been frozen over by Kyurem and is now locked in ice. White is still searching for the whereabouts of Black, who has been missing since the battle against Ghetsis. And Fennel has come up with a theory that the Light Stone is actually connected to the Pokémon Dream World. Will Black, White, Blake and Whitley be able to team up in time to stop Ghetsis, Colress and Kyurem at the Giant Chasm? -- VIZ Media

All your favorite Pokémon game characters jump out of the screen into the pages of this action-packed manga! A stylish new omnibus edition of the best-selling Pokémon Adventures manga, collecting all the original volumes of the series you know and love. When Pokémon Trainer Red encounters a challenger he can't fight alone, he must join up with Blue, his former nemesis, and Green, a thief. This unlikely trio and their Pokémon will need to learn to work as a team if they're going to defeat their mutual enemy! Collects the original Pokémon Adventures volumes 1, 2 & 3!

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of this action-packed manga! Just as Green is about to meet her long-lost parents, they are sucked into a vortex created by a mysterious Pokémon! Red and Blue want to help, but first they must improve their battle skills. Then, the Three Beasts of Team Rocket are up to their old tricks again! Which former enemy will unexpectedly come to our friends' aid...?

Awesome Pokémon adventures inspired by the best-selling Pokémon Black 2 and White 2 video games! Two years have passed since Team Plasma was defeated and Trainer Black was sucked into the Light Stone along with Legendary Pokémon Reshiram... Now Team Plasma is back to its wicked ways, controlling other people's Pokémon and even wild Pokémon with technology. Luckily, a new young hero and Looker of the International Police are on their trail... Colress, the new leader of Team Plasma, is attacking the Unova region. His machines control Pokémon, wielding their powers for evil instead of good. Fortunately, a way to jam the signals is stored on a memory card. But who has the card...? A girl at the Pokémon Trainers' School! Maybe that's why our hero is such a flirt—he's just doing his job gathering intel. But he'd better stop playing the field and find that card fast before someone beats him to it!

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and Trainer Black was sucked into the Light Stone along with Legendary Pokémon Reshiram... Now Team Plasma is back to its wicked ways, controlling other people's Pokémon and even wild Pokémon with technology. Luckily, a new young hero and Looker of the International Police are on their trail... Castelia City has been frozen over by Kyurem and is now locked in ice. White is still searching for the whereabouts of Black, who has been missing since the battle against Ghetsis. And Fennel has come up with a theory that the Light Stone is actually connected to the Pokémon Dream World. Will Black, White, Blake and Whitley be able to team up in time to stop Ghetsis, Colress and Kyurem at the Giant Chasm?

And now Team Plasma member N has the nerve to tell Black he isn't in touch with his Pokémon's feelings. Them's fighting words—literally! Which of the two Trainers has the best relationship with his Pokémon? And will that help him win a heated Pokémon battle against the other? Then, who kidnapped Black's Munna...?! -- VIZ Media

Awesome adventures inspired by the best-selling Pokémon Black Version and Pokémon White Version video games! Meet Pokémon Trainers Black and White! White has a burgeoning career as a Trainer of performing Pokémon. Black is about to embark on a training journey to explore the Unova region and fill a

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Pokédex for Professor Juniper. Who will Black choose as his first Pokémon? Who would you choose? Plus, meet feisty Pokémon Tepig, Snivy, Oshawott and many more new Pokémon of the unexplored Unova region!

Black trains hard to prepare to rescue the Gym Leaders from Team Plasma's clutches. Then he tries to convince a group of embittered Pokémon to trust humans again, while Trainer Alder tries to convince Team Plasma's King N that the Pokémon League exemplifies the powerful bond between Pokémon and Trainer. now, will Black be able to enter the Pokémon League and fulfill his dream? And if so...will he win? Will Black fulfill his dream of winning the Pokémon League...? -- VIZ Media

It's the exciting final volume of the Black 2 & White 2 arc! Blake catches up to Colress, the current leader of Team Plasma, while Whitley, accompanied by the reformed Team Plasma member N, corners Ghetsis, whose plan is to self-destruct, destroying everything around him. Both Trainers must defeat their enemies and save the world, but it won't be easy. Can the four Pokédex holders—Blake, Whitley, Black and White—handle the greatest crisis ever to hit the Unova region?! -- VIZ Media

Although Sun and Moon didn't plan to participate in the Full Power Festival tournament to win the Island Challenge Amulet, both of them end up competing.

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Trouble arises when the leader of Team Skull, Guzma, signs up to punish Sun for defeating some o

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Collects together those stories involving Pokemon trainer Red as he tries to catch Mew, Poliwhirl, Bulbasaur, and even Pikachu.

Gold discovers what Silver's mission is and uncovers the secret identity of the masked man. A massive battle is about to begin in the Ilex Forest, and the

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Legendary Pokémon and the Pokédex holders will all be there. In the midst of chaos, what will Gold do?! -- VIZ Media

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All your favorite Pokémon game characters jump out of the screen into the pages of this action-packed manga! White tests out a Pokémon battleground prototype: the Battle Subway. Meanwhile, Black is happily reunited with an old friend...under unhappy circumstances. Then Gym Leader Clay reveals a dangerous secret. Now Black must prove himself to the other Unova Gym Leaders so he can join their team to fight a common enemy—an evil organization that might jeopardize the Pokémon League Championship itself! Will Black earn the trust of the Unova Gym Leaders in time...by ringing a bell?!

A thrilling meeting with one of the Elite Four strains Black's brain. Then, it's opening night for White's Pokémon musical! Will everything go off without a hitch...? Not likely! And what will happen when another Trainer lures away White's star performer, Tepig Gigi? Plus, will White ever overcome her fears and learn to battle with her Pokémon?! -- VIZ Media

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