## thomas hueber poker

<p&gt;POKERUS Pokerus was first introduced in Pokemon Gold, Silver and Crysta

I. This virus,</p&gt;

<p&gt; perceived by some to be a bad &#127822; thing, is in fact beneficial

to the growth of your</p&gt;

<p&gt; Pokemon. In GSC, Pokerus doubled the amount of Stat Exp &#127822; rec

eived at the end of battle,</p&gt;

<p&gt; meaning your stats grew twice as fast. Now in Generations III and IV,

the 🍎 virus will</p&gt;

<p&gt; double the amount of EVs that your Pokemon earn. Pokerus will be caugh

t randomly by one</p&gt;

<p&gt; of your &#127822; Pokemon after beating a wild Pokemon. When you next

visit a Pokemon Center,</p&gt;

<p&gt; Nurse Joy will inform you that your &#127822; Pokemon has been infect

ed: Your Pokemon will</p&gt;

<p&gt; continue to have Pokerus for around three days. During this time, it w

ill 🍎 spread to</p&gt;

<p&gt; other Pokemon in your party. If you deposit an infected Pokemon in the

PC, it will</p&qt;

<p&gt; pause the &#127822; rate at which the virus disappears, but it will n

ot infect other Pokemon in</p&gt;

<p&gt; your PC. On the status screen, &#127822; a small &quot;pkRS&quot; tab

will appear to show that your Pokemon</p&gt;

<p&gt; is currently infected with Pokerus. Once Pokerus disappears, your &#12

7822: Pokemon will not&lt:/p&gt:

<p&gt; catch it again (Just like a real viral immunity). In Generation III, a

small dot on the</p&gt;

<p&gt; &#127822; Pokemon&#39;s status screen signifies this status, while in

Generation IV, a smille face</p&gt;

<p&gt; appears. Though this Pokemon can no longer &#127822; spread Pokerus,

it still receives the</p&gt;

<p&gt; doubled EVs like it did before.&lt;/p&gt;

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Autor: darrenmartinezphotography.com

Assunto: thomas hueber poker

Palavras-chave: thomas hueber poker

Tempo: 2025/3/14 5:20:10