

Pokémon

Pokémon

Trainer Field Guide



TRAINER **GUESS**

Hoenn Edition

zan zoon



TRAINER **GUESS**

Hoenn Edition

Think of a Pokémon, I'll Guess It!

Hello trainer! Are you ready for your Pokémon journey?

TRAINER GUESS is an amazing guessing game that lets you collect Pokémon. Think of a Pokémon, and it will try to guess it by asking you questions. If **TRAINER GUESS** guesses it right, the Pokémon will be added to your electronic collection!

NOTE: Once **TRAINER GUESS** is removed from package, pull the "Try Me" tag to start your collection.

HOW TO PLAY WITH TRAINER GUESS:

Press the Poké Ball's button to turn it on. The Poké Ball will talk to you and ask you to think of a Pokémon.

Say "OK" in a clear voice when you've thought of a Pokémon and are ready to play.

TRAINER GUESS will ask you several questions in order to guess the Pokémon you've chosen. You can answer with:

- "YES"
- "NO"
- "I DON'T KNOW"
- "IT DEPENDS"

If you did not hear the question, you can ask the Poké Ball to repeat it by saying: "**SAY IT AGAIN**".

If you want to change your previous answer, you can ask the Poké Ball to go back by saying: "**GO BACK**", when the Poké Ball is silent.

The Poké Ball will then go back and ask you the previous question again. You can go back as far as the first question asked.

If you don't want to play anymore, press the Poké Ball's button to switch it off.

If the toy is left inactive for 60 seconds it will switch itself off.

TRAINER FIELD GUIDE:

Your field guide will help you a lot during your journey. Use it to discover new Pokémon and learn more about them. In case you're not sure of an answer, check it in your field guide! Answering the Poké Ball's questions correctly will increase its chances of finding your Pokémon. And when a Pokémon is added to your electronic collection, don't forget to also check it off in your field guide.

CHECKING YOUR COLLECTION:

You can check your collection anytime during the game simply holding down the button for 2 seconds. The Poké Ball will then stop the guessing game and tell you how many Pokémon you have, how many are left, and it will even give you the list of all the Pokémon you've collected.

RESET YOUR COLLECTION:

You can start a brand new collection at anytime by resetting the game. With adult supervision, use a screwdriver to open the Poké Ball battery compartment. Then, press and hold the Poké Ball's button. Keep holding it down while you close the battery compartment again and wait to hear "We now have 0 Pokémon." before releasing the button. Your collection has now been reset.

BATTERY INSTRUCTIONS

Keep these instructions handy for future reference. Please follow the guidelines below to avoid damaging the pad:

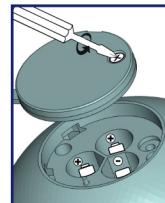
- Store the toy in a dry place, keep out of direct sunlight and away from heat source.
- Do not dismantle the toy in any way.
- Keep the toy clean by wiping it with a slightly damp cloth.
- Remove the batteries when the toy will not be in use for an extended period of time.

BATTERY INFORMATION

- Non-rechargeable batteries are not to be recharged.
- Batteries should always be replaced under adult supervision.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.
- The supply terminals are not to be short-circuited.
- Different types of batteries or new and used batteries are not to be mixed.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- Dispose of batteries safely.
- Do not dispose of batteries in fire. Batteries may explode or leak.
- Remove the batteries during long periods of non-use.
- Do not throw used batteries into fire or nature, or dispose of them as household waste. Take them to a local collection point or recycling facility.

BATTERY INSTALLATION

Using a Phillips/crosshead screwdriver (not included), loosen the screws in the battery compartment cover (screws stay attached to cover.) Remove the cover, insert 3 x 1.5V "AAA" size batteries. Replace cover and tighten screws.



The batteries provided with this toy are only sufficient to enable testing in store. They are not long-life batteries. To ensure optimal performance we recommend the exclusive use of alkaline batteries. Rechargeable batteries are not recommended as they do not provide adequate power.

Only batteries specified for this product should be used. If voices become slow or distorted: replace the batteries.



This device is stamped with a «selective sorting» symbol relating to the disposal of electric and electronic equipment. This means the product must be dealt with by a system of selective collection in accordance with European directive 2002/96/CE, so it can be recycled and reduce the impact on the environment. For more details, please contact your local administration.

Electronic products which are not subject to special collection are potentially dangerous for the environment and public health, as they contain dangerous substances.



Warning! Not suitable for children under 36 months. Small parts. Choking hazard.



Item No: 1119109

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zanzoon@zanzoon.net - www.zanzoon.net

Wynaut

TYPE PSYCHIC
HEIGHT 2'00" (0.6 m)
WEIGHT 30.9 lbs (14.0 kg)

EVOLUTION
WYNAUT > WOBBUFFET



Zigzagoon

TYPE NORMAL
HEIGHT 1'04" (0.4 m)
WEIGHT 38.6 lbs (17.5 kg)

EVOLUTION
ZIGZAGOON > LINOONE



Absol

TYPE DARK
HEIGHT 3'11" (1.2 m)
WEIGHT 103.6 lbs (47.0 kg)

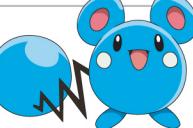
EVOLUTION
DOES NOT EVOLVE



Azurill

TYPE NORMAL - FAIRY
HEIGHT 0'08" (0.2 m)
WEIGHT 4.4 lbs (2.0 kg)

EVOLUTION
AZURILL > MARILL > AZUMARILL



Zangoose

TYPE NORMAL
HEIGHT 4'03" (1.3 m)
WEIGHT 88.8 lbs (40.3 kg)

EVOLUTION
DOES NOT EVOLVE



Aggron

TYPE STEEL - ROCK
HEIGHT 6'11" (2.1 m)
WEIGHT 793.7 lbs (360.0 kg)

EVOLUTION
ARON > LAIRON > AGGRON



Bagon

TYPE DRAGON
HEIGHT 2'00" (0.6 m)
WEIGHT 92.8 lbs (42.1 kg)

EVOLUTION
BAGON > SHELON > SALAMENCE



Altaria

TYPE DRAGON - FLYING
HEIGHT 3'07" (1.1 m)
WEIGHT 45.4 lbs (20.6 kg)

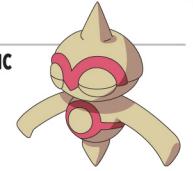
EVOLUTION
SWABLU > ALTARIA



Baltoy

TYPE GROUND - PSYCHIC
HEIGHT 1'08" (0.5 m)
WEIGHT 47.4 lbs (21.5 kg)

EVOLUTION
BALTOY > CLAYDOL



Anorith

TYPE ROCK - BUG
HEIGHT 2'04" (0.7 m)
WEIGHT 27.6 lbs (12.5 kg)

EVOLUTION
ANORITH > ARMALDO



Banette

TYPE GHOST
HEIGHT 3'07" (1.1 m)
WEIGHT 27.6 lbs (12.5 kg)

EVOLUTION
SHUPPET > BANETTE



Armaldo

TYPE ROCK - BUG
HEIGHT 4'11" (1.5 m)
WEIGHT 150.4 lbs (68.2 kg)

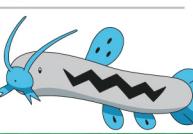
EVOLUTION
ANORITH > ARMALDO



Barboach

TYPE WATER - GROUND
HEIGHT 1'04" (0.4 m)
WEIGHT 4.2 lbs (1.9 kg)

EVOLUTION
BARBOACH > WHISCASH



Aron

TYPE STEEL - ROCK
HEIGHT 1'04" (0.4 m)
WEIGHT 132.3 lbs (60.0 kg)

EVOLUTION
ARON > LAIRON > AGGRON

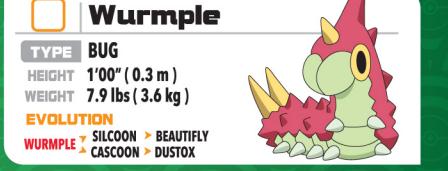
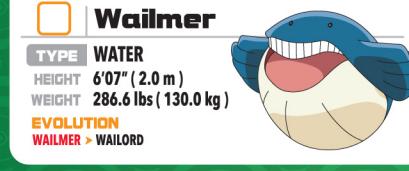
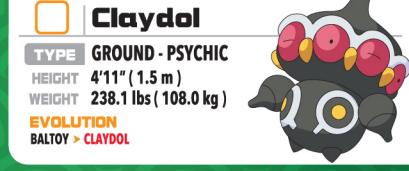
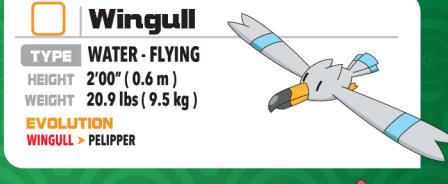
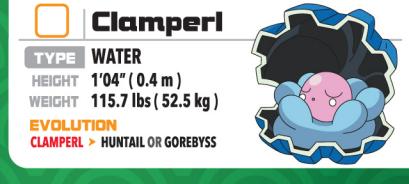
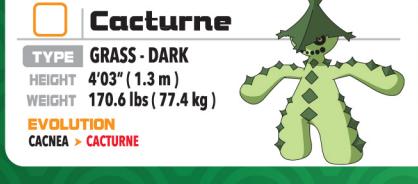
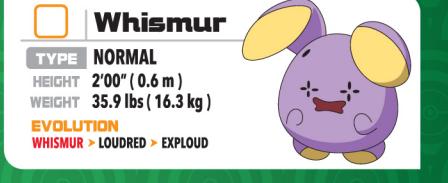
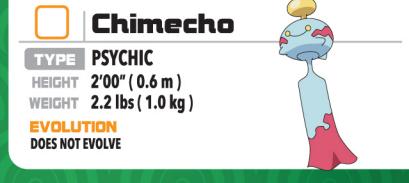
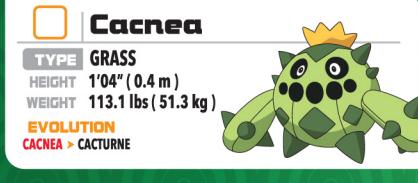
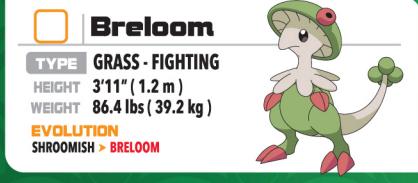
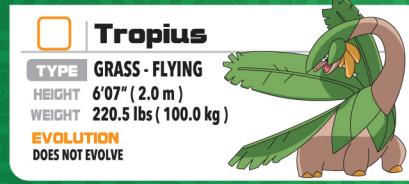
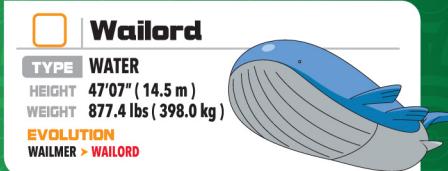
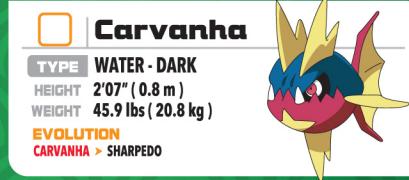


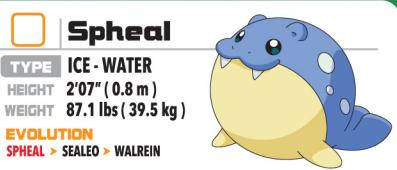
Beautifly

TYPE BUG - FLYING
HEIGHT 3'03" (1.0 m)
WEIGHT 62.6 lbs (28.4 kg)

EVOLUTION
WURMPLE > SILCOON > BEAUTIFLY



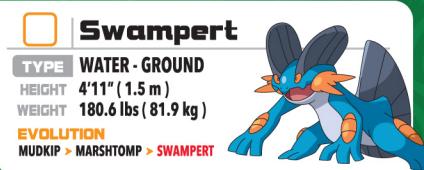




Spheal

TYPE ICE - WATER
HEIGHT 2'07" (0.8 m)
WEIGHT 87.1 lbs (39.5 kg)

EVOLUTION
SPHEAL > SEALEO > WALREIN



Swampert

TYPE WATER - GROUND
HEIGHT 4'11" (1.5 m)
WEIGHT 180.6 lbs (81.9 kg)

EVOLUTION
MUDKIP > MARSHTOMP > SWAMPERT



Combusken

TYPE FIRE - FIGHTING
HEIGHT 2'11" (0.9 m)
WEIGHT 43.0 lbs (19.5 kg)

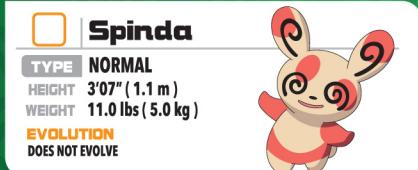
EVOLUTION
TORCHIC > COMBUSKEN > BLAZIKEN



Dusclops

TYPE GHOST
HEIGHT 5'03" (1.6 m)
WEIGHT 67.5 lbs (30.6 kg)

EVOLUTION
DUSKULL > DUSCLOPS



Spinda

TYPE NORMAL
HEIGHT 3'07" (1.1 m)
WEIGHT 11.0 lbs (5.0 kg)

EVOLUTION
DOES NOT EVOLVE



Swellow

TYPE NORMAL - FLYING
HEIGHT 2'04" (0.7 m)
WEIGHT 43.7 lbs (19.8 kg)

EVOLUTION
TAILOW > SWELLOW



Corphish

TYPE WATER
HEIGHT 2'00" (0.6 m)
WEIGHT 25.4 lbs (11.5 kg)

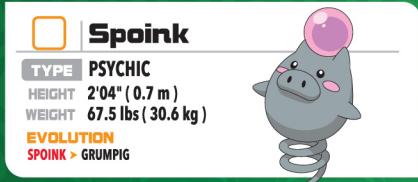
EVOLUTION
CORPHISH > CRAWDAUNT



Duskull

TYPE GHOST
HEIGHT 2'07" (0.8 m)
WEIGHT 33.1 lbs (15.0 kg)

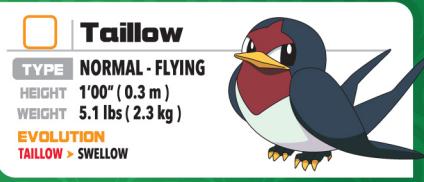
EVOLUTION
DUSKULL > DUSCLOPS



Spoink

TYPE PSYCHIC
HEIGHT 2'04" (0.7 m)
WEIGHT 67.5 lbs (30.6 kg)

EVOLUTION
SPOINK > GRUMPIG



Taillow

TYPE NORMAL - FLYING
HEIGHT 1'00" (0.3 m)
WEIGHT 5.1 lbs (2.3 kg)

EVOLUTION
TAILOW > SWELLOW



Cradily

TYPE ROCK - GRASS
HEIGHT 4'11" (1.5 m)
WEIGHT 133.2 lbs (60.4 kg)

EVOLUTION
LILEEP > CRADILY



Dustox

TYPE BUG - POISON
HEIGHT 3'11" (1.2 m)
WEIGHT 69.7 lbs (31.6 kg)

EVOLUTION
WURMPLE > CASCOON > DUSTOX



Surskit

TYPE BUG - WATER
HEIGHT 1'08" (0.5 m)
WEIGHT 3.7 lbs (1.7 kg)

EVOLUTION
SURSKIT > MASQURAIN



Torchic

FIRSTPARTNER
TYPE FIRE
HEIGHT 1'04" (0.4 m)
WEIGHT 5.5 lbs (2.5 kg)

EVOLUTION
TORCHIC > COMBUSKEN > BLAZIKEN



Crawdaunt

TYPE WATER - DARK
HEIGHT 3'07" (1.1 m)
WEIGHT 72.3 lbs (32.8 kg)

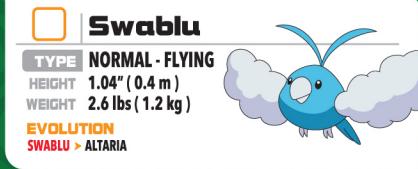
EVOLUTION
CORPHISH > CRAWDAUNT



Electrike

TYPE ELECTRIC
HEIGHT 2'00" (0.6 m)
WEIGHT 33.5 lbs (15.2 kg)

EVOLUTION
ELECTRIKE > MANECTRIC



Swablu

TYPE NORMAL - FLYING
HEIGHT 1.04" (0.4 m)
WEIGHT 2.6 lbs (1.2 kg)

EVOLUTION
SWABLU > ALTARIA



Torkoal

TYPE FIRE
HEIGHT 1'08" (0.5 m)
WEIGHT 177.2 lbs (80.4 kg)

EVOLUTION
DOES NOT EVOLVE



Delcatty

TYPE NORMAL
HEIGHT 3'07" (1.1 m)
WEIGHT 71.9 lbs (32.6 kg)

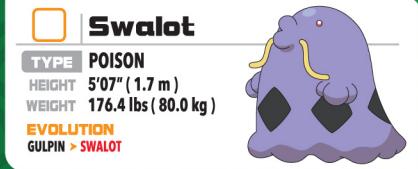
EVOLUTION
SKITTY > DELCATTY



Exploud

TYPE NORMAL
HEIGHT 4'11" (1.5 m)
WEIGHT 185.2 lbs (84.0 kg)

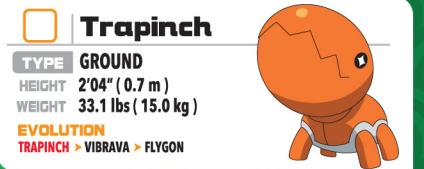
EVOLUTION
WHISMUR > LOUDRED > EXPLLOUD



Swalot

TYPE POISON
HEIGHT 5'07" (1.7 m)
WEIGHT 176.4 lbs (80.0 kg)

EVOLUTION
GULPIN > SWALOT



Trapinch

TYPE GROUND
HEIGHT 2'04" (0.7 m)
WEIGHT 33.1 lbs (15.0 kg)

EVOLUTION
TRAPINCH > VIBRAVA > FLYGON



Deoxys

TYPE PSYCHIC
HEIGHT 5'07" (1.7 m)
WEIGHT 134.0 lbs (60.8 kg)

EVOLUTION
DOES NOT EVOLVE



Feebas

TYPE WATER
HEIGHT 2'00" (0.6 m)
WEIGHT 16.3 lbs (7.4 kg)

EVOLUTION
FEEBAS > MILOTIC



Flygon

TYPE GROUND - DRAGON
HEIGHT 6'07" (2.0 m)
WEIGHT 180.8 lbs (82.0 kg)

EVOLUTION
TRAPINCH > VIBRAVA > FLYGON



Grumpig

TYPE PSYCHIC
HEIGHT 2'11" (0.9 m)
WEIGHT 157.6 lbs (71.5 kg)

EVOLUTION
SPOINK > GRUMPIG



Sharpedo

TYPE WATER - DARK
HEIGHT 5'11" (1.8 m)
WEIGHT 195.8 lbs (88.8 kg)

EVOLUTION
CARVANHA > SHARPEDO



Silcooan

TYPE BUG
HEIGHT 2'00" (0.6 m)
WEIGHT 22.0 lbs (10.0 kg)

EVOLUTION
WURMPLE > SILCOOAN > BEAUTIFLY



Gardevoir

TYPE PSYCHIC - FAIRY
HEIGHT 5'03" (1.6 m)
WEIGHT 106.7 lbs (48.4 kg)

EVOLUTION
RATLIS > KIRIA > GARDEVOIR



Gulpin

TYPE POISON
HEIGHT 1'04" (0.4 m)
WEIGHT 22.7 lbs (10.3 kg)

EVOLUTION
GULPIN > SWALOT



Shedinja

TYPE BUG - GHOST
HEIGHT 2'07" (0.8 m)
WEIGHT 2.6 lbs (1.2 kg)

EVOLUTION
NINCADA > NINJASK OR SHEDINJA



Skitty

TYPE NORMAL
HEIGHT 2'00" (0.6 m)
WEIGHT 24.3 lbs (11.0 kg)

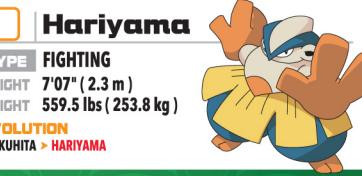
EVOLUTION
SKITTY > DELCATTY



Glalie

TYPE ICE
HEIGHT 4'11" (1.5 m)
WEIGHT 565.5 lbs (256.5 kg)

EVOLUTION
SNORUNT > GLALIE



Hariyama

TYPE FIGHTING
HEIGHT 7'07" (2.3 m)
WEIGHT 559.5 lbs (253.8 kg)

EVOLUTION
MAKUHITA > HARIYAMA



Shelgon

TYPE DRAGON
HEIGHT 3'07" (1.1 m)
WEIGHT 243.6 lbs (110.5 kg)

EVOLUTION
BAGON > SHELGNON > SALAMENCE



Slaking

TYPE NORMAL
HEIGHT 6'07" (2.0 m)
WEIGHT 287.7 lbs (130.5 kg)

EVOLUTION
SLAKOTH > VIGOROTH > SLAKING



Gorebyss

TYPE WATER
HEIGHT 5'11" (1.8 m)
WEIGHT 49.8 lbs (22.6 kg)

EVOLUTION
CLAMPER > HUNTAIL OR GOREBYSS



Huntail

TYPE WATER
HEIGHT 5'07" (1.7 m)
WEIGHT 59.5 lbs (27.0 kg)

EVOLUTION
CLAMPER > HUNTAIL OR GOREBYSS



Shiftry

TYPE GRASS - DARK
HEIGHT 4'03" (1.3 m)
WEIGHT 131.4 lbs (59.6 kg)

EVOLUTION
SEEDOT > NUZLEAF > SHIFTRY



Slakoth

TYPE NORMAL
HEIGHT 2'07" (0.8 m)
WEIGHT 52.9 lbs (24.0 kg)

EVOLUTION
SLAKOTH > VIGOROTH > SLAKING



Groudon

TYPE GROUND
HEIGHT 11'06" (3.5 m)
WEIGHT 2094.4 lbs (950.0 kg)

EVOLUTION
DOES NOT EVOLVE



Illumise

TYPE BUG
HEIGHT 2'00" (0.6 m)
WEIGHT 39.0 lbs (17.7 kg)

EVOLUTION
DOES NOT EVOLVE



Shroomish

TYPE GRASS
HEIGHT 1'04" (0.4 m)
WEIGHT 9.9 lbs (4.5 kg)

EVOLUTION
SHROOMISH > BRELOOM



Snorunt

TYPE ICE
HEIGHT 2'04" (0.7 m)
WEIGHT 37.0 lbs (16.8 kg)

EVOLUTION
SNORUNT > GLALIE



Grovyle

TYPE GRASS
HEIGHT 2'11" (0.9 m)
WEIGHT 47.6 lbs (21.6 kg)

EVOLUTION
TRECKO > GROVYLE > SCENTILE



Jirachi

TYPE STEEL - PSYCHIC
HEIGHT 1'00" (0.3 m)
WEIGHT 2.4 lbs (1.1 kg)

EVOLUTION
DOES NOT EVOLVE



Shuppet

TYPE GHOST
HEIGHT 2'00" (0.6 m)
WEIGHT 5.1 lbs (2.3 kg)

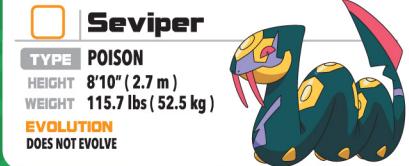
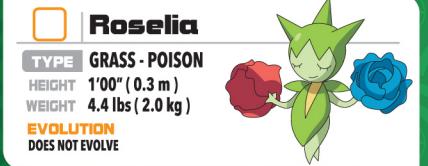
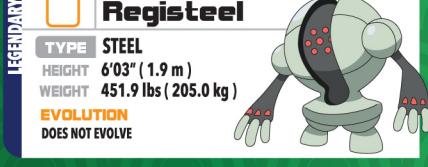
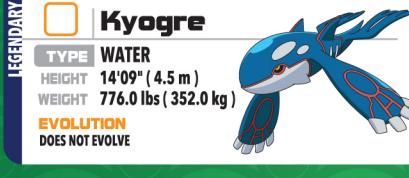
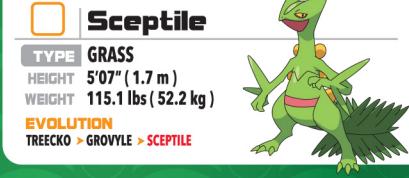
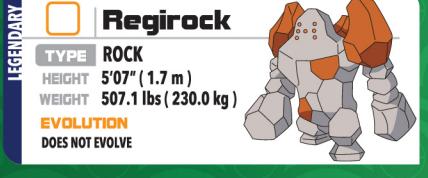
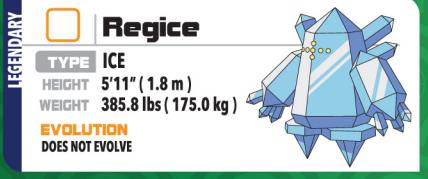
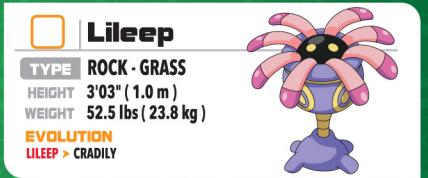
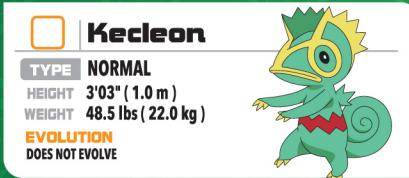
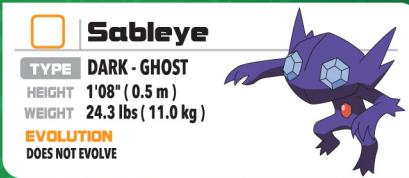
EVOLUTION
SHUPPET > BANETTE



Solrock

TYPE ROCK - PSYCHIC
HEIGHT 3'11" (1.2 m)
WEIGHT 339.5 lbs (154.0 kg)

EVOLUTION
DOES NOT EVOLVE

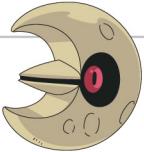




Lunatone

TYPE ROCK - PSYCHIC
HEIGHT 3'03" (1.0 m)
WEIGHT 370.4 lbs (168.0 kg)

EVOLUTION
DOES NOT EVOLVE



Mawile

TYPE STEEL - FAIRY
HEIGHT 2'00" (0.6 m)
WEIGHT 25.4 lbs (11.5 kg)

EVOLUTION
DOES NOT EVOLVE



Milotic

TYPE WATER
HEIGHT 20'04" (6.2 m)
WEIGHT 357.1 lbs (162.0 kg)

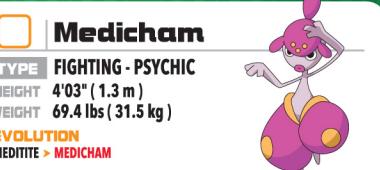
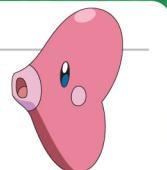
EVOLUTION
FEELBAS > MILOTIC



Numel

TYPE FIRE - GROUND
HEIGHT 2'04" (0.7 m)
WEIGHT 52.9 lbs (24.0 kg)

EVOLUTION
NUMEL > CAMERUPT



Luvdisc

TYPE WATER
HEIGHT 2'00" (0.6 m)
WEIGHT 19.2 lbs (8.7 kg)

EVOLUTION
DOES NOT EVOLVE

Medicham

TYPE FIGHTING - PSYCHIC
HEIGHT 4'03" (1.3 m)
WEIGHT 69.4 lbs (31.5 kg)

EVOLUTION
MEDITITE > MEDICHAM



Minun

TYPE ELECTRIC
HEIGHT 1'04" (0.4 m)
WEIGHT 9.3 lbs (4.2 kg)

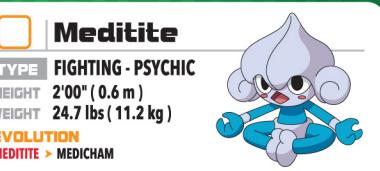
EVOLUTION
DOES NOT EVOLVE



Nuzleaf

TYPE GRASS - DARK
HEIGHT 3'03" (1.0 m)
WEIGHT 61.7 lbs (28.0 kg)

EVOLUTION
SEEDOT > NUZLEAF > SHIFTRY



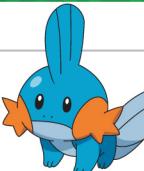
Makuhita

TYPE FIGHTING
HEIGHT 3'03" (1.0 m)
WEIGHT 190.5 lbs (86.4 kg)

EVOLUTION
MAKUHITA > HARIYAMA

TYPE FIGHTING - PSYCHIC
HEIGHT 2'00" (0.6 m)
WEIGHT 24.7 lbs (11.2 kg)

EVOLUTION
MEDITITE > MEDICHAM



Mudkip

TYPE WATER
HEIGHT 1'04" (0.4 m)
WEIGHT 16.8 lbs (7.6 kg)

EVOLUTION
MUDKIP > MARSHTOMP > SWAMPERT



Pelipper

TYPE WATER - FLYING
HEIGHT 3'11" (1.2 m)
WEIGHT 61.7 lbs (28.0 kg)

EVOLUTION
WINGULL > PELIPPER



Manectric

TYPE ELECTRIC
HEIGHT 4'11" (1.5 m)
WEIGHT 88.6 lbs (40.2 kg)

EVOLUTION
ELECTRIKE > MANECTRIC

TYPE STEEL - PSYCHIC
HEIGHT 5'03" (1.6 m)
WEIGHT 1212.5 lbs (550.0 kg)

EVOLUTION
BEDLUM > METANG > METAGROSS



Metagross

TYPE BUG - GROUND
HEIGHT 1'08" (0.5 m)
WEIGHT 12.1 lbs (5.5 kg)

EVOLUTION
NINCADA > NINJASK OR SHEDINJA



Plusle

TYPE ELECTRIC
HEIGHT 1'04" (0.4 m)
WEIGHT 9.3 lbs (4.2 kg)

EVOLUTION
DOES NOT EVOLVE



Marshomp

TYPE WATER - GROUND
HEIGHT 2'04" (0.7 m)
WEIGHT 61.7 lbs (28.0 kg)

EVOLUTION
MUDKIP > MARSHOMP > SWAMPERT

TYPE STEEL - PSYCHIC
HEIGHT 3'11" (1.2 m)
WEIGHT 446.4 lbs (202.5 kg)

EVOLUTION
BEDLUM > METANG > METAGROSS



Metang

TYPE BUG - FLYING
HEIGHT 2'07" (0.8 m)
WEIGHT 26.5 lbs (12.0 kg)

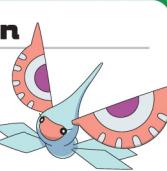
EVOLUTION
NINCADA > NINJASK OR SHEDINJA



Poochyena

TYPE DARK
HEIGHT 1'08" (0.5 m)
WEIGHT 30.0 lbs (13.6 kg)

EVOLUTION
POOCHYENA > MIGHTYENA



Masquerain

TYPE BUG - FLYING
HEIGHT 2'07" (0.8 m)
WEIGHT 7.9 lbs (3.6 kg)

EVOLUTION
SURSKIT > MASQUERAIN

TYPE DARK
HEIGHT 3'03" (1.0 m)
WEIGHT 81.6 lbs (37.0 kg)

EVOLUTION
POOCHYENA > MIGHTYENA



Mightyena

TYPE ROCK
HEIGHT 3'03" (1.0 m)
WEIGHT 213.8 lbs (97.0 kg)

EVOLUTION
DOES NOT EVOLVE



Ralts

TYPE PSYCHIC - FAIRY
HEIGHT 1'04" (0.4 m)
WEIGHT 14.6 lbs (6.6 kg)

EVOLUTION
RALTS > KIRLIA > GARDEVOIR