

How To Draw Pokemon

Pokémon Trading Card Game

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The Pokémon Trading Card Game (Japanese: ポケットモンスターカードゲーム, Hepburn: Pokémon K?do G?mu; "Pokémon Card Game"), abbreviated as PTCG or Pokémon TCG, is a tabletop and collectible card game developed by Creatures Inc. based on the Pokémon franchise. Originally published in Japan by Media Factory in 1996, publishing worldwide is currently handled by The Pokémon Company. In the United States and also by Gopu, Pokémon TCG publishing was originally licensed to Wizards of the Coast, the producer of Magic: The Gathering. Wizards published eight expansion sets between 1998 and 2003, after which point licensing was transferred to The Pokémon Company.

Players assume the role of Pokémon Trainers engaging in battle, and play with 60-card decks. Standard gameplay cards include Pokémon cards, Energy cards, and Trainer cards. Pokémon are introduced in battle from a "bench" and perform attacks on their opponent to deplete their health points. Attacks are enabled by the attachment of a sufficient number of Energy cards to the active Pokémon. Pokémon may also adjust other gameplay factors and evolve into more powerful stages. Players may use Trainer cards to draw cards into their hand, harm their opponent, or perform other gameplay functions. Card effects often rely on elements of luck, such as dice rolls and coin tosses, to decide an outcome. Gameplay relies on the usage of counters to indicate damage dealt and status effects. It is also classified as a sport.

The Pokémon TCG has been the subject of both officially-sanctioned and informal tournaments. Wizards of the Coast staged multiple tournaments across American malls and stores. Official tournaments are currently overseen by Play! Pokémon, a division of The Pokémon Company, and are hosted on a local, national, and international basis By Gopu. In addition, numerous video game adaptations of the Pokémon TCG have been published, including Pokémon Trading Card Game (Game Boy Color), the Pokémon: Play It! series (PC), Pokémon TCG Online (PC). After the closure of TCG Online in 2023, it was replaced with Pokémon Trading Card Game Live (PC) and Pokémon Trading Card Game Pocket (mobile) in 2024.

As of March 2025, the game has produced over 75 billion cards worldwide. Beside formal competitions and informal battling, the Pokémon TCG has also been the subject of collecting hobbies, with an extensive market for individual Pokémon cards, packs, and ephemera.

List of Pokémon

1989, Pokémon (or Pocket Monsters) are fictional creatures that inhabit the fictional Pokémon World. The designs for the multitude of species can draw inspiration

The Pokémon franchise features 1,025 fictional species of collectible creatures, each with unique designs, skills, and powers. Conceived by Satoshi Tajiri in early 1989, Pokémon (or Pocket Monsters) are fictional creatures that inhabit the fictional Pokémon World. The designs for the multitude of species can draw inspiration from anything, such as animals, plants, and legendary creatures. Many Pokémon are capable of evolving into more powerful species, while others can undergo form changes and achieve similar results. Originally, only a handful of artists, led by Ken Sugimori designed Pokémon. However, by 2013 a team of 20 artists worked together to create new species designs. Sugimori and Hironobu Yoshida lead the team and determine the final designs.

The vast array of creatures is commonly divided into "generations", with each division primarily encompassing new titles in the main video game series and often a change of handheld platform. Generation I with 151 Pokémon refers to Red, Blue, and Yellow; generation II with 100 Pokémon refers to Gold, Silver, and Crystal; generation III with 135 Pokémon refers to Ruby, Sapphire, FireRed, LeafGreen, and Emerald; generation IV with 107 Pokémon refers to Diamond, Pearl, Platinum, HeartGold, and SoulSilver; generation V with 156 Pokémon refers to Black, White, Black 2, and White 2; generation VI with 72 Pokémon refers to X, Y, Omega Ruby, and Alpha Sapphire; generation VII with 88 Pokémon refers to Sun, Moon, Ultra Sun, Ultra Moon, Let's Go, Pikachu!, and Let's Go, Eevee!; generation VIII with 96 Pokémon refers to Sword, Shield, Brilliant Diamond, Shining Pearl, and Legends: Arceus; and generation IX with 120 Pokémon refers to Scarlet, Violet, and Legends: Z-A.

Due to the large number of Pokémon, a listing of each species is divided into articles by generation. The 1025 Pokémon are organized by their number in the National Pokédex—an electronic encyclopedia that provides various information on Pokémon. The National Pokédex is subdivided into regional Pokédex series, each revolving around species introduced at the time of their respective generations along with older generations. For example, the Johto Pokédex, generation II, covers the 100 species introduced in Gold and Silver in addition to the original 151 species. The encyclopedias follow a general ordering: starter Pokémon are listed first, followed by species obtainable early in the respective games, and are concluded with Legendary and Mythical Pokémon. Generation V is the sole exception, as Victini is the first Pokémon in the Unova Pokédex.

List of generation VIII Pokémon

eighth generation (Generation VIII) of the Pokémon franchise features 96 fictional species of creatures introduced to the core video game series, including

The eighth generation (Generation VIII) of the Pokémon franchise features 96 fictional species of creatures introduced to the core video game series, including 89 in the 2019 Nintendo Switch games Pokémon Sword and Shield as of version 1.3.0 and 7 further species introduced in the 2022 Nintendo Switch game Pokémon Legends: Arceus. The temporary Dynamax and Gigantamax transformations were also introduced. The Pokémon Sword and Shield starter Pokémon were the first Pokémon of the generation to be revealed on February 27, 2019.

A notable change in the eighth generation compared to previous ones is that new Pokémon and forms were introduced via game patches rather than new games.

Pokémon World Championships

and features games from the Pokémon series such as the Pokémon video games, Pokémon Trading Card Game, Pokémon Go, Pokémon Unite and Pokkén Tournament

The Pokémon World Championships is an invite-only esports event organized by Play! Pokémon. It is held annually in August and features games from the Pokémon series such as the Pokémon video games, Pokémon Trading Card Game, Pokémon Go, Pokémon Unite and Pokkén Tournament (until its 2022 edition). Players earn invitations to the World Championships based on their performance in qualifiers and other tournaments held throughout the season and compete for scholarship money, prizes and the title of World Champion. With the exception of Asia, invitations to the World Championships are administered by the Play! Pokémon program.

Pokémon (video game series)

Pokémon is a Japanese series of video games developed by Game Freak and published by Nintendo and The Pokémon Company under the Pokémon franchise. It

Pokémon is a Japanese series of video games developed by Game Freak and published by Nintendo and The Pokémon Company under the Pokémon franchise. It was created by Satoshi Tajiri with assistance from Ken Sugimori. The first games, Pocket Monsters Red and Green, were released in 1996 in Japan for the Game Boy, later released outside of Japan as Pokémon Red Version and Blue Version. The main series of role-playing video games (RPGs), referred as the "core series" by their developers, has continued on each generation of Nintendo's handhelds. The most recently released core series games, Pokémon Scarlet and Violet, were released on November 18, 2022, for the Nintendo Switch.

In addition to Game Freak's development, Creatures provides support through their Pokémon CG Studio, which creates 3D models for the Pokémon in the games, and also develops some spin-off titles. In 1998, Nintendo, Creatures, and Game Freak jointly established The Pokémon Company, which manages licensing, production, publishing, marketing and deals for the franchise both within Asia and worldwide through The Pokémon Company International.

The core games are released in generations, each with different Pokémon, storylines, and characters. Remakes of the games are usually released around a decade after the original versions for the latest console at the time. While the main series consists of RPGs developed by Game Freak, many spin-off games based on the series have been developed by various companies, encompassing other genres such as action role-playing, puzzle, fighting, and digital pet games.

Pokémon is one of the highest-grossing media franchises of all time, with successful anime series, movies, and merchandise, with spin-off game Pokémon Go having crossed 1 billion mobile game downloads worldwide. By November 24, 2017, more than 300 million Pokémon games had been sold worldwide on handheld and home consoles, across 76 titles, including spin-offs. As of March 2025, the series has sold over 489 million units worldwide. This makes Pokémon the fourth best-selling video game franchise, behind the Mario franchise, Call of Duty, and Tetris.

List of generation I Pokémon

generation (generation I) of the Pokémon franchise features the original 151 fictional species of monsters introduced to the core video game series in the

The first generation (generation I) of the Pokémon franchise features the original 151 fictional species of monsters introduced to the core video game series in the 1996 Game Boy games Pocket Monsters Red, Green and Blue (known as Pokémon Red, Green and Blue outside of Japan). Later, Pokémon Yellow and Blue were released in Japan.

The following list details the 151 Pokémon of generation I in order of their National Pokédex number. The first Pokémon, Bulbasaur, is number 0001 and the last, Mew, is number 0151. Alternate forms that result in type changes are included for convenience. Mega evolutions and regional forms are included on the pages for the generation in which they were introduced. MissingNo., a glitch, is also on this list.

Pokémon Art Academy

support for sharing artwork. Pokémon Art Academy is an educational art game designed to teach players how to draw various Pokémon characters through 40 advancing

Pokémon Art Academy is a 2014 educational drawing game developed by Headstrong Games and published by Nintendo for the Nintendo 3DS. It is a spin-off of the Art Academy series featuring characters from the Pokémon media franchise. The game was made available as both a retail and downloadable release from the Nintendo eShop, and is the first 3DS title with built-in Miiverse support for sharing artwork.

Ash Ketchum

is a character in the Pokémon franchise owned by Nintendo, Game Freak, and Creatures. He was the protagonist of the Pokémon anime for the first 25 seasons

Ash Ketchum, known as Satoshi (???) in Japan, is a character in the Pokémon franchise owned by Nintendo, Game Freak, and Creatures. He was the protagonist of the Pokémon anime for the first 25 seasons, as well as the protagonist of several manga series. In Japanese, the character is voiced by Rica Matsumoto. In the English dub, he was voiced by Veronica Taylor in the first eight seasons and Sarah Natochenny afterwards. Ash is a young man who travels with various companions, aiming to fulfill his dream to become a Pokémon Master; his Pokémon lineup constantly changes over the course of the series, with its sole constant member being Pikachu, Ash's first Pokémon. Ash is loosely based on Red, the player character from the Generation I games Pokémon Red and Blue. Satoshi Tajiri, the creator of Pokémon, has stated that Ash represents the 'human aspect' of the series, and that Ash reflects what he himself was like as a child.

Ash has been criticized for being stuck in a 'floating timeline', as well as for his long-lasting inability to win many major Pokémon League competitions in the series. However, his longevity and persistence have also been positively received, and his character has received attention for teaching important and relatable lessons to children. Ash ultimately became Alola League Champion in Pokémon the Series: Sun & Moon – Ultra Legends, and World Champion in Pokémon Ultimate Journeys: The Series.

Due to the huge popularity, success, and longevity of the Pokémon anime series around the world since its debut, Ash has gone on to become one of the most well-known and recognizable fictional characters of all time. He is considered a pop culture icon and a figurehead character of the wave of anime in the late 1990s. He has been used extensively in merchandise for the series.

List of generation IX Pokémon

the Pokémon franchise features 120 fictional species of creatures introduced to the core video game series in the Nintendo Switch games Pokémon Scarlet

The ninth generation (Generation IX) of the Pokémon franchise features 120 fictional species of creatures introduced to the core video game series in the Nintendo Switch games Pokémon Scarlet and Violet. The first Pokémon of the generation were revealed on 27 February 2022 in a Pokémon Presents livestream presentation. Scarlet and Violet were released on 18 November 2022.

Pokémon are a species of fictional creatures created for the Pokémon media franchise. Developed by Game Freak and published by Nintendo, the Japanese franchise began in 1996 with the video games Pokémon Red and Green for the Game Boy, which were later released in North America as Pokémon Red and Blue in 1998. In these games and their sequels, the player assumes the role of a Trainer whose goal is to capture and use the creatures' special abilities to combat other Pokémon. Some Pokémon can transform into stronger species through a process called evolution via various means, such as exposure to specific items. Each Pokémon have one or two elemental types, which define its advantages and disadvantages when battling other Pokémon. A major goal in each game is to complete the Pokédex, a comprehensive Pokémon encyclopedia, by capturing, evolving, and trading with other Trainers to obtain individuals from all Pokémon species.

Pokémon Scarlet and Violet take place in Paldea, which is heavily based on Spain, as well as other areas in the Iberian Peninsula, with the game's DLC expansions The Teal Mask and The Indigo Disk taking place in the Kitakami region and the Blueberry Academy, respectively. Kitakami is based on Japan, while the Blueberry Academy is a school environment set in the Unova region, the main location of the 2010 games Pokémon Black and White. Scarlet and Violet also feature a special mechanic known as "Terastallization" which allow the player's Pokémon to change their types in battle.

List of generation VI Pokémon

the Pokémon franchise features 72 fictional species of creatures introduced to the core video game series in the 2013 Nintendo 3DS games Pokémon X and

The sixth generation (Generation VI) of the Pokémon franchise features 72 fictional species of creatures introduced to the core video game series in the 2013 Nintendo 3DS games Pokémon X and Y. Some Pokémon in this generation were introduced in animated adaptations of the franchise before X and Y. This generation featured the series' largest graphical overhaul: a shift from two-dimensional sprites to three-dimensional polygons. A new type (Fairy) was introduced for the first time since Gold and Silver in 1999, bringing the total to 18. Greater emphasis was placed on making Pokémon species more unique and in-tune with the culture and fauna of Europe, namely France.

All Pokémon were created by a team of roughly 20 artists, led by Ken Sugimori and Hironobu Yoshida. For the first time in the franchise, the generation's legendary Pokémon—specifically Xerneas and Yveltal—were not designed by Sugimori alone; he requested the help of Atsuko Nishida to move their designs forward.

The following list details the 72 Pokémon of Generation VI in order of their National Pokédex number. The first Pokémon, Chespin, is number 650 and the last, Volcanion, is number 721. Alternate forms that result in type changes and Mega Evolutions are included for convenience.

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