How to play Pokémon GO

Play like a boss with expert tips

New features coming to Pokémon GO

PLUS

EXPLAINED

HOW TO:

Find Gyms | Find Pokémon | Catch Pokémon | Find Rare Pokémon

WIN

A BATTERY PACK SO YOU CAN PLAY POKÉMON GO FOREVER!
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Feature: Beginner’s guide to Pokémon GO

Don’t know the difference between a regular Poké Ball and a Great Ball? Sarah Jacobsson Purewal’s guide will help

By now, you must be familiar with Pokémon GO, the latest Pokémon game that uses VR and real-world locations to send players on an IRL quest to catch Pokémon. But considering it’s a global phenomenon, Pokémon GO is lacking in beginner instruction. This may be on purpose – it has a huge social element, and fewer instructions means more people turning to each other for help.

But if you’d rather not ask your 10-year-old neighbour for the basics, we’ve put together a beginner’s guide that will answer all your questions
about hunting down Pokémon, nabbing items, and sating your desire for world domination by controlling all of your neighbourhood gyms.

**Pokémon, Pokémon, and more Pokémon**

**How to find Pokémon**

When you first start the game, you will see three starter Pokémon spawn/appear in your area: Bulbasaur, Charmander and Squirtle. You can pick one of these Pokémon to catch, and once you catch it, the other two Pokémon will disappear. But finding your next Pokémon isn’t quite so easy – you’ll need to venture outside to find more Pokémon. They tend to spawn in areas that are well-populated, like parks, tourist attractions, and shopping centres. You’ll also find different Pokémon in different areas – water-type Pokémon will only show up near bodies of water, for example, while grass-type Pokémon can be found in parks.

In the lower-right corner of your screen, you will see a small white bar with silhouettes of Pokémon that are close to your current location. Tap this bar to see all nearby Pokémon; tap a single Pokémon to track it. These Pokémon will have paw prints underneath them denoting how close (or far) they are from you: One paw print means close, while three paw prints mean further away. These paw prints
How to catch Pokémon
To catch a Pokémon, you’ll need to hit it with Poké Balls. This is easy – tap the Poké Ball and flick it toward the Pokémon. Each Pokémon will have a circle that is green, yellow, or red: Green means the Pokémon is easier to catch, while red means it’s difficult. As soon as you put your finger on the Poké Ball, the circle will start shrinking; if you hit the Pokémon while the circle is larger, it will be easier to catch.

You can increase your chances of catching Pokémon with higher level Poké Balls (you’ll get access to Great Balls at level 12) and by using Razz Berries, a treat that entices a Pokémon to stay. You can also get a 100-point Experience Point (XP) bonus by spinning the Poké Ball when you toss it.

How to run from Pokémon
You can run away from a Pokémon instead of catching it by tapping the run icon in the upper left corner of the screen.

What is Stardust and where to get it
Stardust is used to power up your Pokémon’s Combat Power (CP) level. You can get Stardust by
catching Pokémon, hatching Pokémon from an egg, or by controlling a Gym.

**What are Candies and where to get them**
Candies are used to power up your Pokémon’s CP and to evolve Pokémon into stronger, more advanced creatures. You can get Candies by catching Pokémon, by transferring Pokémon to Professor Willow (your in-game guide who helps you learn how to catch Pokémon), or by hatching Pokémon from an egg. Candies are specific to the Pokémon you receive them from, but evolved forms of Pokémon take their unevolved forms’ Candies. For example, Pikachu Candies can only be used to power up and evolve Pikachu, but Pidgey Candies can be used to power up and evolve Pidgey, Pidgeotto and Pidgeot.

To transfer a Pokémon to Professor Willow, tap the one you want to trade, go to the bottom of the screen, and tap Transfer. You will lose this Pokémon forever (so you should try to transfer Pokémon with lower CP), but you will get one Candy.

**Should you level up a Pokémon or evolve it first?**
Levelling up your Pokémon usually takes one or two Candies and some Stardust, while evolving
your Pokémon takes anywhere from 12 to 400 Candies. But you’ll get better results if you evolve your Pokémon before levelling them up (this takes some holding out – it’s tempting to spend that Stardust), because evolved forms of Pokémon take their unevolved forms’ Candy and have higher all-around stats.

**How high can a Pokémon’s CP get?**
You can see your Pokémon’s CP by opening its profile screen. The arc above your Pokémon shows how high its CP can potentially get – further along on the arc means your Pokémon is nearing its maximum CP level. Pokémon’s maximum CP depends on their type (some Pokémon are just naturally stronger) and on your level as a trainer. As you level up, your Pokémon’s maximum CP will increase.

**How to rename a Pokémon**
Open your Pokémon’s profile screen and tap its name to rename it.

**How to get eggs, hatch an egg and why you can’t hatch an egg while driving**
You can get eggs from PokéStops, which are real-world locations that let players grab items. Eggs come in three varieties: two-, five- and 10km. To find your eggs, open the Pokémon screen and tap
the Eggs tab at the top of the screen. To hatch an egg, you will need to put it in an incubator (do this by tapping the egg you want to incubate and tapping Start Incubation) and then walk two-, five- or 10km.

In order for your steps to count, you must have the app open while you are walking. Step-counting stops working over certain speeds, so travelling in a car will not count toward your egg-hatching.

**Catching Pokémon in a car**
Yes. But you should not play Pokémon GO while driving.

If you’re in a moving vehicle and you spot a Pokémon on your map and you tap it, the Pokémon will remain in your view long enough for you to catch it. You can also grab items from PokéStops in a car, if you tap them and start spinning them before you reach them (you’ll have to be quick). You can’t battle a gym while moving, though.

**PokéStops, items, and lures**

**Where to get different items**
You can get Poké Balls, eggs, potions, super potions, revives, Razz Berries, Great Balls, Ultra Balls, and Master Balls (powerful types of Poké Balls) from PokéStops. You will get some incense, lucky eggs, lure modules, and egg incubators as
you level up, but these ‘premium’ items can also be purchased in the shop. Here’s a quick rundown of what these items do:

**Poké Ball:** Used for catching Pokémon. Just toss these at Pokémon you meet in the wild.

**Egg:** These contain Pokémon. You will need to put an egg in an incubator and walk a certain distance (each egg will tell you how long you’ll need to walk) for it to hatch. You will also receive Stardust and Candies upon hatching.

**Potion:** Restore 20 Hit Points (HP) to Pokémon injured in gym battles. Will only work if Pokémon have not fainted.

**Super Potion:** Restore 50HP to Pokémon injured in gym battles. Will only work if Pokémon have not fainted.

**Revive:** Revives a fainted Pokémon and restores half of its HP.

**Great Ball:** Unlocks at level 12. Used for catching Pokémon. These special balls have a higher rate of capture, so you should use them on hard-to-get Pokémon.

**Ultra Ball:** Unlocks at level 20. Used for catching Pokémon. Has a higher rate of capture than a Great Ball.

**Master Ball:** Unlocks at a higher (currently unknown) level. Captures Pokémon every time.

**Incense:** Attracts Pokémon to your location for 30 minutes. Works best if you are moving.

**Lucky Egg:** Doubles your XP for 30 minutes. To rack up XP quickly, use a Lucky Egg in an area where you are likely to meet a lot of Pokémon (near a lure module or while using incense), or right
before you are about to evolve several Pokémon (evolving nets you 500XP).

**Lure Module:** Can be pinned to a PokéStop to attract Pokémon to that location for 30 minutes. Works for everyone near the PokéStop.

**Incubators:** Can be used to incubate and hatch eggs. You can use multiple incubators at once to incubate and hatch multiple eggs.

**How often do PokéStops refresh?**
PokéStops refresh (and will give you more items) every five minutes.

**The pink stuff around a PokéStop**
If you see a PokéStop that’s shooting off pink petals, someone has placed a lure module there. Lure modules attract Pokémon for 30 minutes, and everyone who is near the PokéStop will benefit (unlike incense, which only attracts Pokémon to one person). If you head over to a lure module, you’re likely to find a bunch of other friendly Pokémon GO players hanging about.

To place a lure module on a PokéStop, tap the PokéStop and tap the white bar underneath the PokéStop’s name. If you have a lure module in your inventory, you can place this module in the module slot.
Beware of following lure modules to shady parts of town in the middle of the night, though – there may be armed robbers waiting for you.

**Why are there no Pokémon/PokéStops/Gyms near me?**

Pokémon GO is, unfortunately, a little biased toward cities, because it relies on landmarks and points of interest. If you live in a small town, or out in the country, you may not see a lot of Pokémon, PokéStops, or Gyms near you.

**Gyms**

**What is a Gym?**

In addition to PokéStops, you’ll also see Pokémon Gyms – usually larger landmarks – around your city. Gyms are where you can battle other players’ Pokémon for control, pride, and free PokéCoins. You can’t visit gyms until you are level 5 and have chosen a team.

**What is a team, and why you need to join one?**

When you get to level 5, you’ll be asked to choose a team. There are three teams: Team Instinct (yellow), Team Mystic (blue) and Team Valor (red). Once you pick a team, your job is to fight for control of the Pokémon Gyms around your city – if an opposing team controls a gym, you can battle them for dominance; if your team controls a gym, you can train at the gym or place one of your Pokémon at the gym to defend it from opposing teams.

If you control a gym – or if you have a Pokémon defending a gym (you don’t necessarily have to be the gym leader) – you will get a defender reward.
of PokéCoins and Stardust once a day. The main incentive to control gyms is pride, naturally, but PokéCoins can be used to buy items in the Shop.

**Choosing a team**

It doesn’t really matter which team you pick, but if you have friends playing the game you’ll probably want to get on the same team so you can take over gyms together. The best team, in my unbiased opinion, is Team Instinct.

**How to claim a gym**

You can claim an empty gym by assigning one of your Pokémon to defend it. To do this, tap the gym on your map and tap the assign button in the lower left corner. If a gym is currently occupied by an opposing team, you can claim it by battling its current defenders. You can take six Pokémon with you into battle. Each time you win a battle, the gym’s prestige will lower – when the gym’s prestige is at 0, the gym will open up and you can assign a Pokémon to defend it.

**Gym prestige**

Gym power is determined by prestige – the higher a gym’s prestige level, the harder it is for an opposing team to conquer it. Every time the gym’s defenders win a battle against an opposing team, the gym’s prestige level gets higher. And every time the gym’s defenders lose a battle against an opposing team, the gym’s prestige level lowers. If the gym’s prestige level is lowered to 0 (by multiple lost battles), the gym opens up and can be claimed by any team.
Gym prestige can be increased if friendly team members train their Pokémon at the gym (more on training below). As the gym’s prestige increases, more defence slots will open up, allowing more friendly team members to assign their Pokémon to defend the gym. (You can only assign one Pokémon to a gym.) Higher-level gyms have more slots – a Level 6 gym can have six defending Pokémon, while a Level 10 gym can have 10 defending Pokémon. With each gym level increase, the maximum prestige level also increases. So a Level 1 gym has a maximum prestige level of 2,000, but a Level 3 gym has a maximum prestige level of 8,000.

**How battling works**

To battle an unfriendly gym, walk up to the gym, tap it, and tap the battle button in the lower right corner. You will see six of your Pokémon pop up – you can swap Pokémon out by tapping them. You may not always want to take your strongest Pokémon into battle – some Pokémon types have advantages against others.

Once you’ve picked your team, tap Go to enter the battle. You have three moves at your disposal: Standard attack, special attack, and dodge. You’ll want to start off with standard attacks, which you can perform by tapping your enemy. You’ll also want to liberally use dodge, which you can do by swiping to the right or the left. Once you’ve performed enough standard attacks to power up your special attack (you can check this by looking at the blue bars underneath your name), tap and hold to perform your special
attack. If you have multiple blue bars, you can perform this attack multiple times.

Why is this enemy Pokémon impossible to beat?
You may encounter a known bug where an enemy Pokémon has 1HP but refuses to die. If you encounter this bug, shut down the app and reopen it. You will have to restart the fight, but all of your Pokémon will be restored to full health.

What happens when a Pokémon get injured or faint
If your Pokémon get injured, you can restore their HP with Potions and Super Potions, which you can pick up from PokéStops. If your Pokémon faints, you will need to revive them with a Revive, which can also be found at PokéStops. You cannot use items during a battle.

How to train a Pokémon at a friendly gym
You can ‘train’ your Pokémon at a friendly gym (a gym owned by your team) by fighting against the Pokémon defending it. To do this, walk up to the gym, tap it, and tap the train icon in the lower right corner. You can only take one Pokémon into battle when you train. Every time you win a battle against a friendly gym, that gym’s prestige raises. If you lose a battle at a friendly gym, its prestige is not affected.
How to drop a Pokémon at a friendly gym
If you encounter a gym with an empty slot, you can drop one of your Pokémon there to help defend it. Walk up to the gym, tap it and tap the assign button in the lower left corner. When you drop a Pokémon at a defending gym, you will lose the ability to level it up or evolve it until it’s defeated and comes back to you. You won’t get a notification if your Pokémon faints or is injured in battle and the gym is taken over by another team, but it will show up in your roster to be healed. If the friendly gym does not have an empty slot, you will need to train (win against the gym) until its level raises and a slot opens up.

What you get for being a gym leader
Gym leaders and gym defenders get Stardust and PokéCoins every 21 hours. If you are controlling or helping to defend a gym at the 21st hour, you will get these benefits by going to the Shop and tapping the shield icon in the upper right corner. The highest CP Pokémon defending a gym determines the gym leader.

What to do if you can’t access Pokémon GO
Pokémon GO is insanely popular, and its servers appear to be struggling with demand at peak
times. Things seem to be getting easier, but as a tip, we’ve found it easier to get online in the morning while the US is still asleep.

**Price**

Pokémon GO itself is free to download and play, but it is possible to buy PokéCoins, which will unlock special items within the game.

- **100 PokéCoins**: 79p
- **550 PokéCoins**: £3.99
- **1,200 PokéCoins**: £7.99
- **2,500 PokéCoins**: £14.99
- **5,200 PokéCoins**: £29.99
- **14,500 PokéCoins**: £79.99

**Pokémon GO Plus**

Pokémon GO Plus (pictured) is a companion device that is either clipped on or strapped to the wrist and worn like a watch. Priced £34.99, it’s available to preorder on Nintendo’s official UK store at (tinyurl.com/zhxuLev). According to the site, orders will be delivered by 31 August.

The advantage of the Go Plus is that it lets you play the game without looking at your phone by delivering haptic feedback and flashing LEDs in a series of colours. It connects to your phone over Bluetooth and notifies you about events within the game. A button on the front lets you perform actions such as throwing a Poké Ball and catching Pokémon.
Pokémon GO has been a runaway success in the UK. It’s the number one game in both the iOS and Google Play app stores, and despite its messy, server-overloaded launch, people just can’t stop tweeting about it, talking about it, and playing it. If you’re interested in the game, consider equipping yourself with these tips before you venture out on your own Poké journey.

Feature: Essential safety, comfort and happiness tips

Pokémon GO has taken the UK by storm. Florence Ion explains how to stay safe while you’re out catching monsters.
1. **Avoid all unofficial Pokémon GO apps**
   It’s not long since Pokémon GO debuted on Android, and already there’s a bogus app making the rounds. Security firm Proofpoint discovered an illegitimate Pokémon app that preys on users who sideload it, using DroidJack to gain access to your entire system. So consider this a quick reminder that you should only download the app from the Google Play Store and iTunes. And don’t sideload any other apps in an attempt to get around slow servers.

2. **Charge your phone before you leave the house**
   Don’t leave the house in search for Pokémon unless your phone’s battery is at 100 percent. The game is a battery sucker, and you’ll need all the juice possible if you’re planning on engaging in a few neighbourhood Gym battles.

3. **Get yourself a battery case**
   If you’re sporting one of the latest Samsung Galaxy devices, extend your Poké sessions with a Mophie Juice Pack. This case protects your phone from other Pokémon GO players, and offers an extra 2,950mAh of battery life for Galaxy S7 users, and an extra 3,000mAh for Galaxy S7 Edge users.

4. **An external battery works, too**
   If you’re not entirely keen on bulking up your phone with a battery pack, consider a discrete portable battery bar instead. The Anker PowerCore+ mini (£39) gives you an extra 3,350mAh. Or you can juice up multiple Pokémon GO phones with the
Amazon Basics Power Pack (£19), which charges up an extra 16,000mAh.

5. Keep a pair of earbuds on you
No one wants to hear your Poke music. Keep your catches to yourself with a pair of cheap, capable headphones such as SoundPEATS’ QY7 Bluetooth earphones (£14), which hang around your neck so that they don’t get in your way.

6. Be sure to keep count of your steps
Since Pokémon GO requires lots of pedestrian travel, this is a good time to get a leg up on next year’s fitness resolutions. Use apps like Google Fit and Samsung’s S Health. Or, if you’re looking for a more robust tracking app, try Map My Walk.

7. Preorder a Pokémon GO Plus
If you’d rather keep your phone tucked away in your bag until you need it, be sure to order the Pokémon GO Plus wristband. This small wearable device connects to Bluetooth and lights up when there’s a Pokémon to catch or a PokéStop nearby.

   For details on how to get your hands on a Pokémon GO Plus, see page 16.

8. Don’t Pokémon and drive
You might be tempted to get in the car to expedite your quest toward catching them all. But remember that the UK has a complete ban on the use of mobile phones while driving, and that it’s also illegal to send text messages while behind the wheel. So it’s best to reserve your Pokémon GO sessions for when you’re on foot. Or call a taxi.
How To: Remove a location as a PokéStop or Gym

Chris Martin reveals how to stop getting unwanted attention

In Pokémon GO, everything from a plaque on the wall to a train station can be part of the game as a PokéStop or a Gym. However, the locations aren’t pre-approved, so if you’re experiencing an unwanted attention either at home or your place of work, you can remove your location.

- Navigate to the Pokémon GO support page (tinyurl.com/j5bdkgv)
- Under ‘Gameplay questions’ click on ‘Report an issue with a Gym or PokéStop’
- Select ‘Request removal of a PokéStop or Gym’
- Fill out the form and hit Submit
Feature: Pokémon GO maps

Right now, the web – not apps – appear to be the best way to find rare Pokémon, reports Mark Hachman.

If you’ve been wondering how to find Pikachu, Scyther, Electabuzz, or any other rare Pokémon, you might not have to wait much longer: new crowdsourced maps are teaching players how to find creatures in Pokémon GO.
At the time of writing two Pokémon GO maps are available: the first, at Pokecrew.com, zeroes in on your location and begins showing what Pokémon might be nearby (pictured on page 21). Pokémapper (pokemapper.co) also provides a worldwide look at Pokémon locations, but without the sophistication of other sites.

So which map should you use? We’d recommend maps that allow you to enter a specific Pokémon name, then show their locations, as well as displaying a quick guide to what’s around you. For that, Pokecrew.com is a good choice as it quickly shows you the type of Pokémon that’s closest to you, and allows you to scan a map of nearby locations and discover what’s there. (The site is under heavy load, though, so it might not show any Pokémon until the servers are beefed up.) Developers are, however, moving fast, so expect the site to be updated with additional features and Pokémon as time goes on.

Also, do keep in mind that ‘trolls’ sometimes drop by sites and seed them with rare (but fake) Pokémon. To avoid fake Pokémon, you might try ‘checking’ a site with the locations of Pokémon you’ve caught yourself, or ones that require you to register an account to access them. Neither are foolproof solutions, but you may save yourself some angst.

**Pokémon GO map apps may be risky**

Unfortunately, web pages seem to be the way to go at the moment. There are at least two Android apps to crowdsource Pokémon locations: Map for Pokémon GO: PokémonMap (tinyurl.com/z6f8dup) and Pokémap: Find Your GO Pokémon (tinyurl.com/z6f8dup).
com/j8uy4ps). Neither seem to do the job, according to the app reviews. On the iOS side there’s Poke Radar and GoGo Maps, both of which are free. Gabbermap (pictured right) is a free community-powered map that can help you find anything, but just added a bot named @pokebot to help users find rare Pokémon.

So do the Pokémon GO maps destroy the mystery of the game? Maybe, or maybe not.

Lucy Guo, one of the Pokecrew developers as well as a product designer at Snapchat and a cofounder at Scale, said she didn’t believe that all of the mysteries of Pokémon have been uncovered. “Hopefully see how Pokémon actually move,” she said on Product Hunt, when asked what the project hopes to discover. “Everyone’s thinking different things, our hypothesis is that it’s time and location based. And we just want to catch ’em all.”

**Why this matters:** One of the joys of Pokémon GO is discovery: yes, it might be slightly obvious that water Pokémon might cluster around lakes and beaches, but which ones? Is the British Library a haven for rare Pokémon? Is Hyde Park? If you’re a believer in discovering what’s out there, well, then consider these ‘spoilers’ and avoid them. On the other hand, if your son or daughter is dying to get their hands on a Pikachu, you might be able to ‘encourage’ them to look in a certain spot – or casually mention that there just might be an Onyx at the local supermarket.
Pokémon GO has taken the world by storm, but there’s one issue plaguing us all and that’s battery life. The game is notorious for draining your battery, even with the battery saving mode turned on, but there is a solution: a battery pack. We’ve teamed up with Tronsmart to give away 20 Presto battery packs to help power your Pokémon GO addiction.

The Tronsmart Presto is a 1,200mAh external battery charger with Qualcomm Quick Charge 3.0.

**Competition: Win a battery pack for your phone**

Win one of 20 Tronsmart Presto power banks to fuel your Pokémon-catching adventures.
that can recharge your iPhone or Android phone when you’re out and about.

If you’d like to get your hands on a Tronsmart Presto, go to tinyurl.com/zttrjdc and fill in the entry form (pictured below). You can choose to enter just once by picking one of the options after signing up, or you can increase your chances of winning by choosing two or more options. If you already follow us on Twitter and Instagram or Like us on Facebook, that’ll count, too. Simply press the +1 button and follow the instructions provided.

The competition ends at midnight on 31 July and the winners will be contacted shortly afterwards. Winners are chosen completely at random. Go to tinyurl.com/jo2rrsk for terms and conditions.
Feature: Muggers lure victims with Pokémon GO

Police arrest four people suspected of using the Pokémon GO game to lure robbery victims, reports Peter Sayer.

With the launch of Pokémon GO, it’s not just players but police that ‘gotta catch ‘em all’.

Police in O’Fallon, Missouri, believe muggers may have tracked or lured victims through the Pokémon GO mobile game, in which players...
follow their phones’ directions to real-world places to ‘catch’ Pokémon characters.

“The way we believe it was used is you can add a beacon to a PokéStop to lure more players. Apparently they were using the app to locate people standing around in the middle of a parking lot or whatever other location they were in,” O’Fallon Police Department explained on its official Facebook page.

Police responded to a report of an armed robbery near an intersection surrounded by shopping malls and vast parking lots. They soon located four suspects in a black BMW, and recovered a handgun. Three were charged with first-degree robbery and armed criminal action; the fourth has been transferred to a nearby juvenile justice center. Police suspect the four of multiple armed robberies in the same area.

“If you use this app (or other similar type apps) or have children that do, we ask you to please use caution when alerting strangers of your future location,” the police warned.

Pokémon GO uses the Real World Gaming Platform developed by Niantic Labs, which is also behind games such as Field Trip and Ingress. The popularity of the game has been such that servers have foundered under the load, and the launch in additional countries has been delayed.

Muggers aren’t the only threat to Pokémon GO players. Those trying to beat the delays in launching the game through the Google Play Store by ‘side-loading’ a copy of the game downloaded elsewhere could be in for a nasty surprise: Some of those copies contain malware.
Feature: Biggest tech fads that have come and gone

Pokémon GO is the latest fad to sweep the UK, but is it here to stay? Graysen Christopher reports

Draw Something, Angry Birds and Habbo Hotel are just a few tech fads that were once big in the eyes of the world’s ever unimpressed teenagers. In an attempt to walk down memory lane, we’ve comprised a list of the biggest, boldest and brightest tech fads to ever hit our shores. Read on to remind yourself that things really are here today, gone tomorrow...
While clearly at the height of its fame, you’ve got to ask yourself if Pokémon is going to ‘Go’ the distance or eventually fail like most tech phenomena. The augmented reality app allows users to find and catch Pokémon and has quickly taken to the top of the app charts in the US and the UK. It is one of the most popular apps in history, outranking porn in Google searches. The founding company Niantic Labs has already made over $14 million (£10 million) and there are currently about 22 million active daily users absorbed in the app, surpassing Twitter in daily users.
Farmville
Developed by Zynga in 2009, Farmville was Facebook’s most popular game for almost two years. The farming simulation game had almost 80 million players at its peak, totalling 20 percent of Facebook users. Interestingly on Valentine’s Day 2010 there were 220 million Farmville ‘gifts’ sent between players.
Flappy Bird

Dong Nguyen created Flappy Bird in 2013, yet the iOS app didn’t gain traction until January 2014. The side-scroller game uses a bird protagonist that the user must help fly between green pipes without hitting them. Between 12 and 17 January, the app rose from number seven to number one in the app store and rose to the top spot in Apple’s app store in 53 countries by 1 February.

It was then revealed that Dong Nguyen was making $50,000 a day from ads in the game. He received negative feedback via Twitter regarding the amount of money he was making, the unoriginality of the game and also updates created to improve the app. By 9 February, the game was removed from the Apple and Google Play app stores.
Angry Birds

First released for Apple iOS in 2009, the puzzle style app fires birds from a slingshot to knock over pigs. Launched by Finnish gaming company Rovio, Angry Birds quickly grew into a franchise to include books, comics, toys, a film, animated series and even park attractions. In 2011, the entire population of users were logging over 200 million minutes of playing time a day.
Candy Crush

Released by King in April of 2012, the candy matching game was only available on Facebook. Since then apps for iOS, Android and Windows have been released. The 500-level game received 10 million downloads within its first month of launching and had over half a billion users in 2013. Candy Crush Soda Saga was launched at the end of 2014 on Facebook as the next series of the game.
Habbo Hotel

Released in 2001, Habbo Hotel is a social networking site for teens owned by Sulake. By 2010, the website was active in over 150 countries and had made £1.4 million in net profit. Habbo Hotel, a leading social media platform during the time, took a large hit in 2012 when it lost half of its nine million user base after it was revealed paedophiles were taking advantage of children in the online world.
Club Penguin

Made available to the public in October of 2005, players interact through penguin avatars in an online virtual world. The game was designed by New Horizon Interactive in an attempt to create a safe online world for children and parents. It became the number one game on Miniclip from 2006 with Walt Disney Company acquiring Club Penguin in 2007 for an estimated $50 million (£38 million).
Draw Something

Launched by OMGPOP in 2012, the multiplayer game allows players to interact by drawing pictures of objects that the other player must guess. Within the first seven weeks the game had been downloaded 35 million times, at which point company Zynga bought the rights for $200 million (£151 million). Between April and May of 2012 the number of users per day declined from 15 million to 10 million and continued to drop.
Feature: What the papers say about Pokémon GO

Tamlin Magee rounds up news reports from around the globe

In 1996 Game Freak released Pokémon Red and Blue on the original Gameboy, kickstarting a franchise that won over the world. The video game series has sold millions of copies and its card game spin-off introduced a generation of schoolchildren to cash-in-hand grey market trading. The smiling yellow electric rodent Pikachu is one of the most recognisable characters in the world.

Twenty years on and Pokémon GO has launched on the Android and iOS platforms. It’s a mobile
game that overlays a virtual map onto the real world, and uses a mixture of your device’s GPS and camera to allow players to find and catch the Pokémon semi-IRL.

Since launch we’ve seen the following at least attributed in part to Pokémon GO: muggings, knifings and shootings. And there have also been some remarkable assertions about the way in which Pokémon GO could profoundly change our lives and the world, for better or for worse. Here is a selection, listed without further comment.

**Vox:** Pokémon GO is everything that is wrong with late capitalism

“Last week, two things happened that will have long lasting impact on American society and the global economy. First, the yield on the 10-year Treasury fell to a record low of 1.366 percent. Second, Nintendo released Pokémon GO.”
The Guardian: If Pokémon GO feels like a religion, that’s because it kind of is

“What sounds like a sudden global religious conversion, is, of course, the launch of Pokémon GO, an augmented reality smartphone game that has restarted the popular culture phenomenon of Pokémon. In many ways, however, Pokémon and religion are not so far apart.”

Fox News: Pokémon GO: Social Justice Warriors want you to feel bad about having fun

“Two central rules of being a Social Justice Warrior are: a) Insert politics into everything and b) White/rich/male/cisgendered people aren’t feeling guilty enough about stuff – change that, pronto. With these rules in hand, SJWs are taking aim at Pokémon GO – the latest game in the smash hit 90s Nintendo franchise for your smartphone.”
The Washington Post: Pulitzer Prize-winner Phil Kennicott’s Pokémon GO diary
“The National Gallery, it turns out, is not a Pokémon-rich environment. It yielded very few prospects inside the building, though while sitting on a bench outside, a Cubone and a Spearow just waltz up to me and beg to be blasted with my magic red balls. I do so.”

Atlas Obscura: People are already using Pokémon GO as a real estate selling point
“At least one question remains unanswered: will Pokémon GO affect the housing market?”

The New York Times: Pokémon GO, millennials’ first nostalgia blast
“What is new about Pokémon GO is both momentous and banal: It is proof that millennials, for years the young generation, are getting old.”
Pokémon GO is their first mass-consumption nostalgia product.”

**The Washington Post: I despise Pokémon GO, and there’s no way I’m the only one**

“Pokémon GO is, by all accounts, the single most important digital phenomenon of 2016. I hate it. I hate it with the futile, frustrated passion of anyone who hates an approaching trend and knows, without a doubt, that it will swamp them.”

**Forbes: What the Pokémon GO mania says about modern society**

“Pokémon GO has disrupted our way of life, and no, it will never be the same. The game has also revealed many things about ourselves, as interconnected people, but since the web is already supersaturated with thinkpieces about this game, I will only go into detail on the most concrete three.”
Preview: Pokémon Sun and Moon

It looks as though Christmas will be coming early for Pokémon fans as Nintendo unveils Sun and Moon. Chris Martin reports

This year marks the 20th anniversary of Pokémon, so we should be in for a few treats. These include Pokémon Sun and Moon, which will be released on 23 November.

Price
Pokémon Sun and Moon will set you back £39 each, and Nintendo is also releasing a Pokémon Sun and Moon Fan Edition, priced £44. The Fan Version includes the game inside a special SteelBook case, and if you preorder it from GAME, you’ll get an exclusive figurine.
**Features**

This game will follow the popular Pokémon X and Y, which launched on the 3DS way back in 2013, so it’s about time we got a new title.

When Pokémon Sun and Moon launches, it will be available globally and in nine languages, with Nintendo adding traditional and simplified Chinese alongside other options such as English, Spanish and Italian.

The Japanese company hopes that Pokémon trainers will be able to overcome language barriers and be able to communicate with each other better over the internet.

When first announced, Nintendo didn’t mention anything in the way of new Pokémon for Sun and Moon – although that’s inevitable – and there was little in the way of other announcements. Are Pokémon going to act differently or be able to use different moves during the day or at night, for example? We don’t know but the name suggests something along those lines.

A feature called Pokémon Bank will allow players can transfer any of their Pokémon from the original trio to Sun and Moon which is pretty cool.

At E3 2016 a new battle format called Battle Royal was unveiled, whereby four Trainers battle at once. Each chooses three Pokémon, with one entering the field at a time, and it’s all over when all three Pokémon of any one Trainer have fainted. The remaining Trainers are then ranked.

**Starter Pokémon**

Following on in the tradition of previous Pokémon games, players will have to choose one of three...
special Pokémon to be their first partner in Sun and Moon. In this version of Pokémon you’ll pick between newly discovered Rowlet (above centre), Litten (above right) and Popplio (above left).

As usual they follow the format of grass, fire and water, and you can see details of each below.

**Name:** Rowlet  
**Category:** Grass Quill Pokémon  
**Height:** 1ft  
**Weight:** 3.3lbs  
**Type:** Grass/Flying  
**Starting Move:** Leafage

The first of the potential partners is the adaptable Grass Quill Pokémon, Rowlet. This Pokémon can fly silently through the skies, sneaking up on its opponent without being noticed. It can attack its opponents using powerful kicks, and it can also attack from a distance using the razor-sharp leaves.
that form part of its feathers. Rowlet can survey its environment and turn its neck nearly 180 degrees from front to back, so it can see directly behind itself. When in battle, Rowlet turns its head to face its Trainer when waiting for instructions.

Name: Litten  
Category: Fire Cat Pokémon  
Height: 1ft 4in  
Weight: 9.5lbs  
Type: Fire  
Starting Move: Ember

The cool-headed Fire Cat Pokémon, Litten, is the next choice for a first-partner Pokémon. Its fur is rich in oils and is immensely flammable. It constantly grooms itself by licking its coat, collecting loose fur into balls. It then ignites these hairballs to create fireball attacks. When the time comes for Litten to moult, it burns off all of its fur in one glorious blaze.

Name: Popplio  
Category: Sea Lion Pokémon  
Height: 1ft 4in  
Weight: 16.5lbs  
Type: Water  
Starting Move: Water Gun

The third possibility is the acrobatic Sea Lion Pokémon, Popplio. It can create balloons made of water from its nose and utilise them to create a variety of different strategies and attacks in battle. This Pokémon is better at moving in the water than on land, and can swim at speeds over 25mph.
land, it uses the elasticity of the balloons it creates to perform jumps and acrobatic stunts.

At E3 2016, Nintendo also announced a further three Pokémon: Pikipek, Yungoos and Grubbin. Pikipek (below left), which likes to collect glittery objects and hide them in their food stores, can strike trees up to 16 times per second to bore holes – this powerful action can even shatter stone. Pikipek can also fire seeds at opponents with enough power to embed them into tree trunks.

Yungoos (below centre) is an extremely hungry Pokémon, and when its stomach rumbles it gets pretty grumpy. It’s pretty much all about its stomach, but some Yungoos also possess the Stakeout ability, with their moves dealing twice the normal damage to any Pokémon that enters the field mid-battle.

Grubbin (below right) is a bug-type Pokémon with a strong jaw, munching away in battle and using its nashers to burrow into the ground. Sticky threads can be spat from its mouth and wrapped around trees, enabling Grubbin to swing between them a bit like Tarzan.
Nintendo has unveiled a new console, but it’s not the highly anticipated NX. Instead, the gaming giant has announced a new version of an old games console. Due to be released on 11 November, the Classic Mini NES costs £49 and comes with a controller. A second controller will set you back £7.99.

As Nintendo puts it: “The classic NES is back in a familiar-yet-new form as a mini replica of Nintendo’s original home console. Relive past glories, defeat the boss that you could never beat, or simply enjoy the classic titles of yesteryear anew.”
Features
Although it’s a NES (Nintendo Entertainment System), the new console has modern specifications including HDMI, so you won’t need to be searching the web for SCART adaptors or the like. It’s also powered with a USB cable, although the AC adaptor for the USB cable isn’t supplied in the box. The console is pretty low-tech though, so can’t access the internet, nor can it take any existing cartridges you might have.

In the box
Your £49 will get you the Classic Mini console and a NES controller. You can play with another player by getting a second controller or using a Wii Classic Controller or Classic Controller Pro.

A cool feature of the Nintendo Classic Mini: NES Controller is that it can be used to play Virtual Console NES games on a Wii or Wii U console – you plug it into the bottom of the Wii Remote.

Games
Thirty games are included with the Nintendo Classic Mini. These are:
• Balloon Fight
• Bubble Bobble
• Castlevania
• Castlevania II: Simon’s Quest
• Donkey Kong
• Donkey Kong Jr.
• Double Dragon II: The Revenge
• Dr. Mario
• Excitebike
• Final Fantasy
- Galaga
- Ghosts ‘n Goblins
- Gradius
- Ice Climber
- Kid Icarus
- Kirby’s Adventure
- Mario Bros
- Mega Man 2
- Metroid
- Ninja Gaiden
- Pac-Man
- Punch-Out!! Featuring Mr. Dream
- StarTropics
- Super C
- Super Mario Bros.
- Super Mario Bros. 2
- Super Mario Bros. 3
- Tecmo Bowl
- The Legend of Zelda
- Zelda II: The Adventure of Link