

Pokémon Channel FAQ/Walkthrough

by Beautiful Affair

Updated to v1.00 on Aug 15, 2016

GameFAQs users: If you found this FAQ useful and would recommend it to other users, please do so with the recommendation link located at the top of this FAQ. If you wish to leave me feedback and/or suggestions on how to improve this FAQ, please drop me an email or leave a comment in the text box that appears after clicking the recommendation button. Thank you!

- **Game:** Pokemon Channel
- **Platform:** GameCube
- **FAQ Type:** General FAQ > FAQ/Walkthrough (HTML)
- **Author:** Ryan Harrison
- **Email:** rjhgamefaqs[at]gmail[dot]com
- **Last Updated:** 14 August 2016
- **Version:** 1.00

This document is Copyright ©2016 Ryan Harrison. All rights reserved.

Version History

- **Version 1.00 | 14 August 2016**
 - The first, complete posted version of this FAQ/Walkthrough.

Introduction

Hello and welcome to my FAQ/Walkthrough for *Pokemon Channel*, an interesting Pokemon stop-gap game that was released for the Nintendo GameCube system in 2004. Outside of the main role-playing *Pokemon* video game series, the franchise was known to take to other genres with all kinds of gimmicky games – this being a mixture of first-person exploration and, of all things – watching television shows!

The game of *Pokemon Channel* plays out over six different days, with numerous tasks to complete, mainly in watching Pokemon-themed TV shows and filing reports to Professor Oak. It has a time-sensitive system much like that of the *Pokemon* games from Generation II onwards, allowing for playing the game at different times of the day over several days. There is also the optional side-feature of finding the game's **Nice Cards**, and buying **additional gadgets** and **mini-games** to play. It's overall a pretty simple and easy game, but with a nice variety of **TV channels** and extras to help fill the time, this is actually worth taking a look at, if you are a *Pokemon* fan.

Within this FAQ, I will provide a **walkthrough** to help you beat the main six-day game mode, as well as a list of **Nice Cards**, **channels**, **shopping items**, **mini-games** and **secrets**. I certainly do hope that you will find it useful, and should you wish to leave me any feedback or additional information that you believe may be of use within the guide, please feel free to drop me a line!

~ Ryan Harrison

Story

A request from Prof. Oak

One day, you received a special TV from Prof. Oak...

Welcome to POKEMON CHANNEL!

POKEMON CHANNEL is a TV-broadcasting network that airs a variety of Pokemon programs. You have been selected as part of the initial test audience!

Please send me your REPORT on POKEMON CHANNEL after you have viewed the programs on offer!

Here at POKEMON CHANNEL, we are collating viewer feedback to make our programming more appealing to everyone, even Pokemon.

So sit back with Pikachu and enjoy our programming. Oh, and please don't forget to check back in and report to me so I know what you think!

Your feedback will determine the success of our new TV-broadcasting network. I'm counting on you!

Professor Oak

Table of Contents

1. Version History
2. Introduction
3. Story
4. Game Overview
 1. Controls
 2. Basics
 3. Smeargle 2
5. Channels and Programs
6. Walkthrough
 1. Day One
 2. Day Two
 3. Day Three
 4. Day Four
 5. Day Five
 6. Day Six
7. Nice Cards
8. Quiz Answers
9. Shopping Items
 1. Shopping Items - Dolls
 2. Shopping Items - Frames
 3. Shopping Items - Mini-Games
 4. Shopping Items - Pokemon minis
 5. Shopping Items - Pokepads
 6. Shopping Items - Posters
 7. Shopping Items - TVs
 8. Shopping Items - Wallpaper
 9. Shopping Items - Miscellaneous
10. Mini-Games
 1. Snorlax's Lunch Time
 2. Slowking's Judge
 3. Chansey's Dribble
 4. Pokemon Pinball Petit
 5. Puzzle Collection Petit
 6. Pikachu's Rocket Start
11. Jirachi (PAL Version Only)
 1. Equipment Needed/Obtaining Jirachi
 2. Jirachi Pokedex Info
12. Cheats
 1. Secrets
 2. Unlockables
13. Credits
14. Legal Disclaimer/Contacting Me
 1. Legal Disclaimer
 2. Contacting Me

Game Overview

Controls

Control	Action
Analog Stick	Move the cursor around the screen quickly
D-Pad	Move the cursor around the screen slowly
Start	Open the Pokepad
	Pause the game while watching anime in Special Mode to bring up the Pause Menu
A	Perform various actions when prompted by on-screen cursor
	Approach TV (when close, press again to view full-screen)
B	Zoom out from the TV screen to view and check your surroundings
C-Stick	Pet Pikachu when the cursor is over him and changes
L	Switch between TV channels
	Rewind anime in Special Mode
R	Switch between TV channels
	Fast-forward anime in Special Mode
Z	Switch TV on/off

Basics

Options

A rundown of what you can find in the **Options Menu**, accessed from the **Title Screen**.

Settings

- **Rumble:** Toggle the GameCube controller's Rumble feature on/off.
- **Dolby:** Toggle the Dolby Surround Pro Logic II audio feature on/off.
- **Language:** Using the **Analog Stick** or **L/R** buttons, select your in-game language from English, German, French, Spanish or Italian.

??? / Jirachi

Once you have completed the game, this sub-menu allows you to download the mystical Pokemon **Jirachi** to your *Pokemon Ruby Version/Pokemon Sapphire Version* Game Pak (only available in the PAL regions). This will require a copy of the *Pokemon Ruby Version/Pokemon Sapphire Version* game(s), a Game Boy Advance system, and a Nintendo GameCube-Game Boy Advance link cable.

Credits

View a roll call of the three groups of staff responsible for making *Pokemon Channel*: **Game**, **Anime** and **Others**.

The Pokepad

The **Pokepad** is a gift that is sent to you from Prof. Oak in the **first day** of the game. Once you have acquired this item, you can press the **Start** button to open it. On the left-hand page is the current date and time, and how much money you currently have. By selecting the tabs on the right-hand side, you can view various stats about the game that you have obtained so far. These are:

- **LOG:** A list of major events that have occurred so far in the game.
- **SHOWS:** A list of the programs you have watched on the Pokemon Channel network.
- **TVS:** The TVs that you have used to watch programs. Selecting a different TV will replace it as the TV that is currently set up in your room.
- **GOODS:** Any items you have obtained in the game.

Exploring

When not viewing the TV, it is possible to explore your bedroom, and a few nearby locations in a first-person view mode. By moving the cursor around the screen, this gets you to look/move over in those directions, and if the cursor points over an object and highlights it, you can press the **B** and **A** buttons to examine or use them respectively. To head out of your house, you can check the front door (directly opposite the TV) to head outside to the bus stop, or the screen door (right of the TV) to head out into the yard, from where you can also go to Springleaf Field. Moving from one area to another is done by examining signposts with the name of its destination written on it.

Pikachu

Your friend Pikachu is introduced to you at the beginning of the game, and Professor Oak believes it would be beneficial to allow it to watch TV with you, as a means of researching what kind of effect TV has on Pokemon. At first, Pikachu may act a little timid around you, but if you treat him well by letting him watch TV with you, allow him to watch a channel he wants, do tasks he wants or teach him a new skill, he will grow closer to you.

Pikachu accompanies you everywhere throughout the game; to call on him at any time, move the cursor over him and press **A**. When the cursor changes, you can pet Pikachu by moving the **C-Stick** around. Sometimes, Pikachu will ask you if he can do something, or if you could teach him to do something (such as how to turn the TV on or switch channels, for example). When he asks, select the **O** button to accept, or the **X** button to decline. Examining objects in various areas makes Pikachu interact with them, if he notices them. Sometimes you may have to try a few times to get him to notice them first.

When Prof. Oak notices that Pikachu has grown to like you, you can then give him a nickname, if you so wish. During the game, you can buy **Dolls** from the **Shopping Channel** that Pikachu can play with. When watching TV with him, he may be tempted to press the buttons, or something on screen – say if you're viewing the **Shopping Channel**, he may do this and cause you to spend money on something you don't need, or on a **Quiz Channel**, he could select the wrong answer and cost you money – so keep this in mind. If you watch a channel in full screen however, he won't be able to do this.

Other Basics

Your Room

Within your bedroom, you can find a bookcase, a clock to tell you the current time, two wardrobes (an upright wardrobe and a chest wardrobe), your bed (under it is a box containing the **Pokemon mini**), a cushion, a couple of planting pots on the windowsill and your desk. Once you get the **Binder** for your **Nice Cards** and the **Pokemon mini**, you will store them on top of the desk to check out any time you like thereafter.

Elsewhere, the TV will be placed opposite the front door – to the right of your bed and left of the shelves (which will also hold the **Smeargle 2** once you get it). There are two doors – the sliding screen door to the right of the TV leads out to the yard, from where you can also visit Springleaf Field. The front door, which is located directly opposite the TV, leads to the bus stop, where you can take one of three different buses that lead to a new location – Viridian Forest, Cobalt Coast and Mt. Snowfall.

You can also decorate your room with a variety of things bought from the **Shopping Channel**. **Dolls**, when delivered, are placed in a variety of places around the room, and can be examined for Pikachu to play with. **Wallpaper** with different colours and patterns, when purchased, will be used to decorate your room. You can buy new **posters** to hang up in different parts of your room, and any paintings you make with the **Smeargle 2** are hung up next to the side door.

Nice Cards

One of the optional extra features of *Pokemon Channel* are the **Nice Cards**, which are essentially collector's cards with an image of a Pokemon on them. They come in three different varieties; **Single**, **Motion** and **Platinum**, and there are 101 different Pokemon to collect Nice Cards for. They are stored in a **Binder**, which is kept on top of the desk in your room once you have acquired it.

Throughout the game of *Pokemon Channel*, you will occasionally bump into other Pokemon seen in various locations. The Pokemon that appear are often dependent on the weather conditions and time of day. Some even only appear on a certain day of the week. When you say hi to them, they'll ask you a **trivia question** that relates to them, with three possible answers. Selecting the correct answer will get that Pokemon to reward you with its Nice Card. You can also buy **packs of Nice Cards** from the **Shopping Channel**, which provide a random 5 cards per pack. These come at the price of between P10-P20 per pack.

For more information on Nice Cards, please see the **Nice Cards** section of this FAQ.

Acquiring Money

You'll need the odd bit of money here and there in order to buy a few essentials in the game, and anything else from the **Shopping Channel** to decorate your room, or upgrade various things like your **Pokepad** or **Pokemon mini**. At various times throughout the game, Oak will provide you some money as thanks for your reports. There are a few other ways to earn money quickly, too:

- Answering a trivia question from a Pokemon who has already given you a Nice Card – rewards you P10 every time after
- Answering questions correctly on the **Quiz Channels**
- Betting correctly on the **Egg Channel**
- Creating a new painting with the **Smeargle 2** paint tool and auctioning an old one off (money is received the next day)

Smeargle 2

Controls

Control	Action
Analog Stick	Move
D-Pad	
Start	Menu
A	Use current tool (draw with Crayon, fill area with Bucket)
B	Use Eraser
X	Hold to select colour (move Analog Stick/D-Pad left or right to choose colour, move up or down to change selection)
Y	Switch between Bucket/Crayon (three different thicknesses)
Z	Help

Tools

What you can use when playing with the **Smeargle 2**. Press **Y** to switch between tools.

- **Bucket**: Fills an entire outlined area with the selected colour.
- **Crayon**: Draws over any area with the selected colour. Comes in three different thicknesses. To use, hold **A** and move around with the **Analog Stick** or **D-Pad**.
- **Eraser**: Erases any colour in the painting. Pressing **B** repeatedly chooses different thicknesses of Eraser.

Colour Palette

Holding the **X** button makes the colour palette appear in the screen. It looks somewhat like this:

O o o o o o o o o o (the large **O** is the colour that is selected)

While the palette is displayed, move Left or Right on the **Analog Stick** or **D-Pad** to choose between colours; or Up/Down to switch to a new set of colours or patterns. You can choose from **basic colours**, **mixed colours** and **patterns**.

Capturing Image

Simply move the cursor over the **Smeargle 2** while it is in view when a program is running and press the **A** button, and it will capture a black-and-white outlined screenshot. Note that the **Smeargle 2** can only be used with the *Pichu Bros.* anime when it is first received, but later on in the game you can use it with any channel once it is upgraded.

Selling Paintings

Any time you create a new painting with the **Smeargle 2** and select '**Quit Painting**', the new painting is shown hanging on your bedroom wall; you'll then be asked if you would like to auction the old one. Confirm this, and you will receive payment for your old painting the next day.

Channels and Programs

Here is a table of all the channels available to watch on your in-game TV in the game of *Pokemon Channel*, and some information about the programs that are available to watch on each one.

Channel Name	Information
Anime Part 1	The first episode of <i>Pokemon Channel's</i> feature attraction anime, <i>Pichu Bros. in Party Panic!</i> . This is the first of a five-part series telling the story of Meowth's plans for a big party, and the Pichu Bros., and their gang of Pokemon friends, looking to join in the celebrations.
Anime Part 2	The second episode of the <i>Pichu Bros.</i> anime, continuing on from where the first episode left off.
Anime Part 3	The third episode of the <i>Pichu Bros.</i> anime, continuing on from where the second episode left off.
Anime Part 4	The fourth episode of the <i>Pichu Bros.</i> anime, continuing on from where the third episode left off.
Anime Part 5	The fifth and final episode of the <i>Pichu Bros.</i> anime. You will have to retrieve this episode from Mt. Snowfall on Day Five before you can watch it. This shows Meowth's party music video in full 3D animation, and provides the finale to the show.
Art Channel	The art critique program hosted by Smeargle, which examines works of Pokemon-related art. If you have created any paintings of your own with the use of the Smeargle 2 , it will appear on here, with Smeargle providing a positive critique of your work!
Egg Channel	You see an egg moving around on a platform, and are then given four choices as to what Pokemon you think is going to hatch from the egg. Sometimes you might hear it cry its name, or the pattern on the egg might serve as a clue. If you guess right, you will win some money. The longer you have to wait, the more you can win. Random Pokemon trivia scrolls along the screen while you are waiting, as well as the estimated time for the egg to hatch. After watching for the first time, it is possible to leave the channel and return later to see if your bet was correct.
Fitness Channel	Chansey surrounds herself with five fortune cookies. Pick any one, and you will have your fortune read to you. You can have one fortune per day, with new and/or different ones appearing between days.
News Channel	The PNF (Pokemon News Flash) Channel is presented by anchorman Psyduck, who reports on the latest news happening in the <i>Pokemon Channel</i> world, with live on-the-scene reports provided by reporter Meowth. You can watch the news program to make some rare Pokemon appear in various locations for you to meet later. Psyduck does also have the occasional tendency to drop off to sleep during broadcasts, however!
Quiz Channel 1	This broadcasts the Quiz Wobbuffet game show, hosted by Wobbuffet. Three Pokemon contestants appear in Poke Ball-shaped pods and are asked three different types of questions; a Silhouette Quiz , a Match-That-Cry Quiz and a Peekaboo Quiz . After every three questions, the viewer can then join in an interactive Present Quiz , with the chance to win some money in a multiple-choice question. Answering it quicker will reward you with more money! If watching with Pikachu, watch out; he is sometimes keen to push the TV screen, which could cause you to select an incorrect answer and cost you the chance to win the money! Make sure to watch on full screen if you don't want this to happen.
Quiz Channel 2	A large group of Pokemon will appear on-screen, and you have to guess whether the amount of Pokemon is an odd number, or an even number. You get a money timer for this one, and answering correctly quicker will reward you with more money.
Ranking Channel	Smoochum presents a ranking show that displays the top 5 Pokemon and their ranking points – however both are determined completely at random. The results of a poll asked to some Pokemon are displayed, then you get a statistical analysis of your game – such as how many minutes you have spent playing your Pokemon mini , how many times you have changed channels, or how many times you have visited a particular location.
Relaxation Channel	You count a sequence of Mareeps hopping over a fence to help you relax and unwind.
Report Channel	The first channel which you are given access to upon starting the game of <i>Pokemon Channel</i> . Here, you file your reports to Professor Oak, and can then save your progress in the game.
Shopping Channel	The Shop 'N Squirtle interactive shopping show, hosted by Spencer the Squirtle, lets you spend your money on all manner of items. Some are necessary in order to advance in the game, whereas others just serve for additional content, if you're the completionist type. You can buy Binders , Nice Cards , Dolls , Wallpapers to decorate your room, new Pokemon mini games , different TVs (which can thereafter be switched via the Pokepad), Bus Passes to travel to new locations, and so on. A full list of items and their prices can be found in the Shopping Items section of this guide. Again, watch out for Pikachu possibly pressing the screen if you have him watching this with you, as this could cause you to waste money on items that you don't want or need.
Weather Channel	Weatherman Slowpoke takes his time (quite slowly) to provide the latest weather forecast and tell you the current weather conditions in a certain location in the game. He may also point his tail at one of the weather cards displayed on the board in the background and cause the weather to change! Keep this in mind, if you're aiming to find a certain Pokemon that only appears in a particular location with certain weather conditions.

Walkthrough

NOTE: Pokemon Channel runs on a time-based system that determines certain events which happen at various times of the day, or which Pokemon will appear in particular areas. For example, you can only visit Camp Starlight at night. Also, the main game operates over six days – after you have watched all the channels and programs available in a single day, you cannot watch any new ones until 05:00am the following morning – which means you will either have to wait until then, or change your GameCube hardware's internal clock to 05:00am of the next day.

The different types of daytime that occur in *Pokemon Channel* fall under the following times:

- 05:00am – 09:00am = Morning
- 09:00am – 16:00pm = Day
- 16:00pm – 19:00pm = Evening
- 19:00pm – 05:00am = Night

This walkthrough was also written according to my own progress throughout the game, so certain events could happen at earlier or later times, but what is detailed here will be sufficient to aid you in beating the main game.

Upon starting up the game and being taken to the **Title Screen**, after configuring anything in the **Options Menu** should you wish to do so, select **NEW GAME** to begin the game proper. Confirm whether the date and time shown are correct, and once you do, you're ready to go.

Day One

This day begins with a team of Magnemites, witnessed by Pikachu, Torchic, Mudkip and Treeko delivering a new television set to your home. Once it is inside and set up, you are greeted by Professor Oak, who welcomes you to *Pokemon Channel* and informs you that you are part of the initial test audience for this new Pokemon-themed broadcasting network. You will be asked to provide your name; use the **Analog Stick** and **A** button to enter and confirm it (the game's default name is "Seth"). Next, Prof. Oak asks that the first program you watch is Part One of the *Pichu Bros. in Party Panic!* anime on the **Anime Channel**.

Once this episode of the anime finishes, you will automatically exit the channel and once again converse with Prof. Oak, who will ask you what you thought of the show, and if you could file a report. To file reports and save your game progress, this is done within the **Report Channel**. Oak will inform you on how to access the TV set and change channels, before asking you to change over to the **Report Channel**. Do this by pressing either the "+" button on the TV, or the **R** button on the GameCube controller.

In the **Report Channel**, move the on-screen cursor over the **Report** button and press **A**. Save your game data when prompted, and once you have done so, Oak will reward you with P20. This is the currency used in the game of *Pokemon Channel* to purchase items from the **Shop 'n' Squirtle Shopping Channel**. After a few more screens of dialogue, you will hear the cry of a Pikachu. Back away from the TV by switching it off, pointing the cursor over the screen and pressing the **B** button when prompted by Oak, then move the cursor to the right-hand side of the screen to turn in that direction, where you will notice Pikachu, Torchic, Mudkip and Treeko at the door. Examine the door with the **A** button. This will open the door and allow Pikachu to come in, however the other Pokemon are rather shy and will run off.

Once Pikachu is inside, Oak will provide you with more information on how the TV works. Approach the TV when you are prompted, then Oak will deliver a brand new **Pokepad** to you! By pressing the **Start** button, this allows you to access the **Pokepad**, and you are given the chance to try it out. In the **Pokepad**, you can view a **LOG** of events that have happened thus far, **SHOWS** you have watched, and any **TVS** and **GOODS** you have. After checking everything here, Oak will then instruct you to turn the TV back on and check out some more channels that you and your new Pikachu friend can watch together.

Switch the TV on, and from here, use the - and + buttons on the TV set, or the GameCube controller's **L/R** buttons to scroll between channels. Any you haven't watched will be marked with "**NEW**"; be sure to watch everything there is on offer for each channel before advancing.

PNF (Pokemon News Flash) Channel

The latest news is presented by anchorman Psyduck, who will first take you to a live interview with Meowth, who is "on the scene" with another Pokemon. After this short interview to conclude Meowth's report on the scene, Psyduck also reads out a few other news bulletins before the broadcast ends. It is also interesting to note that there are occasional reports with rare Pokemon that can only be met later on if you have seen them on this channel first. At times, Psyduck may even fall asleep during a broadcast, with Pikachu trying to yell at the TV screen to wake him up!

Shopping Channel

Presented by Spencer the Squirtle, the **Shop 'N Squirtle** program is an interactive shopping show that allows you to purchase various **items** with any money you have saved up, which have different prices and delivery times. You should straight away purchase the **Binder**, which costs P10 and also comes with a free beginner's pack of **Nice Cards**. Once you have bought it, you will get it in an immediate delivery, and from there can keep your **Nice Card** collection stored and organised. If you have enough money, you can buy any other items on offer such as **Dolls** or more **Nice Cards**. What is offered can also largely depend on the time at which you are playing, too. Just be sure that if you don't want Pikachu to push the TV to buy anything you don't want, that you watch it in full screen.

Once you have ordered your **Binder**, wait for the program to finish, then leave the TV. Delibird will arrive with your delivery, so use the cursor to look over to the right of the TV and examine the screen door to open it and receive your delivery from the **Shop 'N Squirtle** show. You get the **Binder**, and five random **Nice Cards** to put inside it. You can view the **Binder** in your room at any time to view your **Nice Card** collection. While having a look at it, Oak will promise you with a reward if you are able to collect at least 25 different Pokemon **Nice Cards**. After this, return to the TV to continue watching the remaining channels.

Fitness Channel

Smoochum presents the **Smoochum Shape-up** channel, with a workout regime with a handful of different exercises to try out. If you watch while Pikachu is in your eyesight at the same time, he'll even join in and attempt some of the exercises! The more he works out, the more different exercises Pikachu will be able to do after a while. After three different exercises, that will be all for today, and the program finishes and you can move onto the next channel.

Quiz Channel

This is a game show program hosted by Wobbuffet, in which three Pokemon contestants appear in Pokeball-shaped pods. Wobbuffet will ask them various questions that relate to identifying different Pokemon via their silhouette, cry, or via a sneak peek. Any time a Pokemon contestant answers a question correctly, their pod lowers a little, with the contestant whose pod reaches the bottom first being the winner of the game.

After a few questions have been asked by Wobbuffet, the viewer is also able to take part in an interactive **Present Quiz**, in which you can select one from a possible four answers to test your Pokemon knowledge and try and earn some extra money! The quicker you can answer the question correctly, the more money you can win. Watch out for Pikachu, who may attempt to press the screen and hit an incorrect answer, costing you money. Again, you can prevent this by watching in full screen. Once you have finished watching this show, return to the **Report Channel** to file your report and save your game.

After saving, Oak provides you with a surprise gift, delivered courtesy of Magnemite – a new **Smeargle 2**! This lets you capture an outlined image from the *Pichu Bros.* anime and draw over it or colour it in to create a picture, which can be placed in your room as a poster, or sold on the **Art Channel** as a means of raising money. Remember, the **Smeargle 2** is only compatible with the *Pichu Bros.* anime. As this is a prototype creation, you are asked to give it a try, so switch the TV on and flick over to the **Anime Part 1** channel to rerun the *Pichu Bros.* anime. While it is playing, move the cursor over the **Smeargle 2** figure (on the shelf just to the right of where your TV is located) and press the **A** button.

Once the image is captured, do whatever you like with it – you can use the paint bucket tool to fill areas in or the crayons to draw lines of various widths. Use the **X** and **Y** buttons to choose your colours and colouring tools respectively, and do whatever you like with the image that is taken. Once you have completed it, give it a name and it will then be placed on your bedroom wall as a poster. Now return to the **Report Channel**.

While talking to Oak again, he appears pleased with the way that the **Smeargle 2** Paint System is going, and informs you that new programs will be scheduled to begin airing at 5:00am the next day (in real time). He also voices concern that as the Pikachu watching TV with you is wild, that it may have done something disastrous. While saying this, Pikachu becomes excited and uses Thunderbolt on the TV, causing it to explode and break down! In the meantime, Oak has his team of Magnemites deliver a replacement **Retro TV** to your house. This TV lets you watch the same channels and programs as before, however only in black-and-white, so you will have to wait until the next day before your colour television is repaired and delivered back to your home.

Before finishing for the day, you can also check around your room and outside for some extra stuff. If you look under the bed, you can find the **Pokemon mini**. Examine the screen door to head out to the yard, where you can talk to other Pokemon and answer their **questions** correctly to gain **Nice Cards**. There is a wooden box that you can look at, and allow Pikachu to examine to find a banana and eat it. Examining the leftover banana peel afterwards will make Pikachu run over it and fall down! If you head to the very left end of the yard, you can examine the coloured signpost to plant seeds, and you can occasionally return to it to water it, grow a plant and eventually get a berry that Pikachu can share with the other Pokemon.

By examining the wooden signpost by the opening just left of your house, you can enter Springleaf Field. Here, you can find more Pokemon to talk to and answer their **questions** for **Nice Cards**. If you examine the strange hole and get Pikachu to notice, he will retrieve a ball that was inside it, and you can play catch together, with the game ending when you throw the ball too far away from where he wants it. Also, for a couple more **Nice Cards**, return to your room and now exit via the front door, where you can chat with a couple more Pokemon in front of the bus stop (later on, you can go here when you have acquired a **Bus Pass** to travel to new locations). Once you have done all this, return back inside, go to the **Report Channel** and save your game.

Now that everything that needs to be done on Day One has been done, the game moves onto the **second day** at 05:00am the next day. You can either wait in real life until then, or to cheat and skip to the next part straight away, you can go into your GameCube's internal settings and change the time, moving the clock forward to 05:00am tomorrow.

Day Two

The day starts out with Professor Oak's team of Magnemites delivering your repaired television set, so you are now once again able to watch programs in full colour. Once it is set up, you will receive another message from Oak, who informs you that a new set of programs are now beginning to air on the network today thanks to your reports, and as a token of his appreciation, will provide you with P50. You're also informed that **Shop 'N Squirtle** have now started selling **TVs**. Once you have bought new TVs, you can access your **Pokepad** at any time to switch between them.

After you finish talking with Oak, it is now time to watch new programs. In addition to checking out the channels you viewed yesterday for anything new today, you now get some new channels to view. We'll start out with these new channels and an overview of each one.

Weather Channel

Slowpoke presents a weather forecast in a particular area at the current time, presenting some weather cards on a board. The weather may also be subject to change whenever Slowpoke points his tail at one of the particular cards. Also keep in mind that different Pokemon can appear in a certain area depending on what the weather is like. If you're looking to complete the **Nice Card** set and need particular weather conditions in order to make a certain Pokemon appear, then it would be worth checking back here.

Art Channel

Art critique program, **Smeargle's Art Study**, is presented by Smeargle to view and analyse art for Pokemon. When watching this, you'll see a copy of the **Smeargle 2** picture that you made previously! When watching, you may see some of your older paintings that you have auctioned, or even current paintings you have hanging up in your room appearing on the show!

Anime Part 2

The second part of the *Pichu Bros. in Party Panic!* anime is on the air. Tune in to follow on from where the first episode left off, what the Pichu Bros. and their gang get up to, and Meowth's rather haphazard party arrangements!

Once the episode finishes, it is now time to revisit the **Shopping Channel** to purchase some **Passes**, which will allow you to travel to new places on the bus, accessed from the stop outside your home. You can purchase Passes to **Cobalt Coast** and **Viridian Forest** for P10 each, so be sure you do so. If you have enough money, you could also purchase any other items you might be interested in, such as **Nice Cards**, **TVs**, **Wallpapers**, **Dolls**, etc.

If you're looking to quickly make some extra cash to buy anything else, you could also try making a new painting with the use of the **Smeargle 2** and auction off your old one, or join in the **Present Quiz** on the **Quiz Channel**.

With your **Viridian Pass** purchased, you should now leave your house via the front door (the white door at the opposite end of the room from your TV). Outside, you may find new Pokemon to chat with and win **Nice Cards** from. When the **Viridian** bus arrives, step on. In case you miss the bus (it may go while you're talking to other Pokemon, for instance), you can simply go back inside your house and step back out again, and it should reappear.

Viridian Forest

Here, talk to any new Pokemon you encounter to get more **Nice Cards**. It is worth noting that visiting this area during different days of the week can allow you to find different Pokemon, so try visiting at as many different times on different days as you can. You can also examine the coloured mushrooms you find here; Pikachu can eat them or roast them (which sometimes does or doesn't work). Examining the bell hanging from the tree in the middle of the field allows Pikachu to take part in a percussion concert. You might also encounter the Magnemite camera operators and pose for the camera; by watching the **Pokemon News Flash Channel** later, Pikachu can see himself on TV!

At the far left end of the field is a signpost that leads to Camp Starlight; it is only open at night, between 19:00pm – 05:00am. If you visit between these times, you can talk to several Pokemon around a campfire and answer their **questions** to win plenty of **Nice Cards**. Once you have seen and done everything here that you need to, head back to the bus stop and return to your house. Be sure to check out in the yard and Springleaf Field for any new Pokemon to get **Nice Cards** from, and water the plants again if you did so yesterday.

When you've done everything, switch over to the **Report Channel** to file your report to Prof. Oak and save your game progress. Oak will once again be pleased with your updates and inform you that even more shows will be scheduled to air on *Pokemon Channel* at the same usual time of 05:00am tomorrow. You can now choose to wait until after 05:00am the next day, or after saving, move time forward to 05:00am in your GameCube's internal clock, and this moves the game on to **Day Three**.

Day Three

When the day begins, you won't find Pikachu waiting to greet you at the door, but this time he's stayed over for the night in your storage cupboard! Prof. Oak will get in touch and notice that Pikachu has taken a liking to both you and your home, and asks if you would like to give him a nickname. Do this in the same manner as you did when setting your own name at the beginning of the game by using the **Analog Stick** and **A** button to choose and confirm your letters. This walkthrough will continue to refer to him as "Pikachu". Oak also says that your reports have been very helpful, and as another token of gratitude will reward you with another P50.

If you've ordered any more items from **Shop 'N Squirtle** yesterday, they may arrive as well, so be sure to keep an eye out for Delibird arriving if you are expecting any orders to arrive. If you have managed to surpass the goal of 25 **Nice Cards** that Prof. Oak set earlier in the game, Magnemite will appear to deliver a brand new **Superior Binder**, which holds up to 50 **Nice Cards**. You'll also get a bonus set of **Platinum Nice Cards** included with it! Oak also promises another reward should you manage to collect 50 **Nice Cards**.

First off, there are some new channels and programs to watch, so get your TV switched on and watch these. Here's a rundown of the new channels that become available on Day Three.

Egg Channel

This is a betting channel on which you guess which type of Pokemon will hatch from the egg seen wobbling on the platform. You can usually hear the unhatched Pokemon call its name, which helps plenty. You are given a choice of four, and simply move the cursor over the Pokemon you think will hatch, confirming your selection with the **A** button. While waiting for the egg to hatch, various pieces of Pokemon trivia can also be seen scrolling along at the top of the screen, along with the predicted amount of time it will take for the egg to hatch.

Should your guess be correct, you win some money. The longer the egg takes to hatch, the more money will be rewarded for a correct bet. You only need to stay on the channel and wait for the egg to hatch just this first time (5 minutes or so), but afterwards, you may make a bet and return at a later time to check if you have won anything.

Fortune Channel

This fortune-telling channel is presented by Chansey, who surrounds itself with a few fortune cookies. Simply pick one and it will break open, with Chansey revealing your fortune to you. A new set of fortunes appear each day, and while you don't really gain anything, it at least only takes a few seconds to get your fortune read to you, and it is only mandatory to view the channel on just this one occasion.

Anime Part 3

The third episode of the five-part anime series, continuing on from where the second episode left off. Here, the Pichu Bros. and their gang find themselves getting separated in the hunt for an invitation card to Meowth's party, and the brothers also get in a bit of a jam with Houndour.

After watching these three channels, that is all the new TV you need to watch, however there are a few other tasks to complete and a new location to visit. Switch over to the **Shop 'N Squirtle Channel** and purchase the **Snowfall Pass** for P10, which allows you to travel on the bus to Mt. Snowfall. Once you have purchased the **Snowfall Pass**, head out the front door to the bus stop and take the **Snowfall** bus when it appears.

Mt. Snowfall

Talk to the Pokemon you meet around here and answer their **quiz questions** for **Nice Cards**. It is also possible to find the Magnemite TV crew here, and after they film you, you can tune into **PNF** later to see your Pikachu friend on TV. Checking the signpost at the right end of this area takes you to a concert where Pikachu even joins in. Check the small igloos and stumps for some secret rewards that may be hidden inside them. Talk to Kecleon, and agree to write fan mail to him. Return home, and you and Pikachu will write the fan mail, and automatically return back to Mt. Snowfall, where you will deliver the fan mail to Kecleon and get a **Nice Card** in return.

This is all you need to do for today, so from here you may revisit channels you have previously watched to see if there is anything new and noteworthy on them, particularly the **Shopping Channel** if there are any new goodies to purchase. You may also revisit the other locations (e.g. Viridian Forest, Springleaf Field) to see if any other Pokemon can be found to chat to for more **Nice Cards**, or for some extra cash (answering **questions** from Pokemon for whom you have already acquired their **Nice Card** will reward you with P10). Once you've done everything you need to, go to the **Report Channel** to save your progress, and wait until 05:00am the next morning (or fast-forward your GameCube clock) to move onto the next day.

Day Four

The day starts out with Pikachu watching an old episode of the *Pichu Bros.* anime with his Pokemon friends seen at the beginning of the game! Although they are all pleased to see you, all bar Pikachu will leave shortly afterwards. You'll get a message from Oak, informing you that the **Smeargle 2** paint system has now been upgraded, and is now compatible with all channels! He will reward you with another P50. Also, if you've sold any paintings at auction the previous day, he'll give you the money for those, as well. In case Delibird arrives to drop off any new orders from **Shop 'N Squirtle**, be sure to get those, then you can switch on the TV to watch some new shows.

Anime Part 4

The fourth episode of the *Pichu Bros.* anime – Meowth's party is all prepared, and the Pichu Bros.' gang finally get their invitations courtesy of Azumarrill. Once everyone makes it to the party, it looks like there will be an interesting ending, as shown by the 3D graphics the show changes over to in the final scene!

Relaxation Channel

Welcome to the **Mareep Farm** show. For those who want to relax, counting sheep – or in this case – Mareeps, is what happens here to help you do just that. You see a series of Mareeps jumping over a fence, while an on-screen counter notes how many Mareeps have appeared. The first time watching, you just need to watch 50 Mareeps hop the fence, and the program ends. This is all you need to do and you don't gain anything worthwhile from watching this channel afterwards.

Ranking Channel

The **Chum Chum Ranking** show, presented by Smoochum, provides a random top 5 list of Pokemon with a ranking score – Pikachu may disagree with the results! Next is a survey asked to 100 different Pokemon, then finally is the **Player's Secrets**, which displays statistics on such things as how much time you have spent playing your **Pokemon mini**, how many times you have changed channels, and how many times you have visited a particular location in *Pokemon Channel*. Once these have all been read by Smoochum, the program ends, and you can move on to the next new channel.

Quiz Channel 2

The second of the two Quiz Channels available in Pokemon Channel has a show called Odd One Out. In this game, a random number of a certain kind of Pokemon walk into shot, and you have to guess whether the total amount of Pokemon there is an Odd number or an Even number. Should your guess be correct, you win some money. The quicker you guess, the more you can win.

After watching all of the new channels, again check over the ones you have previously watched for any new and noteworthy content, or Shop 'N Squirtle if you have some cash and want to buy a few more things for your collection. If you have not yet purchased a pass to Cobalt Cove (like the other Bus Passes, it goes for P10), make sure you do so, as we will be travelling there next. Once you have the Cobalt Coast, head out of the front door and take the Cobalt bus when it arrives at the stop.

Cobalt Coast

Talk to any nearby Pokemon for **Nice Cards**, then check the signpost at the right end of this area, which takes you to the Secret Cove. When you go here, you and Pikachu will go fishing. Pikachu will cast, while you can examine the jar of bait and throw it into the water. Every so often, Pikachu will haul up a Pokemon that you can speak to for more **Nice Cards**. Also note that the Pokemon that can be caught in the Secret Cove are not affected by weather or daytime conditions (i.e. you will always be able to find the same Pokemon every time you go fishing), although some appear less often than others.

The Pokemon that can be caught at the Secret Cove are: Cloyster, Goldeen, Horsea, Krabby, Lanturn, Magikarp, Marrill, Octillery, Poliwhag, Remoraidd, Shellder, Starmie, Staryu and Wailmer. When you have done enough fishing, press **B** to finish, and you'll get a statistical overview of what you have caught. When you have done everything here, return to the bus stop to go back home. Visit any other locations or watch any other channels you want to, before heading to the **Report Channel** to save your game. Now wait until 05:00am the next day, or move your GameCube's built-in clock to 05:00am the next day – whichever you prefer – and the game moves onto **Day Five**.

Day Five

The day starts with a breaking news report on the **Pokemon News Flash Channel** – episode 5 of the *Pichu Bros.* anime – which was supposed to air today – has gone missing! While delivering the disc, it was dropped by Magnemite, and has landed somewhere at Mt. Snowfall. Oak will get in touch and inform you that it is up to you to recover the lost disc, as you are able to get to Mt. Snowfall by bus. That will be your next destination, however first you will need to acquire a **Duskull Lamp** which you need before going there. After Oak finishes speaking with you and you pick up any deliveries you may be expecting, you'll gain control. Head out through the side door to the yard, then out to Springleaf Field.

Springleaf Field

Look a little over to the left – among the group of Pokemon there, you should see a Duskull with a 'confused' thought bubble over its head. Speak to Duskull, who is looking for a ball that has gone missing. Agree to help find the lost ball. Examine the strange hole in the ground just over to the left of Duskull, and Pikachu will rummage out the ball. When he brings it over to you, examine the ball and choose to return it to Duskull when prompted. When you do, Duskull reciprocates by giving you the **Duskull Lamp**. Now, talk to any Pokemon for **Nice Cards**/cash if you want, then head back into your house. Now leave via the front door, and take the **Snowfall** bus when it arrives.

Mt. Snowfall

Talk to any more Pokemon around at the foot of Mt. Snowfall for more **Nice Cards** or money, then look at the very right side of this area to find a new signpost leading to the **Ruins of Truth**. Head this way, and this takes you further up to the entrance of the ruins. Speak to any other Pokemon here if you want, then approach the giant Gengar blocking the entrance. When Pikachu holds up the **Duskull Lamp**, a startled Gengar flees, meaning you can now head into the **Ruins of Truth**.

Ruins of Truth

The inside of the ruins are almost pitch black, and Pikachu is understandably quite scared. He'll run over towards some bell flowers. Examine both of these, and Pikachu uses Thunderbolt on them, and now the ruins are clearly lit up! A signpost will now emerge from the ground; examine this, and you will advance further on.

At the next part, you will see a sculpture with two tablets on the front, with **O** and **X** inscribed on them. You are then asked a random Pokemon trivia question; select your answer and Pikachu will push the corresponding tablet. Don't worry if you get it wrong; you can simply exit, return and try again. Once you select the correct answer, the sculpture disappears into the ground, and up comes a Golbat statue. Examine this, and Pikachu will look inside and get stuck. When prompted, quickly wiggle the **Analog Stick** left and right to free him, and find the missing program disc!

Once you head outside, Magnemite will appear, and you'll hand the episode over. You are then asked if you would like to return home; confirm with yes. Back in your room, you can now switch on the TV and tune in to the final episode of the *Pichu Bros.* anime.

Anime Part 5

A 3D animated music video to top off Meowth's grand party, and an ending with fireworks! Once this episode is watched, you've seen every channel there is on offer on *Pokemon Channel*!

If you want to do more shopping or watch other channels as a means of getting some quick cash (such as the **Quiz Channels** or making use of the **Smeargle 2**), by all means do so. When you are ready to move on, switch over to the **Report Channel**. Prof. Oak will offer you his thanks for recovering the missing episode, and he will also give both you and Pikachu extra thanks for your input in making *Pokemon Channel* a success. As a token of his appreciation, he has a special surprise gift for you, that will be ready by tomorrow. He also thinks he may have missed out something...now that everything for this day is done, you can save your game data. Now wait until 05:00am the next day, or move the time ahead to 05:00am in your GameCube's hardware settings, and you can move onto the **final day** of the main game mode.

Day Six

The day starts with Pikachu – who has spent the night sleeping on your bed, this time – waking up happily, and you'll get a message in from Professor Oak. His special gift for you is almost finished – it is a "**Star Projector**", which is used to project images being projected across the night sky at Camp Starlight. Suddenly, a Pokemon comes to pay a visit in your home, and it's none other than the Gen III mythical Pokemon, Jirachi! You, Pikachu and Jirachi will now head off to Camp Starlight.

Campsite

The **Star Projector** is fired up, and you can now watch the *Pichu Bros. in Party Panic!* anime in its entirety as it is projected across the night sky, accompanied by the game credits. (For this one part of the game it doesn't matter at which time you are playing, this particular segment will always be at night.)

After you've finished watching the anime, this is the end of the main game mode. You'll now also be able to access the **Jirachi** sub-menu from the **Options** (which was previously shown as ???). You can also continue on playing if you want to finish off your **Nice Card** collection, **Pokemon mini** game collection, or anything else you want (such as collecting every **Pokemon Doll**, **Poster** and **TV**), for the game completionists looking to get everything available. However, once the game shows **'The End'** and you save, you aren't done just yet; if you continue the game when you are brought back to the Title Screen, Togepi will bring you a bonus *Pichu Bros.* Japanese anime disc when you return to your room. There are also a few other items to find in the crates if you explore outside as well! From here on out, enjoy continuing the *Pokemon Channel* experience!

Congratulations upon completing *Pokemon Channel*!

Nice Cards

One of the game's optional extras is to try and collect all of the 101 **Nice Cards**; which are basically illustrations of Pokemon on cards. There are three different variations of **Nice Cards**: the standard **Single Cards**, as well as **Platinum Cards** and **Motion Cards**. You don't have to collect all three varieties in each group – just one of each will do in terms of counting towards completing your collection. Here is a list of all cards, where to find them, and the weather/time/day conditions that must be met in order to find the Pokemon that will reward them to you.

Card Number & Name	Location	Weather	Time of Day
001: Bulbasaur	Front Yard	Clear	Morning
			Day
			Evening
		Rainy	Evening
002: Charmander	Mt. Snowfall	Clear	Day
			Evening
		Cloudy	Evening
			Snowy
Evening			
003: Squirtle	House (Prof. Oak)	N/A	N/A
004: Caterpie	Viridian Forest	Clear	Night
005: Butterfree	Viridian Forest	Clear	Morning
			Day
			Evening
		Rainy	Evening
006: Beedrill	Viridian Forest	Cloudy	Morning
007: Pidgey	Viridian Forest	Clear	Day
		Cloudy	Day
008: Raichu	Viridian Forest	Clear	Morning
			Evening
009: Clefairy	Viridian Forest	Cloudy	Evening
			Night
010: Vulpix	Ruins of Truth	Clear	Evening
		Cloudy	Night
		Snowy	Evening
011: Jigglypuff	Mt. Snowfall	All	Morning
			Day
012: Zubat	Ruins of Truth	All	Morning
013: Golbat	Ruins of Truth	All	All
014: Oddish	Yard	All	Night
			Day
			Evening

015: Gloom	Viridian Forest	Clear	Day
016: Diglett	Yard	Clear	Morning
		Cloudy	Morning
017: Dugtrio	Yard	Clear	Night
		Cloudy	Night
018: Meowth	House (Prof. Oak)	N/A	N/A
019: Psyduck	House (Prof. Oak)	N/A	N/A
020: Poliwhg	Cobalt Coast (Fish)	N/A	N/A
021: Machop	Viridian Forest	Clear	Morning
022: Bellsprout	Viridian Forest	Clear	Day
		Rainy	Morning
023: Geodude	Viridian Forest	Cloudy	Morning
024: Slowpoke	House (Prof. Oak)	N/A	N/A
025: Magnemite	Yard	Cloudy	Morning
			Day
			Evening
026: Shellder	Cobalt Coast (Fish)	N/A	N/A
027: Cloyster	Cobalt Coast (Fish)	N/A	N/A
028: Gengar	Ruins of Truth	Cloudy	Evening
			Night
		Snowy	Evening
			Night
029: Krabby	Cobalt Coast (Fish)	N/A	N/A
030: Voltorb	Ruins of Truth	Clear	Morning
		Cloudy	Morning
		Snowy	Morning
031: Exeggcute	Viridian Forest	Rainy	Morning
032: Exeggutor	Cobalt Coast	Clear	Day
033: Cubone	Ruins of Truth	Clear	Morning
			Day
		Cloudy	Morning
034: Hitmonlee	Front Yard	Clear	Day
			Morning
		Rainy	Day
			Night
035: Lickitung	Cobalt Coast	Clear	Morning
036: Koffing	Mt. Snowfall	Clear	Day
		Snowy	Day
037: Weezing	Ruins of Truth	Clear	Evening
			Night
		Cloudy	Evening
			Night
038: Chansey	House (Prof. Oak)	N/A	N/A
039: Horsea	Cobalt Coast (Fish)	N/A	N/A
040: Goldeen	Cobalt Coast (Fish)	N/A	N/A
041: Staryu	Cobalt Coast (Fish)	N/A	N/A
042: Starmie	Cobalt Coast (Fish)	N/A	N/A
043: Mr. Mime	Front Yard	Clear	Morning
			Day
		Cloudy	Morning
			Day
044: Magikarp	Cobalt Coast (Fish)	N/A	N/A

045: Lapras	Cobalt Coast	Rainy	Night, you must have seen it on PNF	
046: Ditto	Front Yard	Clear	Day	
			Night	
		Cloudy	Night	
047: Eevee	Springleaf Field	Cloudy	Day	
048: Snorlax	Camp Starlight	N/A	Night, you must be playing on a Thursday	
049: Chikorita	Springleaf Field	Clear	Evening	
			Cloudy	Evening
			Rainy	Evening
050: Cyndaquil	Front Yard	Clear	Evening	
			Cloudy	Morning
			Night	
051: Totodile	Front Yard	Rainy	All	
052: Hoothoot	Ruins of Truth	Snowy	Night	
053: Ledyba	Yard	Clear	Morning	
			Day	
			Night	
054: Crobat	Ruins of Truth	Clear	Evening	
			Cloudy	Evening
			Snowy	Evening
055: Lanturn	Cobalt Coast (Fish)	N/A	N/A	
056: Pichu	Camp Starlight	N/A	Night, you must be playing on a Saturday	
057: Cleffa	Mt. Snowfall	Clear	Morning	
			Day	
			Evening	
058: Igglybuff	Cobalt Coast	Clear	Evening	
059: Togepi	Cobalt Coast	Cloudy	Day	
			Rainy	Day
060: Natu	Cobalt Coast	Cloudy	Morning	
			Day	
061: Mareep	House (Prof. Oak)	N/A	N/A	
062: Bellossom	Springleaf Field	Clear	Day	
			Evening	
063: Marrill	Cobalt Coast (Fish)	N/A	N/A	
064: Azumarrill	Camp Starlight	N/A	Night, you must be playing on a Friday	
065: Sudowoodo	Mt. Snowfall	Cloudy	Day	
			Evening	
			Night	
066: Hoppip	Yard	Rainy	All	
067: Aipom	Mt. Snowfall	Cloudy	Morning	
			Day	
		Snowy	Morning	
			Day	
068: Sunkern	Mt. Snowfall	Clear	Day	
069: Yanma	Yard	Cloudy	Day	
070: Wooper	Camp Starlight	N/A	Night, you must be playing on a Wednesday	
071: Espeon	Mt. Snowfall	Cloudy	Night	
			Snowy	Night
072: Misdreavus	Ruins of Truth	Clear	Day	
			Snowy	Day
073: Wobbuffet	House (Prof. Oak)	N/A	N/A	
074: Girafarig	Cobalt Coast	Cloudy	Night	

		Rainy	Night
075: Dunsparce	Mt. Snowfall	Clear	Night
076: Shuckle	Cobalt Coast	Cloudy	Evening
			Night
077: Heracross	Mt. Snowfall	Cloudy	Morning
078: Teddiursa	Camp Starlight	N/A	Night, you must be playing on a Monday
079: Swinub	Mt. Snowfall	Snowy	Day
			Evening
			Night
080: Corsula	Cobalt Coast (Fish)	N/A	N/A
081: Remoraid	Cobalt Coast (Fish)	N/A	N/A
082: Octillery	Cobalt Coast (Fish)	N/A	N/A
083: Delibird	House (Prof. Oak)	N/A	N/A
084: Phanpy	Springleaf Field	Cloudy	Night
		Rainy	Day
085: Smeargle	House (Prof. Oak)	N/A	N/A
086: Smoochum	House (Prof. Oak)	N/A	N/A
087: Magby	Camp Starlight	N/A	Night, you must be playing on a Tuesday
088: Celebi	Springleaf Field	Clear	Morning, you must have seen it on PNF
089: Treecko	Camp Starlight	N/A	Night
	Springleaf Field	Clear	Evening
		Cloudy	Day
090: Torchic	Camp Starlight	N/A	Night
	Springleaf Field	Clear	Day
			Evening
		Cloudy	Morning
			Day
091: Blaziken	Ruins of Truth	Snowy	Morning, you must have seen it on PNF
092: Mudkip	Camp Starlight	N/A	Night
	Springleaf Field	Rainy	All
093: Wailmer	Cobalt Coast (Fish)	N/A	N/A
094: Kecleon	Mt. Snowfall	Clear	Evening, you must write fan mail
			Night, you must write fan mail
		Cloudy	Evening, you must write fan mail
			Night, you must write fan mail
		Snowy	Evening, you must write fan mail
			Night, you must write fan mail
095: Azurill	Cobalt Coast	Rainy	Morning
096: Wynaut	Springleaf Field	Cloudy	Morning
			Day
		Rainy	Morning
097: Duskkull	Springleaf Field ¹	Clear	Night
		Cloudy	Night
		Rainy	Night
098: Volbeat	Springleaf Field	Clear	Night
		Rainy	Night
099: Latias	Cobalt Coast	Cloudy	Night, you must have seen it on PNF
100: Latios	Cobalt Coast	Clear	Night, you must have seen it on PNF
101: Jirachi	Camp Starlight	N/A	Night, you must be playing on a Sunday, you must have watched PNF prior

¹Duskull can be met on **Day Five** at any time prior to obtaining the **Duskull Lamp**.

Once you have collected all 101 **Nice Cards**, Pikachu will then gift you with 9 **Special Cards** (each in all 3 varieties, for 27 total).

Quiz Answers

Throughout the game, you can encounter other Pokemon seen roaming in various areas, also depending on what the weather and daytime conditions are. When you say hi to them as prompted when you move the cursor over them, Pikachu will talk to that Pokemon. It will then ask you a trivia question with three possible answers. Selecting the right one will either reward you with a **Nice Card**, or if you have that Pokemon's **Nice Card** already, it will give you P10.

Here is a list of all quiz answers in the game, and I have arranged them by order of the **Nice Card** catalogue number of the Pokemon each question relates to.

#001 – Bulbasaur

- **Q:** What is the seed on Bulbasaur's back filled with?
 - **A:** Nutrients.

#002 – Charmander

- **Q:** The flame on Charmander's tail can be considered the what of its health?
 - **A:** Barometer.

#004 – Caterpie

- **Q:** If you touch the antenna on Caterpie's head, what comes out?
 - **A:** An odour.

#005 – Butterfree

- **Q:** Butterfree can fly in rain because it has what kind of wings?
 - **A:** Wings that repel water.

#006 – Beedrill

- **Q:** How many poisonous stingers does Beedrill have in total?
 - **A:** 3.

#007 – Pidgey

- **Q:** What does Pidgey throw on its foe to protect itself when in a pinch?
 - **A:** Sand.

#008 – Raichu

- **Q:** If Raichu has its tail planted in the ground what is it thought to be doing?
 - **A:** Discharging electricity.

#009 – Clefairy

- **Q:** What does Clefairy collect in its wings so it can float?
 - **A:** Moonlight.

#010 – Vulpix

- **Q:** What part of Vulpix's body darkens in colour and increases in number as it grows?
 - **A:** Its tail.

#011 – Jigglypuff

- **Q:** What happens if you hear Jigglypuff's singing?
 - **A:** You become sleepy.

#012 – Zubat

- **Q:** What does Zubat put out from its mouth so it can fly without crashing into anything?
 - **A:** Ultrasonic waves.

#014 – Oddish

- **Q:** What happens if you mistake Oddish for a weed and try to yank it out of the ground?
 - **A:** It cries.

#015 – Gloom

- **Q:** Does Gloom like the smell of the honey that dribbles from its mouth?
 - **A:** Likes it.

#016 – Diglett

- **Q:** When does Diglett emerge out of the ground?
 - **A:** When it isn't bright out.

#017 – Dugtrio

- **Q:** Dugtrio moves its three heads around to do what in the soil?
 - **A:** Soften it.

#020 – Poliwhg

- **Q:** What determines which way the spiral pattern on Poliwhg's belly goes?
 - **A:** Where it hatched.

#021 – Machop

- **Q:** What is Machop said to use for weight training?
 - **A:** Graveler.

#022 – Bellsprout

- **Q:** Bellsprout is rumoured to be a type of mythical plant. What is the plant?
 - **A:** Mandrake.

#023 – Geodude

- **Q:** Why do Geodude bump into each other?
 - **A:** To get their bodies hard.

#025 – Magnemite

- **Q:** What happens if Magnemite attaches itself to power lines and feeds on electricity?
 - **A:** A power outage.

#026 – Shellder

- **Q:** When Shellder swims which way does its body point?
 - **A:** Backwards.

#027 – Cloyster

- **Q:** What is said to affect the growth of Cloyster's spikes?
 - **A:** Strength of the ocean current.

#028 – Gengar

- **Q:** Why do people shiver when Gengar appears?
 - **A:** Because it steals heat.

#029 – Krabby

- **Q:** What does Krabby release from its mouth when in a pinch?
 - **A:** Bubbles.

#030 – Voltorb

- **Q:** Why does Voltorb resemble a Pokeball?
 - **A:** For camouflage.

#031 – Exeggcute

- **Q:** How many eggs make up one Exeggcute?
 - **A:** 6.

#032 – Exeggutor

- **Q:** If an Exeggutor head falls off, what does it become?
 - **A:** Exeggcute.

#033 – Cubone

- **Q:** Why has no-one ever seen Cubone's face?
 - **A:** Because it wears a skull.

#034 – Hitmonlee

- **Q:** What happens to the soles of Hitmonlee's feet at the instant of impact when it is kicking?
 - **A:** They harden.

#035 – Lickitung

- **Q:** If Lickitung licks you what may happen?
 - **A:** You'll feel tingly.

#036 – Koffing

- **Q:** If you are exposed to the gas held inside Koffing's body, what won't you be able to stop?
 - **A:** Your tears.

#037 – Weezing

- **Q:** What can be made by thinning the gases inside Weezing's body?
 - **A:** Perfume.

#039 – Horsea

- **Q:** What does Horsea release from its mouth when in a pinch?

- **A:** Ink.

#040 – Goldeen

- **Q:** Which of these descriptions of Goldeen is wrong?
 - **A:** The Storm-Bringing Maiden.

#041 – Staryu

- **Q:** If Staryu's body is torn it can regrow missing parts if it has what?
 - **A:** The core.

#042 – Starmie

- **Q:** What is rumoured to come out from the centre of Starmie's body?
 - **A:** Radio waves.

#043 – Mr. Mime

- **Q:** Mr. Mime gets angry if it is disturbed while it is practicing what?
 - **A:** Pantomiming.

#044 – Magikarp

- **Q:** What is Magikarp's record for jumping up while using Splash?
 - **A:** 7 feet.

#045 – Lapras

- **Q:** Why can Lapras understand human speech?
 - **A:** Because it's very smart.

#046 – Ditto

- **Q:** What does Ditto transform into to avoid attack while sleeping?
 - **A:** A rock.

#047 – Eevee

- **Q:** What does Eevee do in response to its environment?
 - **A:** Change body composition.

#048 – Snorlax

- **Q:** Snorlax's snores and stomach rumblings are often mistaken for what?
 - **A:** Crying.

#049 – Chikorita

- **Q:** What does the leaf on Chikorita's head smell like?
 - **A:** It has a sweet aroma.

#050 – Cyndaquil

- **Q:** When do the flames on Cyndaquil's back burn furiously?
 - **A:** When it is angry.

#051 – Totodile

- **Q:** What makes Totodile react and bite whatever is in front of it?
 - **A:** Movement.

#052 – Hoothoot

- **Q:** Hoothoot begins crying at a certain time. This makes it useful as a what?
 - **A:** Clock.

#053 – Ledyba

- **Q:** Ledyba uses fluid to let others know where it is. Where does this fluid get released from?
 - **A:** Its feet.

#054 – Crobat

- **Q:** How many wings does Crobat have?
 - **A:** 4.

#055 – Lanturn

- **Q:** How deep in the sea can Lanturn's light be seen from the surface?
 - **A:** Over 3 miles.

#057 – Cleffa

- **Q:** Cleffa is rumoured to have arrived on what?
 - **A:** A shooting star.

#058 – Igglybuff

- **Q:** If Igglybuff falls over it won't stop moving for a while because of what?
 - **A:** Its rubbery body.

#059 – Togepi

- **Q:** Togepi's shell is said to be filled with what?
 - **A:** Happiness.

#060 – Natu

- **Q:** Natu sometimes jumps into tree branches to eat what?
 - **A:** Shoots.

#062 – Bellossom

- **Q:** When Bellossom gather and seemingly "dance" what are they said to be doing?
 - **A:** Ritual to summon the sun.

#063 – Marrill

- **Q:** Marrill won't drown because the tip of its tail is filled with what?
 - **A:** Oil.

#064 – Azumarrill

- **Q:** What do Azumarrill's ears function as?
 - **A:** Sensors.

#065 – Sudowoodo

- **Q:** What does Sudowoodo hate?
 - **A:** Rain.

#066 – Hoppip

- **Q:** Why do Hoppip gather together in a cluster?
 - **A:** To prevent being blown away.

#067 – Aipom

- **Q:** What part of the body does Aipom use to hang from trees?
 - **A:** Tail.

#068 – Sunkern

- **Q:** If under attack Sunkern whips what around to defend itself?
 - **A:** Its leaves.

#069 – Yanma

- **Q:** With its big eyes, how far around itself can Yanma see?
 - **A:** 360 degrees.

#070 – Wooper

- **Q:** What happens if you touch Wooper's body with bare hands?
 - **A:** Your hands feel tingly.

#071 – Espeon

- **Q:** Espeon can sense the flow of air to predict what?
 - **A:** The weather.

#072 – Misdreavus

- **Q:** What does Misdreavus love to do?
 - **A:** Cause mischief.

#074 – Girafarig

- **Q:** What attracts Girafarig's tail and makes it bite?
 - **A:** Smells.

#075 – Dunsparce

- **Q:** If it is spotted, Dunsparce furiously bores into the ground with its tail to do what?
 - **A:** Escape.

#076 – Shuckle

- **Q:** The fluids that seep from Shuckle's legs mix with berries to become what?
 - **A:** Juice.

#077 – Heracross

- **Q:** Heracross can throw something weighing how many times more than its own weight?
 - **A:** 100 times.

#078 – Teddiursa

- **Q:** Teddiursa is always licking its paws because they taste of what?
 - **A:** Honey.

#079 – Swinub

- **Q:** Why does Swinub dig up the ground?
 - **A:** To find food.

#080 – Corsola

- **Q:** When the branches on Corsola's head grow out and drop off what do they become?
 - **A:** Treasures.

#081 – Remoraid

- **Q:** Remoraid uses its fin to stick onto which Pokemon's back?
 - **A:** Mantaine.

#082 – Octillery

- **Q:** Octillery has what kind of head?
 - **A:** A rock hard head.

#084 – Phanpy

- **Q:** Why does Phanpy bump things with its trunk?
 - **A:** To show affection.

#087 – Magby

- **Q:** How hot is Magby's body?
 - **A:** 600 degrees.

#088 – Celebi

- **Q:** Celebi is sometimes called the what of forests?
 - **A:** Guardian.

#089 – Treecko

- **Q:** Treecko is good at climbing walls because it has what on the soles of its feet?
 - **A:** Small hooks.

#090 – Torchic

- **Q:** How hot is the fire that Torchic breathes?
 - **A:** 1,000 degrees.

#091 – Blaziken

- **Q:** Blaziken takes pride in its jumping ability. What's the tallest building it can clear?
 - **A:** 30 story building.

#092 – Mudkip

- **Q:** What does the fin on Mudkip's head function as?
 - **A:** Radar.

#093 – Wailmer

- **Q:** From where does Wailmer spout seawater?
 - **A:** Its nostrils.

#094 – Kecleon

- **Q:** Kecleon can't change the colour on what part of its body?
 - **A:** Its belly.

#096 – Wynaut

- **Q:** What do Wynaut do to improve their Counter move?
 - **A:** Mash against each other.

#097 – Duskull

- **Q:** It is said that if Duskull gives chase, it will follow the target till what comes up?
 - **A:** The morning sun.

#098 – Volbeat

- **Q:** Volbeat gather and draw what sort of patterns in the night sky?
 - **A:** Geometric patterns.

#099 – Latias

- **Q:** Latias' body is covered in a gown that is like what?
 - **A:** Glass.

#100 – Latios

- **Q:** Latios is said to become friendly only towards a trainer that has what kind of spirit?
 - **A:** A compassionate spirit.

#101 – Jirachi

- **Q:** What will waken Jirachi from its 1000 year sleep?
 - **A:** Pure singing.

Shopping Items

The **Shopping Channel's Shop 'N Squirtle** show, presented by Spencer the Squirtle, has a range of items to purchase for various amounts of money. Some you will need to purchase in order to advance in the game, whereas others are merely for completions' sake. The length of time it takes for the item to be delivered also varies; some are instant, while others could take until the next day.

Shopping Items - Dolls

These are toys to keep in your room for Pikachu to play with. You may occasionally get another Pokemon asking if they can have one.

Dolls	
Item	Price
Bulbasaur	P13
Charmander	P17
Clefairy	P47
Diglett	P11
Gengar	P97
Geodude	P19
Grimer	P37
Jigglypuff	P49
Lapras	P101
Machop	P29
Magikarp	P19
Oddish	P23
Poliwag	P29
Shellder	P23
Snorlax	P97
Squirtle	P41
Staryu	P17
Surfing Pikachu	P43
Unown	P43
Voltorb	P11
Weedle	P37

Shopping Items - Frames

Used to surround the **Smeargle 2** paintings that are hung up in your room.

Frames	
Item	Price

Ekans	P50
Pokeblocks	
Shiny	
Shroomish	
Smoochum	
Tentacool	
Torchic	
Victreebel	

Shopping Items - Mini-Games

New **Pokemon mini** game cartridges to collect and store in your **Pokemon mini case**, which can be played on the **Pokemon mini** any time after you have purchased the game in question.

Mini-Games	
Item	Price
Chansey's Dribble	P38
Pikachu's Rocket Start	
Pokemon Pinball Petit	
Puzzle Collection Petit	
Slowking's Judge	
Snorlax's Lunch Time	

Shopping Items - Pokemon minis

New casing for your **Pokemon mini**. When purchased, it replaces your current **Pokemon mini's** casing.

Pokemon minis	
Item	Price
Blue Pokemon mini	P50
Gold Pokemon mini	
Green Pokemon mini	
Purple Pokemon mini	
Wood Pokemon mini	

Shopping Items - Pokepads

New casing for your **Pokepad**. Doesn't alter any of the actual content within your **Pokepad**.

Pokepads	
Item	Price
Gengar	P50
Goldeen	
Mudkip	
Ordinary	
Pikachu	
Smoochum	
Togepi	
Torchic	
Treecko	

Shopping Items - Posters

New posters to hang up on the wall in your room.

Posters	
Item	Price

Cool Poster	P10
Flame Poster	
Friendship Poster	
Wobbuffet Poster	

Shopping Items - TVs

TVs with different designs that can be used to watch *Pokemon Channel*. There are also some TVs that can be acquired outside of the **Shopping Channel**, for example the **Retro TV**. Some also have various filters that could have an effect on the picture (e.g. the **Sunkern TV**, which has an extra bright colour).

TVs	
Item	Price
Aipom TV	P150
Hoothoot TV	P200
Hoppip TV	P150
Lanturn TV	P150
Magnemite TV	P100
Marrill TV	P200
Meowth TV	P150
Mudkip TV	P150
Pikachu TV	P500
Smoochum TV	P150
Stage TV	P150
Sudowoodo TV	P200
Sunkern TV	P100
Voltorb TV	P100
Wooper TV	P200
Wynaut TV	P100

Shopping Items - Wallpaper

The wallpaper that decorates your room. Purchasing new wallpaper from the **Shopping Channel** replaces your current wallpaper.

Wallpaper	
Item	Price
Blue Wallpaper	P25
Green Wallpaper	
Gray Wallpaper	
Orange Wallpaper	
Purple Wallpaper	
Red Wallpaper	
Yellow Wallpaper	

Shopping Items - Miscellaneous

A few other items sold on the **Shopping Channel**; all of which (with the exception of the **Nice Card Packs** and **Punching Wobbuffet**) are required in order to progress and complete the game. Be sure to purchase these when you can.

Item	Price
Binder	P10
Cobalt Pass	P10
Nice Card Pack (includes 5 Nice Cards)	P10–P20
Punching Wobbuffet	P20
Snowfall Pass	P10
Viridian Pass	P10

Mini-Games

This is a list of the **Mini-Games** that can be played on the **Pokemon mini**. To get this gadget, examine underneath your bed (located left of where the TV is situated), and Pikachu will rummage it out for you. Afterwards, you can access it by examining it from the desk (next to the front door).

The **Pokemon mini** comes along with one of the six available games to start out with, and more can be bought from the **shopping network**. When you have collected the full set, they are stored inside the case and displayed as per the following layout:

Snorlax's Lunch Time	Slowking's Judge	Chansey's Dribble
Pokemon Pinball Petit	Puzzle Collection Petit	Pikachu's Rocket Start

On the cartridge storage screen, pressing **Z** will access the **Info** screen, which displays the control layout. Selecting a game cartridge will ask you if this is the game you would like to play. Press **A** to accept, **B** to decline, and **Z** to display a brief **Info** page on how to play the game.

Snorlax's Lunch Time

- **Game Info:** Tell a hungry Snorlax what is good to eat. It will eat if you don't hurry! – A Pokemon Channel original

In this game, you control a hungry Snorlax who has items of food dropped down onto a plate. When the item drops, a timer bar will begin depleting, and you must press the **A** button to consume the food before it runs out. The quicker you eat the food when it appears, the higher you'll score (from **Great!!**, to **Good!**, to **OK**). You are ranked on how much you score, and how many items you can get the Snorlax to consume.

However, every once in a while, a Pichu will also drop onto the plate, and when this happens, you must **NOT** eat it (in this case you must let the timer deplete), otherwise Snorlax gets a nasty electric shock, and the game is over. Also, the more you eat, the quicker the timer runs out. Should you run out of time when there is food on the plate, you will also lose and the game is over (contrary to the **Game Info** description stating "*it will eat if you don't hurry*"). The top five scores are saved, and can have a three-letter name assigned to them.

Slowking's Judge

- **Game Info:** As Slowking, you'll be the judge! Keep a sharp eye on the tennis ball and judge if it's in or out. – From "Pokemon Party mini"

You play Slowking, acting as a judge on the boundary of a tennis court. You'll see the boundary line, and watch where a sequence of tennis balls land. If they land to the left of the line, it is **in**; if it lands right of the line, it is **out**. Press **B** to call **in**, and **A** to call **out**. The longer the game goes, the quicker the balls will appear, and they'll also make erratic movements that could throw you off making the call correctly! The game ends when either you make an incorrect call, or take too long on a single decision. Top three times are saved.

Chansey's Dribble

- **Game Info:** Move Chansey from side to side with the + Control Pad, dribble a ball, and score a goal. – From "Pokemon Party mini"

This is a game with a top-down view of Chansey beneath a football. The aim is to dribble the ball up the screen as quickly as possible and cross the goal line. Pressing **Left** and **Right** on the **D-Pad** makes Chansey move in either direction, and she will knock the ball forward every time she runs into it; the length and angle the ball moves depends on how quickly you approach the ball, and whether you kick it dead centre or from the side (this causes it to swerve). The ball ricochets from the walls at either side of the screen, but if Chansey runs past the ball, you'll have to stop and press the **A** button to get back behind it. The meter on the left side of the screen indicates how far up the field you are. Top three times are saved.

Pokemon Pinball Petit

- **Game Info:** Charge power with the Z button, then release it to make Diglett bonk the ball. Hold the button for greater power!
 - Data can't be saved.

You start out with 10 stages in the game's **Quest** mode, and control Diglett, with the aim being to either beat the score or points accumulated in the first nine stages, and in the tenth, you must capture the Pikachu within the Poke Ball before sinking it in the hole. You hold the **Z** button to make Diglett's head go down, and release it to shoot it back up and hit the pinball. If you are able to clear all 10 stages, you are able to play this mode again with Pikachu (and other Pokemon the more times you beat this mode), as well as the **Time Attack** and **Score Attack** modes.

Puzzle Collection Petit

- **Game Info:** They may be simple, but a challenging time is promised by these puzzles. And, there's nine of them!
 - Data can't be saved.

A variety of mind-teasing puzzle games – **Motion Puzzle** involves moving a series of tiles around to resemble an image of a Pokemon. In **Shadow Puzzle**, you have to fit the different shapes within the outline without leaving any spaces to make up a Pokemon. In **Rescue Mission**, with the use of the **D-Pad**, you can move the different blocks around to open spaces in order to guide the trapped Pokemon to the escape hole. By pressing **A**, you can swap blocks to move, if an alternate move is available. Your progress is recorded via a level grid, shown every time you select one of the three puzzle modes.

Pikachu's Rocket Start

- **Game Info:** Ready, set, go! Start on Elekid's mark and see who's the quickest off the line. – From "Pokemon Party mini"

You see Pikachu and an opposing Pokemon on a racing start line. Elekid will call "**Ready, Set...**", and as soon as you feel your GameCube controller vibrate, immediately press the **A** button to dash off the line. If you did it quick enough, you should beat the opposing Pokemon and move onto the next round, where you face a different Pokemon. Should you dash off the line too soon, get beat by your opponent, or fail to dash at all, the game ends. Top three times are saved.

Jirachi (PAL Version Only)

Equipment Needed/Obtaining Jirachi

For owners of the PAL version of *Pokemon Channel* (i.e. in Europe and Australia), one of this game's biggest features is allowing you to download Generation III's very elusive mythical Pokemon, Jirachi, to your copy of *Pokemon Ruby Version* or *Pokemon Sapphire Version* on the GBA! In order to get it, you'll need a few peripherals and have your *Pokemon Channel* and *Pokemon Ruby/Sapphire* games prepared properly before you are able to get Jirachi.

Equipment Needed

- A copy of the PAL version of *Pokemon Channel* (this does not work with the NTSC version). The file must be completed (i.e. you must have cleared all six days and watched all programs), and you must also have a Mt. Snowfall bus pass.
- A *Pokemon Ruby Version* or *Pokemon Sapphire Version* Game Pak for the Game Boy Advance. You must have a completed game file, with your Pokemon in the Hall of Fame. You must also have a spot free in your party for Jirachi.
 - The selected language of both your *Pokemon Channel* and *Pokemon Ruby/Pokemon Sapphire* games must match.
- A GameCube–Game Boy Advance Link Cable. This must be the peripheral that connects the GBA to the GameCube via one of its controller ports; this does not work with the Link Cable to the Game Boy Player.

Obtaining Jirachi

- Ensure your Game Boy Advance is connected to the GameCube and the copy of *Pokemon Ruby/Sapphire* is inserted.
- Go to the *Pokemon Channel* Title Screen and select **Options**. The sub-menu here that was previously listed as ??? will now appear as **Jirachi**. Enter this sub-menu.
- When asked by Oak if you want to send Jirachi to your *Pokemon Ruby/Pokemon Sapphire* Game Pak, say **Yes**.
- Switch the GBA's power on, and the download should commence. Once the download is complete, you can switch the GBA's power back off again.
- You will now have Jirachi in your party! Note that you can only download Jirachi once per *Pokemon Ruby/Pokemon Sapphire* Game Pak.

Jirachi Pokedex Info

About Jirachi

Pokedex #385 (Ru/Sa #201)

- **Type:** Steel/Psychic
- **Height:** 1'0"
- **Weight:** 2.4 lbs
- **Ability:** Serene Grace
- **Pokedex:**
 - **Ruby:** A legend states that Jirachi will make true any wish that is written on notes attached to its head when it awakens. If this Pokemon senses danger, it will fight without awakening.
 - **Sapphire:** Jirachi will awaken from its sleep of a thousand years if you sing to it in a voice of purity. It is said to make true any wish that people desire.

Move List

Move Name	Type	Level Learned
Wish	Normal	N/A
Confusion	Psychic	N/A
Rest	Psychic	N/A
Swift	Normal	Level 10
Helping Hand	Normal	Level 15
Psychic	Psychic	Level 20
Refresh	Normal	Level 25
Rest	Psychic	Level 30
Double-edge	Normal	Level 35
Future Sight	Psychic	Level 40
Cosmic Power	Psychic	Level 45
Doom Desire	Steel	Level 50

Compatible TMs

- TM03 – Water Pulse
- TM04 – Calm Mind
- TM06 – Toxic
- TM10 – Hidden Power
- TM11 – Sunny Day
- TM15 – Hyper Beam
- TM16 – Light Screen
- TM17 – Protect
- TM18 – Rain Dance
- TM20 – Safeguard
- TM21 – Frustration
- TM24 – Thunderbolt
- TM25 – Thunder

- TM27 – Return
- TM29 – Psychic
- TM30 – Shadowball
- TM32 – Double Team
- TM33 – Reflect
- TM34 – Shock Wave
- TM37 – Sandstorm
- TM40 – Aerial Ace
- TM42 – Facade
- TM43 – Secret Power
- TM44 – Rest
- TM48 – Skillswap

Compatible HMs

- HM05 – Flash

Cheats

Secrets

Fast-forward Through Shows

While watching the channel you want to skip, press **L**, then **R** to quickly switch over and back again. For example, this will move you on to the next item on the **Shopping Channel** quicker than it would having to watch Squirtle discuss the item and taking more time.

Unlockables

Pikachu Cards (all varieties)/Pikachu TV

Collect all 101 **Nice Cards** (it doesn't matter which variety of cards you get). The **Pikachu TV** can also be purchased from the **Shopping Channel** for P500.

Unlockable Channels/Items

Unlockable	How to Unlock
Hosted by Kasumi Disc	Given to you from Togepi on Day Six
Movie Projector	Given to you from Prof. Oak on Day Six
<i>Pichu Bros.</i> Full Movie (English)	Find in crates after Day Six
<i>Pichu Bros.</i> Full Movie (Japanese)	Find in crates after Day Six
Prime Binder	Collect 50 Nice Cards
Superior Binder	Collect 25 Nice Cards

Credits

Pokemon Channel instruction manual

- For the **Story** excerpt, some **game overview** information, and notes on obtaining **Jirachi**.

Sophie Cheshire (falsehead)

- Whose FAQ/Walkthrough for this game was what helped me through the game the first time through back in 2004, and motivated me to do my own! Thanks in particular for information on **Shopping Item** prices, and some **Quiz Answers**.

Legal Disclaimer/Contacting Me

Legal Disclaimer

This document is Copyright ©2016 Ryan Harrison. This document may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

The latest version of this FAQ can be found at <http://www.gamefaqs.com/> and <https://www.neoseeker.com/>.

All information contained within this file was written by myself, or for any information taken directly from other sources, whether reworded or kept intact, are also clearly acknowledged within this file. If you are writing any literature related to this game, such as an article, review, or even an FAQ of your own and would like to use any small pieces of information from within this file, feel free to do so as long as you clearly credit me for what you used. Failing to do so is plagiarism, and again, a violation of copyright law.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

Contacting Me

For questions, suggestions, comments or useful information pertaining to this file or any other of my video game-related literature, please email me at the address: **rjhgamefaqs[at]gmail[dot]com**. Please make sure that what you are contacting me regarding is not already covered within this FAQ. Please make sure to read the FAQ thoroughly to make sure any questions haven't already been answered. For quick navigation, press Ctrl + F on your keyboard and type in a key word, this may help. Please make sure you have the entire FAQ displayed out on a single page when you do this. Any useful information sent to me will be included in a future update, with full credit given.

Thank you for reading my FAQ, and please feel free to read any of my other video game-related literature, which can be found at:

- <http://www.gamefaqs.com/community/RJHarrison/contributions>

End of File

This document is copyright Beautiful Affair and hosted by VGM with permission.