



# Pokémon: Let's Go, Pikachu! and Let's Go, Eevee!

*Pokémon: Let's Go, Pikachu!*<sup>[a]</sup> and *Pokémon: Let's Go, Eevee!*<sup>[b]</sup> are 2018 remakes of the 1998 Game Boy role-playing video game *Pokémon Yellow*. They were developed by Game Freak and published by the Pokémon Company and Nintendo for the Nintendo Switch.<sup>[2]</sup> Announced in May 2018, *Let's Go, Pikachu!* and *Let's Go, Eevee!* were released worldwide for the Nintendo Switch on 16 November 2018. The games are part of the seventh generation of the *Pokémon* video game series and are the first main series installments to be released for a home game console. They feature connectivity with the mobile game *Pokémon Go* and support an optional controller, the Poké Ball Plus.

*Pokémon: Let's Go, Pikachu!* and *Let's Go, Eevee!* were first announced at a Japanese press conference in May 2018, with the intention for the games to bring in newcomers to the series as well as cater to old fans. They were also meant to appeal to a younger audience; for this reason, the games incorporate elements from the anime, similar to *Pokémon Yellow*.<sup>[3][4][5]</sup> They received generally favorable reviews from critics, with praise directed at the accessibility and charm, while criticism was directed toward the motion controls. The games have combined worldwide sales of over 15 million as of December 2022, making them one of the best-selling games for the system.<sup>[6][2]</sup>

## Gameplay

*Pokémon: Let's Go, Pikachu!* and *Let's Go, Eevee!* are set in the Kanto region and include the original 151 Pokémon in addition to their respective Mega Evolved forms from *Pokémon X*, *Y*, *Omega Ruby*, and *Alpha Sapphire* and their Alolan Forms from *Pokémon Sun* and *Moon*.

### *Pokémon: Let's Go, Pikachu!* *Pokémon: Let's Go, Eevee!*



**Left:** Icon of *Let's Go, Pikachu!*, depicting the Pokémon Pikachu

**Right:** Icon of *Let's Go, Eevee!*, depicting the Pokémon Eevee

<b><u>Developer(s)</u></b>	<u>Game Freak</u>
<b><u>Publisher(s)</u></b>	<u>JP: The Pokémon Company</u> <u>WW: Nintendo</u>
<b><u>Director(s)</u></b>	<u>Junichi Masuda</u>
<b><u>Producer(s)</u></b>	<u>Shigeru Ohmori</u> <u>Hitoshi Yamagami</u> <u>Akira Kinashi</u> <u>Mikiko Ohashi</u> <u>Takanori Sowa</u> <u>Shin Uwai</u>
<b><u>Designer(s)</u></b>	<u>Masafumi Saito</u>
<b><u>Artist(s)</u></b>	<u>Takao Unno</u>
<b><u>Writer(s)</u></b>	<u>Hitomi Sato</u> <u>Ryota Muranaka</u>
<b><u>Composer(s)</u></b>	<u>Shota Kageyama</u>
<b><u>Series</u></b>	<u><i>Pokémon</i></u>
<b><u>Platform(s)</u></b>	<u>Nintendo Switch</u>
<b><u>Release</u></b>	<u>16 November 2018</u> <sup>[1]</sup>
<b><u>Genre(s)</u></b>	<u>Role-playing</u>
<b><u>Mode(s)</u></b>	<u>Single-player</u> , <u>multiplayer</u>



A screenshot from the Nintendo Treehouse Live stream at E3 2018 depicting the player character moving through tall grass with visible Pokémon walking around the overworld

*Let's Go, Pikachu!* and *Let's Go, Eevee!* feature common elements of the main series, such as battling non-player character Pokémon Trainers and Gym Leaders with caught Pokémon creatures. However, when facing wild Pokémon, instead of battling them with the traditional battle system like in past games, the catching of Pokémon uses a system that is reminiscent of the mobile spin-off game *Pokémon Go*. By using the motion controls of the Joy-Con controller or Poké Ball Plus peripheral, players can throw berries to pacify a Pokémon or Poké Balls to attempt to capture it.<sup>[3][7]</sup> The action can also be performed with a button press when the Joy-Con controllers are docked to the console or in handheld mode, but this still requires using motion controls to aim.<sup>[8]</sup> If a player uses motion controls, the catching of Pokémon is based on the player's timing rather than accuracy. Although it is possible to

miss a throw, the ball is almost guaranteed to make contact with the Pokémon.<sup>[9]</sup> One notable difference in *Let's Go, Pikachu!* and *Let's Go, Eevee!* is that wild Pokémon are visible from the overworld, rather than as random encounters in grass or in caves like in previous main series *Pokémon* role-playing games. To start an encounter with a wild Pokémon, the player must simply approach the Pokémon in the environment.<sup>[10]</sup>

The games' control scheme is designed to only require one Joy-Con per player, and the games support cooperative multiplayer. If another player shakes a second Joy-Con, they can join the current player and are able to participate in battles with Pokémon Trainers and wild Pokémon encounters, allowing them to aid in the catching of wild Pokémon. When playing multiplayer, Trainer battles become battles of two Pokémon against one, and in wild encounters, there is the possibility for each player to throw a Poké Ball at the same time, doubling the chances of capturing the Pokémon.

Depending on the version, players start with either a Pikachu or an Eevee, which sits on the player character's shoulder in the overworld. This mechanic is similar to the "walking Pokémon" mechanic first introduced in *Pokémon Yellow*, in which Pikachu follows behind the player character throughout the game.<sup>[3]</sup> The player's partner Pokémon wiggles its tail when they are near a hidden item, and it can be dressed up for further customization. Similarly to *Pokémon HeartGold* and *SoulSilver*, players may also choose a Pokémon to follow them,<sup>[11]</sup> and some larger Pokémon can also be ridden, a mechanic first seen in *Pokémon X* and *Y* and later expanded on in *Sun* and *Moon*.

Since *Pokémon X* and *Y*, experience points are rewarded to Pokémon by not only defeating opponent Pokémon but also catching wild Pokémon. However, in *Let's Go, Pikachu!* and *Let's Go, Eevee!*, experience points rewarded by catching wild Pokémon are affected by various multiplier bonuses depending on the timing of the throw and the technique used to throw the Poké Ball, such as performing an overarm or underarm throw. The games also introduce new items called "candies", which are used to power up a Pokémon's statistics, such as hit points (HP), Attack, Defense, Special Attack, Special Defense, and Speed. Different types of candies are awarded to players who transfer their Pokémon to Professor Oak via an in-game storage box. "Combat Power" (CP) also returns from *Pokémon Go*.<sup>[9][12]</sup>

The evolution mechanic from previous games returns in *Let's Go, Pikachu!* and *Let's Go, Eevee!* However, as with *Pokémon Yellow*, the player's starting Pikachu or Eevee cannot evolve; only other Pokémon that the player has caught, including ones of the same species as the partner Pokémon.

Some features, like Pokémon breeding and HMs, are absent from the games.<sup>[13]</sup>

## Connectivity

Players can trade Pokémon and battle other players both locally and online, with online features being simplified in comparison with previous games. Some features—including the Global Trade System, Wonder Trade, and Battle Spot—are absent from *Let's Go, Pikachu!* and *Let's Go, Eevee!*. In order to connect with others to trade or battle online, players must use a code composed of three Pokémon glyphs, selected from a total of eight. When two players enter the same code, they are connected to trade Pokémon with or battle each other.<sup>[9]</sup> A subscription to the Nintendo Switch Online service is required to use online functionality.<sup>[14]</sup>

Although *Let's Go, Pikachu!* and *Let's Go, Eevee!* feature integration with *Pokémon Go*, this is optional.<sup>[13]</sup> Players can transfer the original first generation Pokémon and their respective Alolan Forms from *Pokémon Go* to *Let's Go, Pikachu!* or *Let's Go, Eevee!*. They then appear at the Go Park—an in-game location where the player can explore and interact with or catch Pokémon that are walking around. Pokémon with higher CP or levels are harder to catch, in that the catch attempt has a higher chance of failing.<sup>[12][13]</sup> Users are also able to exchange unspecified "gifts" between *Pokémon Go* and *Let's Go, Pikachu!* or *Let's Go, Eevee!*.<sup>[7]</sup>

## Poké Ball Plus

The games support the Poké Ball Plus, an optional controller shaped like a Poké Ball which features an analog stick, motion control support, HD Rumble feedback, and lighting effects. The analog stick doubles as a capture button in case the player does not wish to use the motion controls. Pokémon can also be transferred to it, in a similar way to the Pokéwalker. During Nintendo's E3 2018 Nintendo Direct presentation on 12 June 2018, it was revealed that the Poké Ball Plus would come with a Mew that can be transferred to the games.<sup>[15][16]</sup>



The Poké Ball Plus controller

## Plot

---

The setting and story remain largely the same as *Pokémon Yellow*, complete with the inclusion of anime-exclusive characters.

The eight Gym Leaders and the members of the Elite Four return, as well as the antagonist faction Team Rocket, including Jessie, James and Meowth, from the anime series. Unlike the anime series, Meowth cannot speak the human language and is given his own Meowth cry. There are eight gym badges. The

Boulder Badge, The Cascade Badge, The Thunder Badge, The Rainbow Badge, The Soul Badge, The Marsh Badge, The Volcano Badge, And The Earth Badge. Players need all eight gym badges to get into the Kanto Pokémon League in the Indigo Plateau and challenge the Elite Four.

## Development

*Pokémon: Let's Go, Pikachu!* and *Let's Go, Eevee!* were unveiled during a press conference in Japan on 30 May 2018. They are primarily aimed toward a younger audience and those who are new to the *Pokémon* franchise.<sup>[17][5]</sup> At the time of announcement game director Junichi Masuda mentioned that the games had been in development for around two years.<sup>[4]</sup> Masuda also stated that he considered the games to be remakes of *Pokémon Yellow*, explaining that *Yellow* "resonated" best with younger players because it incorporated elements from the *Pokémon* anime television series.<sup>[3]</sup> According to Masuda, he decided to make Eevee the mascot of the other game due to its popularity and abundance of fan art. He had previously considered Psyduck but ultimately changed his mind, stating that it was due to Psyduck having a headache.<sup>[18]</sup>

## Release

The games were released internationally on 16 November 2018. Bundles of the games with the Poké Ball Plus controller were announced,<sup>[19]</sup> as well as a Nintendo Switch console bundle, including the games, brown and yellow colored Joy-Con, and a dock with artwork of Eevee and Pikachu.<sup>[20]</sup> On 21 September 2018, Amazon began offering pre-orders for the *Let's Go, Pikachu!* and *Let's Go, Eevee!* Switch bundle.<sup>[21]</sup>

## Reception

Reception	
Aggregate score	
Aggregator	Score
<u>Metacritic</u>	79/100 ( <i>Let's Go, Pikachu!</i> ) <sup>[22]</sup> <div>80/100 (<i>Let's Go, Eevee!</i>)<sup>[23]</sup></div>

Review scores	
Publication	Score
<i>Electronic Gaming Monthly</i>	8.5/10 <sup>[24]</sup>
<i>Eurogamer</i>	8/10 <sup>[25]</sup>
<i>Famitsu</i>	37/40 <sup>[26]</sup>
<i>GamePro</i>	85/100 <sup>[27]</sup>
<i>GameSpot</i>	8/10 <sup>[28]</sup>
<i>GamesRadar+</i>	★★★★★ <sup>[29]</sup>
<i>IGN</i>	8.3/10 <sup>[30]</sup>
<i>Nintendo Life</i>	★★★★★★★ <sup>[31]</sup>
<i>USgamer</i>	★★★★★ <sup>[32]</sup>
<i>The Daily Telegraph</i>	★★★★★ <sup>[33]</sup>

*Pokémon: Let's Go, Pikachu!* and *Let's Go, Eevee!* received "generally favorable reviews" from critics, according to review aggregator *Metacritic*.<sup>[22][23]</sup> Critics applauded the gameplay, nostalgia, accessibility to new players, and charm of the games, while criticising its motion controls.

*IGN*'s Miranda Sanchez praised the game's catching mechanic which drew inspiration from the gameplay of *Pokémon Go*. She mentioned that she could "prioritize catching the Pokémon I actually wanted" and avoiding undesired ones thanks to the games' new overworld view of the Pokémon.<sup>[34]</sup>

The implementation of the motion controls has been criticized by some sources for reducing accessibility to some players with fine-motor or physical disabilities.<sup>[35][36][37]</sup>

## Sales

In Japan, *Let's Go, Pikachu!* and *Let's Go, Eevee!* topped the software sales chart and sold 661,240 physical retail units in their opening weekend, and were responsible for almost quadrupling Nintendo Switch hardware sales for the week.<sup>[38]</sup> They remained at the top of the Japanese charts in their third week, bringing its physical retail sales to 1,012,247 units in Japan by 9 December 2018.<sup>[39]</sup> By 16 December 2018, the games had sold 1,121,020 physical retail units in Japan.<sup>[40]</sup> As of 6 January 2019, the games have sold 1,399,595 physical retail units in Japan.<sup>[41]</sup>

The *NPD* reported the launch sales of *Let's Go, Pikachu!* and *Let's Go, Eevee!* in North America as being positive and described it as "the most important launch" of the year.<sup>[42]</sup> On streaming site *Twitch*, the games were the most-viewed titles on launch day with 125,457 viewers, above *Fortnite*.<sup>[43]</sup> Within ten days of release, the games sold over 1.5 million units in the United States, as of 26 November 2018.<sup>[44]</sup> As of 18 December 2018, the games had sold 2 million units in the US.<sup>[45]</sup> They had the second highest launch month ever in dollar sales for the franchise in the US, behind only *Pokémon Stadium*.<sup>[46]</sup>

In the United Kingdom, *Let's Go, Pikachu!* and *Let's Go, Eevee!* launched with 116,000 physical retail sales in their opening weekend, becoming the top-selling games of the week,<sup>[47]</sup> despite competition from new releases such as *Spyro Reignited Trilogy*, *Fallout 76* and *Hitman 2*.<sup>[48]</sup> They also had a positive impact on Switch hardware sales, which in turn boosted sales of other Switch games including several

Mario games, The Legend of Zelda: Breath of the Wild and Just Dance 2019.<sup>[48]</sup> Individually, *Let's Go, Pikachu!* debuted at third place in the UK's all-format sales charts,<sup>[49]</sup> and *Let's Go, Eevee!* placed sixth on the same chart.<sup>[50]</sup> UK sales were down 60% on the sales of *Pokémon Sun* and *Moon*, the preceding games in the franchise,<sup>[51]</sup> due to the Switch having a smaller install base than the Nintendo 3DS and stock problems.<sup>[49][51]</sup> The games sold over 338,270 physical retail units in 2018,<sup>[52]</sup> making them the year's eleventh best-selling retail games in the UK.<sup>[53]</sup>

On 22 November 2018, The Pokémon Company announced that the games had sold over 3 million units worldwide in their first week on sale,<sup>[54]</sup> making them the fastest-selling Nintendo Switch titles.<sup>[55]</sup> By September 30, 2023 total worldwide sales have reached 15.07 million copies.<sup>[56]</sup>

Awards

Year	Award	Category	Result	Ref
2018	<u>Game Critics Awards</u>	Best RPG	Nominated	<sup>[6]</sup>
		Best Family/Social Game	Nominated	
	Australian Games Awards	Family/Kids Title of the Year	Nominated	<sup>[57]</sup>
		RPG of the Year	Nominated	
2019	New York Game Awards	Central Park Children's Zoo Award for Best Kids Game	Nominated	<sup>[58]</sup>
	National Academy of Video Game Trade Reviewers Awards	Game, Classic Revival	Nominated	<sup>[59]</sup>
	<u>15th British Academy Games Awards</u>	Family	Nominated	<sup>[60]</sup>
	<u>Famitsu Awards</u>	Excellence Prize	Won	<sup>[61]</sup>
	Italian Video Game Awards	People's Choice	Nominated	<sup>[62]</sup>
	<u>Golden Joystick Awards</u>	Nintendo Game of the Year	Nominated	<sup>[63]</sup>

See also

- *Pokémon FireRed* and *LeafGreen*
- *Pokémon Yellow*

Notes

- a. Japanese: ポケットモンスター Let's Go! ピカチュウ, Hepburn: *Poketto Monsutā Let's GO! Pikachu*
- b. Japanese: ポケットモンスター Let's Go! イーブイ, Hepburn: *Poketto Monsutā Let's GO! Ibui*

References

1. "Pokémon: Let's Go, Pikachu! And Let's Go, Eevee! Confirmed For November 16 Release"



- (<https://nintendosoup.com/pokemon-lets-go-pikachu-and-lets-go-eevee-confirmed-for-november-16-release/>). *Nintendo Soup*. 30 May 2018. Archived (<https://web.archive.org/web/20190321160325/https://nintendosoup.com/pokemon-lets-go-pikachu-and-lets-go-eevee-confirmed-for-november-16-release/>) from the original on 21 March 2019. Retrieved 5 August 2018.
2. "トップページ | 『ポケットモンスター Let's Go! ピカチュウ』『ポケットモンスター Let's Go! イーブイ』 公式サイト" ([http://www.pokemon.co.jp/ex/pika\\_vee/](http://www.pokemon.co.jp/ex/pika_vee/)). ポケットモンスター オフィシャルサイト. Archived ([https://web.archive.org/web/20190908234448/https://www.pokemon.co.jp/ex/pika\\_vee/](https://web.archive.org/web/20190908234448/https://www.pokemon.co.jp/ex/pika_vee/)) from the original on 8 September 2019. Retrieved 11 October 2018.
  3. Frank, Allegra (29 May 2018). "Pokémon Let's Go! launches on Nintendo Switch in November" (<https://www.polygon.com/2018/5/29/17407414/pokemon-nintendo-switch-lets-go-pikachu-version-eevee-version>). *Polygon*. Archived (<https://web.archive.org/web/20180530042425/https://www.polygon.com/2018/5/29/17407414/pokemon-nintendo-switch-lets-go-pikachu-version-eevee-version>) from the original on 30 May 2018. Retrieved 30 May 2018.
  4. Plagge, Kallie (29 June 2018). "Everything We Know About Pokémon Let's Go Pikachu And Eevee" (<https://www.gamespot.com/articles/everything-we-know-about-pokemon-lets-go-pikachu-a/1100-6459253/>). *GameSpot*. Archived (<https://web.archive.org/web/20211008090154/https://www.gamespot.com/articles/everything-we-know-about-pokemon-lets-go-pikachu-a/1100-6459253/>) from the original on 8 October 2021. Retrieved 21 July 2018.
  5. Farokhmanesh, Megan (29 May 2018). "Another Pokémon game is still coming in 2019" (<https://www.theverge.com/2018/5/29/17380526/pokemon-switch-2019-core-rpg-nintendo>). *The Verge*. Archived (<https://web.archive.org/web/20180530042153/https://www.theverge.com/2018/5/29/17380526/pokemon-switch-2019-core-rpg-nintendo>) from the original on 30 May 2018. Retrieved 30 May 2018.
  6. Watts, Steve (5 July 2018). "Resident Evil 2 Wins Top Honor In E3 Game Critics Awards" (<https://www.gamespot.com/articles/resident-evil-2-wins-top-honor-in-e3-game-critics-/1100-6460135/>). *GameSpot*. Archived (<https://web.archive.org/web/20180803224106/https://www.gamespot.com/articles/resident-evil-2-wins-top-honor-in-e3-game-critics-/1100-6460135/>) from the original on 3 August 2018. Retrieved 5 January 2018.
  7. Plagge, Kallie (29 May 2018). "Pokémon Let's Go Pikachu And Let's Go Eevee Announced For Nintendo Switch" (<https://www.gamespot.com/articles/pokemon-lets-go-pikachu-and-lets-go-eevee-announce/1100-6459249/>). *GameSpot*. Archived (<https://web.archive.org/web/20180530041241/https://www.gamespot.com/articles/pokemon-lets-go-pikachu-and-lets-go-eevee-announce/1100-6459249/>) from the original on 30 May 2018. Retrieved 30 May 2018.
  8. "Motion controls are compulsory for catching Pokémon in Let's Go Pikachu and Eevee" (<https://www.eurogamer.net/articles/2018-06-07-motion-controls-are-compulsory-for-catching-pokemon-in-lets-go-pikachu-and-eevee>). *Eurogamer.net*. Archived (<https://web.archive.org/web/20180615231530/https://www.eurogamer.net/articles/2018-06-07-motion-controls-are-compulsory-for-catching-pokemon-in-lets-go-pikachu-and-eevee>) from the original on 15 June 2018. Retrieved 22 June 2018.
  9. Tapsell, Chris (12 June 2018). "Pokémon Let's Go Pikachu and Eevee release date, confirmed feature list, plus everything we know about the 2019 Pokémon Switch RPG" (<https://www.eurogamer.net/articles/2018-06-12-pokemon-lets-go-pikachu-eevee-guide-release-date-5010>). *Eurogamer*. Archived (<https://web.archive.org/web/20180614013403/https://www.eurogamer.net/articles/2018-06-12-pokemon-lets-go-pikachu-eevee-guide-release-date-5010>) from the original on 14 June 2018. Retrieved 14 June 2018.
  10. Souppouris, Aaron (14 June 2018). "'Pokémon: Let's Go, Pikachu!' doesn't feel like a remake" (<https://web.archive.org/web/20180619050942/https://www.engadget.com/2018/06/14/pokemon-lets-go-pikachu-e3-impressions>). *Engadget*. Archived from the original (<https://www.engadget.com/2018/06/14/pokemon-lets-go-pikachu-e3-impressions>) on 19 June 2018. Retrieved 19 June 2018.

11. Farokhmanesh, Megan (12 June 2018). "Pokémon: Let's Go is a simple game improved by its pricey pokéball controller" (<https://www.theverge.com/2018/6/12/17455722/pokemon-lets-go-preview-poke-ball-plus-controller-e3-nintendo>). *The Verge*. Archived (<https://web.archive.org/web/20180613205353/https://www.theverge.com/2018/6/12/17455722/pokemon-lets-go-preview-poke-ball-plus-controller-e3-nintendo>) from the original on 13 June 2018. Retrieved 13 June 2018.
12. Osborn, Alex (12 June 2018). "E3 2018: New Pokemon Let's Go Pikachu and Eevee Gameplay Details" (<http://nordic.ign.com/switch/15916/news/e3-2018-new-pokemon-lets-go-pikachu-and-eevee-gameplay-detail>). *IGN*. Archived (<https://web.archive.org/web/20180619061737/http://nordic.ign.com/switch/15916/news/e3-2018-new-pokemon-lets-go-pikachu-and-eevee-gameplay-detail>) from the original on 19 June 2018. Retrieved 19 June 2018.
13. Plagge, Kallie (12 June 2018). "Pokemon Let's Go Pikachu, Eevee: Everything We Know So Far" (<https://www.gamespot.com/articles/pokemon-lets-go-pikachu-eevee-everything-we-know-s/1100-6459253>). *GameSpot*. Archived (<https://web.archive.org/web/20180613205331/https://www.gamespot.com/articles/pokemon-lets-go-pikachu-eevee-everything-we-know-s/1100-6459253>) from the original on 13 June 2018. Retrieved 13 June 2018.
14. Oxford, Nadia (6 June 2018). "Pokemon Let's Go Online Functionality Requires Paid Nintendo Online Account" (<https://www.usgamer.net/articles/pokemon-lets-go-online-functionality-requires-paid-nintendo-online-account>). *US Gamer*. Archived (<https://web.archive.org/web/20211008090154/https://www.usgamer.net/articles/pokemon-lets-go-online-functionality-requires-paid-nintendo-online-account>) from the original on 8 October 2021. Retrieved 5 July 2018.
15. "Nintendo Puts Mew in Every PokeBall Plus for Pokemon: Let's Go" (<http://comicbook.com/gaming/2018/06/12/pokemon-lets-go-mew-pokeball>). *Comic Book (WWG)*. Archived (<https://web.archive.org/web/20190403203820/https://comicbook.com/gaming/2018/06/12/pokemon-lets-go-mew-pokeball/>) from the original on 3 April 2019. Retrieved 12 June 2018.
16. "Poké Ball™ Plus" (<https://pokeballplus.nintendo.com>). *pokeballplus.nintendo.com*. Nintendo of America. Archived (<https://web.archive.org/web/20180619050159/https://pokeballplus.nintendo.com/>) from the original on 19 June 2018. Retrieved 19 June 2018.
17. Farokhmanesh, Megan (29 May 2018). "Two new Pokemon RPGs are coming to the Switch this November" (<https://www.theverge.com/2018/5/29/17406032/pokemon-lets-go-pikachu-lets-go-eevee-switch-game-freak>). *The Verge*. Archived (<https://web.archive.org/web/20180530041804/https://www.theverge.com/2018/5/29/17406032/pokemon-lets-go-pikachu-lets-go-eevee-switch-game-freak>) from the original on 30 May 2018. Retrieved 30 May 2018.
18. Farokhmanesh, Megan (30 May 2018). "Eevee's starring role in Pokémon: Let's Go was inspired by fan art" (<https://www.theverge.com/2018/5/30/17384582/pokemon-lets-go-eevee-pikachu-fan-art-nintendo-switch>). *The Verge*. Archived (<https://web.archive.org/web/20180530231413/https://www.theverge.com/2018/5/30/17384582/pokemon-lets-go-eevee-pikachu-fan-art-nintendo-switch>) from the original on 30 May 2018. Retrieved 31 May 2018.
19. Wallaca, Jamie (13 June 2018). "Let's Go Pikachu and Eevee bundles including Poké Ball Plus emerge" (<https://www.eurogamer.net/articles/2018-06-13-lets-go-pikachu-and-lets-go-eevee-bundles-including-poke-ball-plus-emerge>). *Eurogamer*. Archived (<https://web.archive.org/web/20180614052527/https://www.eurogamer.net/articles/2018-06-13-lets-go-pikachu-and-lets-go-eevee-bundles-including-poke-ball-plus-emerge>) from the original on 14 June 2018. Retrieved 14 June 2018.
20. "Pokémon: Let's Go-themed Switch turns Eevee and Pikachu into Joy-Con" (<https://www.theverge.com/2018/9/10/17840876/pokemon-lets-go-switch-theme-pikachu-eevee-joycon>). *The Verge*. Archived (<https://web.archive.org/web/20180911112920/https://www.theverge.com/2018/9/10/17840876/pokemon-lets-go-switch-theme-pikachu-eevee-joycon>) from the original on 11 September 2018. Retrieved 10 September 2018.



21. "Nintendo Switch 'Pokemon Let's Go' Pikachu and Eevee Bundles Finally Hit Amazon" (<http://comicbook.com/gaming/2018/09/21/nintendo-switch-pokemon-bundles-amazon/>). *WWG*. Archived (<https://web.archive.org/web/20180921232353/https://comicbook.com/gaming/2018/09/21/nintendo-switch-pokemon-bundles-amazon/>) from the original on 21 September 2018. Retrieved 25 September 2018.
22. "Pokemon: Let's Go, Pikachu!" (<https://www.metacritic.com/game/pokemon-lets-go-pikachu/critic-reviews/?platform=nintendo-switch>). *Metacritic*. Archived (<https://web.archive.org/web/20181226204535/https://www.metacritic.com/game/switch/pokemon-lets-go-pikachu/>) from the original on 26 December 2018. Retrieved 13 November 2018.
23. "Pokemon: Let's Go, Eevee!" (<https://www.metacritic.com/game/pokemon-lets-go-eevee/critic-reviews/?platform=nintendo-switch>). *Metacritic*. Archived (<https://web.archive.org/web/20181125230632/https://www.metacritic.com/game/switch/pokemon-lets-go-eevee/>) from the original on 25 November 2018. Retrieved 13 November 2018.
24. "Pokémon: Let's Go, Eevee! Review" (<http://www.egmnow.com/articles/reviews/pokemon-lets-go-eevee-review/>). *Electronic Gaming Monthly*. 13 November 2018. Archived (<https://web.archive.org/web/20181116082652/http://www.egmnow.com/articles/reviews/pokemon-lets-go-eevee-review/>) from the original on 16 November 2018. Retrieved 13 November 2018.
25. "Pokémon Let's Go: Pikachu e Let's Go Eevee" (<https://www.eurogamer.it/articles/2018-11-13-pokemon-lets-go-pikachu-e-lets-go-eevee-recensione>). *Eurogamer*. 13 November 2018. Archived (<https://web.archive.org/web/20181113175959/https://www.eurogamer.it/articles/2018-11-13-pokemon-lets-go-pikachu-e-lets-go-eevee-recensione>) from the original on 13 November 2018. Retrieved 13 November 2018.
26. Romano, Sal (13 November 2018). "Famitsu Review Scores: Issue 1563" (<https://gematsu.com/2018/11/famitsu-review-scores-issue-1563>). *Gematsu*. Archived (<https://web.archive.org/web/20191216120846/https://gematsu.com/2018/11/famitsu-review-scores-issue-1563>) from the original on 16 December 2019. Retrieved 20 November 2018.
27. Kuhls, Ann-Kathrin (13 November 2018). "Pokémon: Let's Go, Pikachu!" (<https://www.gamepro.de/spiele/pokemon-lets-go-pikachu,wertung,95,9366.html>). *GamePro*. Archived (<https://web.archive.org/web/20230117002525/https://www.gamepro.de/artikel/pokemon-lets-go-pikachu-switch-abenteuer-mit-ganz-viel-herz,3337035,wertung.html>) from the original on 17 January 2023. Retrieved 13 November 2018.
28. Dekker, Jacob (13 November 2018). "Pokémon: Let's Go, Pikachu! and Let's Go, Eevee! - A fresh Pallet" (<https://www.gamespot.com/reviews/pokemon-lets-go-pikachu-and-eevee-review-in-progre/1900-6417036/>). *GameSpot*. Archived (<https://web.archive.org/web/20181113230529/https://www.gamespot.com/reviews/pokemon-lets-go-pikachu-and-eevee-review-in-progre/1900-6417036/>) from the original on 13 November 2018. Retrieved 13 November 2018.
29. "Pokemon Let's Go review" (<https://www.gamesradar.com/pokemon-lets-go-review/>). *GamesRadar*. 13 November 2018. Archived (<https://web.archive.org/web/20181113234710/https://www.gamesradar.com/pokemon-lets-go-review/>) from the original on 13 November 2018. Retrieved 13 November 2018.
30. Sanchez, Miranda (13 November 2018). "Pokemon: Let's Go, Pikachu and Eevee Review" (<https://uk.ign.com/articles/2018/11/13/pokemon-lets-go-pikachu-and-eevee-review>). *IGN*. Archived (<https://web.archive.org/web/20230117002523/https://www.ign.com/articles/2018/11/13/pokemon-lets-go-pikachu-and-eevee-review>) from the original on 17 January 2023. Retrieved 13 November 2018.
31. "Review: Pokémon: Let's Go, Pikachu! and Let's Go, Eevee! - The Perfect Entry Point For Newcomers, A Nostalgia Trip For Veterans" ([http://www.nintendolife.com/reviews/nintendo-switch/pokemon\\_lets\\_go\\_pikachu\\_and\\_lets\\_go\\_eevee](http://www.nintendolife.com/reviews/nintendo-switch/pokemon_lets_go_pikachu_and_lets_go_eevee)). *Nintendo Life*. 13 November 2018. Archived ([https://web.archive.org/web/20181116050515/http://www.nintendolife.com/reviews/nintendo-switch/pokemon\\_lets\\_go\\_pikachu\\_and\\_lets\\_go\\_eevee](https://web.archive.org/web/20181116050515/http://www.nintendolife.com/reviews/nintendo-switch/pokemon_lets_go_pikachu_and_lets_go_eevee)) from the original on 16 November 2018. Retrieved 13 November 2018.

32. Oxford, Nadia (15 November 2018). "Pokemon Let's Go Review" (<https://www.usgamer.net/articles/pokemon-lets-go-review-15-11-18>). *USgamer*. Archived (<https://web.archive.org/web/20220304212934/https://www.usgamer.net/articles/pokemon-lets-go-review-15-11-18>) from the original on 4 March 2022. Retrieved 14 December 2018.
33. "Pokémon Let's Go review: Is new Switch game next step for Pokémon Go players?" (<https://www.telegraph.co.uk/gaming/reviews/pokemon-go-review-new-switch-game-next-step-for-pokemon-go-players/>). *The Daily Telegraph*. 13 November 2018. Archived (<https://web.archive.org/web/20181115170246/https://www.telegraph.co.uk/gaming/reviews/pokemon-go-review-new-switch-game-next-step-for-pokemon-go-players/>) from the original on 15 November 2018. Retrieved 13 November 2018.
34. Sanchez, Miranda (12 November 2018). "Pokemon: Let's Go, Pikachu and Eevee Review" (<https://www.ign.com/articles/2018/11/12/pokemon-lets-go-pikachu-and-eevee-review>). *IGN*. Archived (<https://web.archive.org/web/20181208033543/https://www.ign.com/articles/2018/11/12/pokemon-lets-go-pikachu-and-eevee-review>) from the original on 8 December 2018. Retrieved 6 December 2018.
35. Josh Straub (25 January 2019). "Accessibility Game Review – Pokémon Let's Go!" (<https://dagersystem.com/disability-game-review-pokemon-lets-go/>). *DAGERSystem*. Archived (<https://web.archive.org/web/20201205181214/https://dagersystem.com/disability-game-review-pokemon-lets-go/>) from the original on 5 December 2020. Retrieved 11 December 2020.
36. Grant Stoner (5 October 2018). "Pokémon Let's Go Will Be The First In The Franchise I Can't Play" (<https://www.ign.com/articles/2018/10/05/pokemon-lets-go-will-be-the-first-in-the-franchise-i-cant-play>). *IGN*. Archived (<https://web.archive.org/web/20201112004926/https://www.ign.com/articles/2018/10/05/pokemon-lets-go-will-be-the-first-in-the-franchise-i-cant-play>) from the original on 12 November 2020. Retrieved 11 December 2020.
37. Laura Dale (2 December 2019). "There are Things From Pokémon Let's Go That I Miss in Sword & Shield" (<https://laurabuzz.com/2019/12/02/there-are-things-from-pokemon-lets-go-that-i-miss-in-sword-shield/>). *LauraKBuzz.com*. Archived (<https://web.archive.org/web/20210122164146/https://laurabuzz.com/2019/12/02/there-are-things-from-pokemon-lets-go-that-i-miss-in-sword-shield/>) from the original on 22 January 2021. Retrieved 11 December 2020.
38. "Pokémon: Let's Go Absolutely Smashes It In The Japanese Charts, Switch Console Sales Skyrocket" ([http://www.nintendolife.com/news/2018/11/pokemon\\_lets\\_go\\_absolutely\\_smashes\\_it\\_in\\_the\\_japanese\\_charts\\_switch\\_console\\_sales\\_skyrocket](http://www.nintendolife.com/news/2018/11/pokemon_lets_go_absolutely_smashes_it_in_the_japanese_charts_switch_console_sales_skyrocket)). *Nintendo Life*. 20 November 2018. Archived ([https://web.archive.org/web/20181121170521/http://www.nintendolife.com/news/2018/11/pokemon\\_lets\\_go\\_absolutely\\_smashes\\_it\\_in\\_the\\_japanese\\_charts\\_switch\\_console\\_sales\\_skyrocket](https://web.archive.org/web/20181121170521/http://www.nintendolife.com/news/2018/11/pokemon_lets_go_absolutely_smashes_it_in_the_japanese_charts_switch_console_sales_skyrocket)) from the original on 21 November 2018. Retrieved 21 November 2018.
39. "Media Create Sales: 12/3/18 – 12/9/18" (<https://gematsu.com/2018/12/media-create-sales-12-3-18-12-9-18>). *Gematsu*. 12 December 2018. Archived (<https://web.archive.org/web/20190407062034/https://gematsu.com/2018/12/media-create-sales-12-3-18-12-9-18>) from the original on 7 April 2019. Retrieved 12 December 2018.
40. "「GOD EATER 3」15万本,「JUDGE EYES:死神の遺言」14万8000本の「週間販売ランキング+」" (<https://www.4gamer.net/games/117/G011794/20181219078/>). *4Gamer.net* (in Japanese). 19 December 2018. Archived (<https://web.archive.org/web/20190314015010/https://www.4gamer.net/games/117/G011794/20181219078/>) from the original on 14 March 2019. Retrieved 22 December 2018.
41. "Media Create software sales (12/31/18 – 1/6/19) – Top 50" (<https://nintendoeverything.com/media-create-software-sales-12-31-18-1-6-19-top-50/>). *Nintendo Everything*. 11 January 2019. Archived (<https://web.archive.org/web/20190113182240/https://nintendoeverything.com/media-create-software-sales-12-31-18-1-6-19-top-50/>) from the original on 13 January 2019. Retrieved 13 January 2019.

42. "NPD: Pokemon Let's GO! Sales Are Positive And "Most Important Launch" Of 2018" (<http://mynintendonews.com/2018/11/18/npd-pokemon-lets-go-sales-are-positive-and-most-important-launch-of-2018/>). *My Nintendo News*. 18 November 2018. Archived (<https://web.archive.org/web/20181118225437/https://mynintendonews.com/2018/11/18/npd-pokemon-lets-go-sales-are-positive-and-most-important-launch-of-2018/>) from the original on 18 November 2018. Retrieved 19 November 2018.
43. "Pokemon Let's Go Pikachu/Eevee Number One Game on Twitch" (<https://nintendosoup.com/pokemon-lets-go-pikachu-eevee-number-one-game-on-twitch/>). *NintendoSoup*. 17 November 2018. Archived (<https://web.archive.org/web/20190107120126/https://nintendosoup.com/pokemon-lets-go-pikachu-eevee-number-one-game-on-twitch/>) from the original on 7 January 2019. Retrieved 19 November 2018.
44. "Pokemon Let's Go Pikachu and Eevee sold 1.5m units in the US in just ten days" (<https://www.pocketgamer.biz/news/69555/pokemon-lets-go-pikachu-and-eevee-sold-15m-units-in-the-us-in-just-ten-days/>). *Pocket Gamer*. 28 November 2018. Archived (<https://web.archive.org/web/20191003075837/https://www.pocketgamer.biz/news/69555/pokemon-lets-go-pikachu-and-eevee-sold-15m-units-in-the-us-in-just-ten-days/>) from the original on 3 October 2019. Retrieved 29 November 2018.
45. "Nintendo Switch is the Fastest-Selling Video Game System of This Generation" (<https://www.businesswire.com/news/home/20181218005282/en/Nintendo-Switch-Fastest-Selling-Video-Game-System-Generation>). *Business Wire*. 18 December 2018. Archived (<https://web.archive.org/web/20181219134250/https://www.businesswire.com/news/home/20181218005282/en/Nintendo-Switch-Fastest-Selling-Video-Game-System-Generation>) from the original on 19 December 2018. Retrieved 22 December 2018.
46. "November 2018 NPD: Red Dead on top with strong debut from Pikachu" (<https://venturebeat.com/2018/12/18/november-2018-npd-red-dead-on-top-with-strong-debut-from-pikachu/>). *VentureBeat*. 18 December 2018. Archived (<https://web.archive.org/web/20201108093221/https://venturebeat.com/2018/12/18/november-2018-npd-red-dead-on-top-with-strong-debut-from-pikachu/>) from the original on 8 November 2020. Retrieved 22 December 2018.
47. "Pokémon: Let's Go Pikachu and Eevee Combined Launch Sales Give New Entries Strong Start In The UK" ([http://www.nintendolife.com/news/2018/11/pokemon\\_lets\\_go\\_pikachu\\_and\\_eevee\\_combined\\_launch\\_sales\\_give\\_new\\_entries\\_strong\\_start\\_in\\_the\\_uk](http://www.nintendolife.com/news/2018/11/pokemon_lets_go_pikachu_and_eevee_combined_launch_sales_give_new_entries_strong_start_in_the_uk)). *Nintendo Life*. 19 November 2018. Archived ([https://web.archive.org/web/20181120123044/http://www.nintendolife.com/news/2018/11/pokemon\\_lets\\_go\\_pikachu\\_and\\_eevee\\_combined\\_launch\\_sales\\_give\\_new\\_entries\\_strong\\_start\\_in\\_the\\_uk](https://web.archive.org/web/20181120123044/http://www.nintendolife.com/news/2018/11/pokemon_lets_go_pikachu_and_eevee_combined_launch_sales_give_new_entries_strong_start_in_the_uk)) from the original on 20 November 2018. Retrieved 19 November 2018.
48. "Pokémon and Spyro top hyper competitive week at UK games retail" (<https://www.gamesindustry.biz/articles/2018-11-18-pok-mon-and-spyro-top-hyper-competitive-week-at-uk-games-retail>). *GamesIndustry.biz*. 18 November 2018. Archived (<https://web.archive.org/web/20210206173420/https://www.gamesindustry.biz/articles/2018-11-18-pok-mon-and-spyro-top-hyper-competitive-week-at-uk-games-retail>) from the original on 6 February 2021. Retrieved 19 November 2018.
49. Phillips, Tom (19 November 2018). "Spyro sold more physical copies at launch than Fallout 76" (<https://www.eurogamer.net/articles/2018-11-19-spyro-sold-more-physical-copies-at-launch-than-fallout-76>). *Eurogamer*. Gamer Network. Archived (<https://web.archive.org/web/20181119141527/https://www.eurogamer.net/articles/2018-11-19-spyro-sold-more-physical-copies-at-launch-than-fallout-76>) from the original on 19 November 2018. Retrieved 19 November 2018.
50. Arif, Shabana (19 November 2018). "Fallout 76 UK launch sales are over 80% down compared to Fallout 4" (<https://www.vg247.com/2018/11/19/fallout-76-uk-launch-sales-are-over-80-down-compared-to-fallout-4/>). *VG24/7*. Archived (<https://web.archive.org/web/20181122052306/https://www.vg247.com/2018/11/19/fallout-76-uk-launch-sales-are-over-80-down-compared-to-fallout-4/>) from the original on 22 November 2018. Retrieved 22 November 2018.

51. Dring, Christopher (18 November 2018). "Pokémon and Spyro top hyper competitive week at UK games retail" (<https://www.gamesindustry.biz/articles/2018-11-18-pok-mon-and-spyro-top-hyper-competitive-week-at-uk-games-retai>). *GamesIndustry.biz*.
52. "The UK Games Industry in 2018: Winners and Losers" (<https://www.gamesindustry.biz/articles/2019-01-10-the-uk-games-industry-in-2018-winners-and-losers>). *GamesIndustry.biz*. 11 January 2019. Archived (<https://web.archive.org/web/20190113122443/https://www.gamesindustry.biz/articles/2019-01-10-the-uk-games-industry-in-2018-winners-and-losers>) from the original on 13 January 2019. Retrieved 13 January 2019.
53. "20 best-selling video games of 2018 revealed" (<https://metro.co.uk/2019/01/11/20-best-selling-video-games-2018-revealed-8333994/>). *Metro*. 11 January 2019. Archived (<https://web.archive.org/web/20190202214239/https://metro.co.uk/2019/01/11/20-best-selling-video-games-2018-revealed-8333994/>) from the original on 2 February 2019. Retrieved 13 January 2019.
54. "Pokemon: Let's Go, Pikachu! and Let's Go, Eevee! first week sales top three million - Gematsu" (<https://gematsu.com/2018/11/pokemon-lets-go-pikachu-and-lets-go-eevee-first-week-sales-top-three-million>). *Gematsu*. 22 November 2018. Archived (<https://web.archive.org/web/20181122172022/https://gematsu.com/2018/11/pokemon-lets-go-pikachu-and-lets-go-eevee-first-week-sales-top-three-million>) from the original on 22 November 2018. Retrieved 22 November 2018.
55. Bankhurst, Adam (22 November 2018). "Pokemon Let's Go Pikachu and Eevee Break Switch Sales Record" (<https://www.ign.com/articles/2018/11/22/pokemon-lets-go-pikachu-and-eevee-break-switch-sales-record-2>). *IGN*. Archived (<https://web.archive.org/web/20181122153849/https://www.ign.com/articles/2018/11/22/pokemon-lets-go-pikachu-and-eevee-break-switch-sales-record-2>) from the original on 22 November 2018. Retrieved 22 November 2018.
56. "Top Selling Title Sales Units" (<https://www.nintendo.co.jp/ir/en/finance/software/index.html>). *Nintendo*. Archived (<https://web.archive.org/web/20200130072006/http://www.nintendo.co.jp/ir/en/finance/software/index.html>) from the original on 30 January 2020. Retrieved 6 November 2020.
57. "Your 2018 Winners" (<https://www.australiangamesawards.com/news/>). *Australian Games Awards*. 19 December 2018. Archived (<https://web.archive.org/web/20190204185427/https://www.australiangamesawards.com/news/>) from the original on 4 February 2019. Retrieved 5 January 2019.
58. Keyes, Rob (3 January 2019). "2018 New York Game Awards Nominees Revealed" (<https://screenrant.com/2018-new-york-game-awards-nominees/>). *Screen Rant*. Archived (<https://web.archive.org/web/20190209193056/https://screenrant.com/2018-new-york-game-awards-nominees/>) from the original on 9 February 2019. Retrieved 5 January 2019.
59. "Nominee List for 2018" (<https://archive.today/20190213220549/http://navgtr.org/archives/3566/>). *National Academy of Video Game Trade Reviewers*. 11 February 2019. Archived from the original (<http://navgtr.org/archives/3566/>) on 13 February 2019. Retrieved 18 February 2019.
60. Fogel, Stefanie (14 March 2019). "'God of War,' 'Red Dead 2' Lead BAFTA Game Awards Nominations" (<https://variety.com/2019/gaming/news/british-academy-games-awards-2019-nominees-1203163369/>). *Variety*. Archived (<https://web.archive.org/web/20190315135246/https://variety.com/2019/gaming/news/british-academy-games-awards-2019-nominees-1203163369/>) from the original on 15 March 2019. Retrieved 15 March 2019.
61. Brian (5 April 2019). "Famitsu Award 2018 winners announced - Smash Bros. wins Game of the Year, Sakurai named MVP, more" (<https://nintendoeverything.com/famitsu-award-2018-winners-announced-smash-bros-wins-game-of-the-year-sakurai-named-mvp-more/>). *Nintendo Everything*. Archived (<https://web.archive.org/web/20190405223055/https://nintendoeverything.com/famitsu-award-2018-winners-announced-smash-bros-wins-game-of-the-year-sakurai-named-mvp-more/>) from the original on 5 April 2019. Retrieved 24 May 2019.

62. "Italian Video Game Awards Nominees and Winners" (<https://web.archive.org/web/20180321193010/https://italianvideogameawards.com/awards>). *Italian Video Game Awards*. 11 April 2019. Archived from the original (<https://italianvideogameawards.com/awards>) on 21 March 2018. Retrieved 24 May 2019.
63. "Golden Joystick Awards 2019" (<https://web.archive.org/web/20190928103127/https://www.gamesradar.com/goldenjoystickawards/#nintendo-game-of-the-year>). *GamesRadar+*. Archived from the original (<https://www.gamesradar.com/goldenjoystickawards/#nintendo-game-of-the-year>) on 28 September 2019. Retrieved 21 September 2019.

## External links

---

- [Official website \(<https://pokemonletsgo.pokemon.com/>\)](https://pokemonletsgo.pokemon.com/) 
- 

Retrieved from "[https://en.wikipedia.org/w/index.php?title=Pokémon:\\_Let%27s\\_Go,\\_Pikachu!\\_and\\_Let%27s\\_Go,\\_Eevee!&oldid=1257691005](https://en.wikipedia.org/w/index.php?title=Pokémon:_Let%27s_Go,_Pikachu!_and_Let%27s_Go,_Eevee!&oldid=1257691005)"