

Pokéditorial

MAGAZINE

IT'S A SHINY

CHARIZARD!



Is the
POKEBALL GS
still relevant?

TO BE, OR
NOT TO BE...

SHINY

How rare and how important it
is to be different?

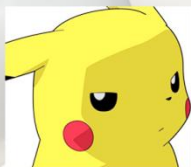
by Matteo George

**ELECTRICITY
BILLS
ISSUES?** GET YOURSELF
A MAGNEMITE...
OR EVEN,
A ZAPDOS!

IT'S NO!

 by Sam Raichu

WHEN IS THE
BEST TIME TO
SAY NO TO YOUR
PIKACHU,
BEFORE IT GETS
SPOILED?

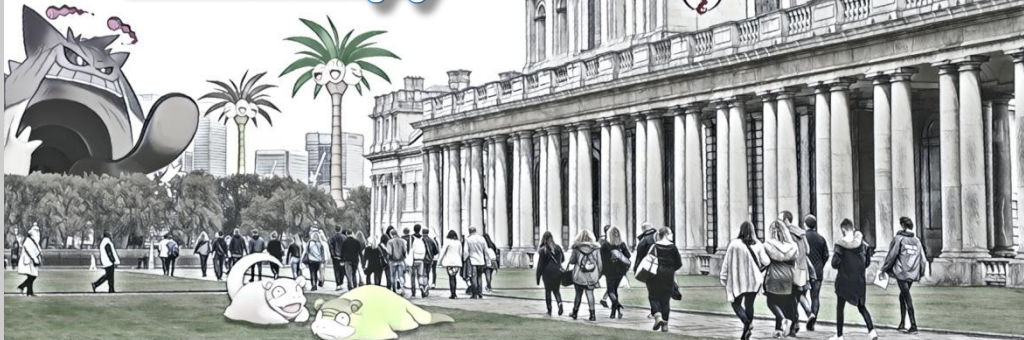


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Welcome to the inaugural issue of **POKÉDITORIAL MAGAZINE**, curiosity for the extraordinary - particularly for the elusive world of Shiny Pokémon - guides every page. I'm **Matteo George**, your author and fellow Pokémon enthusiast, and I'm absolutely thrilled to unveil this new monthly magazine dedicated to celebrating the wonder hidden within every PokéBall.



My fascination with shiny Pokémon runs deep. These rare, alternate - colour variants, tones and distinct

palettes...they're born with their uniqueness... That spark of rarity-it's what draws collectors and researchers alike.

In **POKÉDITORIAL**, we aim to bring you rigorous, well-crafted studies that deepen your understanding of Pokémon biology, behaviour and battle mechanics. From in-depth analyses of shiny DNA appearance rates and hunting strategies, to examinations of how Shiny

Pokémon are represented around the world, our pages will explore every angle. You'll discover the mechanics behind encounters, breeding methods like the Masuda Method and much more!

Beyond the mechanics, we're committed to showcasing the cultural heartbeat of the Shiny-hunting community.

This issue will feature interviews with dedicated hunters, strategies for maximizing your chances-such as using the Shiny Charm, chaining methods and reflections on what makes the chase so compelling.

Each month, **POKÉDITORIAL MAGAZINE** will deliver fresh insights into Pokémon lore and strategy, whether it's an exploration of legendary habitats or collecting techniques enhanced by the latest studies. For Shiny enthusiasts, we'll have features like "Shiny Spotlight" to highlight particularly striking variants, rarity comparisons and creative community showcases.

Thank you for embarking on this journey with me. With every issue of **POKÉDITORIAL MAGAZINE**, I hope to spark wonder, deepen your knowledge,

and fuel your passion - whether you're a researcher at heart or a dedicated collector of the rarest of Pokémon. Age doesn't matter! Let's chase that sparkle together!

Letter
Henge

POKÉDITORIAL MAGAZINE is thrilled to welcome a new voice to its pages:

Sam Raichu, a dynamic and passionate reporter whose



knowledge of the Pokémon world runs as deep as her love for the battles that define it. Specializing in competitive Pokémon strategies, Sam has spent years honing her understanding of team composition, move synergy, and in-battle tactics that

can turn the tide in a heartbeat. But she's not just about winning—Sam has a particular fondness for the beauty and rarity of *Shiny Pokémon*, and she's on a mission to share the wonder they bring to the competitive scene.

Her expertise extends far beyond the battlefield. Sam is a dedicated scholar of **Pokémon evolution**, and a true authority

on **Super Training**, mastering the art and science behind Effort Values (EVs) and Individual Values (IVs). Whether she's fine-tuning a Pokémon's potential for competitive play or explaining complex training systems in a way that's clear and approachable, Sam bridges the gap between casual trainers and the most seasoned veterans. Her upcoming articles promise to demystify these mechanics while giving readers practical tools to improve their own Pokémon journeys.

Sam's arrival at **POKÉDITORIAL MAGAZINE** is no accident—she was personally invited by **Matteo and Mark**, the magazine's founders, to join the editorial team. For her, it's both an honour and an exciting opportunity to share her knowledge with a broader audience. "I'm just so happy to be part of this adventure," she says with her trademark enthusiasm. "Pokémon has given me so much joy and challenge over the years, and now I get to pass that spark on to our readers." With her passion, expertise, and dedication, Sam Raichu is poised to become one of Pokéditorial's brightest stars.

Sam
Raichu

In the vast world of Pokémon trainers and collectors, few names carry the same weight as **Mark Joshua**.

Known as one of the very few people to own a *complete live Shiny Pokédex*, Mark has turned what began as a passion into a legacy nearly two decades in the making.



His journey spans almost 20 years of tireless hunting, and perfecting his collection — achieving a goal that countless trainers around the world dream of but rarely reach. For Mark, each Shiny Pokémon isn't just a rare find — it's a story, a triumph, and a celebration of dedication. The full live *Shiny Pokédex* has all creatures registered under his name, that means Mark never traded a shiny Pokémon with any other trainers.

Mark's influence in the Pokémon community goes far beyond his own achievements. As the founder of the **Shinydex Project**, he has created a comprehensive resource for Shiny collectors everywhere, offering data, guides, and insights that help trainers track and grow their own collections. His work didn't stop there; with the establishment of the **Blumew Academy**, Mark built a hub for education and mentorship, where trainers of all levels can learn the nuances of breeding, battling, and hunting for Shiny Pokémon with expert guidance.

To this day, Mark continues to inspire both seasoned veterans and newcomers to the world of Pokémon collecting. His unwavering dedication, paired with his willingness to share his expertise, has cemented him as a true mogul in the Pokémon community. Whether you're a casual trainer or an aspiring Shiny hunter, Mark Joshua's story proves that with enough patience, strategy, and passion, even the most ambitious Pokémon dreams can come true!

Hey there, readers!!! **Dave Hill** here, and I'm proud to say I'm the youngest member of the **POKÉDITORIAL** team. Some people might see that as a challenge, but for me, it's an edge. I grew up immersed in the

Pokémon world, so battling in every tournament I could enter and chasing down rare Pokémon like they were treasures waiting to be discovered. Competitive battling isn't just a hobby for me — it's my craft, and every match is a chance to push myself further.

I've also made a name for myself in the rare Pokémon collector scene, something I take just as seriously as battling. When **Mark** — yes, *the* Mark Joshua — called me “the next big trainer in the market of rare collectors,” it lit a fire in me that hasn't



gone out since. I see every rare find not just as a trophy, but as a story worth sharing with the world, and I want my collection to reflect my journey as a trainer and adventurer.

When I'm not battling or hunting for rare finds, I'm out exploring new regions, meeting new people, and studying the unique Pokémon variants

each place has to offer. Travelling opens my eyes to how diverse and exciting the Pokémon world really is, and it fuels my drive to keep learning and collecting. Being part of **POKÉDITORIAL MAGAZINE** means I get to bring you along for the ride, sharing not just my victories, but the challenges and surprises that make this journey so incredible.

D. Zell



Matteo, Magnemite and Sam in a photographic preparation for this issue.



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Is the **Poké Ball GS** still relevant?



The GS Ball: Pokémon's Most Famous Unfinished Mystery

The GS Ball is a special Poké Ball that first appeared in the late-1990s Pokémon anime. It was gold and silver with the letters "GS" engraved on it. The GS Ball became a plot device: Ash was asked to deliver it, nobody could open it, and then it simply disappeared from the show without explanation. Years later, staff confirmed the ball was supposed to contain Celebi and launch a whole story arc, but that plan was dropped when Celebi was moved to headline a movie. In the games, the GS Ball existed as an event item in Pokémon Crystal that, when used at the Ilex Forest shrine, triggered a battle



with Celebi. That event was originally limited to Japan via the Mobile System GB, then globally revived in the 2018 Virtual Console release of Crystal. As of 2025, the GS Ball still matters mostly as a piece of series lore, a window into how Pokémon's anime and game plans shifted on the fly, and a beloved curiosity that keeps resurfacing through re-releases, retrospectives, and fan discussion. Visually, the GS Ball is a Poké Ball colored gold and silver (hence the "GS"), with those initials etched on its shell. It isn't a mass-market item in the world of Pokémon; it's singular, secretive, and resistant to being opened by normal means. In the anime, every expert who examined it came up empty. In the games, it behaves like a key item rather than a normal ball you can throw. The abbreviation "GS" is widely read as "Gold/Silver," a nod to the second generation titles that were rolling out when the anime introduced it.

The anime: setup, suspense, then silence

Arrival on the Orange Islands and the delivery quest

The GS Ball enters the anime during the Orange Islands era, bridging into Johto. Professor Ivy finds it and passes it to Ash to deliver to Professor Oak. Oak can't open it either, so Ash is told to bring it to Kurt in Azalea Town, the craftsman who studies and makes specialized balls. The hand-off keeps the mystery alive: if Ivy and Oak



can't crack it, maybe Kurt can. The show teases significance by repeatedly framing the ball as something unusual and fragile enough to keep in Ash's backpack at all times. Specific Orange Islands and early Johto episodes underline that "what's inside" is the point, not its function as gear.

What happened next on screen

After Ash leaves the GS Ball with Kurt, the object more or less vanishes from the narrative. There's no dramatic opening, no reveal, no payoff. For years, the GS Ball became the anime's most notorious loose thread: a tease with no conclusion. Fans assumed the answer would arrive in a later episode or a season finale. It did not. Instead, Johto stories continued without it, and by the time viewers realized the ball was simply gone, the series had moved on to other arcs and mascots.

The off-screen explanation

In 2008, series staffer Masamitsu Hidaka finally addressed the mystery in an interview. The plan, he explained, was that the GS Ball would contain Celebi, launching a significant multi-episode arc in Johto. When the decision was made for Celebi to star in the fourth movie (Pokémon 4Ever), the TV arc was judged redundant and scrapped. Rather than build an entirely new reveal, the writers left the GS Ball with Kurt and quietly dropped it. That's why the anime never opens it or returns to it. It wasn't an in-universe puzzle the characters failed to solve; it was an out-of-universe production change.

The games: how the GS Ball really worked in Pokémon Crystal

The original Japanese-only event

In Pokémon Crystal (2000 in Japan, 2001 internationally), the GS Ball is a legitimate in-game item associated with a special Celebi event. Originally, only players in Japan could get it through the Mobile System GB, a network service that connected a Game Boy Color to mobile phones. After meeting requirements and using the Pokémon Communication Center in Goldenrod City, players could receive a GS Ball and then take it to Kurt. He would study it, ask them to return after time passed, and ultimately send them to



the Ilex Forest shrine where interacting with the shrine using the GS Ball triggered a level-30 Celebi encounter. For years, that entire chain was exclusive to Japan because the Mobile System GB never launched in the West.



The mechanics in plain English

Here's the flow as Japanese players experienced it in 2001:

1. Use Mobile System GB features at the Goldenrod Pokémon Communication Center to receive the GS Ball.
2. Deliver it to Kurt in Azalea Town.
3. Wait the required time and return to receive it back.
4. Take it to the Ilex Forest shrine, interact, and Celebi appears for a standard battle and capture.

It's elegant in its simplicity: the ball is a key that awakens Celebi at a time-travel shrine tied to Johto lore.

The West finally gets it: 2018 Virtual Console Crystal

For nearly two decades, international players had no official way to trigger the GS Ball event on retail hardware. That changed when Nintendo released Pokémon Crystal on the Nintendo 3DS Virtual Console on January 26, 2018. This version included the GS Ball event for all regions, without the defunct mobile network. After beating the Elite Four, visiting the Goldenrod Pokémon Center would trigger an NPC to hand you the GS Ball, and the rest of the event



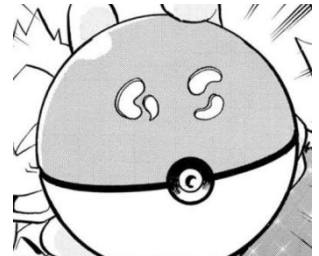
proceeded as in Japan: give it to Kurt, wait, then take it to the Ilex Forest

shrine to battle Celebi. It was a graceful archival fix that preserved the original intent.

The window closes a little: the 3DS eShop shutdown

The 3DS eShop closed on March 27, 2023. If you purchased and downloaded Crystal before then, it still lives on your system and the GS Ball event still works. New purchases aren't possible via the eShop, which makes the official, global GS Ball experience rarer for newcomers in 2025 unless Nintendo reissues Crystal elsewhere. The Japanese-only Mobile System GB path is long gone, so in practical terms the Virtual Console version is the most accessible "legit" route, provided you already own it.

The manga: a different GS Ball origin



In Pokémon Adventures (the long-running manga), the GS Ball has its own mythology. There, the villain known as the Masked Man crafts a GS Ball using a net made from Lugia and Ho-Oh's feathers specifically to trap Celebi. That twist reframes the GS Ball as a bespoke cage whose materials counteract the time-travel disorientation that usually comes with contacting Celebi. The heroes ultimately destroy the ball and free Celebi. The manga's version matters because it demonstrates how flexible the GS Ball idea is across media: symbol of mystery in the

anime, key item in the games, engineered 10evellin in the manga.

Why the GS Ball stuck in fan memory

It was a perfect mystery box at exactly the right time

The mid-to-late 1990s were peak Pokémon mania. Introducing a gleaming, unopenable ball with engraved letters was catnip to an audience trained to look for secrets and legends. The show lingered on it just long enough to suggest gravity, then moved on, which made the absence feel louder. For schoolyard rumor-mills and early web forums, the GS Ball was pure oxygen.

The missing payoff invited theories

Before the 2008 interview, fans proposed everything from “it contains Ho-Oh” to “it’s a prototype Master Ball” to “it’s Gold and Silver’s boxed legendary.” The actual answer wound up being cleaner than the speculation: it held Celebi, and the anime’s plan was folded into a movie. The fact that there was a real plan all along validated the sense that the GS Ball was important; the fact that the plan changed explains the silence without making it a plot hole.

The games preserved the intent

Even as the anime thread 10 evelling 10, Pokémon Crystal carried the GS Ball through to a proper moment at the Ilex shrine. That gave the concept a canonical resolution somewhere in the franchise,

and because the shrine encounter is one of the series’ most atmospheric scripted events, it added artistic weight that the anime never got to show. The 2018 Virtual Console release extended that closure to a worldwide audience.



Masamitsu Hidaka passed in March 2022

A concise timeline

- **1999–2000 (Anime, Orange Islands to early Johto):** The GS Ball is introduced, passed to Ash, examined by Oak, delivered to Kurt, then never seen again.
- **2000–2001 (Games):** Pokémon Crystal launches. In Japan, the GS Ball can be received through the Mobile System GB and used at the Ilex Forest shrine to trigger a Celebi encounter. The Mobile System GB features never reach Western releases.
- **2008 (Interview):** Masamitsu Hidaka explains the original plan: the GS Ball contained Celebi, meant to drive a Johto arc, later

dropped when Celebi became the focus of the fourth movie.

- **2018 (Re-release):** Pokémon Crystal hits 3DS Virtual Console worldwide, with the GS Ball event enabled for all regions.
- **2023 (Platform change):** The 3DS eShop is discontinued, making new purchases of Virtual Console Crystal impossible. Existing owners retain access.



The simplest reading is “Gold/Silver,” referencing the Generation II games and the era in which the ball debuted. That interpretation is supported by official encyclopaedic resources and the timing of its introduction. There’s no canonical in-story expansion of the letters beyond that.

Did the GS Ball ever open in the anime?

No. Within the show’s continuity, it is last seen with Kurt in Azalea Town and is never opened on screen. The reason is production-side: the planned reveal was dropped when Celebi moved to the fourth movie

Is the GS Ball usable as a normal Poké Ball?

In the anime, it’s treated as a sealed container, not a ball Ash can throw. In Pokémon Crystal, it functions as a key item that triggers the Celebi event; you don’t “throw” it in battle.

Does the GS Ball exist in other media?

Yes. In the Pokémon Adventures manga, it’s a custom device made to trap Celebi, destroyed later to free it. The specifics there are unique to the manga’s continuity.

The GS Ball in context: why the plan changed

Pokémon’s TV series and movies often cross-pollinate, but they aren’t the same production with the same schedules. Moving Celebi from a TV arc to a film is a classic example of franchise triage: when a character or concept is earmarked for a feature, TV arcs are sometimes trimmed to avoid redundancy and preserve impact. This is especially true for mythic or time-travel-related Pokémon like Celebi. From a marketing perspective in the early 2000s, a film appearance also introduced Celebi to international audiences with theatrical splash, merchandise, and a self-contained story. The cost was a dangling thread on TV. Fans noticed. Years later, the interview admission gave everyone the missing piece of logic.



What “happened” to the GS Ball, exactly?

If you trace the object itself, not the idea:

- **Anime continuity:** It’s left with Kurt for study in Azalea Town and never returned. That’s its last canonical location on TV.
- **Game continuity (Crystal):** It’s delivered to Kurt, then used at the Ilex Forest shrine to awaken Celebi. In other words, the GS Ball’s fate in Crystal is to 12evell a ritual and disappear from your inventory once it has served its purpose.
- **Manga continuity:** It is destroyed to free Celebi.

So the GS Ball does not become a standard tool you can pocket forever. Across media, it is a story object with a single job: unlock Celebi, then exit.

The long tail: glitches, workarounds, and preservation

Because the original Crystal event was Japan-only, international players long chased workarounds. Some exploited mailbox glitches in Gold and Silver to move a “Teru-sama” placeholder item into Crystal where it would transform into a GS Ball, while others used save editors or cheating devices to flip the internal event flags. These methods are part of the scene’s preservation history but sit outside official paths. The 2018 Virtual Console release rendered most of that unnecessary by turning the event back on globally.



Relevance in 2025: does the GS Ball still matter?

Short answer: yes, but as myth, history, and design rather than a live mechanic you’ll use in modern games every day.

1) It’s a case study in transmedia storytelling

The GS Ball shows how a single object can be reinterpreted across anime, games, and manga to serve different narrative needs. It’s also a reminder that production realities shape canon. Modern franchises still juggle this, but Pokémon’s scale makes the GS Ball an especially clear example that fans, critics, and game writers point to when discussing “why did the show drop X?” or “how do events migrate between media?”

2) It’s part of Johto’s identity

Johto has a strong folklore vibe: shrines, apricorn crafts, time and nature spirits. The GS Ball-to-Ilex-shrine ritual fits that tone perfectly. When people talk about what set Generation II apart, they mention walking Pokémon, day/night cycles, Kanto’s epilogue, and the feeling that old myths sit just beneath the surface. The GS Ball event at the shrine is very much in that lane, so it remains a touchstone in retrospectives and anniversary pieces,

especially when Crystal is revisited or re-released.

3) It's an archivist's victory and a cautionary tale

The 2018 Virtual Console release that restored the GS Ball event worldwide was an archival good deed. The 2023 eShop closure is the other side of the coin: access can be temporary if it's tied to storefronts. In 2025, the GS Ball symbolizes both the joy of lost content rescued and the fragility of digital availability. That combination keeps the conversation alive whenever fans, preservationists, or journalists talk about legacy game support.

4) It still sparks creative spins

The GS Ball shows up in fan projects, challenge runs, analysis videos, and nostalgia-driven social posts. Because it was once "the mystery with no answer," it has evergreen meme value. And because the in-game event is atmospheric and self-contained, it's also a 13evelling segment in long-form "Crystal revisited" essays and streams. While that's cultural rather than mechanical relevance, it's the kind of cultural relevance that keeps older content feeling fresh. (This point draws on general observation; the concrete, verifiable beats are the re-release in 2018 and the eShop closure in 2023.)



Small but interesting details

- **Kurt's role matters thematically.** The Johto artisan who crafts balls from apricorns is the right in-universe person to decode a special ball, which is why the delivery route from Ivy to Oak to Kurt feels logical even though the show never resolves it. That same craftsman anchors the in-game quest.
- **The Ilex Forest shrine is a ritual site.** The fact that Celebi appears specifically at a wooden shrine deepens the folklore feel and makes the event memorable beyond its reward. It's not just "talk to an NPC to receive a legendary," it's "perform a pilgrimage and awaken a guardian spirit."
- **Manga materials are wild.** The idea that only feathers from Ho-Oh and Lugia could contain Celebi's time effects is a very manga-style, tactile rule. It's not canon to the games or anime, but it's an elegant way to justify why a normal Poké Ball wouldn't work.

Where the GS Ball sits in 2025's Pokémon landscape

If you're a new fan in 2025 and trying to decide whether the GS Ball is worth your time, here's the practical view:

- **To experience it officially,** you need Pokémon Crystal on Nintendo 3DS Virtual Console,

which you can only use if you already purchased it before March 27, 2023. If you have it, the in-game steps are straightforward: beat the Elite Four, pick up the GS Ball at Goldenrod's Pokémon Center, give it to Kurt, then head to the Ilex Forest shrine to battle Celebi.

- **If you don't own VC Crystal**, there's no current official storefront where you can buy a version that includes the event in the West. You can still read or watch countless breakdowns, and you can experience the narrative beats in the anime and the manga, but the full in-game ritual is gated by platform history.
- **As a piece of lore**, it remains one of the franchise's best "what might have been" stories: a small prop that could have launched a TV arc, lost to the realities of production, then rescued in a game re-release many years later. That arc, from mystery to cancellation to restoration, is why people still talk about it.

The enduring appeal

The GS Ball is the rare artefact that reveals the seam between storytelling and logistics. It shows how Pokémon balances TV, cinema, and games; how ideas migrate or get mothballed; and how re-releases can right old wrongs. It's also pure Johto: a shiny object that points to folklore, a pilgrimage



to a forest shrine, a meeting with a guardian of time. Even if you never touch the 3DS version, the concept still resonates. That's why it keeps popping up in essays, videos, and threads every time the fandom looks back at Generation II.

Sources and further reading

- Bulbapedia's comprehensive GS Ball page and related episode/game entries (excellent for cross-media details and citations within the fandom encyclopedia).
- Masamitsu Hidaka's 2008 interview at PokéBeach explaining the 14evelling anime arc and the Celebi plan.
- Serebii's pages on the Crystal Celebi event and the 3DS Virtual Console update that enabled the GS Ball worldwide.
- Background on the Mobile System GB that originally distributed the GS Ball in Japan.

Final verdict: is the GS Ball "relevant" in 2025?

Not because it's a current gameplay system in new releases. It's relevant because it's an origin story for how Pokémon handles myth, media, and community expectations. The GS Ball is a lens. Through it you can see how a franchise that huge makes decisions, loses threads, and later restores them. If you care about Pokémon's history, you end up caring about the GS Ball. And if you just want a clean, satisfying Johto moment, the restored Crystal event is still one of the series' best five-minute chills.

*Written by
Haze*

Hidden Power: Demystifying EVs and IVs in Pokémon



by Sam Raichu

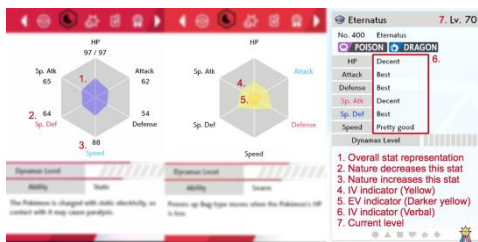
Pokémon games are full of secret mechanics that can turn your cuddly creature into a true powerhouse. Two of the most important (yet hidden) factors are **Evs (Effort Values)** and **Ivs (Individual Values)**. Think of these as your Pokémon's training regimen and genetic talent, respectively. In this playful guide, we'll break down what Evs and Ivs are, how they work in the latest Nintendo Switch titles (like *Pokémon Sword/Shield*, *Scarlet/Violet*), and how you can check or improve them. By the end, you'll understand these secret stats as easily as catching a Pidgey!

Evs – Effort Values (Training Pays Off)

What Are Evs? Evs, or Effort Values, are bonus stat points your Pokémon earn through training – essentially the **fruits of hard work**. Every time your Pokémon defeats a certain species of Pokémon, it gains EV points in one or more stats. Over time, these points add up and permanently boost your Pokémon's stats. For example, beating a Gastly grants 1 EV

in Special Attack, and defeating a Rookidee yields 1 EV in Speed. In other words, **Evs are like your Pokémon hitting the gym**: practice against speedy creatures and your Pokémon will get faster; wrestle with defensive Pokémon and your Pokémon gets tougher.

How Evs Boost Stats: In the main series games, 4 EV points in a stat will translate to +1 point in that stat at level 100 (approximately +1 for every 8 EV at level 50). Each Pokémon can accumulate a maximum of 510 EV points in total, with up to 252 Evs in a single stat. This means your training can **max out two stats (252 Evs each) and use the leftover 6 Evs in another stat**. A fully trained Pokémon could have, say, 252 Evs in Attack, 252 in Speed, and 6 in HP – giving it significant boosts in Attack and Speed compared to an untrained Pokémon of the same species. If you spread Evs out more evenly, the increases are smaller in each area, so serious trainers often focus on a couple of key stats.



Analogy: Imagine two Charmanders at the same level. One has spent hours sprinting and doing push-ups (maxing its Speed and Attack Evs), while the other spent its time napping. Even though they're the same level, the "athletic" Charmander will outspeed and hit harder than the couch-potato Charmander

because of its EV training. Effort Values represent all that extra training behind the scenes.

Earning Evs: How do you get Evs in the first place? In *Sword/Shield* and *Scarlet/Violet*, **every Pokémon in your party that gains experience from a battle also gains the Evs** from that battle – even if they didn’t directly fight (so long as they aren’t fainted).

This is thanks to the modern exp. Share that’s always on. Key points about gaining Evs through battles:

- **Different Pokémon give different Evs:** Each species yields a specific EV pattern when defeated. For example, Gastly always gives +1 Special Attack EV, Rookidee gives +1 Speed, and a Chansey grants HP Evs. Generally, weaker or unevolved Pokémon give 1 EV, while stronger ones might give 2 or 3 in one or split across stats. If you want to train a stat, you can seek out wild Pokémon known for that stat. (Ever wonder why competitive players love battling hordes of Chansey? It’s a quick way to stack HP Evs!)
- **Party Training:** As mentioned, all active party members benefit. So if your Pikachu is out front knocking out foes, your whole team is quietly getting those EV gains too. (Just make sure a Pokémon isn’t fainted, or it won’t absorb Evs or experience.)
- **No Evs from Auto-Battles:** *Pokémon* *Scarlet/Violet* introduced “Let’s Go” auto-

battling, where your lead Pokémon can roam and KO wild monsters on its own. Handy for experience items, but *here’s a pro-tip:* those auto-battles **do not award Evs**. (Likely to prevent super-easy EV farming early on.) So if you’re EV training, you’ll need to defeat Pokémon the old-fashioned way (through standard battles or catching them).

EV Training Methods: In addition to regular battling, modern Pokémon games offer **multiple ways to influence Evs:**

- **Vitamins:** These are items like Protein, Calcium, Iron, Carbos, Zinc, and HP Up, each corresponding to a stat. Vitamins give a quick +10 Evs to their stat and can now be used to boost a stat all the way to the max of 252 (no more 100 EV cap as in older games). This is a fast (but expensive) way to train – imagine feeding your Pokémon protein shakes to buff up its Attack! It costs money, but 26 Protein items will take a Pokémon from 0 to 252 Attack Evs instantly. Casual players in *Sword/Shield* and *Scarlet/Violet* can therefore max Evs with items if they have the cash.
- **Feathers (Wings):** Feathers are like mini-vitamins. Items such as Health Feather, Muscle Feather, Clever Feather, etc., each give **+1 EV to a specific stat**. They’re often found as glittering items in the wild (for example, along bridges or lakes). While not as potent as vitamins, feathers are

free and can top off Evs precisely when you just need a few points.

- **Macho Brace & Power Items:** There are held items that modify EV gains from battles. The Macho Brace (if available) doubles all Evs gained in battle (but halves your speed while held). Even better, the “Power” items (Power Weight, Bracer, Belt, Lens, Band, Anklet) give a flat **+8 Evs** in a specific stat per battle *in addition* to normal EV. For example, if your Pokémon holds a Power Bracer (Attack) and wins a battle that normally gives 1 Speed EV, it will gain 1 Speed EV + 8 Attack Evs. These are fantastic for quickly maxing Evs – your training goes into overdrive with the right gear.
- **Poké Jobs / Seminars (in Sword & Shield):** Ever wish your Pokémon could train while you’re AFK? In *Sword/Shield*, you can send Pokémon on “seminars” at Hammerlocke University (via the Poké Jobs system) to passively gain Evs. You choose a stat-focused seminar and a duration. For example, a 24-hour “whole day” seminar yields 96 Evs in a stat. Shorter seminars (e.g. 1 hour, 2 hours, etc.) give smaller EV increments. It’s the slow and steady route – essentially correspondence school for your Pokémon’s stats. This method is less efficient than battling or vitamins, but it’s a nice set-and-forget option. (*Scarlet/Violet*, by contrast, do not have Poké Jobs, so you’ll stick to battles and items in Paldea.)

- **Resetting Evs:** Made a mistake or want to retrain a Pokémon? There are ways to wipe EV slates clean. The main method is feeding your Pokémon special berries (Pomeg, Kelpsy, Qualot, Hondew, Grepa, Tamato), which each **reduce a specific stat’s Evs by 10** points (and raise friendship) when eaten. This is like your Pokémon doing a detox to forget its past training in that stat. Additionally, *Sword/Shield’s* Isle of Armor DLC offers an NPC (“Lady Clear” in the Workout Sea) who will reset a Pokémon’s Evs completely for a small cost. These tools let you re-customize your EV spread if you change your strategy.

How to Check Evs: Past generations left you guessing about Evs, but modern games let you *peek under the hood*. From *Pokémon X/Y* onward, the games include a graphical EV gauge for each Pokémon. In *Sword/Shield*, simply open your Pokémon’s status summary and press the **X button**; in *Scarlet/Violet*, press **L** on the status screen. You’ll see a cool **orange radar chart** (hexagon) that shows your Pokémon’s stat spread and how much it has grown from Evs. Key things to note on this chart:

- **Orange vs. Yellow:** The chart usually has a lighter yellow area indicating the Pokémon’s base stats (its natural attributes without Evs). The orange area extending outward shows the additional stat points gained from Evs. The bigger the orange section in a given direction, the more Evs in that stat.

- **Sparkles:** If a stat has been fully trained (252 Evs), you'll see a little sparkle or star on that stat on the chart. That's the game's way of winking at you, like "this stat is as buffed as it can be."
- **Blue Highlight/Cyan Fullness:** In *Sword/Shield*, when a stat can't be raised further, the orange turns a darker hue (often bluish) for that stat. In recent games including *Scarlet/Violet*, once your Pokémon has maxed out all 510 Evs, the whole graph may turn **cyan blue** to indicate it's "fully trained". You can also get an in-game **Effort Ribbon** from an NPC if a Pokémon's Evs are maxed (510 total) – for example, an NPC in Hammerlocke (Sw/Sh) or one in Levincia City (Scarlet/Violet) will reward your hard-trained partner with a ribbon for its effort.

So, with a quick glance at the summary screen, you can tell if your Gyarados still has room to speed-train, or if it's hit the EV cap. This visual makes EV management so much more user-friendly than it was in the old days.

TL;DR on Evs: They're hidden points from battle that make your Pokémon stronger in specific areas. You have control over them – you can choose to build a speedy Jolteon or a bulky Snorlax by deciding which Pokémon they battle or what items they consume. For casual play, don't stress too much; the game is beatable even if you ignore Evs. But understanding Evs is the key to unlocking your Pokémon's full potential in competitions or tough post-game battles. Evs are essentially your

training montage – invisible to spectators, but crucial to performance. □

Ivs – Individual Values (Born This Way)

While Evs represent hard work, **Ivs (Individual Values)** represent raw talent or genetics. These are stats your Pokémon is born with (or "caught with") that make it unique, even compared to others of the same species. **Every Pokémon has six IV numbers (one for each stat) ranging from 0 to 31.** A higher IV means better natural potential in that stat – often described as the Pokémon's *genes* or innate talent. For example, two Squirtles at level 5 might have slightly different Defense stats if one has a higher Defense IV. As the Pokémon level up, the one with the higher Defense IV will consistently be a bit sturdier.

In plain terms: Ivs are like a Pokémon's DNA blueprint. Not all Pikachu are created equal – one might be naturally quicker or stronger than another, just by luck of the draw. As one fan-favorite analogy puts it: *Ivs are basically a Pokémon's fingerprint or genetic makeup, determining subtle stat differences even among identical species.* At level 100, an IV of 31 in a stat can translate to 31 extra points in that stat compared to an IV of 0. That's significant! (At lower levels the difference is scaled down, but it's still there – at level 50, a 31 IV advantage is about +15 points in that stat.)

How Ivs Work: When you catch or hatch a Pokémon in the main games, the game secretly rolls a random IV value for each stat (0 through 31). A Pokémon with all 31s is often called a "6 IV" or "perfect IV"

Pokémon – the holy grail for competitive breeders. It's extremely rare to naturally find a wild perfect-IV Pokémon, but certain game mechanics (like the Destiny Knot for breeding, or Max Raid battles in Sword/Shield which often yield some high Ivs) can help. Ivs remain *fixed* for that Pokémon's life – they don't increase by 19evelling or battling. **Think of it as your Pokémon's genetic ceiling** for each stat. A Bulbasaur with a low Speed IV will always be a tad slower than one with a max Speed IV, even if you EV train both and raise them under the same conditions.

Now, before you start releasing all your beloved Pokémon with subpar Ivs – don't panic! For regular playthroughs, Ivs don't matter nearly as much as strategy, moves, and yes, EV training. But if you're aiming to min-max your team, especially for competitive battling, you'll want to pay attention to these hidden values.

Checking Ivs: In older games, figuring out Ivs required complex math or special NPC judges giving cryptic hints. Thankfully, *Sword/Shield* and *Scarlet/Violet* have a straightforward **IV Judge function** built into the PC (storage) system. Here's how it works:

- **Unlocking the Judge:** In *Sword/Shield*, you must become Champion by beating Leon, then win a handful of matches in the Battle Tower. After you've won 6 Battle Tower fights, the Judge feature is unlocked in your boxes. In *Scarlet/Violet*, you unlock the Judge by simply completing the main story (all paths and the final quest); once the credits roll, go

talk to any Pokémon Center staff and they'll note your achievement and activate the IV checker. No separate battle facility needed!

- **Using the Judge:** Open your Pokémon Boxes, hover over a Pokémon, and press + (**plus**) twice to toggle the Judge view. Instead of numbers, you'll see terms describing each stat's IV rating. The scale goes something like this:
 - So if your Garchomp's Speed says "Best", congrats – that's a perfect

"No Good" (0 IV)

"Decent" (1-15 IV)

"Pretty Good" (16-25)

"Very Good" (26-29)

"Fantastic" (30)

"Best" (31) - the max

31 Speed IV. If its Attack says "Pretty good", it's somewhere in the middle and could be improved.

- **What the Judge tells you:** You'll also see an overall appraisal at the bottom like "Amazing stats!" which is an aggregate evaluation of total Ivs. But most competitive folks focus on getting "Best" in the key stats for a Pokémon. For example, a physical attacker like Gyarados might not care if its Special Attack is "No Good" – that's fine, it doesn't use that stat. In fact, some players *prefer* a 0 IV in an unneeded stat to reduce

things like confusion damage or gyro ball calculations. But that's advanced tech. Generally, seeing a lot of "Best" and "Fantastic" is what you want.



Improving Ivs – Breeding and Hyper Training: If your Pokémon's Ivs aren't ideal, you have two main options: **breed for better ones or artificially boost them.**

- **Breeding for Ivs:** By leaving compatible Pokémon at the daycare (or Nursery) and hatching eggs, you can selectively breed for stronger offspring. Pokémon inherit some Ivs from their parents. Using a held item called the **Destiny Knot** on a parent ensures that 5 out of the 6 stats' Ivs are passed down from the parents (randomly chosen from both). This means if you breed a couple of Pokémon that have several "Best" stats, the baby is likely to inherit many of those perfect Ivs. Breeders often use a high-IV Ditto as one parent (Ditto can breed with almost anything) to pass good genes along. Over multiple generations of breeding, you can hatch a Pokémon with 5 or even 6 perfect

Ivs. It's like selective breeding for racehorses – a bit time-consuming, but very rewarding when that super-powered newborn hatches!

- **Hyper Training:** Don't want to breed or can't breed (perhaps your prized Pokémon is a Legendary or a shiny you caught)? Enter Hyper Training. This mechanic lets you **max out a Pokémon's Ivs via a special training regimen** using items called Bottle Caps. Hyper Training effectively bumps a stat's IV treating it as if it were 31 ("Best"). It doesn't literally change the hidden number for breeding purposes, but for all performance calculations in battle, that stat behaves as maxed. In *Sword/Shield*, you can Hyper Train by visiting an NPC in the Battle Tower with a level 100 Pokémon and a Bottle Cap. In *Scarlet/Violet*, they made it even easier – the NPC in Montenevera will Hyper Train any Pokémon of level 50 or above (no need to hit 100 anymore!). Each regular Bottle Cap lets you boost one stat's IV to 31, whereas a **Gold Bottle Cap** will do all six stats at once. This is a huge quality-of-life feature; it means even your 20evelling story-mode Pikachu can become as strong as a perfectly bred Pikachu in terms of stats, with enough bottle caps. You can earn Bottle Caps from high-level Tera Raids, buy them with Battle Points or LP, or find them in auctions (*Scarlet/Violet* has them in Porto Marinada's auctions).

Hyper Training example: Let's say you caught a cool Dragonite but its Ivs are a bit 21evelling21 (Attack is "Pretty Good" and Speed "Decent"). If you raise it to level 50+ and have two Bottle Caps, you can hyper train Attack and Speed to become "Best". After Hyper Training, your Dragonite's stats will now calculate as if it had perfect 31s in those areas. (Behind the scenes it still has the original IV numbers for breeding, but performance-wise it's maxed.) Note that Hyper Training doesn't allow a Pokémon to exceed normal limits – it just brings it up to par with a naturally perfect Pokémon. It's essentially a shortcut to compensate for unlucky Ivs or unbreedable species.

- **One catch:** Hyper Trained stats **do not pass down through breeding**. So you can't hyper train a poor-IV Ditto and then expect it to create perfect babies – the game only considers original Ivs for inheritance. For breeding projects, you need genuinely high IV parents. Hyper Training is mainly for *using* a particular Pokémon in battle rather than creating a bloodline.

With breeding and Hyper Training, the IV hurdle is much easier to overcome than it was in the past. Casual players can ignore all this and still have fun, but it's good to know that your beloved Pokémon aren't doomed by bad IV luck – you have ways to polish them up!

POKÉMON SCARLET		POKÉMON VIOLET	
POKEMON NATURE CHART			
Nature	↗ +10%	↘ -10%	
Bashful	-	-	
Docile	-	-	
Hardy	-	-	
Quirky	-	-	
Serious	-	-	
Adamant	Attack	Special Attack	
Brave	Attack	Speed	
Lonely	Attack	Defense	
Naughty	Attack	Special Defense	
Bold	Defense	Attack	
Impish	Defense	Special Attack	
Lax	Defense	Special Defense	
Relaxed	Defense	Speed	
Modest	Special Attack	Attack	
Mild	Special Attack	Defense	
Quiet	Special Attack	Speed	
Rash	Special Attack	Special Defense	
Calm	Special Defense	Attack	
Careful	Special Defense	Special Attack	
Gentle	Special Defense	Defense	
Sassy	Special Defense	Speed	
Hasty	Speed	Defense	
Jolly	Speed	Special Attack	
Naive	Speed	Special Defense	
Timid	Speed	Attack	

Ivs in a Nutshell: They are your Pokémon's **innate potential** – think nature vs. nurture. Two Pokémon of the same species and level can have different stats due to Ivs. You can reveal these hidden numbers with the Judge function once you beat the game, and you can raise 21evelling21 Ivs through breeding or Hyper Training. Ultimately, Ivs matter most in competitive battling where every stat point counts, but for your in-game adventure, a decent IV spread is usually sufficient to succeed. So if your starter Pikachu doesn't have "amazing stats," don't fret – you can still be the very best (like no one ever was) with smart training and a good strategy. And if you *are* aiming for the competitive scene, now you have the knowledge to ensure your Pokémon's hidden stats are as optimal as their visible ones!

Nintendo Switch 2 and Future Titles

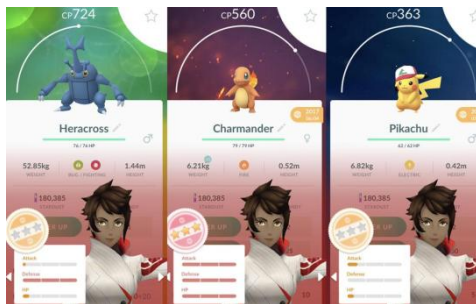
Continuity of EV/IV Mechanics

(A brief note on the next generation ☺) At the time of writing, the next mainline Pokémon RPGs for the 22evellin “Nintendo Switch 2” haven’t been fully revealed. However, Evs and Ivs have been core to Pokémon’s stat system since the very beginning, and every modern game has carried them forward (often making them easier to work with each time). It’s a safe bet that whatever Pokémon adventures await on future Nintendo consoles will continue to use Evs and Ivs in similar ways. We can likely expect even more user-friendly tools – perhaps new training mini-games, improved stat displays, or other quality-of-life features – but the fundamental idea of training effort and individual genetics making each Pokémon unique is here to stay. **TL;DR: The names of the games may change, but Evs and Ivs will almost certainly remain as the secret sauce behind your Pokémon’s strength.**

Pokémon GO Corner

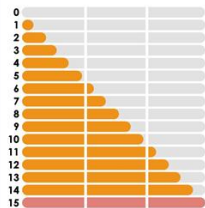
A Simpler Approach to Ivs (No Evs Required!)

What about *Pokémon GO*, the popular mobile spin-off? The main series mechanics get streamlined there. In Pokémon GO, **Effort Values do not exist** – you can’t EV train by battling other Pokémon. Instead, a Pokémon’s strength is mainly determined by its **CP (Combat Power)**, which goes up when you power up the Pokémon using Stardust and Candy. There’s no concept of battling to improve specific stats; every Pikachu in GO grows the same way with power-ups, regardless of what you fight.



However, Pokémon GO *does* have **Ivs** – though they work a bit differently. Each Pokémon in GO has three Ivs: one for Attack, one for Defense, and one for Stamina (HP). These range from 0 to 15 instead of 0 to 31. Just like the main games, these Ivs are added on top of the base stats of the species. For example, all Charizards in GO have the same base stats, but a Charizard with a high Attack IV will hit a bit harder than one with a low Attack IV. In short, “*not all Pidgeys and Mewtwos are created equal*” – some have a better hidden stat triple, meaning they’re naturally a bit stronger.

Checking Ivs in GO: Instead of a Judge feature, GO has an **Appraisal system**. You can ask your team leader to appraise a Pokémon, and you’ll see a star rating and bars for each stat. A 100% IV Pokémon (15/15/15) will get a 4-star appraisal (the coveted red stamp) indicating perfection. The bars give a visual sense of each IV (full bar = 15). A 3-star means very good (roughly 82-98% overall), 2-star is decent, 1-star is poor, and 0-star means the Pokémon’s Ivs are very low. This is a simplified way to convey IV info without numbers, but seasoned GO players often use third-party IV calculators or just memorize the appraisal cues.



Impact and Differences: In Pokémon GO, Ivs do affect performance – a maxed-out 15/15/15 Pokémon has about 10% higher CP and around 5% better battle performance than a 0/0/0 one of the same species. That said, **GO is generally more forgiving about Ivs** for most content. Also, in GO's PvP, sometimes a lower Attack IV is actually preferred to keep CP down while maximizing bulk (it's a quirky twist where the *distribution* of Ivs can matter for CP-limited leagues). But that's beyond the scope here – just know that perfect Ivs in GO aren't the *only* goal depending on what you do.

No Evs, but Powering Up: Since you can't EV train in GO, how do you make your Pokémon stronger? It's all about increasing their **Level** by powering up. Each power-up consumes Stardust and Candy and raises the Pokémon's CP by boosting its stats according to a level multiplier. All Pokémon of the same species and level will have identical stats apart from the slight IV differences. So essentially, GO takes the "nurture" aspect out – every Pokémon grows identically with candy, leaving only the "nature" part (Ivs) to set individuals apart.

TL;DR for GO: Pokémon GO simplifies things: **Ivs exist (0-15 scale) and are basically a hidden genetic strength for Attack, Defense, Stamina**, while Evs are absent – you can't train stats by fighting,

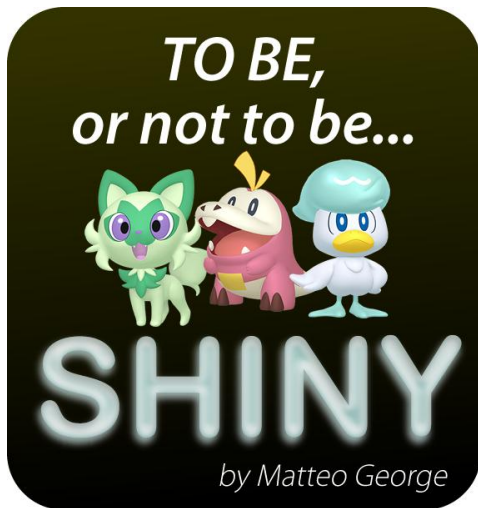
only by powering up. It's a more casual-friendly system: you either catch or trade for high-IV Pokémon, or make do with what you have. For GO Trainers, appraising your catches is the equivalent of checking Ivs, and you don't need to worry about battling Zubats all day to raise your Speed stat – just get out there, catch Pokémon, and have fun!

In conclusion, whether you're playing a mainline Pokémon game on Switch or raiding in Pokémon GO, understanding these hidden mechanics can enrich your experience. Evs and Ivs might sound technical, but at heart they reflect a classic idea: *practice makes perfect* (Evs) and *we all have our natural strengths* (Ivs). By training smart and breeding or catching wisely, you'll bring out the best in your Pokémon pals. Now go forth, Trainer, and may your Evs be ever in your 23evell and your Ivs ever in your 23evelling!

Sources: The mechanics and features described are based on official gameplay information from Pokémon titles and expert community resources, including Bulbapedia's breakdown of Effort Values, Polygon's guide on checking Evs/Ivs in Sword & Shield, Pokémon Database community Q&As on training methods, and Pokémon GO Hub's explanation of Ivs in Pokémon GO, among others. These sources provide detailed confirmation of how Evs/Ivs function and were used to ensure accuracy in this article. Enjoy your training journey!

Sam Kowalski





What Are Shiny Pokémon?

Shiny Pokémon are alternate-colored variants of normal Pokémon. They were first introduced in **Pokémon Gold and Silver (Generation II)** as a subtle surprise for dedicated players. The most famous early example is the guaranteed **Red Gyarados** at the Lake of Rage, which not only showcased the feature but also proved to players that these rare creatures existed.

Unlike regional forms or alternate evolutions, shiny Pokémon don't change typing, stats, or abilities. Their uniqueness comes entirely from their coloration—and their rarity.



How Rare Are They? The Odds Explained

The rarity of shinies is part of their mystique:

- **Generations II–V:** Odds were **1 in 8,192** for any encounter.
- **Generation VI onward:** Odds were improved to **1 in 4,096**.

Over the years, several mechanics were introduced to tilt the odds slightly in the player's favor:

- **Masuda Method (Gen IV+):** Breeding Pokémon from games of different languages increases shiny odds.
- **Shiny Charm (Gen V+):** A key item obtained after completing the Pokédex, which significantly boosts shiny rates.
- **Chain Methods:** Certain games reward repeated encounters, like Poké Radar chaining in Gen IV, Chain Fishing in Gen VI, SOS battles in Gen VII, and Mass Outbreaks in Pokémon Legends: Arceus.

Even with all these boosts, shinies remain rare enough that finding one still feels like an achievement.

Advantages of Shiny Pokémon

- **Unique Aesthetics:** Many shinies have strikingly different colors (like Charizard's black shiny form or Umbreon's blue-ringed look), making them stand out visually.

- **Collector's Value:** Shinies have high trading value and serve as bragging rights in both casual and competitive communities.
- **Prestige in Battle:** While shinies don't provide a mechanical advantage, fielding a shiny team in battle is a subtle flex, showcasing effort and dedication.
- **Personal Attachment:** Many players form a stronger bond with shinies simply because of how rare they are to find.

Disadvantages of Shiny Pokémon

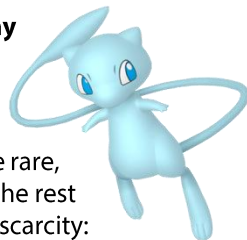
- **No Stat Advantage:** Aside from being visually different, shinies have no inherent battle edge. Their competitive viability depends on stats, natures, and Ivs—just like regular Pokémon.
- **Time-Consuming Hunts:** Dedicated shiny hunting can take hours, days, or even weeks, depending on luck.
- **Underwhelming Designs:** Not all shinies are visually impressive. Some (like Garchomp, Gengar, or Pikachu) look almost identical to their normal forms, leaving hunters disappointed after the grind.
- **Risk of Fainting/Failure:** In older games especially, many players have horror stories of accidentally fainting a shiny or running out of Poké Balls.



Why Do Players Care So Much?

- **Style Points:** Some shinies look incredible. Black Charizard, blue Umbreon, white Greninja—these aren't just recolors; they're icons.
- **Bragging Rights:** Anyone can raise a level 100 Tyranitar. Not everyone has a shiny Tyranitar.
- **Collector Fever:** Shiny hunters aim for "Living Dexes," trying to catch one shiny of every species. That's not a hobby—it's a lifestyle.
- **Memories:** Everyone remembers their first shiny. It's a pixelated badge of honor you carry for years.

The Rarest Shiny Pokémon of Them All



While all shinies are rare, a few stand above the rest in terms of scarcity:

- **Mew:** Only obtainable as shiny through limited, event-exclusive distributions or via glitches.
- **Victini, Celebi, Jirachi, Manaphy, Keldeo, and others:** Many Mythical Pokémon were coded to be shiny-locked in most games, making them impossible to obtain legitimately except during special events.
- **Shiny Eternatus (Sword & Shield event)** and **Shiny Zygarde (Sun & Moon event)** are examples of event shinies that caused huge excitement because they broke shiny locks.

- For many fans, **shiny-locked legends** remain the “rarest” because they cannot be hunted naturally, only given out through specific promotions.

Tips for Finding More Shiny Pokémon

If you’re looking to increase your odds of encountering shinies, here are some tried-and-true strategies across different games:

Impact Across the Pokémon Franchise

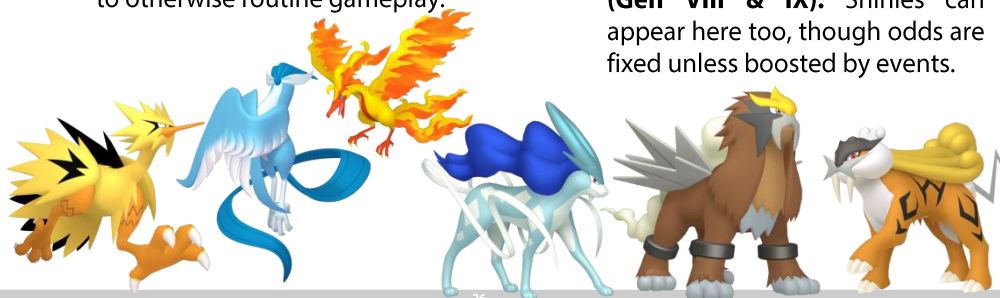
Shinies have become a cultural cornerstone of the Pokémon community:



- **Streaming & Content Creation:** Entire YouTube and Twitch channels are devoted to shiny hunting, with fans tuning in to see streamers’ reactions when the sparkle finally appears.
- **Community Challenges:** Collectors aim for “Shiny Living Dexes,” catching a shiny version of every Pokémon species—a massive commitment that takes hundreds of hours.
- **In-Game Events:** Games like *Legends: Arceus* and *Scarlet & Violet* integrate shinies more naturally with mechanics like outbreaks, encouraging hunting as part of gameplay.
- **Emotional Stories:** Many players remember their first shiny for life, whether it was a random encounter or a long hunt. These moments add personal memories to otherwise routine gameplay.

- **Masuda Method (Gen IV+):** Breed two Pokémon from games in different languages. This dramatically increases shiny odds when hatching eggs.

- **Use the Shiny Charm (Gen V+):** Complete the Pokédex to earn this item, which boosts shiny odds permanently.
- **Poké Radar Chaining (Gen IV, VI):** Use the Poké Radar to chain encounters in the tall grass, with longer chains raising shiny chances.
- **Chain Fishing (Gen VI):** Repeatedly fish without breaking your chain to improve odds.
- **SOS Battles (Gen VII):** Knock out one Pokémon in an SOS call chain to keep the other calling for reinforcements. The longer the chain, the better the odds.
- **Mass Outbreaks (Legends: Arceus & Scarlet/Violet):** Participate in outbreaks, where shiny rates are boosted due to the large number of spawns.
- **Max Raid Dens / Tera Raids (Gen VIII & IX):** Shinies can appear here too, though odds are fixed unless boosted by events.



Conclusion: Chasing the Sparkle

Shiny Pokémon are more than just alternate colors—they've become symbols of patience, persistence, and luck. From their humble debut with the Red Gyarados to the complex shiny-hunting methods of modern games, they've grown into a phenomenon that spans the entire Pokémon community.

They offer no competitive edge, but they provide something arguably more valuable: stories, memories, and bragging rights. Whether you stumble upon one by accident or grind for weeks to find it, a shiny encounter is a moment no trainer forgets.

Shinies remind us why Pokémon endures: not for stats and spreadsheets alone, but for the excitement of discovery and the thrill of chasing something rare and beautiful.

Top 5 Coolest Shinies

(Accordingly with Matteo)

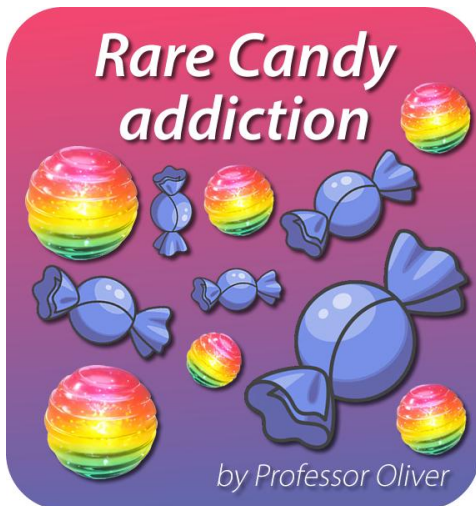
1. Black Charizard
2. Red Gyarados
3. Dark Greninja
4. Blue Umbreon
5. Golden Magikarp

Most Disappointing Shinies

(Accordingly with Matteo, again...)

1. Garchomp (hardly any change)
2. Gengar (same story)
3. Pikachu (yellow sunlight burn)
4. Moltres (from majestic to sad salmon)
5. Espeon (radioactive green, why?)

*Matteo
Herge*



Rare Candies in Pokémon: A Deeper Look at Their Benefits and Drawbacks

Introduction

Among the dozens of items scattered throughout the Pokémon series, few are as iconic as the Rare Candy. From the earliest days of Pokémon Red and Blue, players have discovered and saved these items, often debating the best time to use them. On the surface, Rare Candies seem like the ultimate shortcut: one item, one instant level-up. No grinding, no battles, no wasted time.

But as with many things in Pokémon, the reality is a little more complicated. Rare Candies come with subtle tradeoffs that can affect a Pokémon's long-term strength, especially when compared to one trained through regular battles. Understanding how Rare Candies interact with the game's hidden mechanics is key to knowing whether they're a smart tool or a risky crutch.

How Rare Candies Work

Rare Candies instantly raise a Pokémon's level by one, regardless of how much experience it has. If your Pikachu is level 24, one Rare Candy makes it level 25. This includes all the benefits of a level-up: increased stats, access to new moves, and the potential to evolve if the evolution requires a certain level.

However, the process skips the usual step of battling to earn experience points. This is where the downsides begin to appear.

Effort Values (Evs): The Missing Ingredient

When Pokémon gain experience from battles, they don't just level up. They also collect **Effort Values (Evs)**, hidden points awarded based on which Pokémon they defeat. For example:

- Defeating a Zubat gives Evs in Speed.
- Battling a Machop contributes Evs in Attack.
- Taking down a Tentacool adds Evs in Special Defense.

Over time, Evs accumulate and translate into significant stat boosts. A fully trained Pokémon can have up to 510 Evs in total, with a maximum of 252 in any single stat. These invisible numbers often make the difference between winning and losing in close battles.

Rare Candies bypass this process. While the Pokémon gains a level, it doesn't gain the Evs it would have earned from

battling. This means a Pokémon raised only with Rare Candies may have the right level but lower stats compared to a battle-trained counterpart.

The Practical Effects In Casual Playthroughs

For a player simply aiming to complete the story, Rare Candies are a convenience, not a problem. The main story rarely requires perfect stats, and having a few extra levels can be the difference between beating a Gym Leader or facing another crushing defeat. In these cases, Rare Candies are actually quite efficient, allowing players to skip dull grinding and enjoy the narrative and exploration.

In Competitive Battling

Things change dramatically in competitive play. Evs are essential here, because battles are often decided by tiny differences in stats. A Pokémon that misses out on EV training by relying too heavily on Rare Candies might lose critical speed advantages or survivability. A level 50 Garchomp raised only on Rare Candies, for instance, could end up slower than a level 50 Garchomp trained through battles—leaving it at a serious disadvantage.

Competitive players often avoid using Rare Candies until after EV training is complete. That way, they get the best of both worlds: carefully managed EV distribution alongside the quick level boosts that Rare Candies provide.



When Rare Candies Shine

Despite their limitations, Rare Candies do have valuable uses when applied strategically:

- **Evolution:** Some Pokémon require very high levels to evolve, such as Dragonair into Dragonite at level 55. Rare Candies save a tremendous amount of time in these cases.
- **Late-game Efficiency:** Once a Pokémon has already maxed out its Evs, Rare Candies become far less problematic. At that stage, the missing Evs no longer matter.
- **Testing Movesets:** For players experimenting with strategies, Rare Candies are a quick way to preview how a Pokémon will perform at higher levels without committing to long training sessions.
- **Emergency Boosts:** Sometimes, you just need one more level to learn a move or survive a tough battle. Rare Candies can provide that edge instantly.

Common Misconceptions

“Rare Candies permanently weaken a Pokémon.”

Not true. A Pokémon can still earn Evs later through battles, Vitamins (like Protein or Carbos), or Super Training (in some generations). Using Rare Candies early won't ruin your Pokémon forever.

“Rare Candies give lower stats per level.”

Again, not correct. The stat increases from 29evelling are the same; the difference is simply the absence of Evs. Once the Pokémon earns Evs through other means, the stats even out.

“You should never use them.”

This is an overreaction. Rare Candies are situationally useful, and smart trainers combine them with proper training rather than ignoring them completely.

Conclusion: Tool, Not Crutch

Rare Candies occupy a strange space in the Pokémon world. They're both incredibly useful and potentially misleading. For casual players, they're a way to cut through the grind and keep the adventure fun. For competitive players, they're a strategic tool best saved for later stages of training.

The bottom line is simple: Rare Candies aren't “good” or “bad.” They're a shortcut, and like most shortcuts, they work best when combined with real effort. Used wisely, they can save time and frustration. Used carelessly, they can leave your Pokémon underprepared when it really counts.

In short, Rare Candies give you the level, but it's the battles that give you the strength.



ELECTRICITY BILLS ISSUES???

The Power Plant Crisis: A Chronological Dossier

By Professor Oliver

For decades, scattered reports of Power Plant malfunctions were dismissed as trivial incidents of poor engineering. But when studied in sequence, the pattern is undeniable: abandoned stations, missing machinery, electrical migrations, and legendary interventions. What follows is a chronological record of these “Crisis Events”, with notes drawn from League reports, eyewitness accounts, and archival material.

Generation I: The First Abandonment



Games: Pokémon Red, Blue, Yellow (1996); FireRed, LeafGreen (2004)

The Kanto Power Plant was already silent by the time of the first League surveys. Wild Voltorb and Electrode had taken over its halls, blending almost seamlessly with the discarded machinery.[^1] Most unsettling was the presence of Zapdos in the Plant’s deepest chamber. The “Thunderbird Manifesto” argues this was not coincidence but territorial reclamation of an artificial nest.[^2]

[^1]: Kanto League Exploration Report 14-B, “Abandoned Facilities: Power Plant,” 1996.

[^2]: Ito, S. *The Thunderbird Manifesto: Zapdos and Human Industry, Pewter University Press, 2002.



Generation II: The Stolen Machine Part

Games: Pokémon Gold, Silver, Crystal (1999); HeartGold, SoulSilver (2009)

After refurbishment, the Plant collapsed again when a single turbine component went missing. This “Machine Part Crisis” shut down the Magnet Train, isolating Kanto and Johto.[^3] The absurd vulnerability of the system—a region paralyzed by a single missing object—has led to theories that the Plant was deliberately designed to fail under stress.[^4]

[^3]: Indigo League Emergency Bulletin, “Magnet Train Outage,” 2000.

[^4]: Yamane, K. “Sabotage by Design: Fragility in Regional Infrastructure,” *Journal of Poké-Energy Studies*, Vol. 3, No. 2, 2010.

Generation III: The Quiet Absence



Games: Pokémon Ruby, Sapphire, Emerald (2002); Omega Ruby, Alpha Sapphire (2014)

New Mauville was intended as a hydroelectric facility but was abandoned shortly after completion, left infested with wild Electric-types.^[^5] Wattson, the Mauville Gym Leader, later confessed the project was “a mistake from the start.”^[^6] The consistency of abandonment—always Electric-types reclaiming the site—echoes Kanto’s crisis too closely to dismiss as coincidence.

[^5]: Hoenn Urban Records Office, “Unfinished Projects: A Register,” 2004.

[^6]: Wattson, personal interview, “Gym



Leaders and Governance,” Mauville Broadcast Archive, 2014.

Generation IV: The Valley Windworks Incident



Games: Pokémon Diamond, Pearl, Platinum (2006)

Team Galactic seized the Valley Windworks to exploit its output for their plans.^[^7] Notably, the site was also haunted by recurring appearances of Drifloon, a Pokémon associated with spirits of the lost. The dual presence of industrial energy and ghostly phenomena remains unexplained, and some scholars argue the haunting was a direct consequence of the occupation.^[^8]

[^7]: Sinnoh Police Record 1420-Δ, “Team Galactic Occupation of Windworks,” 2007.

[^8]: Reiner, A. Ghosts of Industry: Spirit Activity at Energy Sites, Hearthome Folklore Society Papers, 2010.



Generation V: Chargestone as a Natural Plant



Games: Pokémon Black, White, Black 2, White 2 (2010–2012)

Chargestone Cave functions as a naturally occurring generator. The stones themselves emit a current strong enough to influence Pokémon biology, drawing species like Joltik and Klink into symbiotic existence with the environment.[^9] The resemblance to human-built Plants suggests that our designs may be imitations of natural formations we poorly understand.

[^9]: Unova Geological Survey Report, “Electromagnetic Fields in Chargestone Cave,” 2011.

Generation VI: Kalos’ Silent Station



Games: Pokémon X, Y (2013)

The Kalos Power Plant was occupied by Team Flare, who redirected its energy into the revival of the Ultimate Weapon.[^10] Witnesses describe the plant as eerily silent, the desert winds muffled as if drawn into the turbines. Whether coincidence or supernatural effect, no recordings of ambient sound survive from the occupation period, only transcripts of reports filed later.[^11]

[^10]: Kalos Security Directorate, “Suppressed Incident Log: Power Plant,” 2013.

[^11]: Delacroix, M. “The Silence of Route 13,” *Journal of Kalos History*, Vol. 22, No. 4, 2016.

Generation VII: The Aether Foundation Parallel



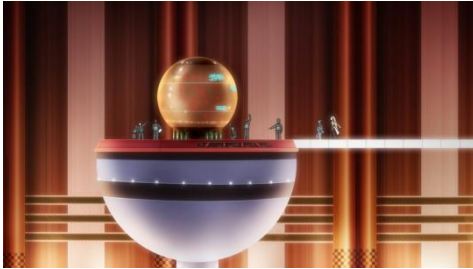
Games: Pokémon Sun, Moon, Ultra Sun, Ultra Moon (2016–2017)

Alola lacked a formal Power Plant, but the Aether Foundation’s laboratories mirrored the same fate: sterile energy environments breached by uncontrollable forces—in this case, Ultra Beasts.[^12]

Scholars now cite the Aether Incident as an evolved stage of the Crisis: where once Electric-types invaded, now interdimensional entities appeared, suggesting a deeper link between energy manipulation and dimensional instability.

[^12]: Alola Island Security Commission, "After-Action Report: Aether Foundation," 2017.

Generation VIII: Galar's Darkest Day



Games: Pokémon Sword, Shield (2019)

In Galar, the entire national grid was bound to Dynamax energy. Chairman Rose's deliberate release of Eternatus destabilized the system, plunging the region into the Darkest Day.[^13] This was no accident, but a conscious weaponization of the very phenomenon earlier Plants had hinted at: legendary power entangled with infrastructure.

[^13]: Hammerlocke Crisis Committee Report, "The Darkest Day," 2019.



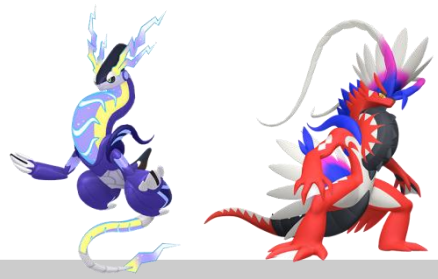
Generation IX: The Area Zero Machines



Games: Pokémon Scarlet, Violet (2022)

The laboratories of Area Zero pulse with paradoxical energy. Depending on which account one believes, the machines there either draw on prehistoric or futuristic sources.[^14] In both cases, technology collapses into myth. Researchers vanished, time itself seemed unstable, and once again humanity's attempt to contain energy dissolved into something ritualistic.

[^14]: Paldea Academy Research Records, "Field Notes on Area Zero," 2023.



Patterns and Possibilities

1. Every attempt to harness electricity at scale ends in collapse.
2. Legendary or otherworldly Pokémon are drawn to the facilities.
3. Resolution is never institutional, always left to a lone trainer.

The pattern is too precise to dismiss. Either these structures are built on sites already claimed by primal beings, or their very design acts as a lure. In either case, the conclusion is clear: Power Plants are not engineering failures, but beacons.

Patterns Identified

1. Collapse: All large-scale electrical facilities experience catastrophic failure.
2. Interference: Legendary or otherworldly Pokémon are consistently drawn to these sites.
3. Resolution: Authorities fail; lone trainers resolve the crisis.
4. Design Flaw or Ritual: Evidence suggests these Plants function less as infrastructure and more as lures for primal beings.

Final Reflection

From Kanto's derelict halls to Galar's catastrophe, the "Power Plant Crisis" haunts our history. Perhaps we are not harnessing electricity at all, but intruding on forces older than our species. When

the next blackout comes—and it will—one must ask: are we repairing a machine, or answering a summons?

Professor Oliver

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How to Survive Your Spoiled Pikachu Without Becoming Toast

By Sam Raichu



So you went and pampered your Pikachu a little too much. Now it thinks it's royalty, and you're just the personal butler who forgot to buy extra ketchup packets. Congratulations, you've turned a cute electric mouse into a furry tyrant with built-in tasers. Now you need to go to the extreme and do as I say... Believe me! I've been there...

Snacks First, Safety Later

Pikachu doesn't care about balanced diets, it cares about fries and sweets. If you forget its favorite treat, you're basically walking around with a thundercloud in your pocket. Always keep emergency snacks. Think of them as bribes for your continued survival.

Never Say "No" Too Loudly

Pikachu responds to "no" the same way some humans do—by escalating. Except Pikachu's escalation involves 10,000 volts and singed eyebrows. Practice gentle negotiations. Try, "Maybe later, buddy" instead of, "Cut it out." You'll keep your hair that way.

Upgrade Your Wardrobe to Rubber Chic

The fashion industry hasn't caught up yet, but rubber gloves and boots are your new look. You may feel like a discount electrician, but at least you won't be charcoal.

Respect the Throne

If Pikachu has claimed a pillow, chair, or half the bed, it is no longer yours.

Attempting to reclaim it is an open invitation to test the limits of your nervous system. Just give up. Sleep on the floor like the loyal subject you are.

Final Rule: Remember Who Owns Who

Spoiled Pikachu doesn't see you as a trainer anymore. It sees you as staff. And staff who don't perform properly... well, they get zapped.

Surviving life with a spoiled Pikachu is simple: bribe often, obey quickly, and invest in surge protectors. If you're still smoking from your last encounter, you've

learned the most important lesson—love hurts, especially when it's 220 volts straight to the soul.

*Sam
Kovitch*

the **READER'S** **VOICE**

The Reader's Voice is the space where Pokémon fans like you get to step into the spotlight.

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pokeditorial@gmail.com

Blumew Academy:

Where Pokémon Study Becomes a Way of Life



By Dave Hill & Professor Logan

Professor Logan, The Blumew Academy headmaster gave us a short interview while walking around the classes at the Blumew building. Loads of fans and students visit the academy during the week days, and this is a small taste of what the place is:

“We are Blumew Academy, the first institution built entirely around the serious study of Pokémon. More than a school, we are a university where science, discovery, and passion for Pokémon come together under one roof. With our partners at **DEOXYS LAB DNA**, we use cutting-edge technology to explore every detail of Pokémon development, from the essential stats: HP, Attack, Defense, Special Attack, Special Defense, and Speed, to the countless mysteries of evolution and form.



Our Academy life is as real as any university. Students walk our halls as researchers, not just trainers, learning in lectures, labs, and field expeditions. Under the leadership of Professor Oliver, first-year students dive into Nutrition and Geography, second-years tackle Training and Type Matchups, and by the third year, the boldest minds explore the phenomenon of Mega Evolution. Every class builds toward a deeper understanding of the Pokémon world and your role within it.

But it isn't only about books and numbers, it's about community. Here, future professors, researchers, and trainers meet as equals, exchanging ideas and challenging each other to push the boundaries of knowledge. We value dedication, curiosity, and above all, respect for the Pokémon we study. Our mission is to protect and preserve as much as to understand.

Enrollment is free, and membership lasts for life. All we ask is that you introduce yourself to us with sincerity. Once accepted, you'll join a global network of learners, gaining access to our resources and courses Monday through Friday.

The name came from the obsession of our creator, Aurelius Florence – the first Professor to ever catch a shiny Mew. Visit the academy website and you'll learn more about him!

We are Blumew Academy. We are knowledge, research, and the promise of discovery. If you're ready to live the life of a true Pokémon scholar, the doors of the Academy are open. [HTTPS://BLUMEW.COM](https://blumew.com) “



For decades, trainers have pursued the rarest of treasures: shiny Pokémon. These radiant variations, distinguished by their unique colors, are more than simple curiosities. They are living symbols of patience, perseverance, and passion. Yet until now, the stories behind these remarkable collections have remained scattered and hidden. That is why we have founded **The Shinydex Project**.

The Shinydex Project is not a simple index or catalog: it is a museum, a reality. Our mission is to highlight the trainers and collectors across the world who dedicate themselves to the pursuit of shiny specimens. Here, their accomplishments will be preserved and celebrated, not as cold statistics, but as the living art they truly are. Including an official certificate! We believe every trainer who has devoted months or even years to finding just one glittering Pokémon deserves recognition.

This vision is made possible through the support of **Mark Joshua**, a pioneer and legend in the community. Mark is one of the very few trainers to have achieved what many thought impossible: a complete living Shiny Pokédex by never, ever trading a Pokémon with other trainer. Every single species, in its shimmering form, carefully caught and preserved, a

feat that took him twenty years of unwavering dedication. His achievement stands as a cornerstone of what the Shinydex represents: patience, beauty, and love for Pokémon.

Following closely is **Dave Hill**, who continues down Mark's path with the same relentless spirit. Together, these figures embody the perseverance and artistry at the heart of shiny hunting, and they serve as guiding lights for the generations of trainers inspired by them.

Soon, their website will go live, and with it a gallery unlike anything seen before. Imagine walking through a digital art museum, each page a carefully curated exhibition of trainers' shiny Pokémon collections. Each piece tells a story: the thrill of the hunt, the joy of the discovery, the pride of finally completing a goal years in the making.

At the Shinydex Project, we see shiny hunting not as a solitary grind, but as a global cultural achievement worth documenting. These trainers have given us living history, glowing with color and devotion. And it is our honor to ensure that their sparkle will never fade.



Professor Martchie

[HTTPS://THESHINYDEX.COM](https://theshinydex.com)

Pokéditorial

MAGAZINE

THE VISUALS

It all started, as many Pokémon stories do, with a chance meeting at an event. About ten years ago, Mark Joshua met Matteo at a Pokémon gathering in New York. Their shared obsession with the games quickly turned into a friendship, the kind that always found its way back whenever a new release hit shelves.

By the time *Let's Go Pikachu & Eevee* launched, their casual conversations had evolved into daily brainstorming about possible projects. That was when Mark introduced Matteo to Professors Oliver and Maxeedo, the minds behind the Blumew League. Together, with the addition of Professor Logan, they transformed the league into a fully-fledged academy. The joy was palpable—proof of how Pokémon isn't just a game, but a catalyst for community.

For Mark, competition had once been the focus; he ranked among the top 10 in the Pokémon International Championships. But the stress of battling wore thin, and he found a different joy: collecting. Specifically, he dedicated himself to completing a *live shiny Pokédex*, catching one shiny specimen of every Pokémon without trades, evolving extras only when possible.

It was a colossal task, twenty years in the making, but it brought him the purest kind of satisfaction. In his words: "That's the beauty of Pokémon—you can be the very best at what you love the most, not necessarily just battling."

With the shiny Pokédex completed, he launched *The Shinydex Project*: a gallery celebrating trainers who share this deep admiration for shiny Pokémon, complete with exhibitions, certificates, and recognition.



First Version for the "Pocket Editorial"

Meanwhile, Matteo had been experimenting with a publication he called *Pocket Editorial*, a magazine devoted to Pokémon culture. Mark was drawn in immediately, but saw room for improvement in the design and branding. The name in particular caused confusion with the Pokémon TCG, and the visuals needed to match the magic of the content.



The only 2 remaining printed copies of *Pocket Editorial*, now with different adjustments for the cover and logo.

"I had to explain that the official Pokémon logo isn't a font at all," Mark recalls, "it's practically hand-drawn, almost like a piece of art." Armed with design assets from his own vault, he reimagined the look. Early names like *Pokémag Editorial* didn't land—it sounded too much like a prescription.



Pokémag was a new trial to associate the magazine with the Pokémon universe. It didn't land!

But then inspiration struck: *Pokéditorial*. The domain was free, the team loved it, and the magazine finally had its true identity.



This version has a heavy orange background. No one was happy...

From there, the magazine was fully refurbished with a clean, modern visual style that honored Pokémon's playful aesthetic while standing apart as something new.



Working with the vectors of the Pokémon logo and the original assets to create the magazine logo.

Pokéditorial MAGAZINE

Bringing some nostalgia with the Gameboy Font used in our final logo.

Today, *Pokéditorial* exists both digitally and in physical copies available on demand, accompanied by a podcast that expands the conversation even further.



The final approved art.

It's more than a magazine. It's a love letter to the many ways fans experience Pokémon, from battling to collecting to creative expression. And for Mark, Matteo, and their collaborators, it's just the beginning. Pokéditorial Magazine is here to stay!!!



Art used with Blender 3D for the most of the digital campaigns.

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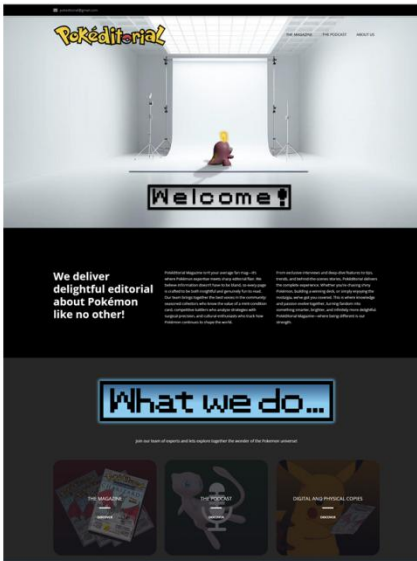
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