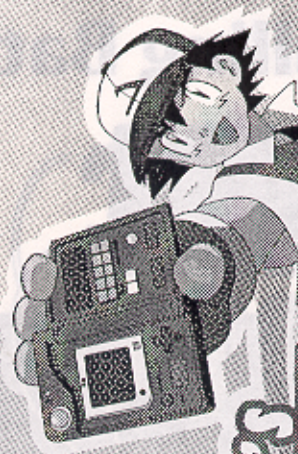


THINKCHIP  
**Pokémon**  
*Go! Catch 'em All!*



# Ash's Talking Pokédex

## Instruction guide



AGES 6 & UP

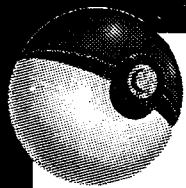
### COMBAT CHART

	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON
NORMAL															
FIRE		D	D		A	A									
WATER		A	D	D	D			A					A		D
ELECTRIC			A	D	D				X	A					D
GRASS			D	A	D			D	A	D		D	A		D
ICE			D	D	A	D			A	A			A		A
FIGHTING	A					A		D		D	D	D	A	X	
POISON					A			D	D			A	D	D	
GROUND			A	A	D			A		X		D	A		
FLYING					D	A						A	D		
PSYCHIC								A	A						
BUG											D				
ROCK					A					D	A			D	
GHOST	X											A			
DRAGON															A

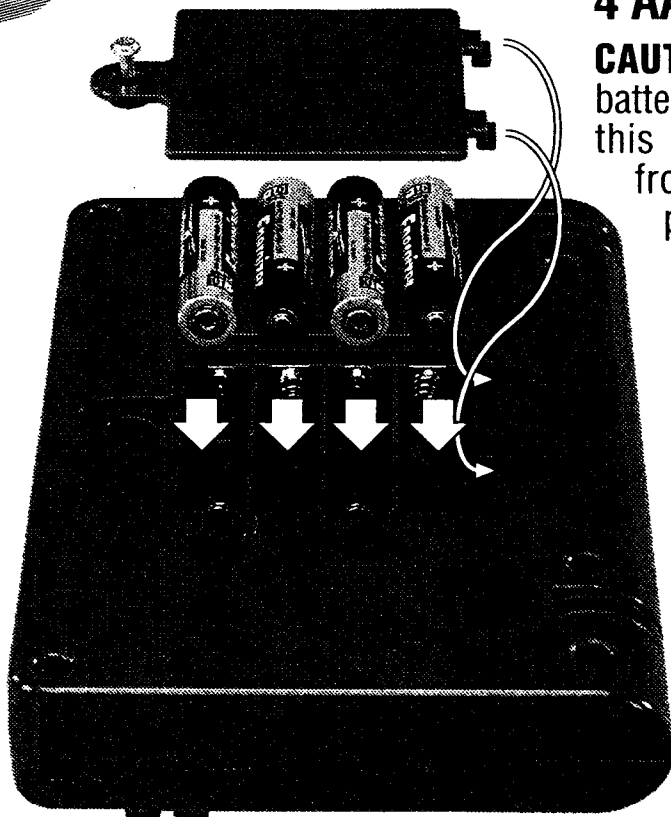
"A" means attacking type has the advantage.

"D" means attacking type has the disadvantage.

"X" means attacking type has little hope of winning. (same as "D")



# Installing Batteries



## 4 AAA batteries required

**CAUTION:** 1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. 2. Make sure the batteries are inserted correctly and follow the toy and battery manufacturers' instructions. 3. Do not mix old and new batteries. 4. Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference. (2) This device must accept any interference received, including any interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio or television communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: (1) Reorient or relocate the receiving antenna. (2) Increase the separation between the equipment and receiver. (3) Consult the dealer or an experienced radio/TV technician for help.

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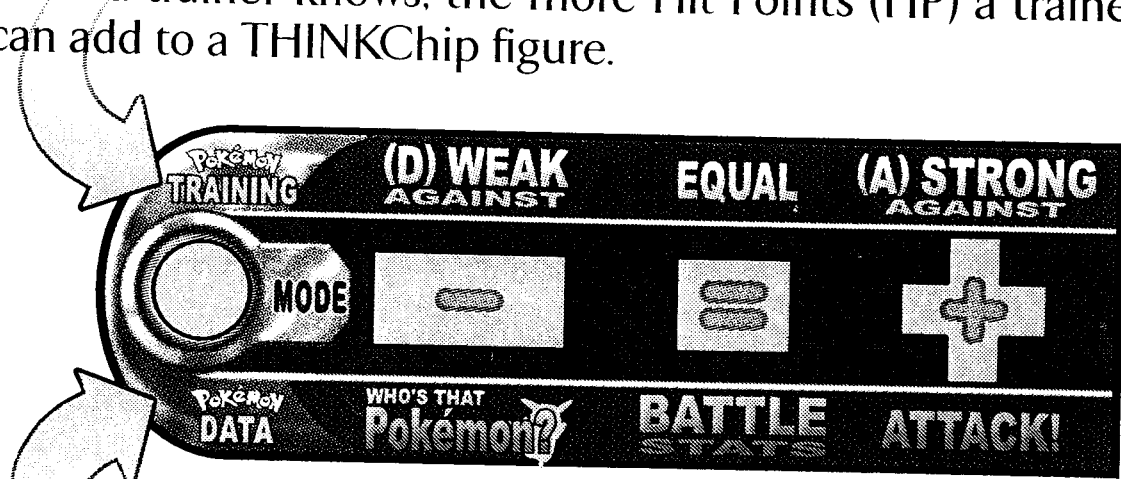
# 1 Meeting Dexter...

## Ash's Talking Pokédex™

- Press the buttons to meet Dexter and hear his encouraging words and advice.
- Store THINKChip Battle Stadium cards in the screen area.
- Build a THINKChip Pokémon's Hit Points to the max!!

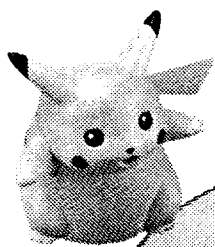
Ash's Talking Pokédex has 2 Modes of operation which can be accessed by the **MODE** Button. This button allows a trainer to go into DATA MODE or TRAINING MODE. To change modes, press and hold the button until Dexter announces the desired mode.

**POKÉMON TRAINING MODE**—This mode tests a trainer's knowledge of Pokémon types and advantages, information that every Pokémon Master should know! The more a trainer knows, the more Hit Points (HP) a trainer can add to a THINKChip figure.



**POKÉMON DATA MODE**—This mode gives a trainer useful information about a THINKChip Pokémon figure. Find out a figure's Hit Point Total, Match Total and Win Total along with the figure's name and type.

Plug THINKChip  
Pokémon onto  
the connector.



Store Battle  
Stadium  
Cards  
in the  
Pokédex.



Figure & card  
sold separately.

## 2 Pokémon Data Mode

To learn about a THINKChip Pokémon figure, first plug the figure onto the connector, then press the appropriate buttons to access the information.



**WHO'S THAT POKÉMON Button** - tells the name and type of the figure. Press the button several times to access all the information.



**BATTLE STATS Button** - Each press of the button will give important information such as:

- How many matches the figure has completed on the THINKChip Pokémon Battle Stadium.
- How many matches the figure has won.
- The figure's Hit Points.



**ATTACK Button** - Press to hear the THINKChip Pokémon say its name and its battle attack.

# 3 Pokémon Training Mode

Training Mode tests a trainer's knowledge of 15 types of Pokémon and allows a trainer to increase the Hit Points of a THINKChip Pokémon figure, based on that knowledge. Increasing the HP of a THINKChip figure makes it stronger in a match on the Pokémon Battle Stadium (sold separately). The more a trainer knows about type advantages and disadvantages, the more quickly that trainer can build the HP strength of all his/her figures. Study the COMBAT CHART to learn the types and advantages.

**To get the full benefit of this mode, always train with a THINKChip figure attached to the connector.**




**A figure earns credits towards a Hit Point when attached to the connector and the trainer is working in TRAINING MODE. Credits are awarded for every successfully completed level.** When a point is earned, Dexter will announce the point increase, then the game will continue.

## Starting Training Mode

Press and hold the MODE Button until Dexter says "*Pokémon Training.*"

Dexter will begin asking questions such as "*Fire to Water*"

**The trainer decides if Fire type...**

- ... is **STRONG** against Water type (Advantage )
- ... is **EQUAL** to Water type (Equal )
- ... is **WEAK** against Water type (Disadvantage )

Press the correct button within the time limit.

## **Training Mode** Continued...

- A “*Ting*” will sound for correct answers.
- A “*Buzz*” will sound for incorrect answers.
- A trainer must answer a certain percentage of questions correctly to move up levels.
- If a level is failed on the first attempt, Dexter will say “Improve Training” and give the trainer another chance to pass the level. This is true for all levels except the POINT LEVEL.
- If a trainer can complete the POINT LEVEL, the THINKChip figure being trained will automatically receive 1 Hit Point.
- A trainer can get out of TRAINING MODE by pressing and holding the MODE Button for 3 seconds. This is also the way to turn off the Pokédex in the middle of a game if needed.

## **Training Levels**

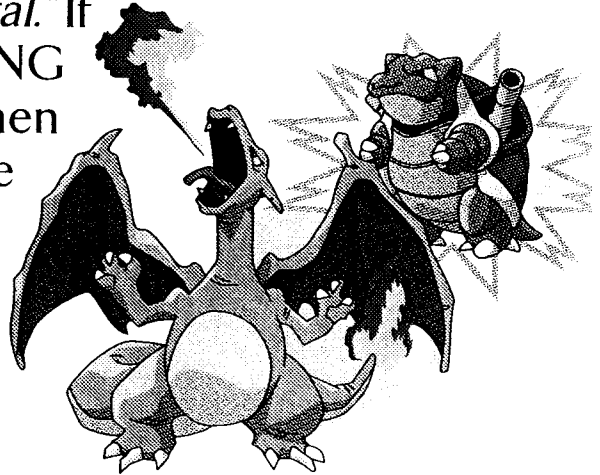
There are four levels to Dexter’s Training Mode. As a trainer moves up levels, the time to answer gets shorter and more questions are asked about an increasing number of Pokémon types.

## **Level Chart**

Level One	Tests 7 types	Time to Answer: 5 seconds
Level Two	Tests 11 types	Time to Answer: 3.5 seconds
Level Three	Tests 15 types	Time to Answer: 2.5 seconds
Point Level	Tests 15 types	Time to Answer: 1 second

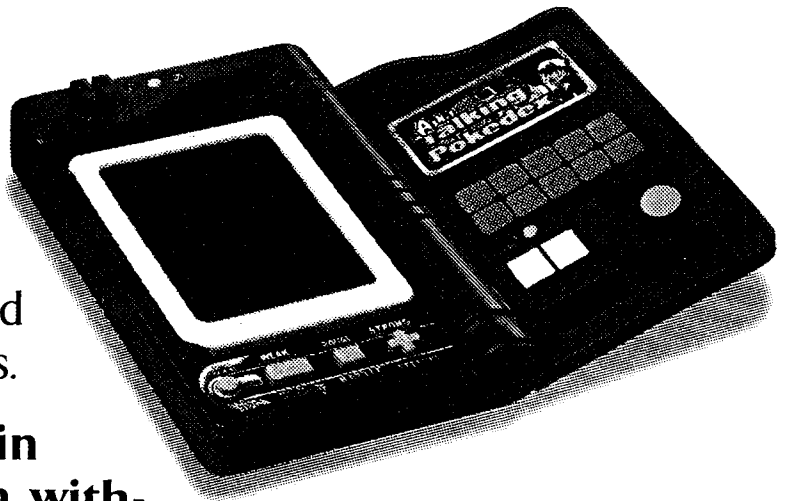
## ● When A Figure's Hit Points Are At Max

If a trainer builds a figure's HP strength to its maximum, that figure can no longer increase its Hit Points and the trainer should choose another figure to train up in strength. Dexter will say "You have trained your Pokémon to its Hit Point Total." If the trainer is in TRAINING MODE or DATA MODE when Dexter says this phrase, the trainer can remove the figure and put on another figure to continue training and build the new character's HP.



## 4 Training Without A Figure

A trainer may play TRAINING MODE without a THINKChip Pokémon figure on the connector to increase skill and knowledge of types.



**HOWEVER**, in choosing to train without a figure, the trainer will be missing out on the credits towards a Hit Point that would be credited to the figure after each successfully completed level.