

Pikachus First Adventure Cute Pokemon Childrens Short Story Diary Of A Silly Pikachu Book 1

*Book 2: The Ruins of Lavender Town*Something spooky is happening in the ruins of Lavender Town, and it's up to Embry to find out!Dear Diary,We had a newcomer at the village today! He was very strange, and he spoke of a faraway city all in ruins. No one has lived there in years, not since the humans went away, and he says it's all crumbling walls and empty houses. This sounds just like the adventure I've been needing ever since I came home from the Fire Festival – everything back home has been so boring. Unfortunately, it doesn't seem that any of my friends want to go with me, but that's okay! After all, I went to the Festival all on my own at first, and I made great friends along the way. I'm sure this adventure will work out the same way. The only thing I'm a little worried about is that the town is supposedly haunted. No one knows why everyone left the city, or at least not anyone I talked to. The stranger said that I probably shouldn't go alone, but I don't see what the problem could be, it's just an empty city. Right? But that's not what the travelers on the road said. One of them told me that the city is haunted by malicious spirits, and that I do better to go somewhere else for my adventure. Now I can't resist – an abandoned, ancient city full of ghosts? What makes for a better story, diary? Nothing that I can think of! So far everything has been going smoothly, much more so than my travel to the Fire Festival. Even without Pearl I'm not terribly lonely, as there are many Pokemon on the road. Yet everyone says the same thing – to leave the city alone. What's the big deal? Don't they know they're just making me more curious with all these vague answers? I've got to find out, diary. I'm going to Lavender Town.Book 3: The Cerulean ChampionPokémon from all over are gathering in Cerulean to battle – but who will be the best? Dear Diary,There's a big competition at Cerulean Way post! I've never seen Marco more excited about anything in my entire life! He's been waking us all up every morning early so we can train with him. Pearl even looks excited, and Marco has said there are all sorts of competitions – even a cooking one! Maybe I'll be able to win at least one of the contests. Probably not, I'm not too good at much.But I'm going to try, diary! Marco is so excited – I hope he wins, he really deserves it. He's worked so hard to get as strong as he is, and I know some day he wants to go for the big gyms out there in the world. This could be his first step, diary! Or maybe Pearl will win, and she'll get the confidence she really needs. She's always so nervous, and she doesn't say much, but she's a Vaporeon! They are one of the rarest, most interesting Pokémon out there. She could show everyone that she's amazing!Of course, there's always a chance I could win. It's tiny, but it's there. I've been working pretty hard too.Whatever happens, I'm going to do my very best, like no one ever has! What do you think diary? Do you think I've got a shot?Of course I do. I'll talk to you soon, diary, and maybe next time I write I'll have a shiny new medal around my neck.See you soon,Embry

A collection of original essays on Hayao Miyazaki's Princess Mononoke, exploring its production, aesthetics, themes, and cultural significance.

GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

Provides information about the Red, Blue, and Yellow versions of Gameboy Pokemon, Nintendo Pokemon snap, the Pokemon trading card game, and the cartoon series.

The Early Reader in Children's Literature and Culture

Doug Pratt's DVD

Psyduck Ducks Out (Pokémon: Chapter Book)

Surf's Up, Pikachu

Pikachu's Day

The Unauthorized Guide

Ethan, Devin, Carlo, and Gianna are Pokémon trainers—and with the help of their favorite Pokémon, from Pikachu to Charizard, they're ready to take on both the real world and the virtual world in Pokémon GO. Determined to catch 'em all, explore every PokéStop, and battle their way to the top, the friends join Team Mystic and spend their days hanging out at their someone breaks into the shop and steals a valuable batch of doughnuts, the friends are determined to put their brains and their games to work cracking the case. Then Devin discovers the first clue in her Pokédex: could the culprit be a member of Team Valor or Team Instinct, hoping to reduce the Gym's Prestige? And can Team Mystic band together to track down Pokémon GO will race to the end of this exciting first book in the Unofficial Adventures for Pokémon GO Players series!

Doug Pratt is the leading reviewer of DVDs, a contributor to Rolling Stone, and editor and publisher of The DVD-Laserdisc Newsletter. Choice says, "Pratt's writing is amusing, comprehensive and informative." Rolling Stone calls this two-volume set, "the gold standard on all things DVD." The set is unique in giving space to non-feature-film DVDs, the fastest growing a book, it's also good reading.

Follows Pikachu, the yellow Pokaëmon character, through the activities of a busy day. On board pages.

"To address how and why youth and children have come to seem so important to globalization, the contributors to this volume look at both the spatial relations of globalization and the temporal dimensions, examining the reality behind truisms such as "youth are the future" or "children are our hope for the future." Discourses of, and practices by, youth and children globalization into relationship with people's negotiations of the life course. Reaching from the design of children's toys to youth political mobilization, such discourses and practices are critical sites through which people everywhere conceive of, produce, contest, and naturalize the new futures."--BOOK JACKET.

Global Manga

Catching the Jigglypuff Thief

Pikachu's Global Adventure

Unofficial Adventures for Pokémon GO Players, Book One

Theorizing Books for Beginning Readers

Billboard

This full-color graphic novel takes its storyline from the "Pokmon" show and features animation stills from the series. Tells the story of 10-year-old Ash, who tries to become the world's greatest Pokmon trainer.

Initially developed in Japan by Nintendo as a computer game, Pokémon swept the globe in the late 1990s. Based on a narrative in which a group of children capture, train, and do battle with over a hundred imaginary creatures, Pokémon quickly diversified into an array of popular products including comic books, a TV show, movies, trading cards, stickers, toys, and clothing. Pokémon eventually became the top grossing children's product of all time. Yet the phenomenon fizzled as quickly as it had ignited. By 2002, the Pokémon craze was mostly over. Pikachu's Global Adventure describes the spectacular, complex, and unpredictable rise and fall of Pokémon in countries around the world. In analyzing the popularity of Pokémon, this innovative volume addresses core debates about the globalization of popular culture and about children's consumption of mass-produced culture. Topics explored include the origins of Pokémon in Japan's valorization of cuteness and traditions of insect collecting and anime; the efforts of Japanese producers and American marketers to localize it for foreign markets by muting its sex, violence, moral ambiguity, and general feeling of Japaneseness; debates about children's vulnerability versus agency as consumers; and the contentious question of Pokémon's educational value and place in school. The contributors include teachers as well as scholars from the fields of anthropology, media studies, sociology, and education. Tracking the reception of Pokémon in Japan, the United States, Great Britain, France, and Israel, they emphasize its significance as the first Japanese cultural product to enjoy substantial worldwide success and challenge western dominance in the global production and circulation of cultural goods. Contributors. Anne Allison, Linda-Renée Bloch, Helen Bromley, Gilles Brougere, David Buckingham, Koichi Iwabuchi, Hirofumi Katsuno, Dafna Lemish, Jeffrey Maret, Julian Sefton-Green, Joseph Tobin, Samuel Tobin, Rebekah Willet, Christine Yano

Gotta catch this action-packed adventure about Ash and Pikachu! This illustrated chapter book features the cool Alola Pokémon from Nintendo's hit games for Nintendo DS, Pokémon Sun & Moon. Ash has reached the next stage of his quest to become a Pokémon Master, and he's going back to school! Since the moment he and Pikachu arrived in Alola, Ash has wanted to learn more about the amazing Pokémon there... and more about Z-Moves, special attacks that only Trainers who've passed the island challenge can use. Does Ash have what it takes to complete the challenge? This chapter book is based on a thrilling three-part storyline from the top-rated animated series now on Netflix. Black-and-white illustrations throughout.

The definitive, behind-the-scenes look at why Pokémon's evolution from a single Japanese video game to global powerhouse captured the world's attention, and how the "gotta catch 'em all" mentality of its fanbase shaped pop culture—and continues to do so today. More than just a simple journey through the history of Pokémon, Daniel Dockery offers an in-depth look at the franchise's many branches of impact and influence. With dozens of firsthand interviews, Monster Kids covers its beginnings as a Japanese video game created to recapture one man's love of bug-collecting as a child before diving into the decisions and conditions that would ultimately lead to that game's global domination. With its continued growth as television shows, spin-off video games, blockbuster movies, trading cards, and toys, Pokémon is a unique and special brand that manages to continue to capture the attention and adoration of its eager fanbase 25 years after its initial release. Whether it was new animated shows like Digimon, Cardcaptors, and Yu-Gi-Oh!; the rise of monster-catching video games and trading card games; and more, Pikachu, the king of pop culture in the '90s, opened the doors in America to those hoping to capture some of Pokémon's dedicated fans. In Monster Kids, Dockery combines the personal stories of the people who helped bring Pokémon to the global stage with affection and humor, making this book the ultimate look at the rise of the franchise in Japan and then North America, but also the generation of kids whose passion for "catching them all" created a unique cultural phenomenon that continues to make a profound impact today.

Monster Kids

Anime and Manga

The Complete Directory to Prime Time Network and Cable TV Shows, 1946-Present

Pokemon Future

The Pokémon Unofficial Card Collector's Guide

The Pokémon School Challenge (Pokémon: Alola Chapter Book)

Dragonite is very intelligent--a good thing when Santa needs help tracking down his lost reindeer. But Dragonite has a secret too. Full color.

Are you a Poké-maniac? If so, you'll need to read on about all the cool new developments in the world of Pokémon! Learn from today's finest Pokémon masters--kids just like you--how to win at the new versions of this awesome game of monsters, and discover all the exciting new Pokémon products and off-shoots.

This reissued illustrated chapter book is based on the classic characters found in Pokemon GO and the classic animated series on Netflix. When Psyduck evolves into Golduck, Misty is thrilled! Golduck is the fastest swimmer of all. Besides, training Psyduck was one big headache. Psyduck was totally clueless and clumsy, except when it got a headache. Then its attacks were unstoppable -- especially against Team Rocket! But is Golduck about to give Misty a big surprise? This chapter book is based on a thrilling storyline from the top-rated animated series now on Netflix. Black-and-white illustrations throughout.

Films of the past 15 years have been released in a number of formats and reflect a reconceptualization of film genres, audiences and the impact of technology on adaptation. Focusing on multiple audiences, film adaptation, nationalism, globalism and consumer culture, this collection of new essays explores how children's film can be re-examined alongside recent developments in their production. These analyses consider the effect of multimedia strategies on the child audience, and the opportunities for participation and their pedagogical implications. The essays also address how childhood is embedded within films and linked to various consumer contexts.

Watching Anime, Reading Manga

GameAxis Unwired

Globalization and the Temporalities of Children and Youth

From Gaming Technologies to Model Minorities

Children's Film in the Digital Age

Pokémon: Let's Go, Pikachu! & Let's Go, Eevee! – Strategy Guide

Book 1: The Rightful King Is Slowking the strongest water Pokemon of them all? Find out in this hot, new Pokemon adventure! Slowking is the ruler of a huge swamp. He and his brother, Prince Slowbro live with a Mystic Psyduck, Poliwhirl guards, and an adorable Mudkip. Until one day everything changes when Water Kings around the world come to the Swampland kingdom! Kingler the Crab King, Seaking the horned fish, Wailord the giant whale, Kingdra the dragon Seahorse and Empoleon the steel penguin all invade Swampland with the plan to battle! Slowking must fight each of these new water kings in a tournament he never wanted to compete in, in the first place. The fights are explosive, the outcome is dire, who will become the One True Water King and rule over the water Pokemon around the world? This Pokemon adventure is fit for PokeFans of all ages, and tells the tale of a Slowking who learns what it means to be a royal ruler. It's fun, funny and fast paced. If you like Pokemon and high-fantasy, you'll love this Slowking Adventure! Book 2: The Great King Teacher Slowking is the king of all water Pokemon. In his first adventure, he competed in a tournament and earned the title from all his other fellow water kings. He promised these kings that he would demonstrate how to be a just and loyal king who helps all Pokemon. Travel with King Slowking as he, his brother Prince Slowbro, his sidekick Mystic Psyduck, his little pal Mudkip, and his loyal transportation mount, Lisa Lapras travel to Seaking's sparkling lake, Empoleon's arctic Ice Castle, Kingler crab's beach coast, and Kingler the Seahorse dragon's Coral Castle. Slowking will exhibit the wisdom, humor and intelligence of a good king for all his friends. Fun for Pokemon fans of all ages, this original Slowking story tells of a world of castles and kingdoms you won't ever find in the games or the show. If you like Pokemon, sword and sorcery fantasy, and hilarious characters, you'll love Slowking 2: The Great King Teacher. Book 3: Journey to the Ocean Depths Slowking is the King of all Ocean Pokemon! Well, sort of. He doesn't want to be king of anything except his swamp. Unfortunately, after a combat tournament, Slowking was chosen as the King of all Water Pokemon Kings. In his third book, he continues his journey to save the Water Pokemon Kings from their own bad leadership. He only has one king left to see, Wailord: a giant whale Pokemon who lives in the deepest depths of the ocean. Slowking battles a gang of twisted water bandits as well as crazed water rock monsters. He'll even confront a brand new, monstrous fish, WishiWashi, from the upcoming new games, Pokemon: Sun and Moon. Diary of a Slowking is a fun Pokemon adventure for fans of all ages. It's got epic battles, hilarious characters and an unpredictable plot with tons of Pokemon packed in every chapter. If you love stories about royalty, Pokemon or best of all, both, you'll love the Diary of a Slowking series!

A guide to Pokaëmon provides information on the pronunciation, possible moves, type, height, weight, and evolution chain of every Pokaëmon that lives in the Sinnoh region.

When Pikachu and Ash decide to practice their surfing with the help of Puka, Team Rocket soon finds them, and Pikachu and Puka must surf to safety.

Going beyond the box-office hits of Disney and Dreamworks, this guide to every animated movie ever released in the United States covers more than 300 films over the course of nearly 80 years of film history. Well-known films such as Finding Nemo and Shrek are profiled and hundreds of other films, many of them rarely discussed, are analyzed, compared, and catalogued. The origin of the genre and what it takes to make a great animated feature are discussed, and the influence of Japanese animation, computer graphics, and stop-motion puppet techniques are brought into perspective. Every film analysis includes reviews, four-star ratings, background information, plot synopses, accurate running times, consumer tips, and MPAA ratings. Brief guides to made-for-TV movies, direct-to-video releases, foreign films that were never theatrically released in the U.S., and live-action films with significant animation round out the volume.

The One True King (Book 1): The Rightful King (an Unofficial Pokemon Go Diary Book for Kids Ages 6 - 12 (Preteen)

The Rise and Fall of Pokémon

Figuring the Future

Anime Classics Zetta!

The Race Card

Anime and Manga Recognized Articles

Ethan and Devin have finally gotten the puppy of their dreams! Even better, taking their new pup to the dog park near the lake means the chance to explore a new Pokémon GO habitat! But the energetic puppy chews on everything in sight, including a map she pulled down from a PokéStop. When they pull the ruined map from the puppy's jaws, Ethan and Devin are shocked to discover a mysterious code on its back. Is someone using the map to send secret messages about the best places to fish? Or better yet, to hunt Water-type Pokémon? Looks like a case for Team Mystic! Fans of Pokémon GO will love putting the clues together—and cracking the code—in this compelling fourth book in the Unofficial Adventures for Pokémon GO Players series!

Adventures inspired by the best-selling Pokémon video games! All your favorite Pokémon game characters jump out of the screen into the pages of this action-packed manga! Gold discovers what Silver's mission is and uncovers the secret identity of the masked man. A massive battle is about to begin in the Ilex Forest, and the Legendary Pokémon and the Pokédex holders will all be there. In the midst of chaos, what will Gold do?!

- A complete walkthrough with strategies to defeat all the Kanto Gym Leaders and conquer the Pokémon League. - Encounter tables for all the wild Pokémon, including the rare Pokémon with undisclosed habitats in the Pokédex. - Explanations of all the gameplay mechanics for both beginner trainers and Pokémon Masters. - Where to find all the Master Trainers and hidden battles after beating the game. - A handy mini-Pokédex containing the key details for all 153 obtainable Pokémon and where to find them. How games have been used to establish and combat Asian American racial stereotypes As Pokémon Go reshaped our neighborhood geographies and the human flows of our cities, mapping the virtual onto lived realities, so too has gaming and game theory played a role in our contemporary understanding of race and racial formation in the United States. From the Chinese Exclusion Act and Japanese American internment to the model minority myth and the globalization of Asian labor, Tara Fickle shows how games and game theory shaped fictions of race upon which the nation relies. Drawing from a wide range of literary and critical texts, analog and digital games, journalistic accounts, marketing campaigns, and archival material, Fickle illuminates the ways Asian Americans have had to fit the roles, play the game, and follow the rules to be seen as valuable in the US. Exploring key moments in the formation of modern US race relations, The Race Card charts a new course in gaming scholarship by reorienting our focus away from games as vehicles for empowerment that allow people to inhabit new identities, and toward the ways that games are used as instruments of soft power to advance top-down political agendas. Bridging the intellectual divide between the embedded mechanics of video games and more theoretical approaches to gaming rhetoric, Tara Fickle reveals

how this intersection allows us to overlook the predominance of game tropes in national culture. The Race Card reveals this relationship as one of deep ideological and historical intimacy: how the games we play have seeped into every aspect of our lives in both monotonous and malevolent ways.

Princess Mononoke

11 Months in the Land of the Rising Sun: A Student's Journal

How Pokémon Taught a Generation to Catch Them All

Cracking the Magikarp Code

Understanding Studio Ghibli's Monster Princess

The Animated Movie Guide

Is Slowking the strongest water Pokemon of them all? Find out in this hot, new Pokemon adventure! Slowking is the ruler of a huge swamp. He and his brother, Prince Slowbro live with a Mystic Psyduck, Poliwhirl guards, and an adorable Mudkip. Until one day everything changes when Water Kings around the world come to the Swampland kingdom! Kingler the Crab King, Seaking the horned fish, Wailord the giant whale, Kingdra the dragon seahorse and Empoleon the steel penguin all invade Swampland with the plan to battle! Slowking must fight each of these new water kings in a tournament he never wanted to compete in, in the first place. The fights are explosive, the outcome is dire, who will become the One True Water King and rule over the water Pokemon around the world? This Pokemon adventure is fit for PokeFans of all ages, and tells the tale of a Slowking who learns what it means to be a royal ruler. It's fun, funny and fast paced. If you like Pokemon and high-fantasy, you'll love this Slowking Adventure!

Get ready to go on an adventure with Detective Pikachu! The official story of the movie. On the neon streets of Ryme City, people live in harmony alongside Pokémon: a diverse ecosystem of mysterious and colourful creatures that form a close bond with their human partners. When Tim Goodman's father disappears under suspicious circumstances, he sets out to find him by partnering with a Pokémon like no other: Detective Pikachu, an adorable super-sleuth. But this unlikely pair soon stumble upon a larger mystery: why are so many Pokémon missing ... and who is behind their disappearance? Read the story of the smash-hit movie, starring Ryan Reynolds and Justice Smith.

Gotta catch this action-packed adventure about Ash and Pikachu! This illustrated chapter book features the cool Alola Pokémon from Nintendo's hit games for Nintendo DS, Pokémon Sun & Moon. Ash has learned a lot since he began attending Alola's Pokémon School. Now he can't wait to complete the next step of his journey. He's determined to win a Z-Ring and learn to do Z-Moves, special attacks that only Trainers who've passed the Island Challenge can use. That means Ash will need to go head-to-head with Hala, the kahuna of Melemele Island. But earning a Z-Ring isn't as simple as winning a Pokémon battle. First Ash has to prove his worth as a Trainer. Does he have what it takes to pass Hala's test? This illustrated chapter book is based on a thrilling three-part Pokémon Sun & Moon episode that can be seen on Netflix.

This is the first volume to consider the popular literary category of Early Readers – books written and designed for children who are just beginning to read independently. It argues that Early Readers deserve more scholarly attention and careful thought because they are, for many younger readers, their first opportunity to engage with a work of literature on their own, to feel a sense of mastery over a text, and to experience pleasure from the act of reading independently. Using interdisciplinary approaches that draw upon and synthesize research being done in education, child psychology, sociology, cultural studies, and children's literature, the volume visits Early Readers from a variety of angles: as teaching tools; as cultural artifacts that shape cultural and individual subjectivity; as mass produced products sold to a niche market of parents, educators, and young children; and as aesthetic objects, works of literature and art with specific conventions. Examining the reasons such books are so popular with young readers, as well as the reasons that some adults challenge and censor them, the volume considers the ways Early Readers contribute to the construction of younger children as readers, thinkers, consumers, and as gendered, raced, classed subjects. It also addresses children's texts that have been translated and sold around the globe, examining them as part of an increasingly transnational children's media culture that may add to or supplant regional, ethnic, and national children's literatures and cultures. While this collection focuses mostly on books written in English and often aimed at children living in the US, it is important to acknowledge that these Early Readers are a major US cultural export, influencing the reading habits and development of children across the globe.

The One True King Trilogy (an Unofficial Pokemon Go Diary Book for Kids Ages 6 - 12 (Preteen)

Pokemon Tales Gift Box

Pokemon

Essays on Audience, Adaptation and Consumer Culture

Slowking

Adventures of Embry the Vulpix, Book 2 and Book 3 (an Unofficial Pokemon Go Diary Book for Kids Ages 6 - 12 (Preteen)

In its 114th year, Billboard remains the world's premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends.

AMERICA'S #1 BESTSELLING TELEVISION BOOK WITH MORE THAN HALF A MILLION COPIES IN PRINT– NOW REVISED AND UPDATED! PROGRAMS FROM ALL SEVEN COMMERCIAL BROADCAST NETWORKS, MORE THAN ONE HUNDRED CABLE NETWORKS, PLUS ALL MAJOR SYNDICATED SHOWS! This is the must-have book for TV viewers in the new millennium—the entire history of primetime programs in one convenient volume. It's a guide you'll turn to again and again for information on every series ever telecast. There are entries for all the great shows, from evergreens like The Honeymooners, All in the Family, and Happy Days to modern classics like 24, The Office, and Desperate Housewives; all the gripping sci-fi series, from Captain Video and the new Battle Star Galactica to all versions of Star Trek; the popular serials, from Peyton Place and Dallas to Dawson's Creek and Ugly Betty; the reality show phenomena American Idol, Survivor, and The Amazing Race; and the hits on cable, including The Daily Show with Jon Stewart, Top Chef, The Sopranos, Curb Your Enthusiasm, Project Runway, and SpongeBob SquarePants. This comprehensive guide lists every program alphabetically and includes a complete broadcast history, cast, and engaging plot summary—along with exciting behind-the-scenes stories about the shows and the stars. MORE THAN 500 ALL-NEW LISTINGS from Heroes and Grey's Anatomy to 30 Rock and Nip/Tuck UPDATES ON CONTINUING SHOWS such as CSI, Gilmore Girls, The Simpsons, and The Real World EXTENSIVE CABLE COVERAGE with more than 1,000 entries, including a description of the programming on each major cable network AND DON'T MISS the exclusive and updated “Ph.D. Trivia Quiz” of 200 questions that will challenge even the most ardent TV fan, plus a streamlined guide to TV-related websites for those who want to be constantly up-to-date SPECIAL FEATURES! •Annual program schedules at a glance for the past 61 years •Top-rated shows of each season •Emmy Award winners •Longest-running series •Spin-off series •Theme songs •A fascinating history of TV “This is the Guinness Book of World Records . . . the Encyclopedia Britannica of television!” –TV Guide

Anime's influence can be found in every corner of American media, from film and television to games and graphic arts. And Fred Patten is largely responsible. He was reading manga and watching anime before most of the current generation of fans was born. In fact, it was his active participation in fan clubs and his prolific magazine writing that helped create a market and build American anime fandom into the vibrant community it is today. Watching Anime, Reading Manga gathers together a quarter-century of Patten's lucid observations on the business of anime, fandom, artists, Japanese society and the most influential titles. Illustrated with original fanzine covers and archival photos. Foreword by Carl Macek (Robotech). Fred Patten lives in Los Angeles. "Watching Anime, Reading Manga is a worthwhile addition to your library; it makes good bathroom browsing, cover-to-cover reading, and a worthwhile referenece for writing or researching anime and manga, not to mention a window into the history of fandom in the United States." -- SF Site

Welcome to Camp Pikachu, where kids can act out adventures from their favorite Pokémon games and cartoons, battling other teams to earn points and badges and, if they're lucky, make it into the Summer Camp Hall of Fame! During their first week at Camp Pikachu, Marco and his friends on Team Treecko find the perfect secret base: a tree house straight out of Fortree City. They proudly post their team flag out front. But during a game of capture the flag, someone vandalizes their base. Who did it? Marco thinks he knows: Team Fennekin, led by Stella and her brother, Sam. Sam is always up to no good. And his big sister is as mean as Meowth, the cat that prowls the camp. During the next round of capture the flag, Team Treecko bands together and tries every Pokémon trick they know. Logan makes mud balls and Pitfall Mats. Nisha creates a catapult inspired by Clemont. And Maddy? Well, she'd help, too, if she weren't so busy making Poké Puffs. But when Sam gets hit by a stone mixed in with the mud balls, the game comes to a screeching halt—and Team Treecko discovers that Sam may not be quite the bully they thought he was. Just as Pokémon can Mega Evolve with Mega Stones, can a bully change his ways? Team Treecko is about to find out! The first book in an exciting new series for Pokémon fans full of adventure, friendship, and summer fun. You'll want to collect them all! Longtime fans of Pokemon, or new fans of the hit app Pokemon Go, will love reading about Marco and his friends at Camp Pikachu. Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readers—picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft and Pokemon; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

100 Must-See Japanese Animation Masterpieces

'Japanese' Comics without Japan?

Pokemon Trainer's Guide

Battle for the Z-Ring (Pokémon Alola: Chapter Book)

Pokemon Tales: Pikachu's Day

Sinnoh Handbook

For anime connoisseurs, beginners, and the curious, the best of the best!

Outside Japan, the term ‘manga’ usually refers to comics originally published in Japan. Yet nowadays many publications labelled ‘manga’ are not translations of Japanese works but rather have been wholly conceived and created elsewhere. These comics, although often derided and dismissed as ‘fake manga’, represent an important but understudied global cultural phenomenon which, controversially, may even point to a future of ‘Japanese’ comics without Japan. This book takes seriously the political economy and cultural production of this so-called ‘global manga’ produced throughout the Americas, Europe, and Asia and explores the conditions under which it arises and flourishes; what counts as ‘manga’ and who gets to decide; the implications of global manga for contemporary economies of cultural and creative labour; the ways in which it is shaped by or mixes with local cultural forms and contexts; and, ultimately, what it means for manga to be ‘authentically’ Japanese in the first place. Presenting new empirical research on the production of global manga culture from scholars across the humanities and social sciences, as well as first person pieces and historical overviews written by global manga artists and industry insiders, Global Manga will appeal to scholars of cultural and media studies, Japanese studies, and popular and visual culture.

Welcome to Camp Pikachu

25 Years of Essays and Reviews

Pokemon Ash's Parody Musical Adventure

Movies, Television, Music, Art, Adult, and More!

Unofficial Adventures for Pokémon GO Players, Book Four

Detective Pikachu: Story of the Movie