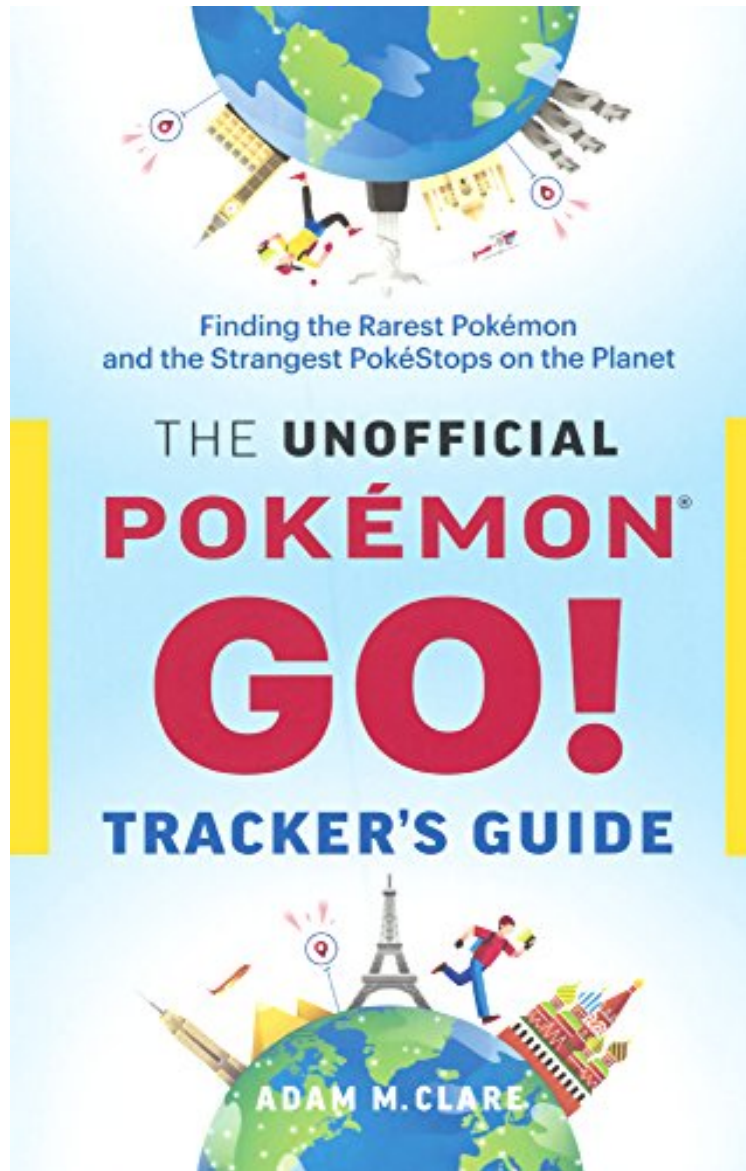


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Adam Clare

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FOR USE IN SCHOOLS AND LIBRARIES ONLY. A one-of-a-kind look inside the weird and wonderful places PokeStops are appearing; from the Pentagon to Frankenstein Castle to Iceland's Westfjords; and how players around the world are embracing the world's greatest treasure hunt. Uncover secrets of the Pokemon GO community in this first-of-its-kind, full-colour guide. Experience infamous and obscure PokeStops firsthand through the eyes of real-life Pokemon GO players. See how players congregate at Central Park to catch a rare Vaporeon or kayak to the middle of Oriental Bay in New Zealand to claim hidden PokeGyms. Read about PoGo yarn bombing, moth research, and mountain climbing. Get an inside look at the strangest PokeStop locations that are becoming hubs for rare Pokemon sightings: - Harry Houdini's tomb - Area 51 - A Hells Angels motorcycle club - The White House - The British Library - Nicaragua's Masaya Volcano - And more! *The Unofficial Pokemon Go Tracker's Guide* features 160 pages of tips and secrets for tracking Pokemon in strange places, playful illustrations, and images of the strangest PokeStops.

About the Author Adam Clare is author of *Escape the Game: How to make puzzle and escape rooms*. He is also Lead Game Designer at Wero Creative, co-founder of Board Game Jam, and a professor of game design at George Brown College in Toronto, Canada. He has worked on award-winning games and escape rooms in multiple countries, and his educational games have been presented at educational conferences around the world. You can follow his research and find his games at RealityIsaGame.com.