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Pokemon masters news

The General Producer of Pokémon Masters Tetsuya Iguchi, posted an open letter about the game on the Pokémon Master's official website. The letter addresses the upcoming changes to the game. Greetings, Trainers. I'm Tetsuya Iguchi, general producer of Pokémon Masters EX, here with a new message for you. Today, we'll focus on details about events beginning around the end of November and the new Sync Pairs that will debut. Starting November 30, 2024, you'll be able to invite Arven to the Trainer Lodge as a Guest! To invite Arven, you'll need to team up with Arven & Mabossstiff first. ou can team up with Arven & Mabossstiff via the Arven Poké Fair Scout that will begin on November 30, 2024, so be sure to invite him once you've teamed up with them. Please note that as of now you cannot team up with Arven & Mabossstiff via the Monthly Poké Fair Scout. On November 30, 2024, Superawakening will be added to a total of 25 existing Fair-Exclusive Sync Pairs, including Diantha & Gardevoir and Sygna Suit Acerola & Tapu Bulu. For details on these 25 Sync Pairs, please see the "About the Sync Pairs Who Received Superawakening" notification that will be sent on November 30, 2024. Also, the "Gem special + special present" will be available starting December 4, 2024. It includes a Superawakening Candy present, so we hope you check it out. Arceus Arc Chapter 2 will be added on November 28, 2024. Leon falls just short of victory in his battle against Red. As Leon wonders why he lost, Volo offers a suggestion. We hope you look forward to this story! Plus, to go along with Arceus Arc Chapter 2, the Arceus Arc Celebration Special Battle Event will also begin, so we hope you enjoy that as well. Arc Suit Leon & Charizard are a Fire-type Multi Sync Pair. Their EX Role is Tech. Thanks to one of their Passive Skills, their Sync Move and Max Moves, which normally only attack one opponent, will attack all opponents instead. Plus, their power will not be lowered even if there are multiple targets, and they'll always be critical hits when they land! After they use their Max Move, another Passive Skill of theirs can reduce their Sync Move countdown by three, letting them quickly use their Sync Move. Their Special Moves 1 Next effect will also be increased by three ranks, powering up their moves. Additionally, when an opponent is burned, they'll be able to use their powerful single-target Almighty Fire Blast Buddy Move, making them a Sync Pair that can step up against multiple opponents or a single opponent! You'll also be able to select Special Pose 2 when taking photos of Arc Suit Leon with the Photo Creator. At the same time, a Special Pose 2 will be added for Leon in his regular outfit, as well as for Sygna Suit Cynthia, Leon (Holiday 2021), and Leon (Alt.). We hope you use Special Pose 2 and snap some shots. Starting November 30, 2024, two kinds of Triple Feature Poké Fair Scout featuring Sync Pairs such as Sygna Suit Cynthia & Kommo-o and N & Zekrom will begin! For each lineup, there will be a regular Triple Feature Poké Fair Scout, as well as a paid-gems-only Triple Feature Poké Fair Scout that comes with a Roll Cake present. Sygna Suit Cynthia & Kommo-o and N & Zekrom will each get an EX Role added. All of the other featured Fair-Exclusive Sync Pairs have already had an EX Role added, so we hope you check them out too. On December 4, 2024, Galar Gym Leader Milo will form a Sync Pair with Eldegoss and arrive as a Fair-Exclusive Sync Pair! Milo & Eldegoss are a Grass-type Support Sync Pair. Their EX Role is Sprint. We hope you look forward to it! In early December, Story Event Champion Time, which was Leon's debut on Pasio, will return. An Ultimate Battle will also be added, so we hope you look forward to it. In addition, a Ranked Damage Event with battles that have opponents weak to Fire, Water, and Grass is scheduled to begin in mid-December. Arc Suit Leon and Milo, who we introduced above, can both come up big in this event, so we hope you participate! We're also planning an event that will start around mid-December in which you can take on Shiny Rayquaza in co-op battles in conjunction with the ongoing Shiny Rayquaza Appears Rally, which features Shiny Rayquaza and is currently under way elsewhere, such as in Pokémon Scarlet and Pokémon Violet. A separate Rally to coincide with the event is also planned. Details will be provided on our official X account, so please check it out. Our next message is scheduled for late December. In it, we plan to share some details about what we have in store for the New Year's holiday season. We're always working hard to deliver updates and improvements that make the world of Pokémon Masters EX as fun as possible. Until next time, thank you for playing Pokémon Masters EX. General Producer: Tetsuya Iguchi Source: Page 2 I really enjoyed this episode. It's good to see the Pokémon franchise expand into other genres. I'm looking forward to seeing where the series goes. Administrator of PocketMonsters.net This is annoying that they are releasing a physical copy without the second DLC on the cart. They did this with Mario Kart 8 Wave 6 DLC not on the cart as well. It's really annoying Nintendo. Wait until the games are complete before releasing DLC physical releases. I honestly wouldn't put it past them as a tactic to have low physical sales and push people even more towards digital. Physical collectors want complete games on cart and they won't pick this title up being incomplete. Administrator of PocketMonsters.net This is once again TPCI limiting the number of people that can visit the world championships in 2024. Hold the world championships in a city and venue capable of supporting visitors. The Comic-con's/PAX conventions are in locations capable of supporting large events. The lottery process will be even worse for WCS2024. Not responding to media requests from major fanbases is also a big issue with TPCI. They should be cooperating with fanbases and inviting inclusion but holding the WCS2024 in Hawaii means only a select few rich people will be able to attend. Breeds exclusivity rather than being inclusive. It's also tone deaf by going to hold the WCS in Hawaii after residents and government told people / tourists to not come there for awhile. It feels like a corporate retreat holiday rather than a world championships. Last edited 13 Aug 2023 01:13 PM by Sunain Administrator of PocketMonsters.net TV Tokyo, XY Vol 2 Rental DVD and Amazon streaming all list Kiyotaka Furushima as Keromatsu in XY4. In XY12 and onward, Yūji Ueda is credited. It is unknown if there was a voice acting change or XY4 is just a miscredit that's never been fixed. Keromatsu's VA is therefore left unassigned for this episode. Last edited 08 Jul 2023 06:52 PM by Sunain Administrator of PocketMonsters.net These clothes are way overpriced. The last couple months, there has been a noticeable decrease in quality from Pokémon Center and an increase in price. It looks like they took a \$10 off the shelf Denver Hayes shirt, slapped a PC tag and TR badge on them. At \$80 USD, I expect HQ embroidered logo, bare minimum. The scale of the R on the T-shirt looks way wrong. Way too big. A very sloppy merchandise line which seems to be intentional for maximum profit margins rather than releasing a quality product. Administrator of PocketMonsters.net Page 3 #1: Ampharos Rarity: Rare Type: HP: 100 Weakness: Retreat Cost: #151: Ampharos Rarity: Rare Type: HP: 100 Weakness: Retreat Cost: #2: Arcanine Rarity: Rare Type: HP: 90 Weakness: Retreat Cost: #152: Arcanine Rarity: Rare Type: HP: 90 Weakness: Retreat Cost: #3: Ariados Rarity: Rare Type: HP: 70 Weakness: Retreat Cost: #153: Ariados Rarity: Rare Type: HP: 70 Weakness: Retreat Cost: #4: Azumarill Rarity: Rare Type: HP: 70 Weakness: Retreat Cost: #154: Azumarill Rarity: Rare Type: HP: 70 Weakness: Retreat Cost: #5: Bellossom Rarity: Rare Type: HP: 90 Weakness: Resistance: -30 Retreat Cost: #155: Bellossom Rarity: Rare Type: HP: 90 Weakness: Resistance: -30 Retreat Cost: #6: Blissey Rarity: Rare Type: HP: 120 Weakness: Retreat Cost: #156: Blissey Rarity: Rare Type: HP: 120 Weakness: Retreat Cost: #157: Electrode Rarity: Rare Type: HP: 70 Weakness: Retreat Cost: #7: Donphan Rarity: Rare Type: HP: 80 Weakness: Resistance: -30 Retreat Cost: #158: Entei Rarity: Rare Type: HP: 70 Weakness: Retreat Cost: #8: Electrode Rarity: Rare Type: HP: 70 Weakness: Retreat Cost: #159: Espeon Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #9: Elekid Rarity: Rare Type: HP: 30 Retreat Cost: #10: Entei Rarity: Rare Type: HP: 70 Weakness: Retreat Cost: #160: Exeggutor Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #161: Houndoom Rarity: Rare Type: HP: 70 Weakness: Resistance: -30 Retreat Cost: #11: Espeon Rarity: Rare Type: HP: 80 Weakness: #12: Exeggutor Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #162: Hypno Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #163: Jumpluff Rarity: Rare Type: HP: 70 Weakness: Resistance: -30 #13: Exeggutor Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #14: Houndoom Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #164: Kingdra Rarity: Rare Type: HP: 120 Weakness: Retreat Cost: #15: Houndoom Rarity: Rare Type: HP: 70 Weakness: Resistance: -30 Retreat Cost: #165: Lanturn Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #16: Hypno Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #166: Magnetron Rarity: Rare Type: HP: 70 Weakness: Resistance: -30 #167: Muk Rarity: Rare Type: HP: 70 Weakness: Resistance: -30 #168: Tentacool Rarity: Rare Type: HP: 60 Weakness: Retreat Cost: #169: Nidoking Rarity: Rare Type: HP: 110 Weakness: Resistance: -30 Retreat Cost: #17: Jumpluff Rarity: Rare Type: HP: 70 Weakness: Resistance: -30 #170: Ocellillery Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #19: Kingdra Rarity: Rare Type: HP: 120 Weakness: Retreat Cost: #169: Ninetales Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #20: Lanturn Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #170: Ocellillery Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #21: Lanturn Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #171: Scizor Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #22: Magnetron Rarity: Rare Type: HP: 70 Weakness: Resistance: -30 Retreat Cost: #172: Slowking Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #23: Muk Rarity: Rare Type: HP: 70 Weakness: Retreat Cost: #173: Steelix Rarity: Rare Type: HP: 100 Weakness: Resistance: -30 Retreat Cost: #174: Sudowoodo Rarity: Rare Type: HP: 60 Weakness: Retreat Cost: #24: Nidoking Rarity: Rare Type: HP: 110 Weakness: Resistance: -30 Retreat Cost: #25: Ninetales Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #175: Suicune Rarity: Rare Type: HP: 70 Weakness: Retreat Cost: #176: Tentacruel Rarity: Rare Type: HP: 70 Weakness: Resistance: -30 #177: Togetic Rarity: Rare Type: HP: 80 Weakness: Resistance: -30 Retreat Cost: #27: Parasect Rarity: Rare Type: HP: 70 Weakness: Retreat Cost: #28: Porygon2 Rarity: Rare Type: HP: 70 Weakness: Retreat Cost: #178: Tyranitar Rarity: Rare Type: HP: 120 Weakness: Resistance: -30 Retreat Cost: #179: Umbreon Rarity: Rare Type: HP: 80 Weakness: Resistance: -30 Retreat Cost: #29: Primeape Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #30: Quagsire Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #180: Victreebel Rarity: Rare Type: HP: 90 Weakness: Retreat Cost: #181: Vileplume Rarity: Rare Type: HP: 100 Weakness: Retreat Cost: #31: Rapidash Rarity: Rare Type: HP: 70 Weakness: Resistance: -30 Retreat Cost: #32: Scizor Rarity: Rare Type: HP: 80 Weakness: Resistance: -30 Retreat Cost: #33: Slowbro Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #34: Slowking Rarity: Rare Type: HP: 80 Weakness: Retreat Cost: #35: Steelix Rarity: Rare Type: HP: 100 Weakness: Resistance: -30 Retreat Cost: #36: Sudowoodo Rarity: Rare Type: HP: 60 Weakness: Retreat Cost: #37: Suicune Rarity: Rare Type: HP: 70 Weakness: Retreat Cost: #38: Tentacruel Rarity: Rare Type: HP: 70 Weakness: Retreat Cost: #39: Togetic Rarity: Rare Type: HP: 60 Weakness: Resistance: -30 Retreat Cost: #40: Tyranitar Rarity: Rare Type: HP: 120 Weakness: Resistance: -30 Retreat Cost: #41: Umbreon Rarity: Rare Type: HP: 80 Weakness: Resistance: -30 Retreat Cost: #42: Victreebel Rarity: Rare Type: HP: 90 Weakness: Retreat Cost: #43: Vileplume Rarity: Rare Type: HP: 100 Weakness: Retreat Cost: #44: Zapdos Rarity: Rare Type: HP: 80 Weakness: Resistance: -30 Retreat Cost: #45: Bellsprout Rarity: Uncommon Type: HP: 50 Weakness: Retreat Cost: #46: Dodrio Rarity: Uncommon Type: HP: 70 Weakness: Resistance: -30 Retreat Cost: #47: Flaaffy Rarity: Uncommon Type: HP: 80 Weakness: Retreat Cost: #48: Furret Rarity: Uncommon Type: HP: 70 Weakness: Retreat Cost: #49: Gloom Rarity: Uncommon Type: HP: 70 Weakness: Retreat Cost: #50: Golduck Rarity: Uncommon Type: HP: 70 Weakness: Retreat Cost: #50: Golduck Rarity: Uncommon Type: HP: 70 Weakness: Retreat Cost: #51: Growlithe Rarity: Uncommon Type: HP: 60 Weakness: Retreat Cost: #52: Magnemite Rarity: Uncommon Type: HP: 40 Weakness: Resistance: -30 Retreat Cost: #53: Marill Rarity: Uncommon Type: HP: 50 Weakness: Retreat Cost: #54: Marowak Rarity: Uncommon Type: HP: 70 Weakness: Resistance: -30 Retreat Cost: #55: Nidorino Rarity: Uncommon Type: HP: 70 Weakness: Retreat Cost: #56: Pupitar Rarity: Uncommon Type: HP: 80 Weakness: Retreat Cost: #57: Scyther Rarity: Uncommon Type: HP: 60 Weakness: Retreat Cost: #58: Seadra Rarity: Uncommon Type: HP: 70 Weakness: Retreat Cost: #59: Seaking Rarity: Uncommon Type: HP: 70 Weakness: Retreat Cost: #60: Skiploom Rarity: Uncommon Type: HP: 60 Weakness: Resistance: -30 Retreat Cost: #61: Smoochum Rarity: Uncommon Type: HP: 30 Retreat Cost: #62: Spinarak Rarity: Uncommon Type: HP: 50 Weakness: Retreat Cost: #63: Tyrogue Rarity: Uncommon Type: HP: 30 Retreat Cost: #64: Voltorb Rarity: Uncommon Type: HP: 50 Weakness: Retreat Cost: #65: Weepinbell Rarity: Uncommon Type: HP: 70 Weakness: Retreat Cost: #66: Wooper Rarity: Uncommon Type: HP: 50 Weakness: Retreat Cost: #67: Aipom Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #68: Bellsprout Rarity: Common Type: HP: 40 Weakness: Retreat Cost: #69: Chansey Rarity: Common Type: HP: 100 Weakness: Retreat Cost: #70: Chinchou Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #71: Chinchou Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #72: Cubone Rarity: Common Type: HP: 40 Weakness: Resistance: -30 Retreat Cost: #73: Dodoo Rarity: Common Type: HP: 40 Weakness: Resistance: -30 Retreat Cost: #74: Drowzee Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #74: Drowzee Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #75: Eevee Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #76: Exeggcute Rarity: Common Type: HP: 40 Weakness: Retreat Cost: #77: Exeggcute Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #78: Goldeen Rarity: Common Type: HP: 40 Weakness: Retreat Cost: #79: Grimer Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #80: Growlithe Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #81: Hitmonchan Rarity: Common Type: HP: 60 Weakness: Retreat Cost: #82: Hitmontop Rarity: Common Type: HP: 60 Weakness: Retreat Cost: #83: Hoppip Rarity: Common Type: HP: 40 Weakness: Resistance: -30 Retreat Cost: #84: Horsea Rarity: Common Type: HP: 40 Weakness: Retreat Cost: #85: Horsea Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #86: Houndour Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #87: Houndour Rarity: Common Type: HP: 50 Weakness: Resistance: -30 Retreat Cost: #88: Kangaskhan Rarity: Common Type: HP: 70 Weakness: Retreat Cost: #89: Larvitar Rarity: Common Type: HP: 40 Weakness: Retreat Cost: #90: Lickitung Rarity: Common Type: HP: 80 Weakness: Retreat Cost: #91: Magnemite Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #92: Mankey Rarity: Common Type: HP: 40 Weakness: Retreat Cost: #93: Mareep Rarity: Common Type: HP: 40 Weakness: Weakness: Retreat Cost: #98: Onix Rarity: Common Type: HP: 60 Weakness: Retreat Cost: #99: Paras Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #100: Phantyn Rarity: Common Type: HP: 40 Weakness: Resistance: -30 Retreat Cost: #101: Pinsir Rarity: Common Type: HP: 60 Weakness: Retreat Cost: #102: Ponyta Rarity: Common Type: HP: 40 Weakness: Retreat Cost: #103: Porygon Rarity: Common Type: HP: 40 Weakness: Retreat Cost: #103: Porygon Rarity: Common Type: HP: 40 Weakness: Retreat Cost: #104: Psyduck Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #105: Remoraid Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #106: Scyther Rarity: Common Type: HP: 50 Weakness: Resistance: -30 Retreat Cost: #107: Sentret Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #108: Slowpoke Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #109: Smeargle Rarity: Common Type: HP: 60 Weakness: Retreat Cost: #110: Sneasel Rarity: Common Type: HP: 60 Weakness: Resistance: -30 Retreat Cost: #111: Spinarak Rarity: Common Type: HP: 40 Weakness: Retreat Cost: #112: Tangela Rarity: Common Type: HP: 60 Weakness: Resistance: -30 Retreat Cost: #113: Tentacool Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #114: Togepi Rarity: Common Type: HP: 40 Weakness: Retreat Cost: #115: Voltorb Rarity: Common Type: HP: 40 Weakness: Retreat Cost: #116: Vulpix Rarity: Common Type: HP: 50 Weakness: Retreat Cost: #117: Wooper Rarity: Common Type: HP: 40 Weakness: Retreat Cost: #118: Apricorn Forest #119: Darkness Cube 01 #120: Energy Switch #121: Fighting Cube 01 #122: Fire Cube 01 #123: Forest Guardian #124: Grass Cube 01 #125: Healing Berry #126: Juggler #127: Lightning Cube 01 #128: Memory Berry #129: Metal Cube 01 #130: Pokémon Fan Club #131: Pokémon Park #132: Psychic Cube 01 #133: Seer #134: Super Energy Removal 2 #135: Time Shard #136: Town Volunteers #137: Traveling Salesman #138: Undersea Ruins #139: Power Plant #140: Water Cube 01 #141: Weakness Guard #142: Darkness Energy (Special) #143: Metal Energy (Special) #144: Rainbow Energy #145: Boost Energy #146: Crystal Energy #147: Warp Energy #148: Kingdra Rarity: Rare Type: HP: 110 Weakness: Retreat Cost: #149: Lugia Rarity: Rare Type: HP: 100 Weakness: Retreat Cost: Date/Time May 14, 2025 at 11:00 p.m. - June 1, 2025 at 10:59 p.m. Date/Time May 14, 2025 at 11:00 p.m. - June 1, 2025 at 10:59 p.m. Date/Time May 14, 2025 at 11:00 p.m. - June 3, 2025 at 10:59 p.m. Date/Time May 11, 2025 at 11:00 p.m. - May 20, 2025 at 10:59 p.m. Date/Time May 11, 2025 at 11:00 p.m. - May 20, 2025 at 10:59 p.m. Date/Time May 11, 2025 at 11:00 p.m. - May 20, 2025 at 10:59 p.m. Date/Time May 7, 2025 at 11:00 p.m. - May 24, 2025 at 10:59 p.m. Date/Time May 7, 2025 at 11:00 p.m. - May 24, 2025 at 10:59 p.m. Date/Time May 5, 2025 at 11:00 p.m. Date/Time May 4, 2025 at 11:00 p.m. - May 20, 2025 at 10:59 p.m. firstprevnextWe use cookies to offer an improved online experience. 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