

FACT SHEET

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Pokémon Channel[™]

Format:	Nintendo GameCube [™]
Launch Date:	December 1, 2003
ESRB:	E
Game Type:	Communication/Entertainment
Players:	1
Accessories:	Memory Card
MSRP:	\$29.99

Game Summary

Players become great pals with Pikachu[™] as they explore and interact in *Pokémon Channel*. This activity based software is highly innovative and diverse with enough entertainment value to keep young Pokémon fans engaged for hours. Players can tune-in to all types of Pokémon-themed television programs: from a news channel to a shopping network and a quiz show – they are then invited to report back to the station with their opinions.

Features

- Many television programs contain mini games for the viewer to play.
- Game features an all-new, 18-minute DVD-quality animation – Pichu[™] Bros. in Party Panic.
- Players can explore the world with Pikachu by traveling to beaches, mountains or forests, where they can fish, hike or star gaze – even make friends with a wild Pokémon.
- Players can choose different scenes from the Pichu Bros. animation feature and color them in with a paint tool. Finished artwork can then be displayed – and critiqued – on a television program called *Smeargle's Art Study*.
- The game contains e-Reader connectivity for the painting function. Two *Pokémon Channel* e-cards are bundled with the game (players needs a Game Boy[®] Advance, an e-Reader and a Game Link[®] cable).

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