



# USER GUIDE

For version (0.201.1 Android / 1.167.1 iOS)

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Thank you for installing the Pokémon Go app. This user guide will show you the basics of playing Pokémon Go and help you get started on your Pokémon-catching adventure.

## **Warnings:**

**While Pokémon Go is a fun, interactive game your safety is our top priority. To ensure your safety and the safety of those around you:**

- **Always be cognizant of your surroundings while walking**
- **Do not trespass on private property**
- **Do not use Pokémon Go while driving or operating a vehicle**
- **Do not go outside in dangerous weather**
- **Please make sure that children have adult supervision while using the app to avoid any accidents or dangerous areas**

## Section 1: Initial Set-up and Creating your Avatar

### A. Creating Your Profile

The first step in playing Pokémon Go will be to install the application on your mobile device. Once the initial download is complete, you will be prompted to sign in either as a returning player or as a new player

- If this is your first-time playing Pokémon Go, please select the new player option, otherwise log in with your account details
- If selecting the new player option, you will be prompted to have your account linked with either:
  - a. Apple
  - b. Facebook
  - c. Google
  - d. Pokémon Trainer Club
- Accept the Terms of Service and sign up for events, offers, and updates if you would like (only if a new player)
- Once complete you will be able to create your avatar

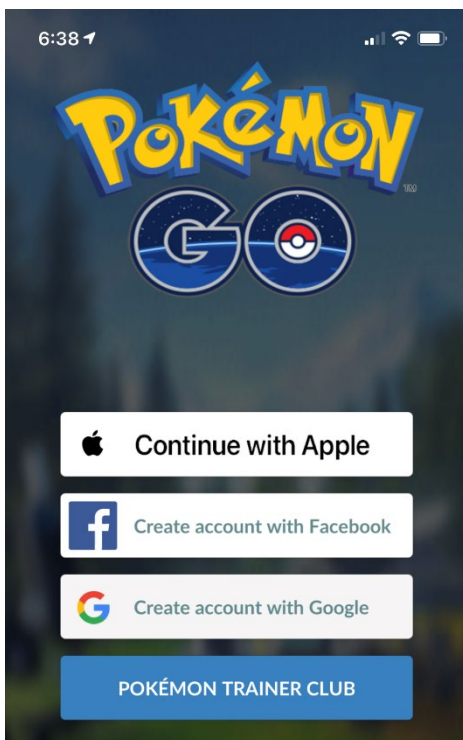


Figure 1.1

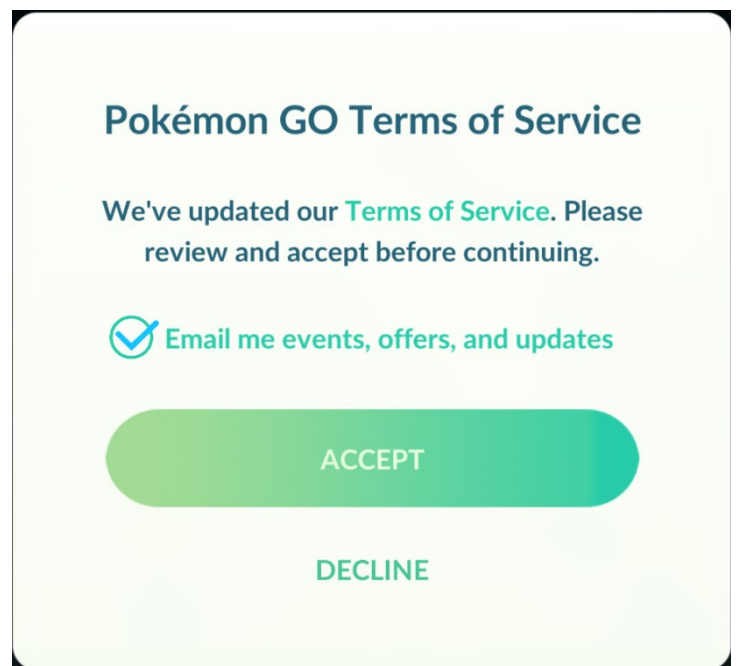


Figure 1.2

## B. Designing your avatar

The first thing that will appear on the screen after the initial account set-up is Professor Willow (figure 1.3)

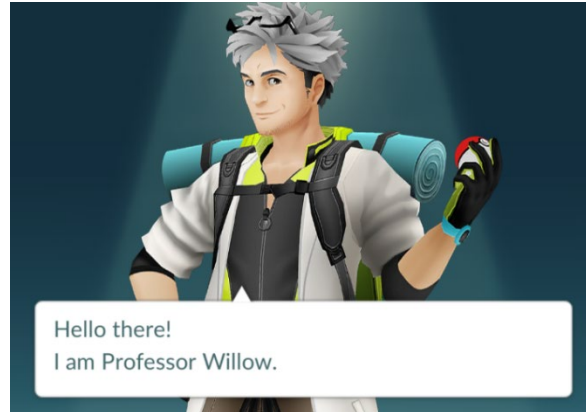


Figure 1.3

Professor Willow will guide you in creating your avatar. As you go through Professor Willow's dialogue, the first step is choosing your avatar's sex. Once you choose which sex you want, you can change the skin tone, eye color, and hair color of your avatar



Figure 1.4 A



Figure 1.4 B

To search through for your desired combination of skin tone, eye color, or hair please swipe left or right on the options on the bottom bar, as shown in figure 1.5 below.

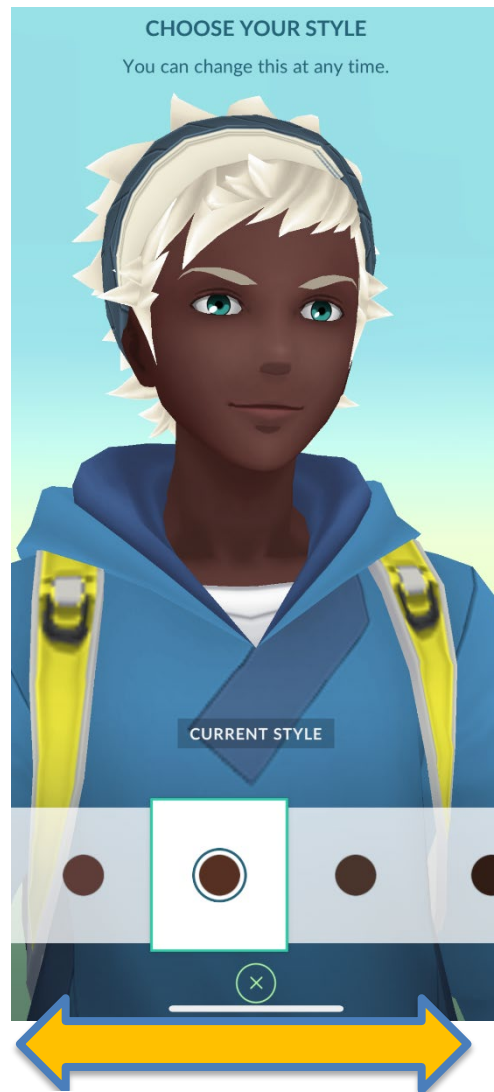



Figure 1.5

Once you have the selection you want, click on the  choose option to finalize your choice. When the skin tone, hair color, and eye color are all customized to your liking you can start to personalize your avatar's attire.

The options shown in table 1.1 on the right can be adjusted to personalize your avatar's attire and sense of style.

You can scroll through these options by swiping left or right. An example is shown below in figure 1.6 with the player browsing through different hats.



Figure 1.6

Selection Type	Selection Image
Poses	
Sponsored	
Hats	
Masks	
Glasses	
Tops	
Bags	
Gloves	
Bottoms	
Socks	
Footwear	

Table 1.1



Once satisfied with your customizations click on  choose option to finalize.

There are various free clothing options, or you can purchase additional clothing items and accessories. More information about purchasing clothes, accessories, and items can be found on page 21 You can also change clothes or your avatar's appearance any time in the style section of the Profile Icon (more information regarding the Profile Icon can be found on page 14)

### C. Catching Your First Pokémon

Once you have finished creating your avatar's appearance and style, you will be given the opportunity to catch your first Pokémon. You will be given the option capturing of Charmander, Bulbasaur, and Squirtle first.



Figure 1.7

Select on the Pokémon you would like to capture. By clicking on that chosen Pokémon you will enter Capture Mode (shown in figures 1.8 A – 1.8 B on page 9) Once captured, the selected Pokémon's information will be entered in the Pokédex. More information regarding capturing Pokémon and the Pokédex can be found in Section 3 (page 32) and page 19 respectively.



Figure 1.8 A



Figure 1.8 B

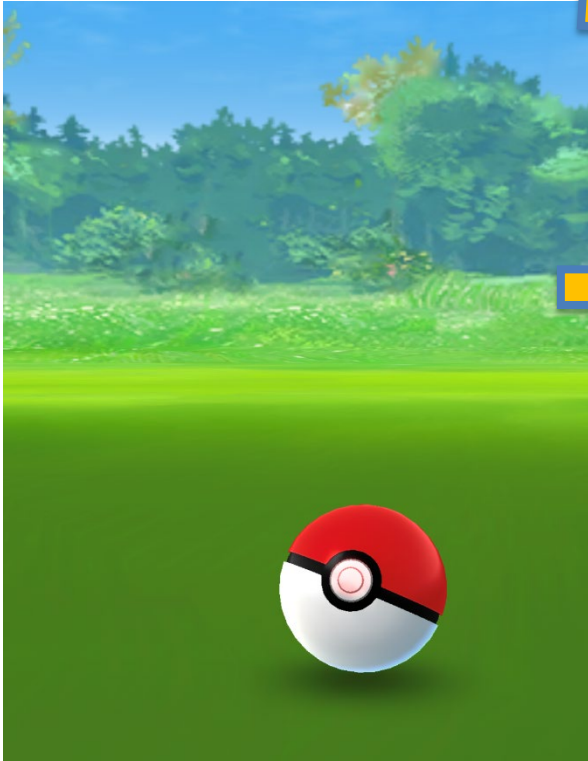


Figure 1.8 C

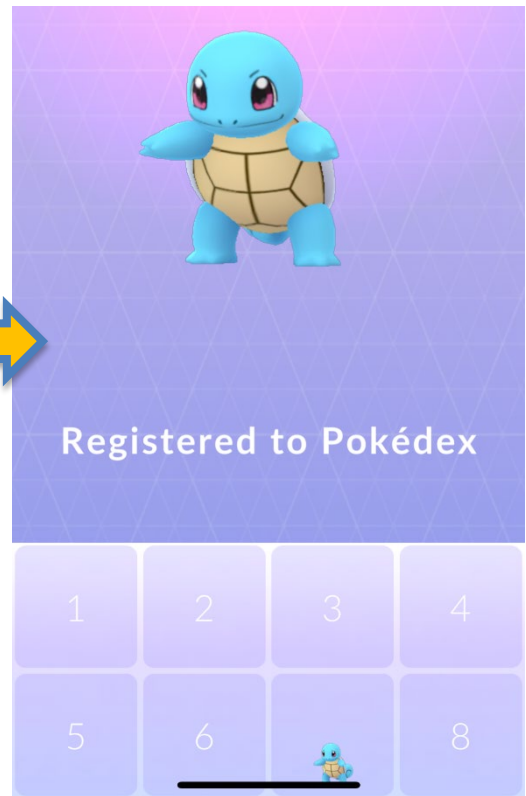


Figure 1.8 D

## D. Naming Your Avatar

Once you have caught your first Pokémon you can create the nickname for your avatar.



Figure 1.9



Figure 1.10

## E. Walking and Leveling Up

After inputting your desired nickname, the app will prompt you to walk around in the real world. The Pokémon Go app will track your position and your avatar will move accordingly. This process will allow you to travel, visit new areas, and capture new Pokémon.

As you take your first steps as a Pokémon trainer your avatar will gain its first level up (figure 1.11 and 1.12). The player gains experience as they progress through the game (e.g. through walking, PokéStops, battles, etc.). The more experience the player obtains the easier it will be to get items, bonuses and catch higher level Pokémon.

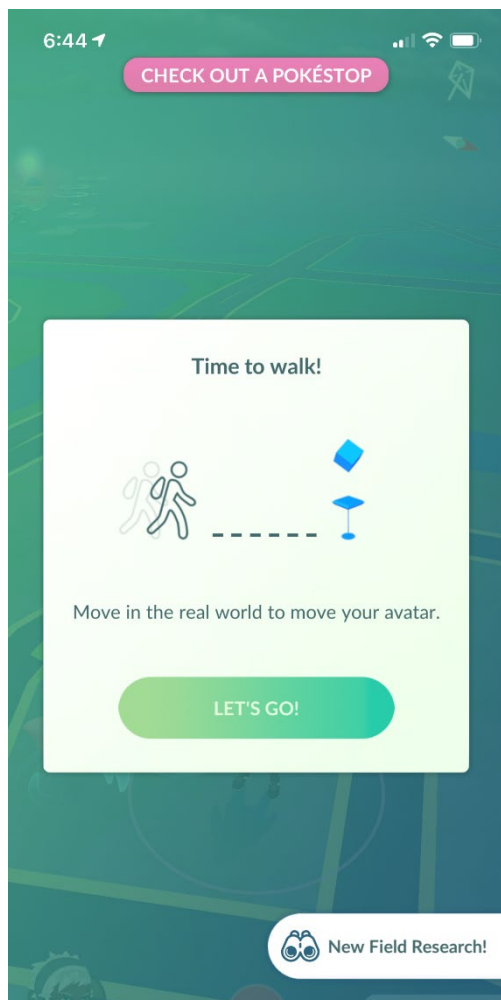


Figure 1.11



Figure 1.12

## F. Selecting a Team

Once you reach level five and visit a Gym, you can choose one of three teams to join. The three teams that you can choose from are, Team Valor, Team Mystic, and Team Instinct. By being on a team you can claim Gyms from rival teams or help defend your own teams' Gyms.

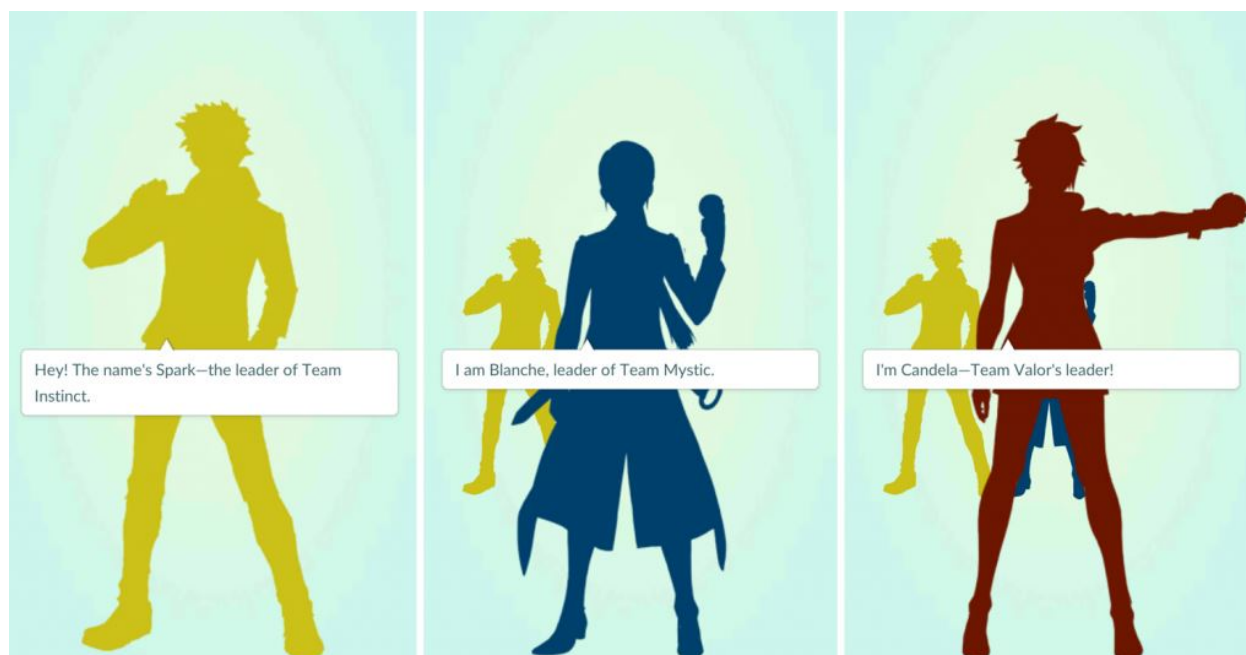


Figure 1.13

There are extra items that you can obtain by visiting your teams' Gyms. The leader of your team will also be able to evaluate your caught Pokémon and give you further insight and stats (figure 1.14). To have the team leader evaluate your Pokémon, click on the Pokémon's menu and choose the appraise feature. More information about the Pokémon's menu can be found on page 28.

If you would like to change teams after having already chosen a team, you can purchase a Team Medallion for 1,000 Gold and switch to a different team. This can only be done once a year.

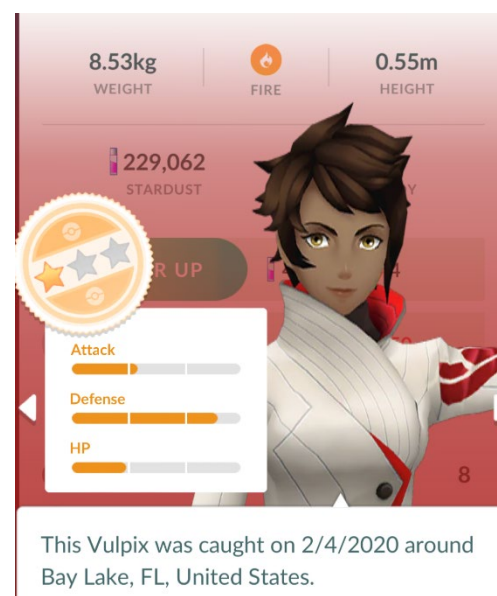


Figure 1.14

Please note that being on a team does not impact other in-game events, bonuses, or what kind of Pokémon you can encounter or catch.

## Section 2: Game Navigation



Figure 2.1

### A. Map View

Figure 2.1 is your map view. This shows your avatar traveling in the world as well as wild Pokémon, PokéStops, Gyms, and allows you to access the Profile Icon and Main Menu as well as see what Pokémon are nearby and what field tasks are available.

## B. Profile Icon

In the lower left of the Map View you will find the profile icon; this icon will have the face of your avatar. In this menu you will be able to interact with your friends, change your attire, look at your experience bar, and view your game history and achievements.

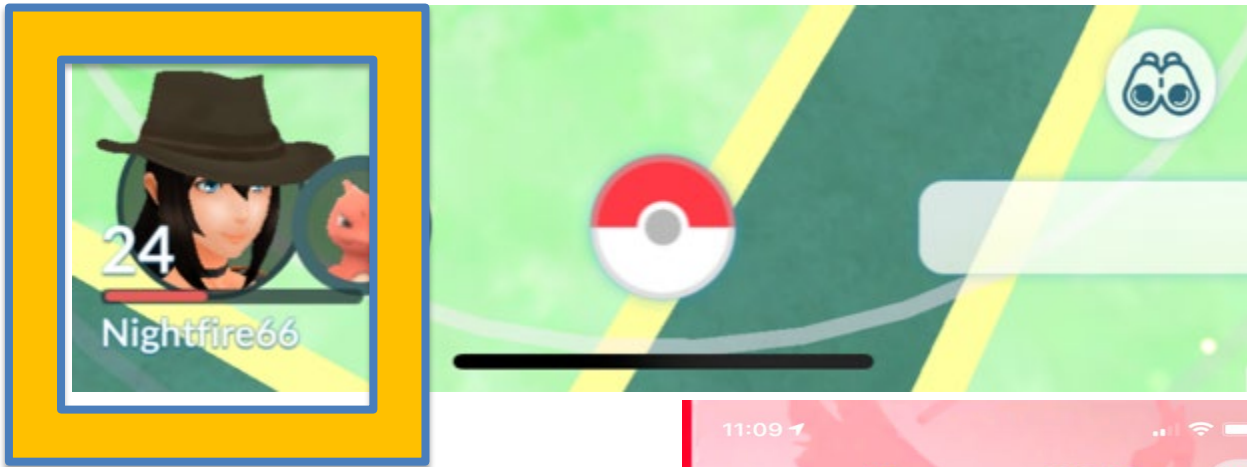


Figure 2.2 A

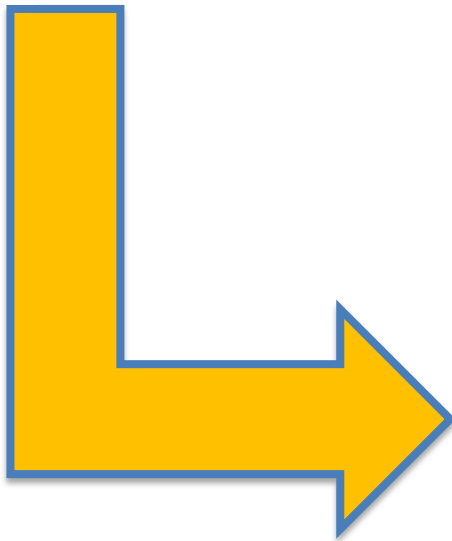
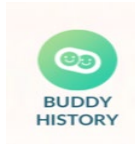


Figure 2.2 B



a. Buddy History-

This icon will show you the companion or “Buddy” Pokémon that you had previously. “Buddy” Pokémon will walk with your avatar and you can play, feed, and interact with them.

You can change out your buddy or play with them by clicking on the Pokémon to the left of your avatar. More information regarding buddies can be found on page 40.



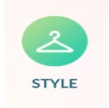
b. Journal-

The Journal shows important in-game events that have been completed or that have happened to the player (e.g. what Pokémon you caught or what items you received from PokéStops).



Figure 2.3





### c. Style-

Style is where you can change your avatar's clothes, poses, accessories, or even your avatar's appearance (e.g. skin tone, hair color, eye color, sex).

To look through all the options scroll right and select the icon of the attire you would like to change. To change your appearance, select the face option on the top right of the screen.



Figure 2.4

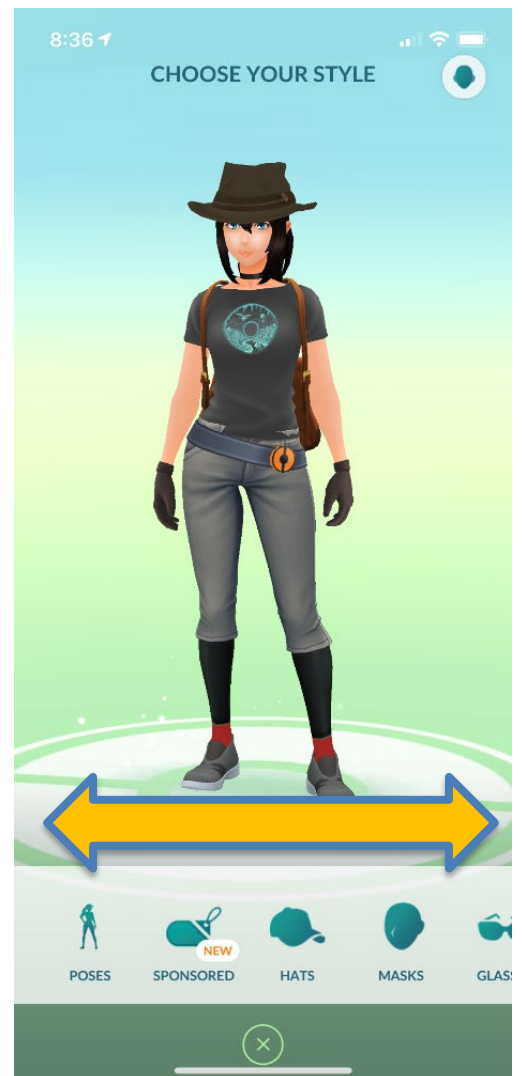



Figure 2.5

#### d. Friends-

The Friends menu is where you can add players as friends and share gifts with them. The gifts you send will increase affection between players (measured by the heart icon below the friend's profile picture). Both parties will receive better gifts as the affection meter continues to level up. Poké Balls, eggs, and berries can be included in gifts.

To add a friend, the player must exchange their trainer code with another individual. This is done by clicking

the  Add Friend button.

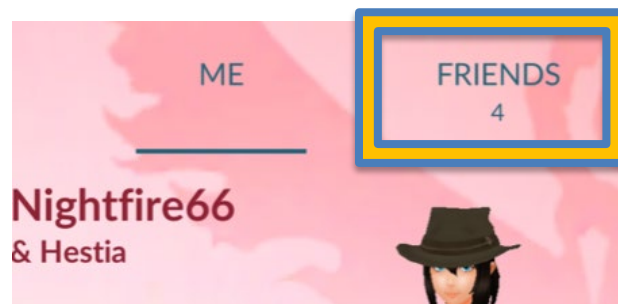


Figure 2.6 A

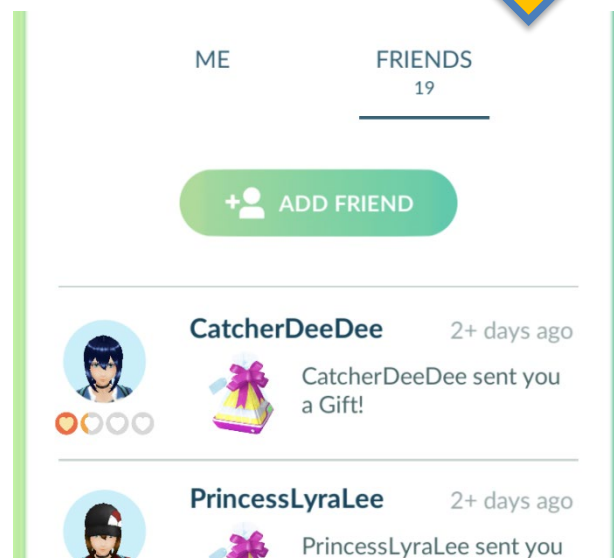


Figure 2.6 B

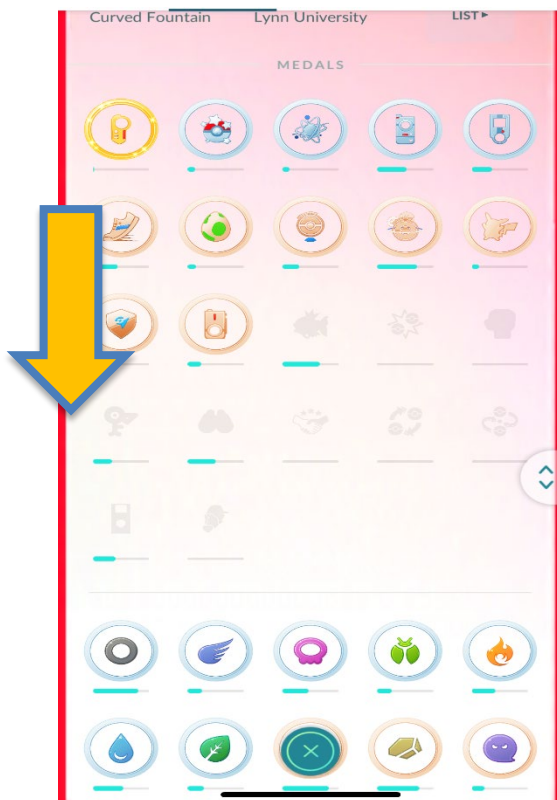


Figure 2.7

#### e. Achievements-

By scrolling down the Profile Menu, you will be able to see your achievements. These achievements are displayed as circles with icons in the middle. The achievements help to illustrate various accomplishments that have been achieved in game (e.g. how many of a Pokémon type the player has captured).

## C. Main Menu

In the bottom center of your Map View, you will find a Poké Ball. This menu is your main menu for accessing many of the game features. This includes your Pokédex, shopping, seeing how many items/Pokémon you have and battling.

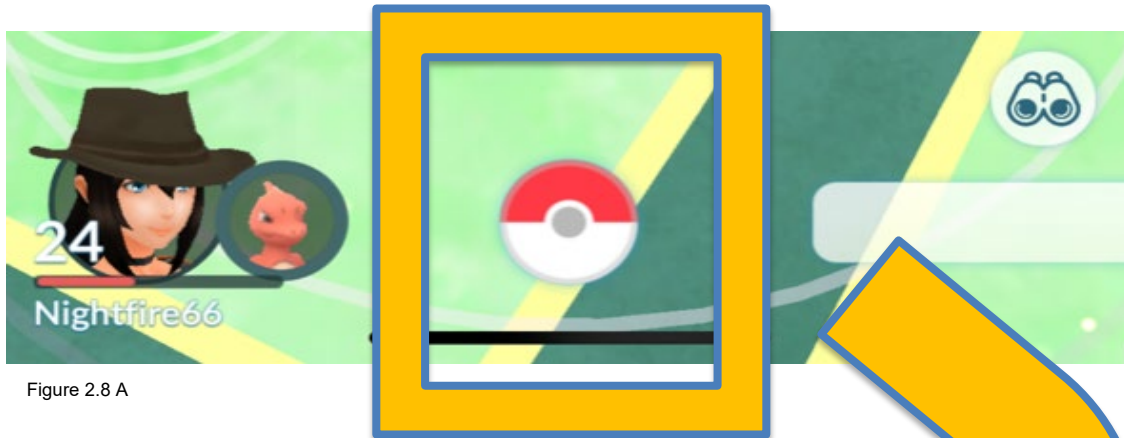
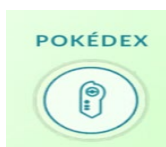


Figure 2.8 A



Figure 2.8 B



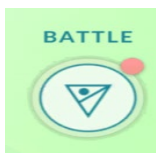
### a. Pokédex-

The Pokédex stores information about Pokémon you've encountered as well as well those you've captured. Once you capture a Pokémon the Pokédex will obtain more information about them such as evolutionary lines, weight and height, and a description about the species.

Clicking on any of the Pokémon will bring you to that Pokémon's menu. More information regarding the Pokémon menu can be found on page 28.



Figure 2.9



b. Battle-

The Battle icon allows you to battle with other players, enter the Pokémon league, shows your battle party (your team of six Pokémon that will participate in battles), and has historic battle data. More information about Pokémon battles can in Section 4 on page 42

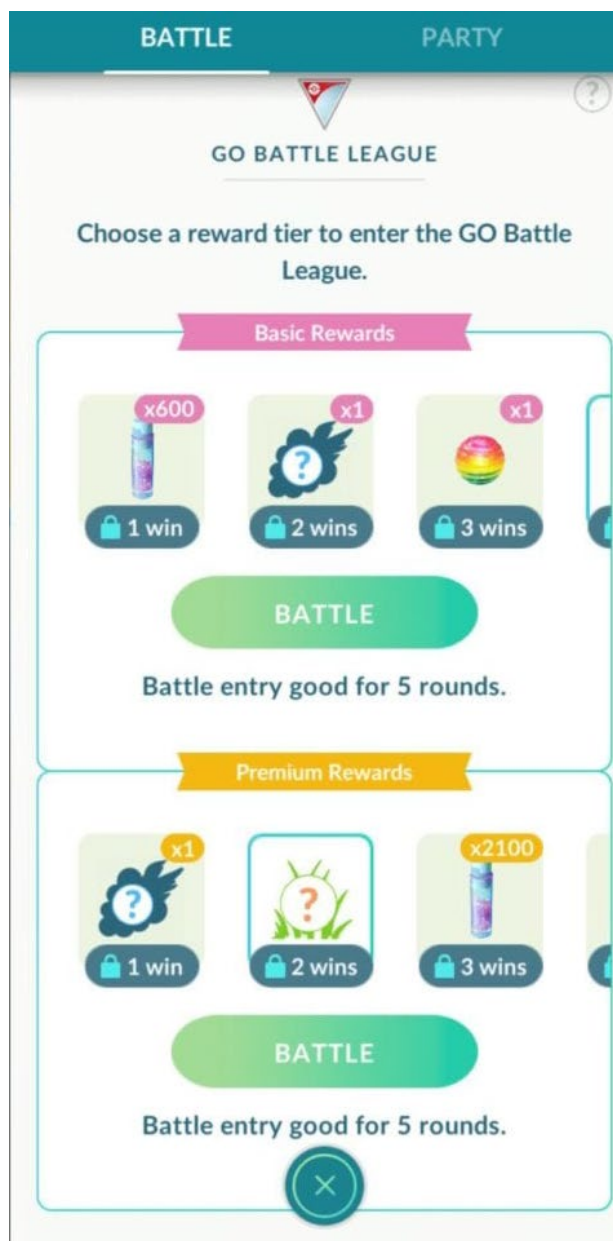
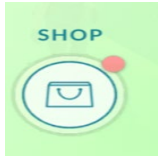


Figure 2.10

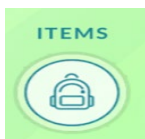


c. Shop-




This feature allows you to purchase PokéCoins (the in-game currency) as well as in-game items such as clothes, Poké Balls, and berries. For a complete list of all in-game items please see table 2.1



Figure 2.11

d. Items-






The Items feature allows you to see all the items that you have in your possession. Some items can be purchased while others have to be obtained in-game (through Field Research, at PokéStops, or through Gifts). The table 2.1 is a list of all in-game items and what they do.

Item Image	Item Type	Item Description
	Poké Balls	Poké Balls are devices that are used to capture and keep Pokémon. There are four different type of Poké Balls and each one has a different strength level and capture rate.
	Potions	Potions are a healing item that can restore an injured Pokémon's Health Points (HP)
	Revives	Revives are a healing item that will help a fainted Pokémon (HP=0) awaken and even restore some HP

Item Image	Item Type	Item Description
	Berries	Berries can be fed to your Buddy Pokémon or are used to help capture wild Pokémon.
	Evolution Items	Evolution items are what certain Pokémon need to evolve into their later stages.
	Egg Incubators	Egg incubators are used to hatch Pokémon eggs. Once the player walks 2 km, 5 km, or 10, the corresponding egg will hatch from the incubator.
	Raid Passes	Raid passes are items that allow a player to participate in Raid Battles  They can be obtained at a Gym
	Technical Machine	Technical Machines (TMs) are items that allow you to teach your Pokémon a new attack



Item Image	Item Type	Item Description
	Gift	<p>Gifts are items that are sent to other players in order to forge friendship. A maxim of one gift can be sent to a user per day and a maxim of 20 gifts can be opened by the player per day.</p> <p>Gifts are a great source of in-game items like pokeballs, eggs, and berries.</p>
	Lucky Egg	<p>A Lucky egg is an in-game item that will double the XP a Pokémon obtains for 30 minutes once activated (regardless if the player is online or offline).</p>
	Star Piece	<p>Star Pieces grants a player 50% more stardust for 30 minutes (regardless if the player is online or offline). Stardust is used to strengthen caught Pokémon or to facilitate a trade</p>
	Lure Module	<p>Lures are items that are used at PokéStops to attract more Pokémon to the area for 30 minutes (regardless if the player is online or offline).</p> <p>Some lures can be used to evolve certain Pokémon.</p>
	Incense	<p>Incense are items that will make more Pokémon appear near the player for 30 minutes (regardless if the player is online or offline). Unlike Lures however, they can be used anywhere</p>

Item Image	Item Type	Item Description
	Mystery Box	<p>A Mystery Box is a type of incense that the player obtains when first transferring the Pokémon from the Pokémon Go game to the Switch Pokémon Let's Go. Once used it will attract a specific Pokémon (Meltan) for 30 minutes (regardless if the player is online or offline).</p>
	Rare Candy	<p>Rare Candy is an item that when used on a Pokémon will convert to that specific Pokémon's species candy.</p>
	Camera	<p>The Camera allows you to take snapshots of the Pokémon. These pictures will be stored on your mobile device.</p>
	Team Medallion	<p>The Team Medallion is an item that will allow you to switch your team after the player already chooses their team (Team Valor, Team Mystic, and Team Instinct) This can only be done once a year.</p>
	Rocket Radars	<p>Rocket Radars are items that are used to track down Team Rocket Leaders.</p>


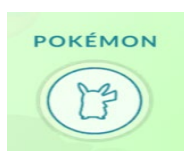
Item Image	Item Type	Item Description
	Tickets	Tickets are items that allow a player to obtain access to particular in-game events

Table 2.1

e. Pokémon-

This icon will allow to look over the collection of Pokémon that you have caught.

You can organize your caught Pokémon by recently caught, favorites, number (which is the official Pokémon number from the series), Health Points (HP), alphabetical, and Combat power (CP) by selecting the clock on the bottom right of the screen.

You can also search for a specific Pokémon by typing in the search function.

By clicking on the “Eggs” icon in the top right of the screen, you will be able to see all the eggs that you have and which ones are in incubators. More information about incubators can be found on page 39.

The “Tags” icon shows your tagged or favorited Pokémon.



Figure 2.12

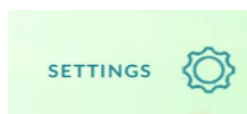


Figure 2.13

### 1) *Pokémon Menu:*

By selecting on a particular Pokémon, you will bring up that Pokémon's main stats menu where you can see:

- Weight
- Pokémon type
- Height
- Sex (male = ♂ / female = ♀)
- Attacks
- Pokémon Candy
- Stardust
- Experience points
- Nickname (which can be changed by selecting the pencil feature right next to the Pokémon name and typing in a new name)
- Transfer (which permanently removes the Pokémon from your collection but gives you that a Pokémon candy from that specific species)



f. Settings-

The Settings feature will allow you to adjust the volume, augmented reality, and music as well as other options to fit your play experience. You can also change account information from here. By scrolling down in this menu, you can see all the settings options.

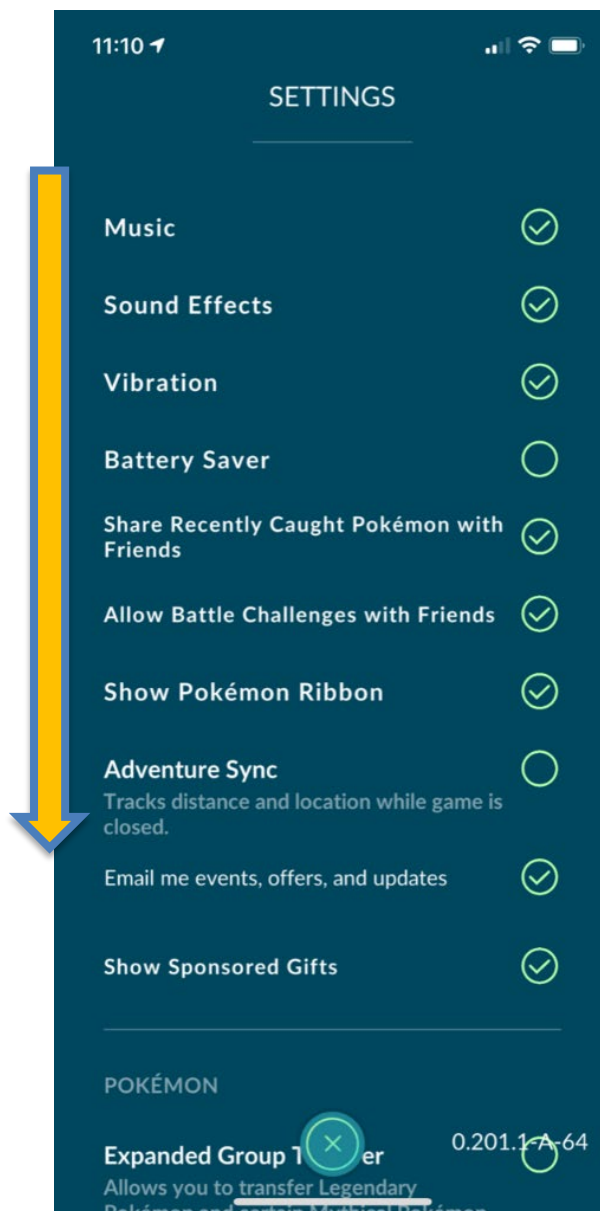


Figure 2.14

g. Tips-

Tips has helpful in-game information to help you on your journey. This information is provided by Professor Willow.

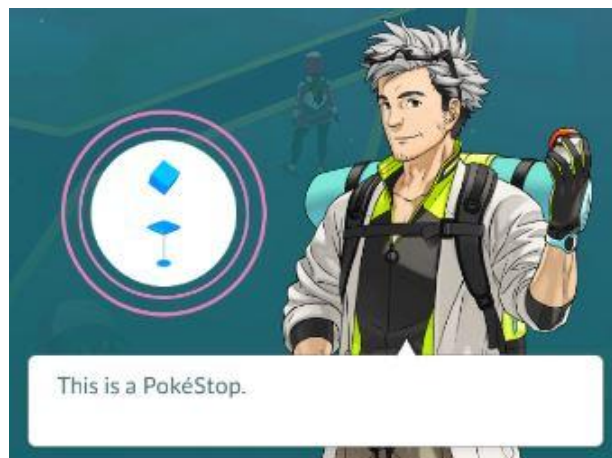


Figure 2.15

h. News-

The News feature, will you to see upcoming and past Seasonal events and in-game promotions.

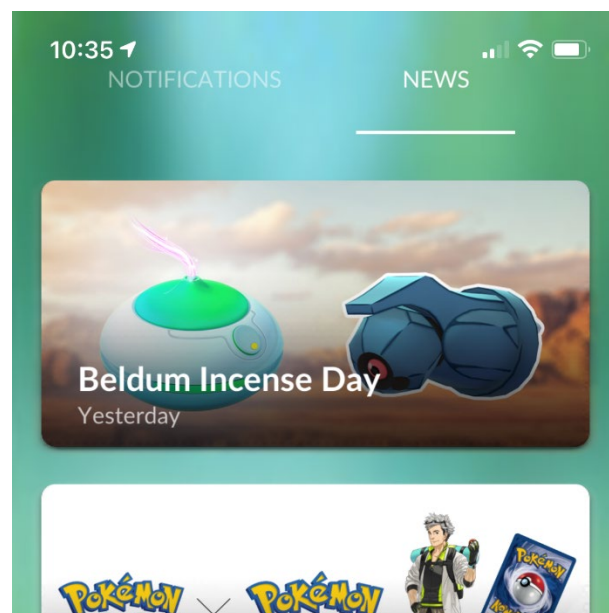
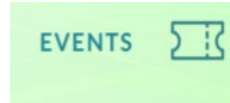


Figure 2.16

i. Events-

In the Events icon, you will be able to obtain information for in-game and live events.

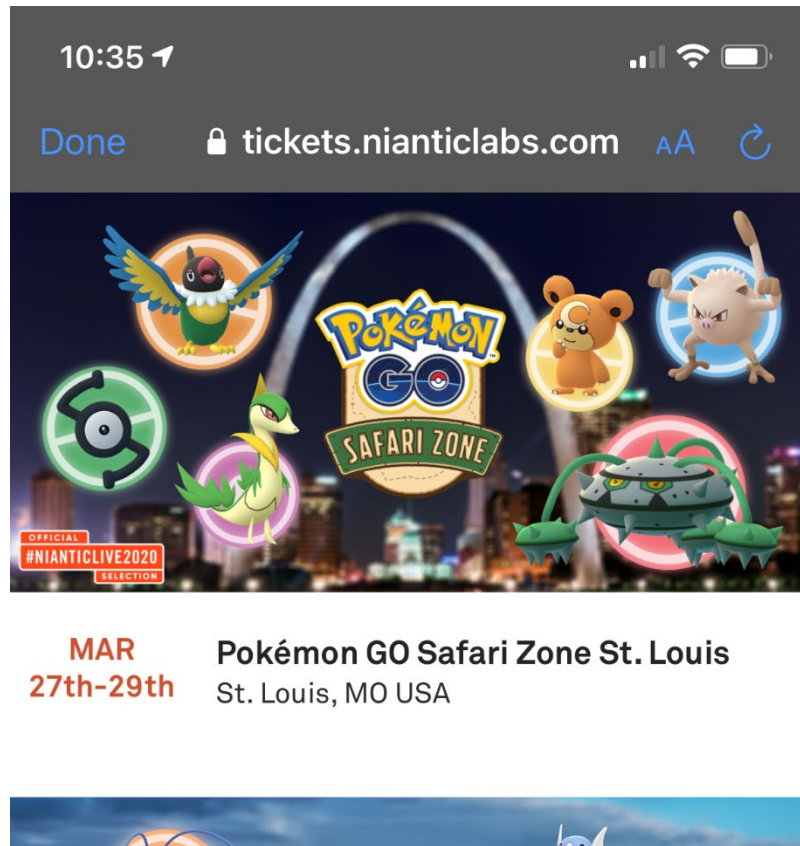


Figure 2.17



## Section 3: How to Catch Pokémon and Interacting with Your Buddy Pokémon

### A. Weather

The weather in the real world will impact the Pokémon that show up in the game. You can see the weather by selecting the icon in the top right corner of your device. In table 3.1 is a list the type of Pokémon that will appear more often during certain weather conditions.

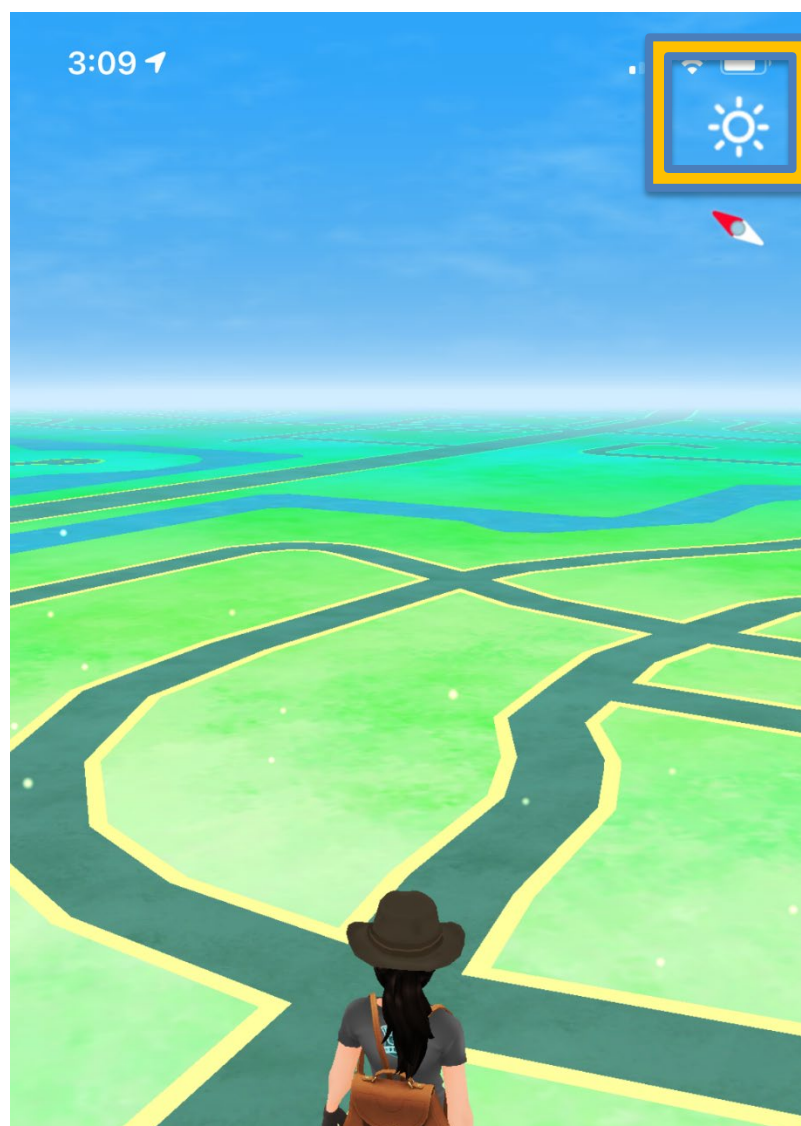


Figure 3.1










Weather	Weather Icon (Day and Night if applicable)	*Boosted Pokémon types
Sunny / Clear	 	Fire Grass Ground
Partly Cloudy	 	Normal Rock
Cloudy / Overcast		Fairy Fighting Poison
Windy		Dragon Flying Psychic
Rain		Bug Electric Water
Fog		Dark Ghost
Snow		Ice

Table 3.1

\*These types of Pokémon are more powerful and more commonly seen in the wild during the corresponding weather conditions

## B. Pokémon Nearby

In the Map Menu, you can see what Pokémon are nearby by selecting light box below the binoculars and to the right of the Main Menu. If you haven't caught or encountered that particular Pokémon before, it will remain gray and only its silhouette will appear.

Using lures or incense cause more Pokémon to appear. Lures can be used at PokéStops only and incenses can be used anywhere.



Figure 3.2 A



Figure 3.2 B

## C. Berries

Berries can be used to help capture wild Pokémon, in battles, or to be fed to your Buddy Pokémon to foster friendship (more information regarding Buddy Pokémon is located on page 40). There are five different kinds of berries:





Berry Type	Berry Image	Berry Description
Razz		Razz Berries are used on wild Pokémon so to increase the chances of capturing it with a poke ball
Pinap		When using a Pinap Berry on a wild Pokémon and upon successful capture, more candy of that specific Pokémon species will drop
Nanab		Nanab Berries will make the Pokémon less likely to jump around when you're trying to capture it
Golden Razz		Golden Razz Berries dramatically increase the likelihood of capturing a wild Pokémon and in a Gym battle can fully restore a battling Pokémon's motivation
Silver Pinap		Silver Pinap Berries dramatically increases the chance of capturing a wild Pokémon and dramatically increases the candies that, the specific Pokémon will drop upon capture

Table 3.2

## D. Poké Balls

Poké balls are devices that are used to capture Pokémon. Depending on the way that the user throws the ball at the Pokémon there are different capture bonuses (e.g. curve throws). There are four different types of Poké balls with various degrees of strength:





Poké Balls Type	Poké Balls Image	Poké Balls Description
Poké Ball		A standard Poké ball that the player will start out with
Great Ball		A slighter stronger Poké Ball that increases the capture rate of weaker Pokémon; also, better for capturing Pokémon from levels 12 to 19
Ultra Ball		A strong Poké Ball that dramatically increases the capture rate of weaker Pokémon; also, ideal for capturing Pokémon from levels 20 to 40
Premier Ball		A special reward Poké Ball used for capturing *Shadow Pokémon

Table 3.3

\*Shadow Pokémon are Team Rocket's Pokémon. After defeating them in a raid battle, Team Rocket will abandon the Pokémon and will give the player the chance to capture them.



Figure 3.3

## E. Evolution

When certain conditions are met (enough Pokémon species candy, an evolutionary item, walking a certain number of miles, etc) some Pokémon will evolve. Please be aware that some exceptions may apply where certain Pokémon only have one form.

You can obtain Pokémon species candy by catching multiple Pokémon from that select species or transferring Pokémon from your collection. Even advanced Pokémon forms will still require the candy of its first form (e.g. Raichu will still need Pikachu candy). Using rare candy on a particular Pokémon will turn that rare candy into that specified Pokémon species candy.

Once you have enough candy, in the Pokémon Menu, you can choose to evolve your selected Pokémon (figure 3.4). The amount needed is also shown in the Pokémon Menu.



Figure 3.4

Other Pokémon require items or lures to evolve in addition to meeting the Pokémon candy requirement. For example, Scyther uses Metal Coat and 50 Scyther candy to evolve into Scizor. Some evolutionary items and lures include:

- Dragon Scale
- King's Rock
- Metal Coat
- Sun Stone
- Up-Grade
- Sinnoh Stone
- Unova Stone
- Mossy Lure Module
- Magnetic Lure Module
- Glacial Lure Module

Other Pokémon need to be traded with another player before they can evolve; in order to trade Pokémon, you need to have Stardust.

When a Pokémon evolves, they usually become stronger by having more Combat Power (CP) and more health points (HP)

## F. Eggs

Eggs are where you Pokémon hatch from. You can obtain eggs from friend gifts or from PokéStops.

To hatch an egg, you need to put that egg in an Egg Incubator. There are three types of incubators:

- Unlimited- Unlimited Incubators never expire
- Limited- Limited Incubators can be used three times before breaking
- Super- Super Incubator can be used three times before breaking but will hatch the egg a lot faster

Once the egg is in the incubator, the player should walk the specified distance notified on the bottom of the egg (2 km, 5 km, or 10 km). The more steps you take, the closer the egg is to hatching.



Figure 3.5



## G. Playing / Walking with Buddy Pokémon

You can choose a certain Pokémon to be your Buddy Pokémon; this will enable that specific Pokémon to walk with your avatar in the Map View.

Walking with a Buddy Pokémon over certain distances will allow the player to obtain that specific Pokémon's species candy.



It is also possible to  play or  feed berries to your Buddy Pokémon. To play or feed your Buddy Pokémon, select that Pokémon's avatar to be taken to the Buddy Pokémon menu.



Figure 3.6 A

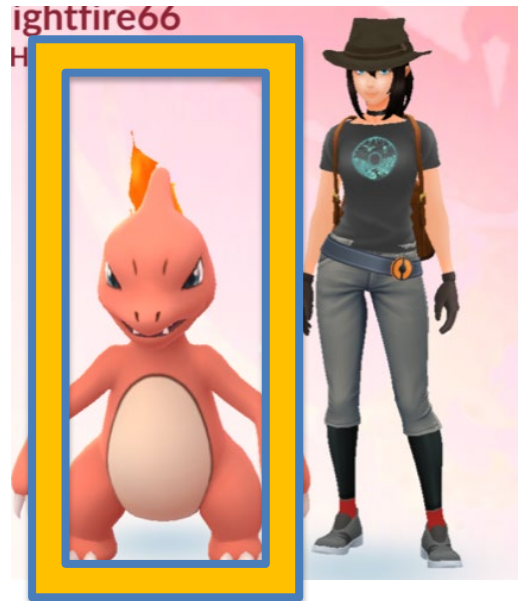


Figure 3.6 B

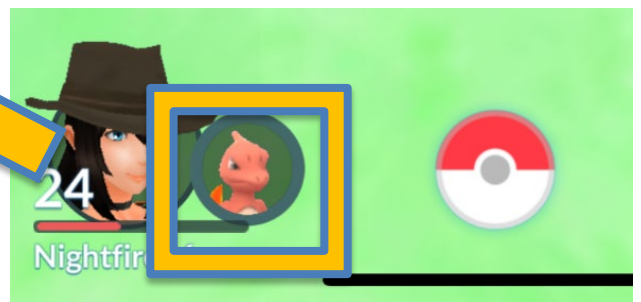


Figure 3.6 C

Playing with your Pokémon will use the AR system in Pokémon Go; thus bringing your Buddy Pokémon to life.



Figure 3.7

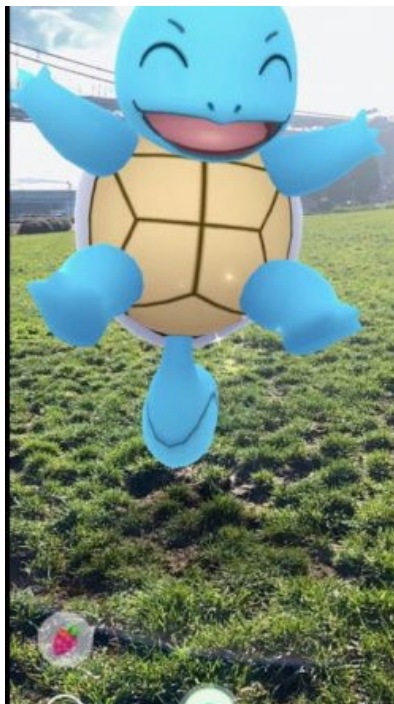


Figure 3.8

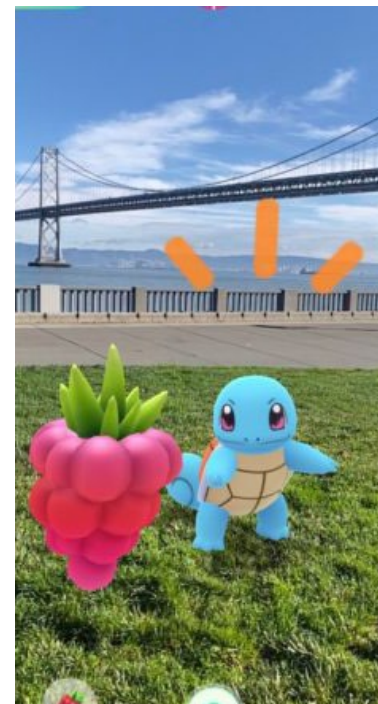


Figure 3.9

The more you interact with your Buddy Pokémon, the higher the affection levels will rise. The affection levels can be found under your Pokémon's name in the Buddy Pokémon menu. With higher affection levels, there are better bonuses for you and your Buddy Pokémon, including the ability to help to catch wild Pokémon.

## Section 4: Battling, PokéStops and Field Research Tasks

### A. PokéStops

PokéStops are in-game areas that are based off of real-life landmarks (schools, grocery stores, airports, etc).



Figure 4.1



Figure 4.2

By spinning the Pokédisk at the top the player can obtain various items like eggs, Poké Balls, and berries. Once you spin the disk, the items will appear as bubbles; to collect the items please press on the item bubbles.

Once you spin the Pokédisk at a PokéStop it will turn purple. Once it turns back to blue, you can spin the Pokédisk for more items.

### B. Battling

Players can have their Pokémon fight each other in battles. To do this against other players you will need to swap battle codes (shown in figure 4.3). You can

also battle against NPCs like Team Rocket or your own Team's leader (Team Instinct, Valor, and Mystic)

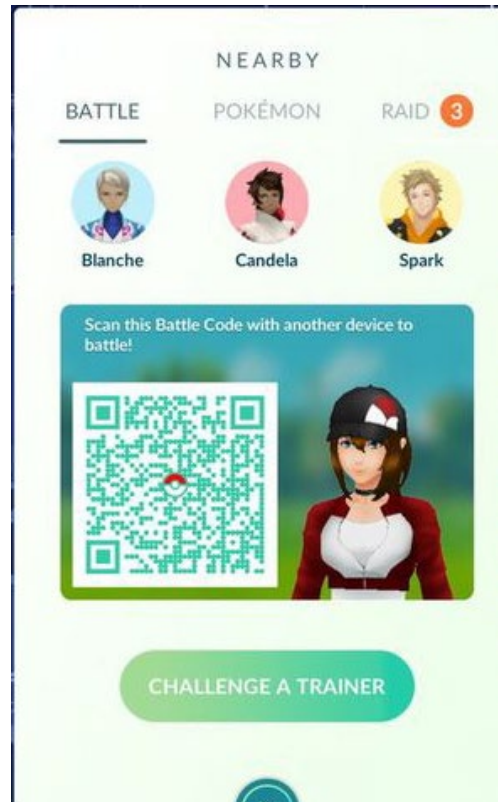


Figure 4.3

In each battle players have three Pokémon each. To fight, you must tap or hold down the screen to perform either fast attacks or charged attacks. The success of a Pokémon depends greatly upon the HP and CP of that Pokémon. Once all of a player's Pokémon are defeated, their opponent is declared the winner.

Potions can be used to help a Pokémon regain lost HP while Revive can bring an awoken an unconscious Pokémon.

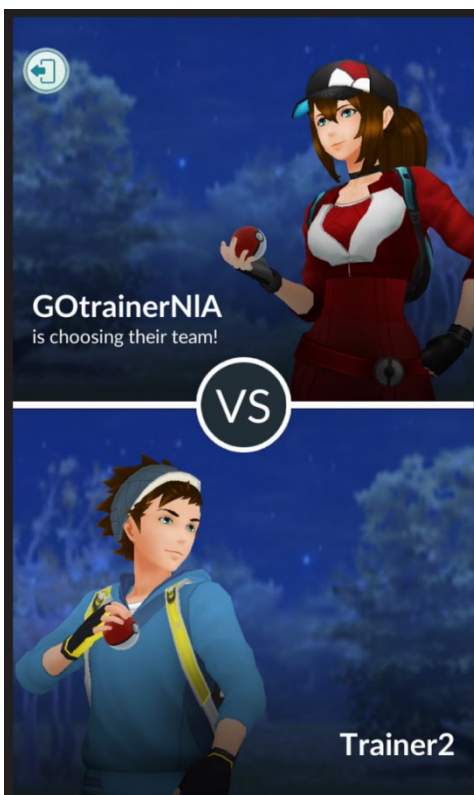


Figure 4.4

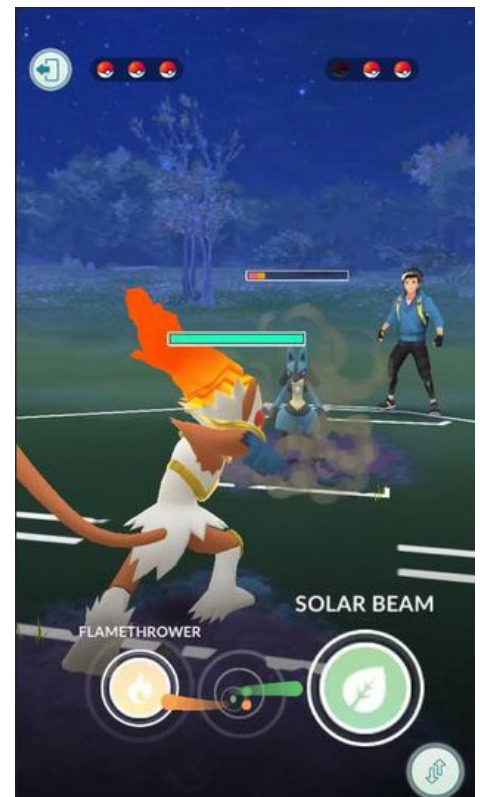


Figure 4.5

## C. Gyms

Gyms are points of contention between the Rival Teams of Instinct, Valor and Mystic. Blue Gyms are controlled by Team Mystic, Red Gyms are controlled by Team Valor, and Yellow Gyms are controlled by Team Instinct. Gray Gyms are not controlled by any Team.

The goal of Gym battles is to take Gyms from rival teams. By controlling a Gym the defending Team gets various bonuses like free PokéCoins. The longer the player's Team remains undefeated the more rewards and bonuses will accumulate.

The player can choose to leave a specific Pokémon to remain guard over the Gym to keep it from falling to rival Teams. Over time however, a Pokémon will lose \*Motivation to keep battling. To keep the Pokémon's Motivation up, berries will need to be fed to it.



Figure 4.6



Figure 4.7

\*Motivation is the measurement of the Pokémon's will to defend the Gym and the measurement drops to zero and the Pokémon loses its next battle the Pokémon will return to the player.

## D. Raid Battle

A Raid Battle is a special battle that takes place in Gyms. It is a cooperative battle where players have to work together to defeat a very powerful Pokémon, a Legendary Pokémon, or even Team Rocket. There is a chance for players to get rare items or even a chance at capturing the Raid Pokémon during this event.



Figure 4.8



Figure 4.9

Raid Battles usually are from 5:00 AM to 7:45 (local player time). In order to participate, you will need a Raid Pass. Raid Passes can either be obtained at a Gym or purchased from the in-game store. A Remote Raid Pass will allow you to join any Raid Battle on the screen, while other Raid Passes will need you to be in the physical vicinity of the Gym.

## E. Field Research Tasks

Field Research Tasks are in-game objectives and missions. These tasks can be given by Professor Willow or your respective Team Leader. To see these tasks select the binoculars in the bottom right of the Map View (above Nearby Pokémon).

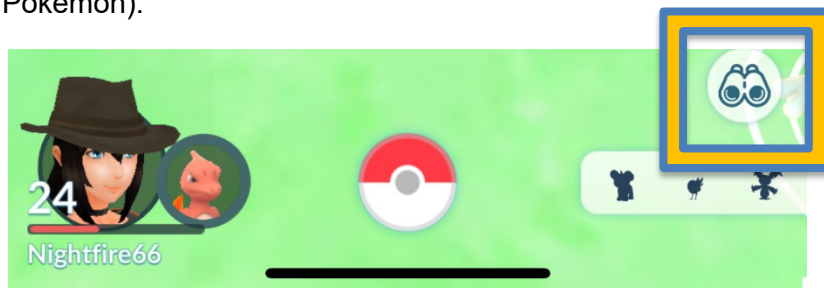


Figure 4.10

By completing the specific tasks you can get access to new items and bonuses. There are three different fields in the Field Research Tasks menu as shown in figures 4.11- 4.13. The tasks in the **TODAY** TODAY section are timed and after a while will disappear. The tasks in **FIELD** FIELD are obtained by visiting PokéStops and the completion of these tasks are shown by stamps. **SPECIAL** SPECIAL tasks are given by Professor Willow and offer greater rewards upon completion.

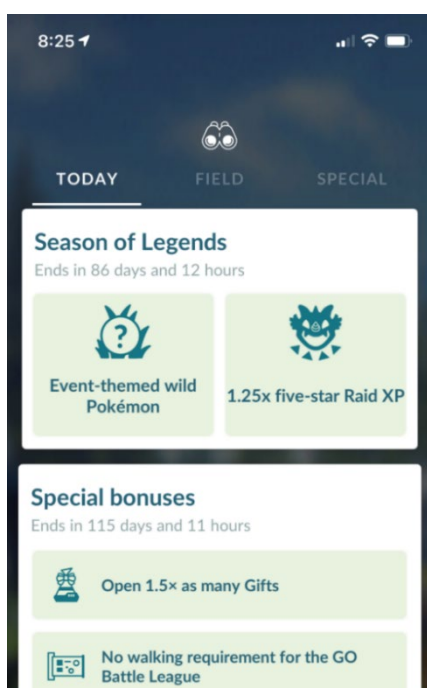


Figure 4.11

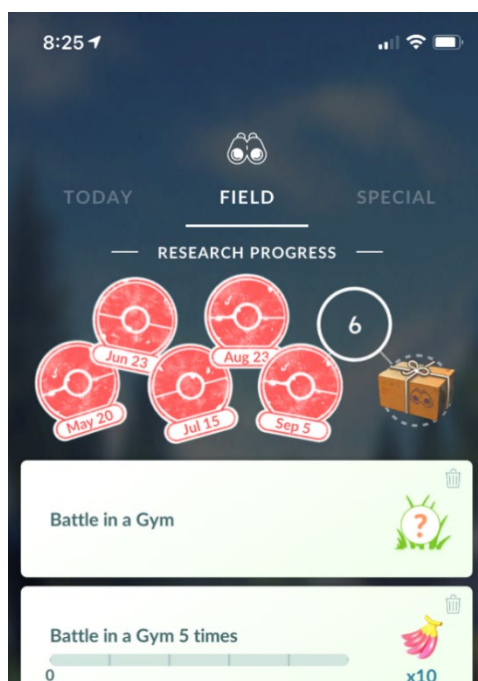


Figure 4.12

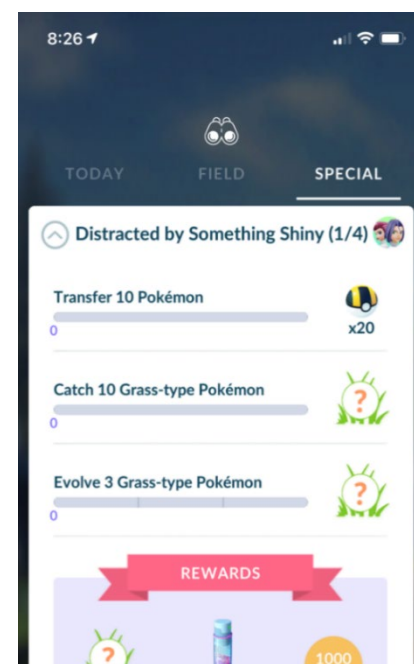


Figure 4.13

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