“An Artistic Autobiography”
By Luis D. “Hyperagua” Rodriguez-Cruz
1st Edition

Hyperagua Studios © 2023

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I. INTRODUCTION

I wanted to make a book as an act of gratitude towards God and towards all the people that have witnessed my struggles and my successes, and still decided to support my art. This is a collection of most of my artistic experiences and artworks, how Hyperagua started, and a reflection of how my artistic style and philosophy have evolved. If you are into something (not necessarily art), I want you to get the right inner resources, and motivation to keep going until you exceed in what you do, and finally I want to explain and conclude from my point of view some terms that are crucial in order to achieve any goal: what a gift or talent is, what motivation is and how to get it.

II. EARLY INFLUENCES

As a kid that grew up in the 90's, I watched Pokemon, Dragon Ball Z, and Yu-Gi-Oh! They were a huge source of inspiration while I was in Elementary School. After watching multiple episodes from these anime series, I started drawing them on random pieces of paper using color pencils. My classmates noticed that I was spending a significant amount of time drawing and they started requesting drawings from me. I felt like I was finally able to do something for society. I mean, I didn't have great social skills and I totally suck at sports. So I felt great when my classmates genuinely started to pay attention to me and it wasn't just for mocking me because I ran slow during Physical Education classes, or because I missed the ball, or because I didn't hit the ball hard enough, etc. Since then, I started drawing tons of Pokemon, DBZ characters, etc. I don't have copies of my very first anime character drawings, but I remember them: Raichu, Zapdos, Majin Buu.

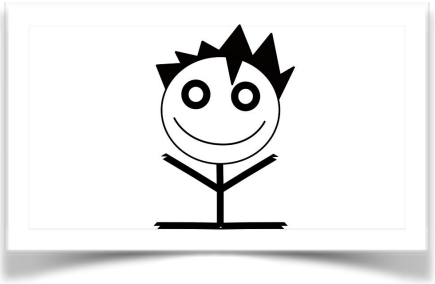
After drawing so many characters, I noticed that art was my passion and I wanted to make it something that was profitable. So I needed to create a brand: Hyperagua Studios. Hyperagua's origin is very confusing in terms of timeline even for myself. My "Yahoo!" account says it was created in late 2006, but I believe I

created the name way before that, maybe my first email was from Hotmail (which doesn't exist anymore as far as I know). So it is hard for me to back track its origin. At least the foundation of the name started (If I'm not mistaking) when I was asked to create a username and password with the purpose of fulfilling an assignment in my computer class when I was in elementary school or middle school around the year 1999. At that time I was thinking that my username should have a prefix (since back then everything was "super" like Super Sonic, Super Saiyan, Super Nintendo). However, I wanted something more original (not super), so I was looking for multiple prefix that can imply something beyond super, so "Hyper" was the chosen one. Agua (which means Water in Spanish) was added since is my favorite element. Yes, Water Pokemon are my favorite ones, Water Monsters from Yu-Gi-Oh! And so on. Water is amazing, it can adapt itself depending on the environment and it gives me a refreshing and calm vibe. Then "Studios" (in plural) because I always wanted different departments (drawings, literature, animation, etc), but not only me running all the bases, but multiple artist joining forces under Hyperagua Studios.

The evolution of Hyperagua Studios' logo started from 4 circles representing the importance of a well balanced life (physical, psychological, social, and spiritual) to a more modern logo. Even though the philosophy is the same, the last one is easier to read, so it is easier to remember and share it.

III. **ARTISTIC DEVELOPMENT**

When I created Hyperagua Studios on Facebook in 2012, I did it with the intention of creating a meme page. This is the first profile picture of Hyperagua Studios on Facebook (remember it was meant to be a meme page):



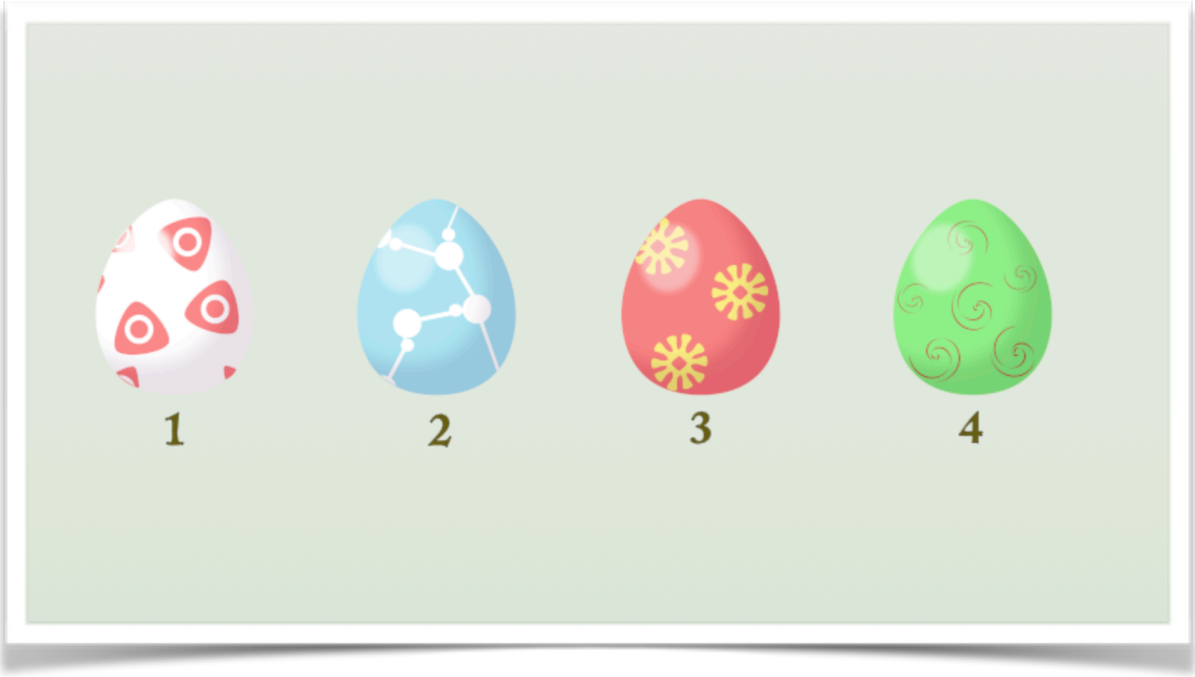
I got a little discouraged around the year 2010. I felt my art wasn't good enough to be shared. With this I'm not saying my art is perfect now (is far from being perfect), but I failed myself when I gave up doing art for a while because I compared myself with others. Now, paradoxically looking at others' artwork has helped me to improve my art, is just a matter of looking with the right lenses. If you look at others to see if they are better or not than you, that's a road towards failure. Instead look at yourself as your own competitor that needs to be surpassed every day. I took Graphic Design at college even after completing a Master Degree in another field (yes, that's how much a love art!).

My artistic development started strong on Facebook in 2022, when I realized that you can post from your own page to groups and you can invite to like your page those that reacted to your posts. Back then it was almost impossible to reach new followers unless you pay a ridiculous amount of money or your current followers refer more people. I had from 2013 to approximately 2021 around 500 Followers and from 2022 to 2023 I'm getting close to 12,000 Followers. I got a notification saying I got invited to participate in the monetization program in December 2023. That's when I started uploading every single day! Instead of

focusing on illustrations ("perfect" artworks), I focused on concepts (my artworks didn't have to be perfect, just the concept itself was good to satisfy my conceptual artists expectations, and entertain my followers while not consuming too much of my time; that was the only way to keep the demand). I was making roughly $375 monthly. That was enough to get a new car for me and my family. By the way my old car died a few days after the monetization started, so it was perfect timing! Thank you, God!

IV. SIGNIFICANT ARTWORKS

As a conceptual artist that not only share concepts through art for entertainment, but as a business I have developed multiple "series" to appeal to many people from many audiences. I will be sharing examples of each series, don't worry you will be able to find more at the end (Appendix). I'm not mistaking, my first series was "Egg Adoption Series". I designed a bunch of eggs, and if people buy one of those digital eggs, I would design a Fakemon artwork (like it hatched). Here are a couple of my Eggs (please note that most of these eggs are taken (adopted) by other people and can't be reproduced:



hyperagua.deviantart.com
1
FREE
2
FREE
3
FREE
4
FREE
5
FREE
6
FREE
7
10 Points
8
30 Points
9
100 Points
10
500 Points
11
1000 Points
12
5000 Points

hyperagua.deviantart.com
1
Auction
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4
10 Points
5
10 Points
6
30 Points
7
50 Points
8
100 Points
9
100 Points
10
500 Points
11
1000 Points
12
2000 Points

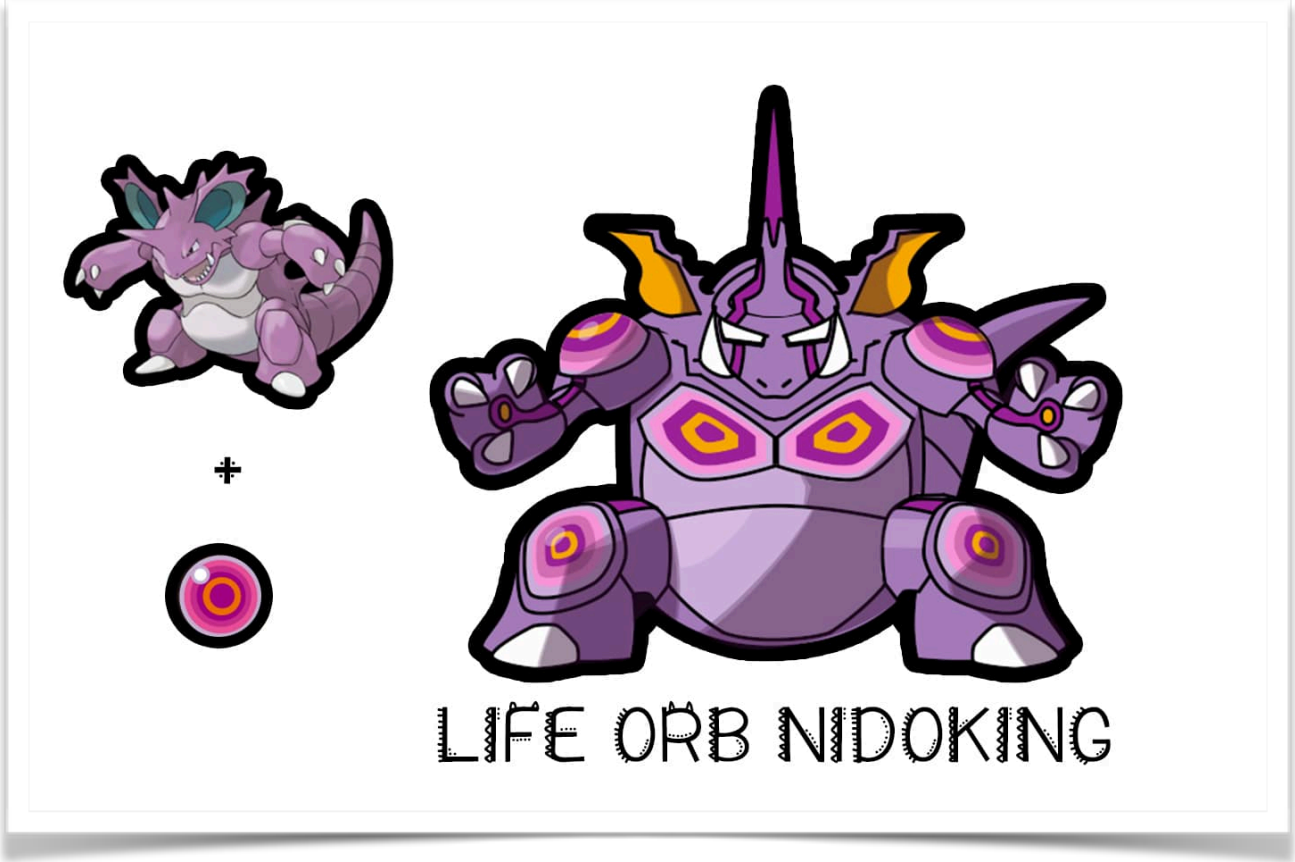
Then this Egg Adoption series evolved into Baby Pokemon concepts based on actual Pokemon Designs that, as far as I know, didn't have a pre-evolution as of September, 2023:

The order of the series don't necessary represent a chronological order since some of them happened at the same time, and some of them where back and forth. My next series here is the Virtual Stained Glass Medallion Series. They have evolved multiple times and has been one of the most popular ones:

The "2nd evolution" is a combination of Moho + Photoshop. I use Moho for the line art and colors, and Photoshop for the metallic effect (select black + copy + paste + add internal gradient inside line + drop shadow) and then under the metallic layer I add another layer of a picture of my in real life stained glass window.

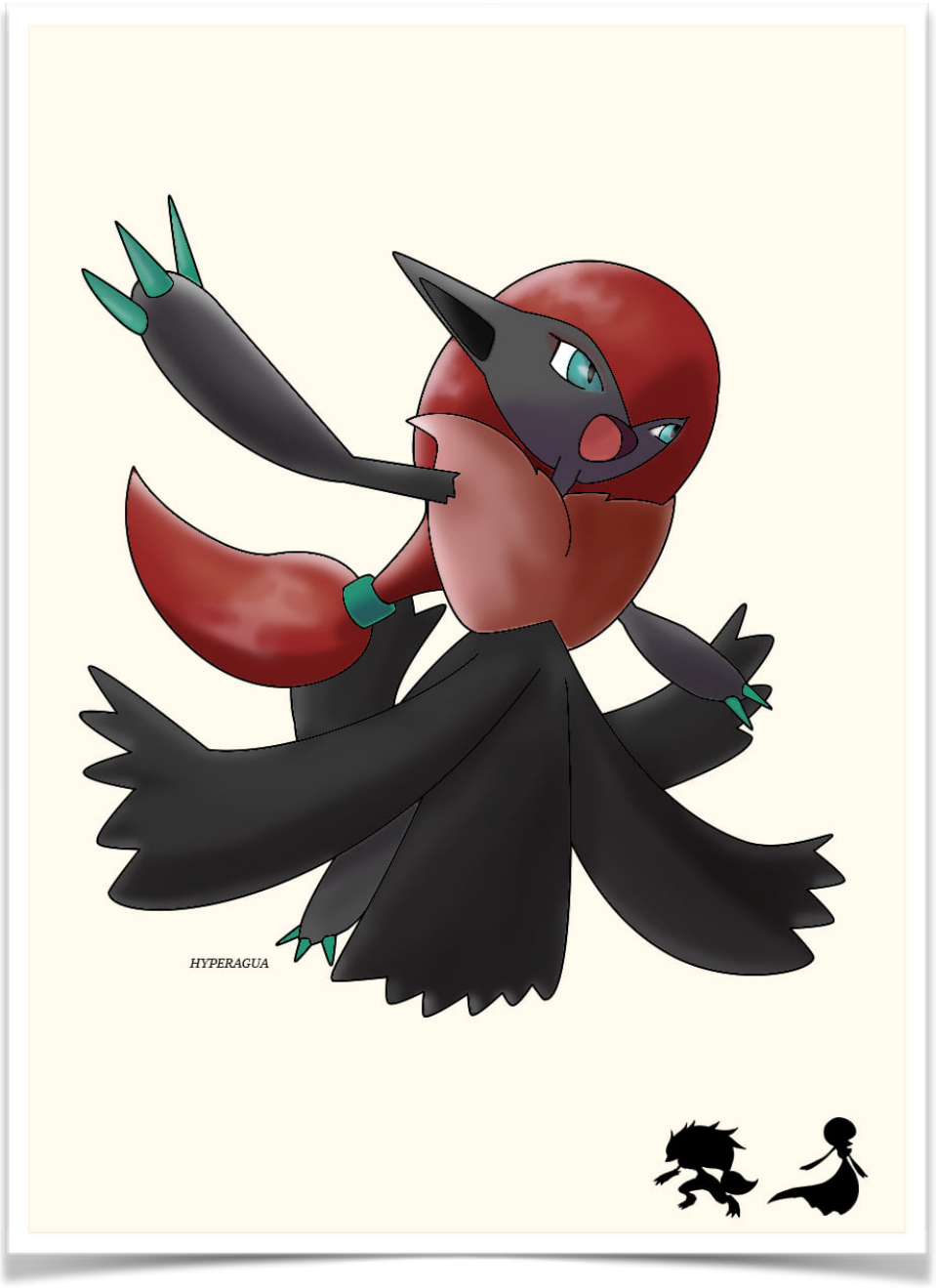
The "3rd evolution" of my stained glass uses a controversial method that I will explain below in Part V.

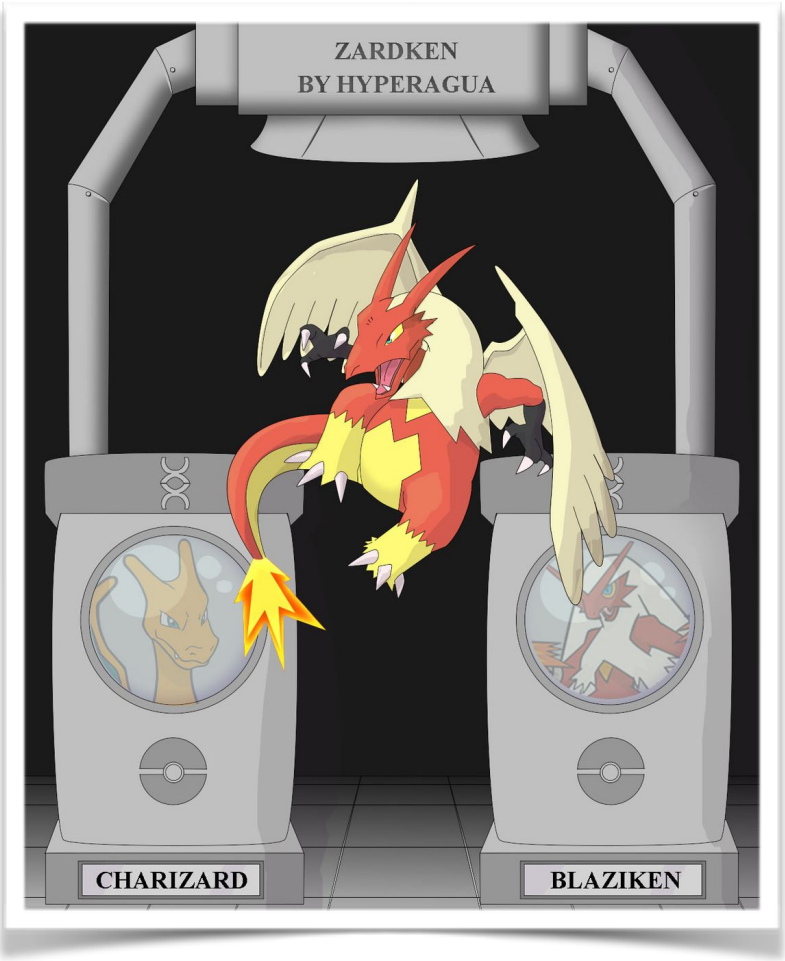
Another series, not as popular as the Virtual Stained Glass, were the Alternative Item Evolutions, it was basically Fusing Pokemon with Items:



The Symbol Series was so fun to do (I still do them when I get commissioned). It all started with the "Taino Symbols" or indigenous petroglyphs from Puerto Rico (it wasn't Monster Hunter as many believed). These symbols were so well welcomed that multiple people started getting tattoos!:

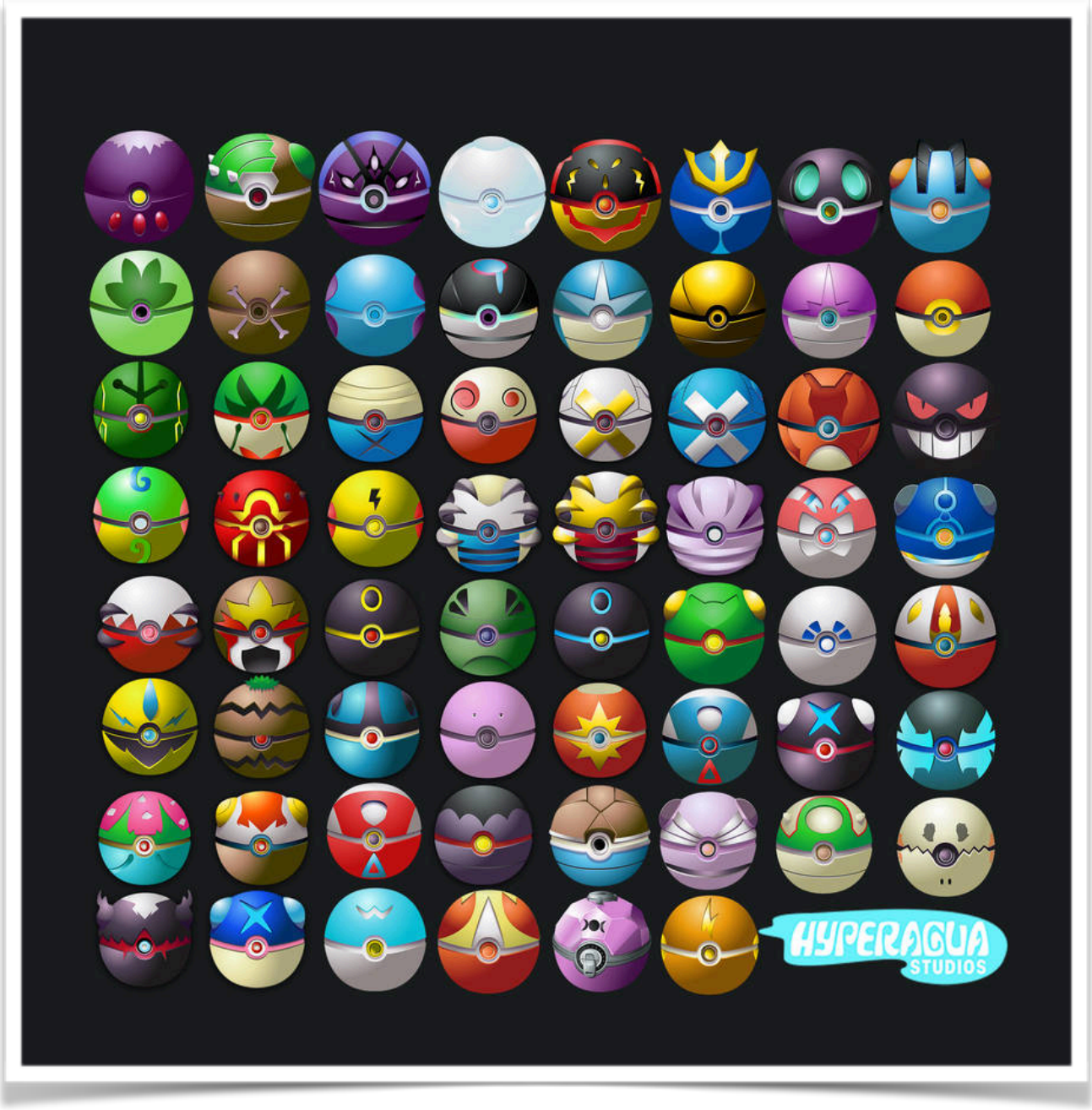
Now we have the favorite of most of my followers Pokemon Fusions! I love this series too much and it was really an amazing experience sharing fusion concepts with my community. I try to actually fuse them (like a homogeneous mix) instead of just cutting and pasting different parts. The fusion series have evolved as well. Here are some examples:




ZARDKEN
BY HYPERAGUA
CHARIZARD
BLAZIKEN

HYPERAGUA
STUDIOS
HYPERAGUA

I would say that this next series is the 3rd longest collection (1st is Medallions with an approximate of 300 Medallions including the old ones, the 2nd one is Weapons with an approximate of 150 weapon designs), and finally this one has an approximate of 100 designs, Custom Pokeballs:

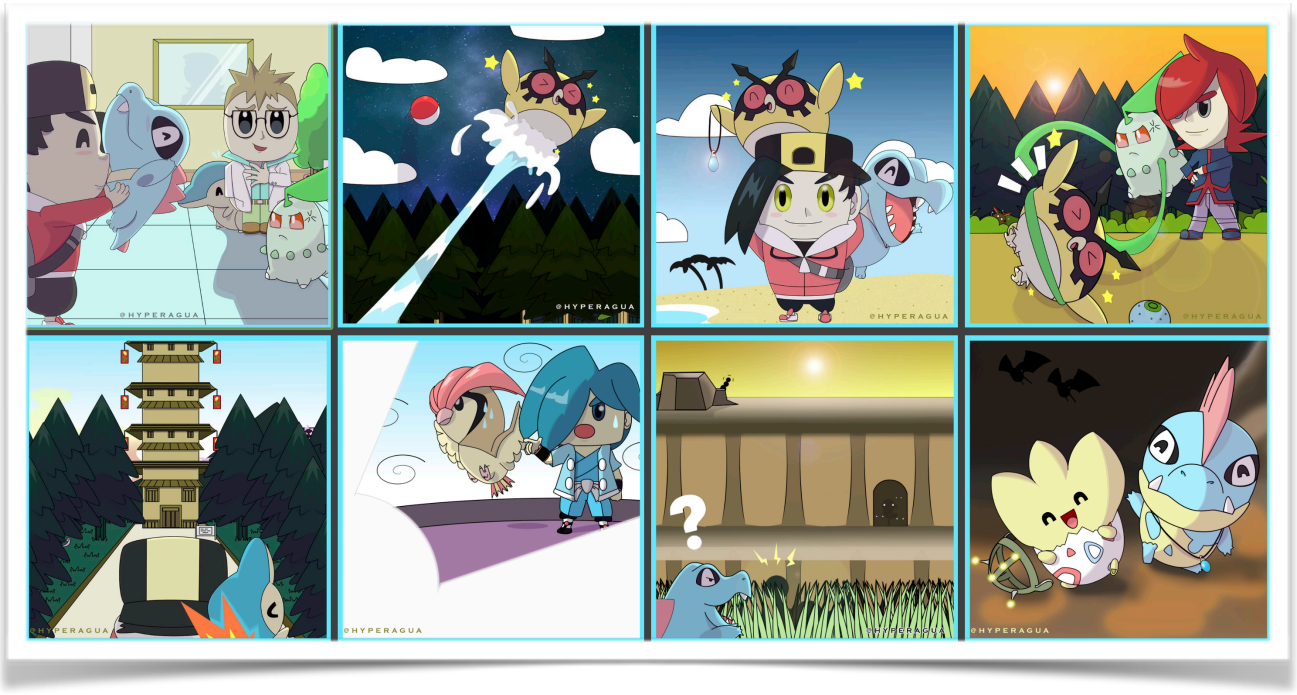


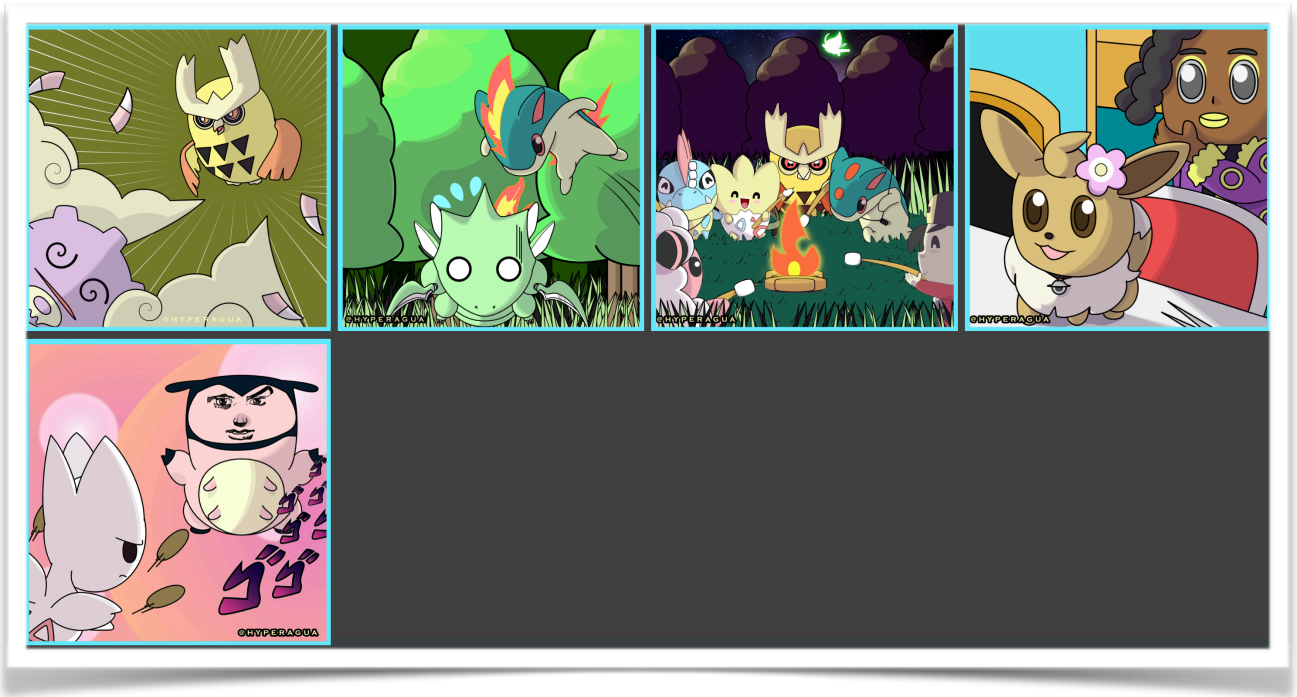
Regional Variants is another series that a few people know about, but it becomes one of their favorites as soon they found out about the huge potential it has (it motivates people to research about in real life animals and habitats as a source of inspiration for more regional variants):

The series of Posters is one of the most random ones; they don't follow an specific theme, but I have form thematic poster groups:

SUPREME POKEMON
#001
GRASS STARTER
#004
FIRE STARTER
#258
WATER STARTER
#197
EEVEELUTION
Bring us an OLD AMBER and get your own AERODACTYL!
CINNABAR LAB
CINNABAR ISLAND, KANTO
#142
FOSSIL
#149
PSEUDO LEGENDARY
#384
LEGENDARY
#151
MYTHICAL
#384
MEGA
HPERAGUA STUDIOS

Now it is time for one of the cutest series, the Chibi one. Inspired by OG Pokemon style in artworks and in game, I have decided to recreate the Johto adventures, and some Pokemon individually. I call the process of turning characters into Chibis, the Chibinator:



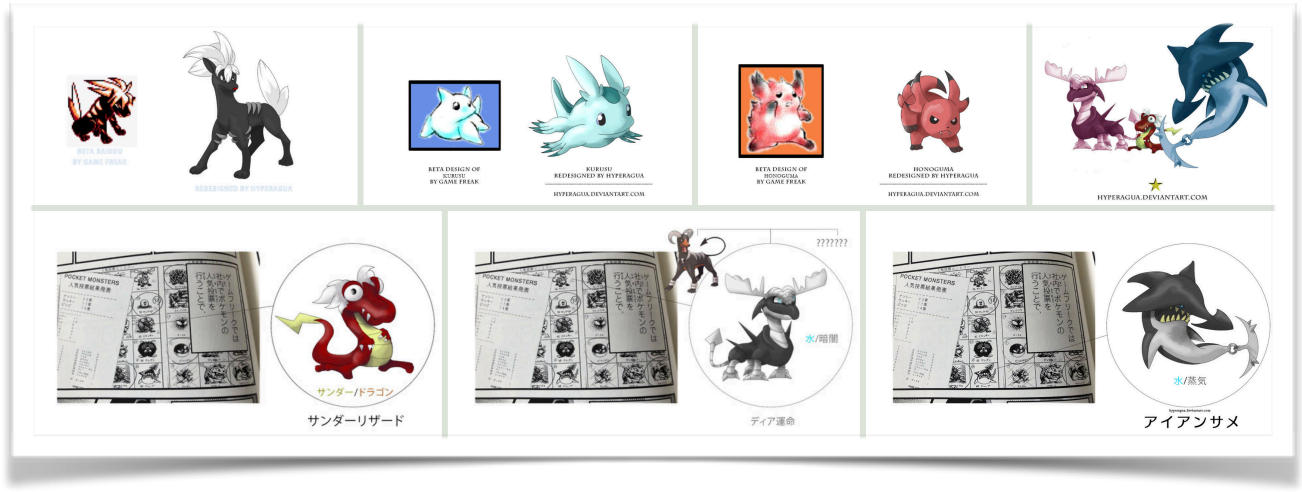


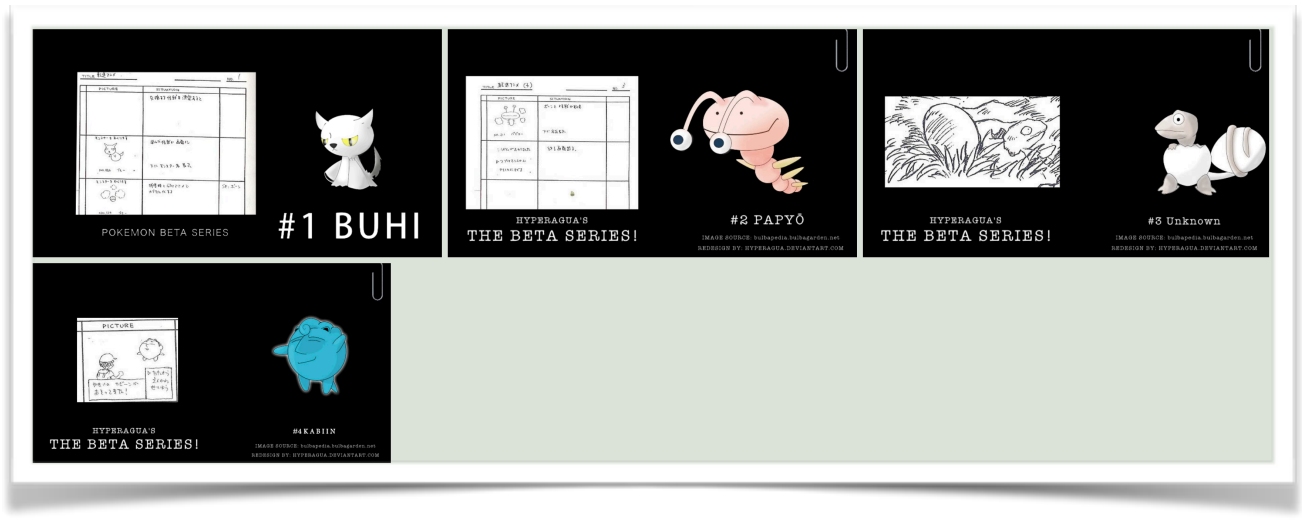
#475
@HYPERAGUA
#448
@HYPERAGUA
#887
@HYPERAGUA

HYPERAGUA
STUDIOS
KANTO

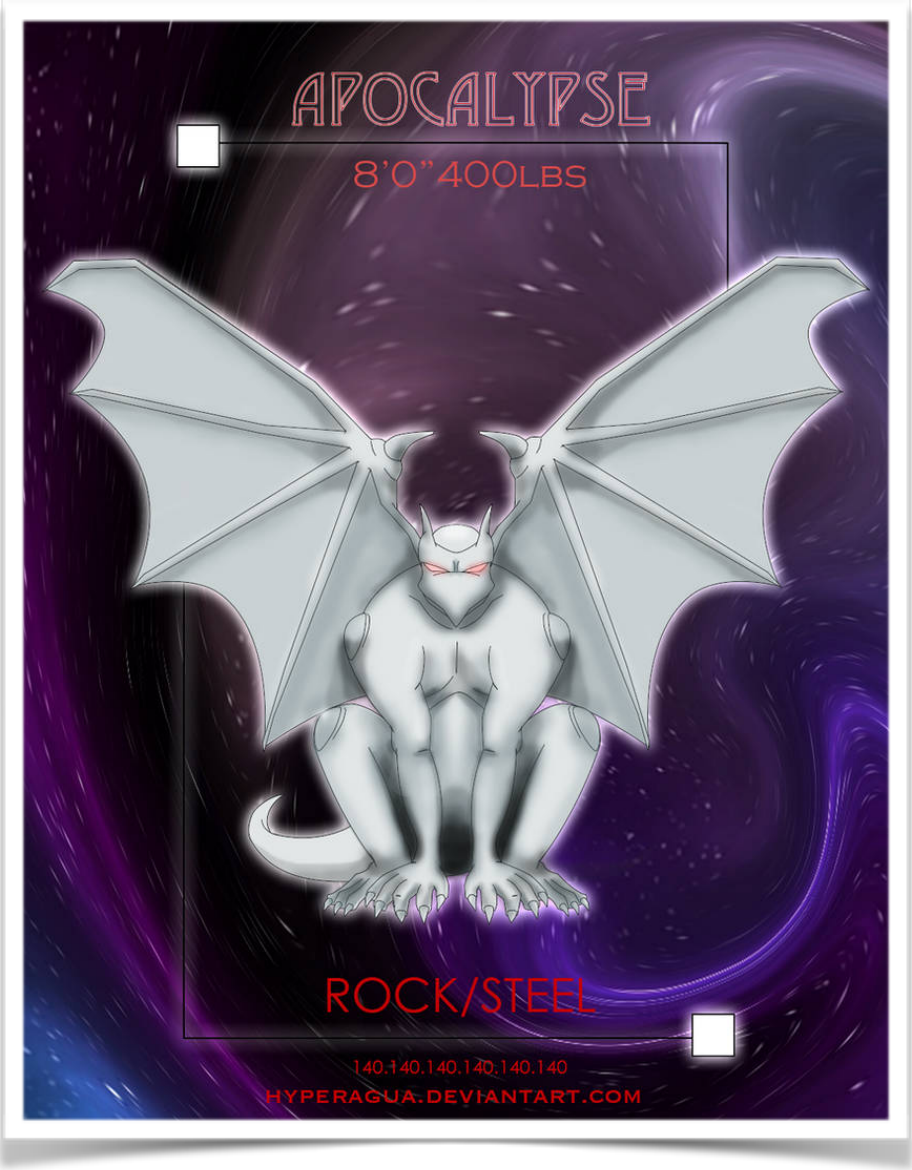
HYPERAGUA
STUDIOS
JOHTO

I love to do research and find out hidden facts or curiosities, and that helped me to the Redesign Betas (betas are designs that served as precursor of final designs and in some times they don't even see the light of the sun), which turned into another series for my artwork:





And talking about research, not everything you find on internet is true; back in the days we had the pokegods (extremely powerful Pokemon that can only obtained with bizarre methods in game), which of course was just a prank, they were fakemon and I decided to recreate them based on the rumors and based on their fakemon sprites:



Inspired by Kingdom Hearts weapons and Monster Hunter, I imagined a survivor RPG using Pokemon weapons where each weapon had abilities similar to Pokemon:

No. 282
No. 283
No. 284
No. 285
No. 286
No. 287
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No. 290
No. 291
No. 292
No. 293
No. 294
No. 295
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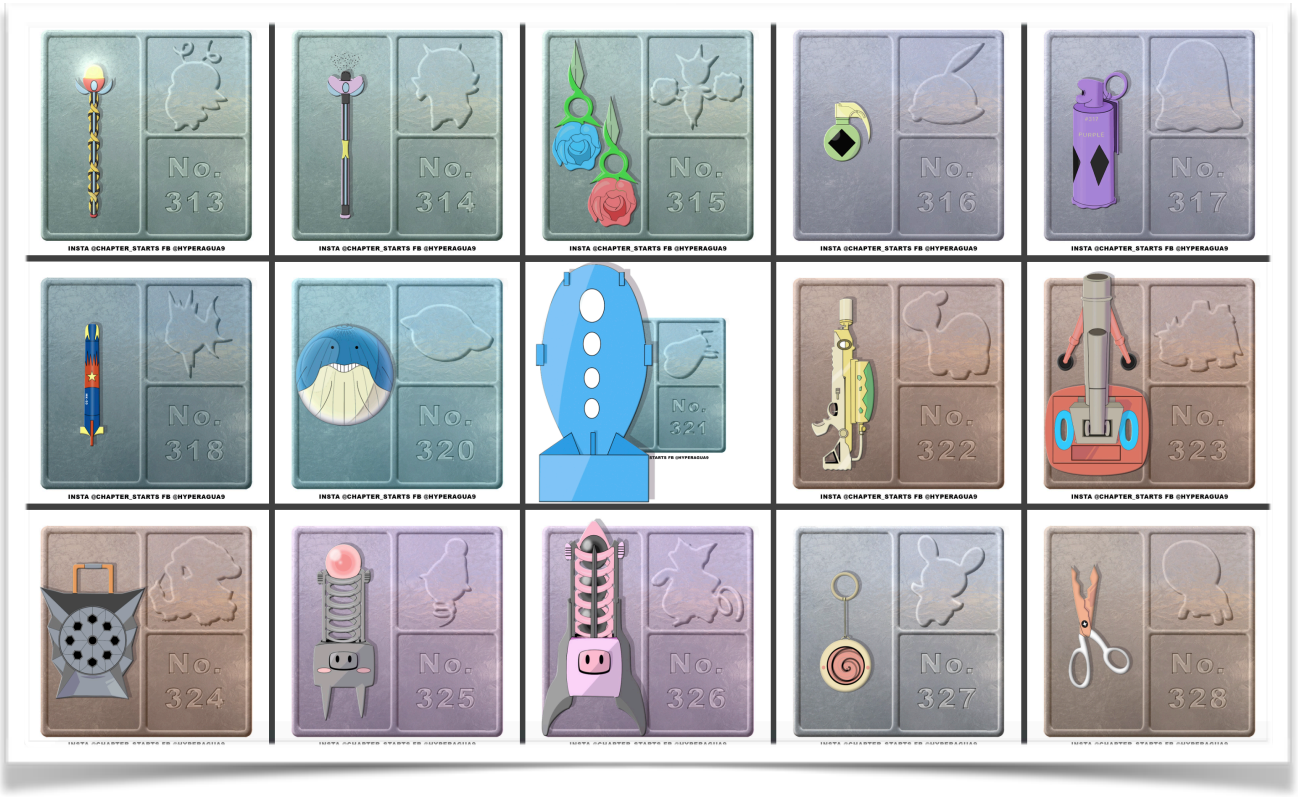
No. 313
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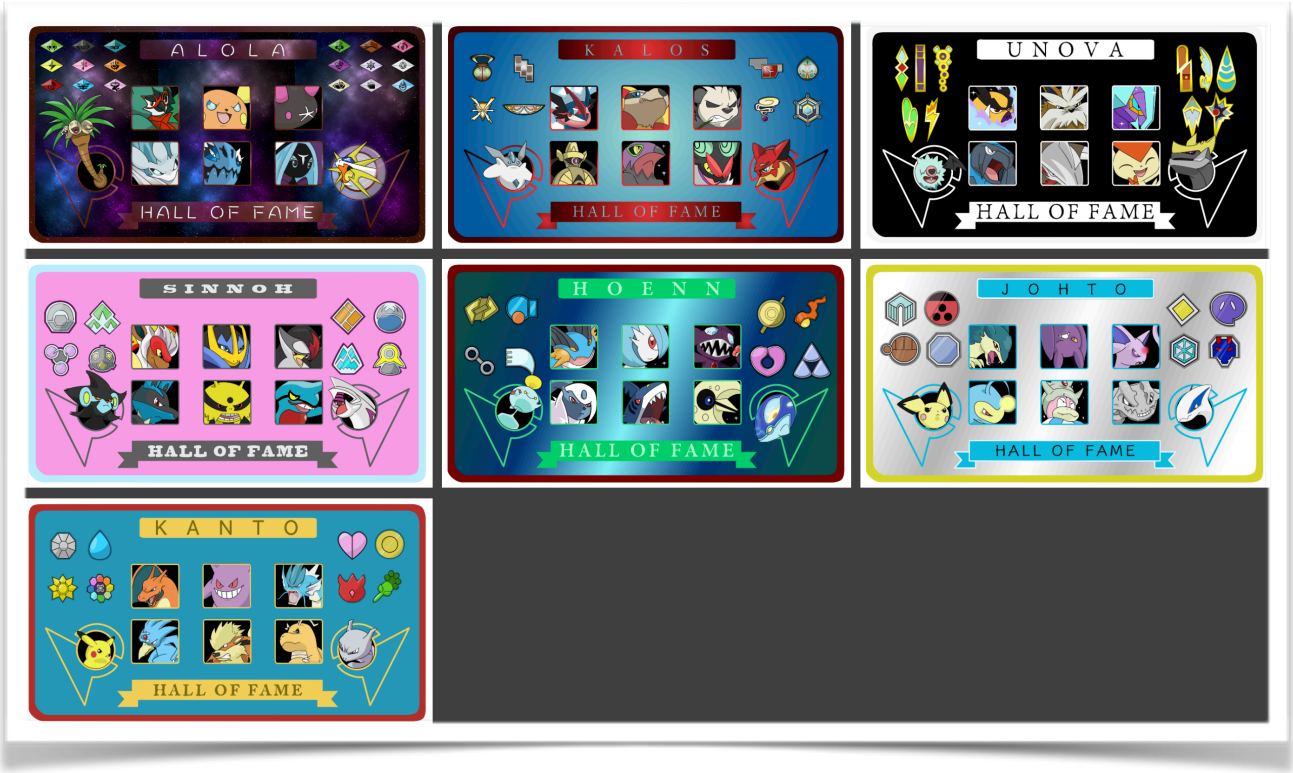
No. 326
No. 327
No. 328

No. 329
No. 330
No. 331
No. 332
No. 333
No. 334
No. 335
No. 336
Hyperagua Studios
October 10, 2020
No. 337
No. 338
No. 339
No. 359

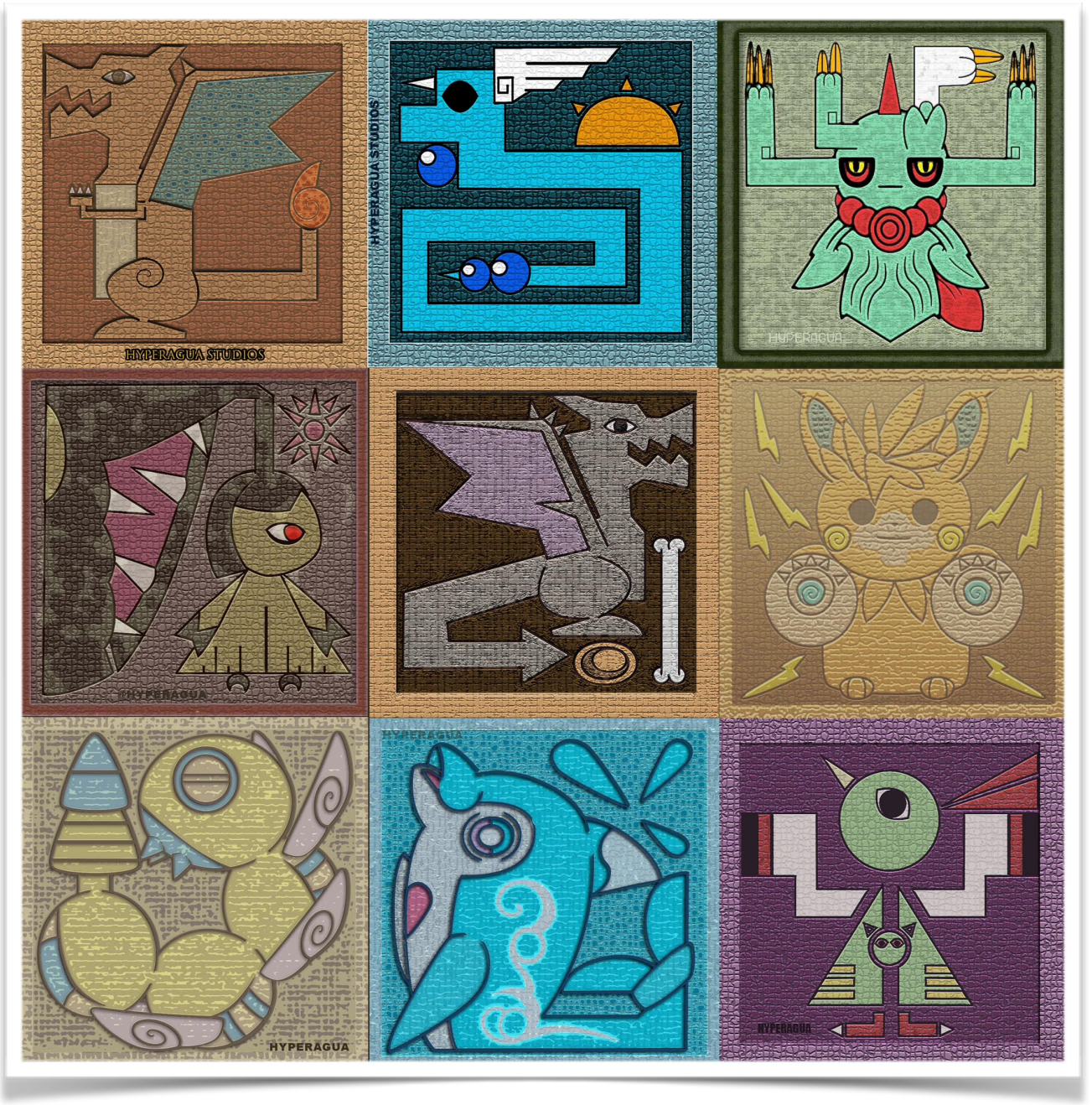
When I play Pokemon Games, I love to imagine that I'm part of the adventures, and I wanted to commemorate my Pokemon Teams and help others to do the same, so I decided to create a series called Hall Of Fame Cards:



Hyperagua

Hyperagua

I was at "Las Cuevas de Camuy" in Puerto Rico, I noticed some ancient-like stone featuring some animals, and why not turning them into Pokemon Ancient Stones?:



The least popular from the popular series is the Photo manipulation (Realistic Pokemon) series, I mean it is hard for popular platforms like Netflix to do live actions, so I knew I was aiming high:

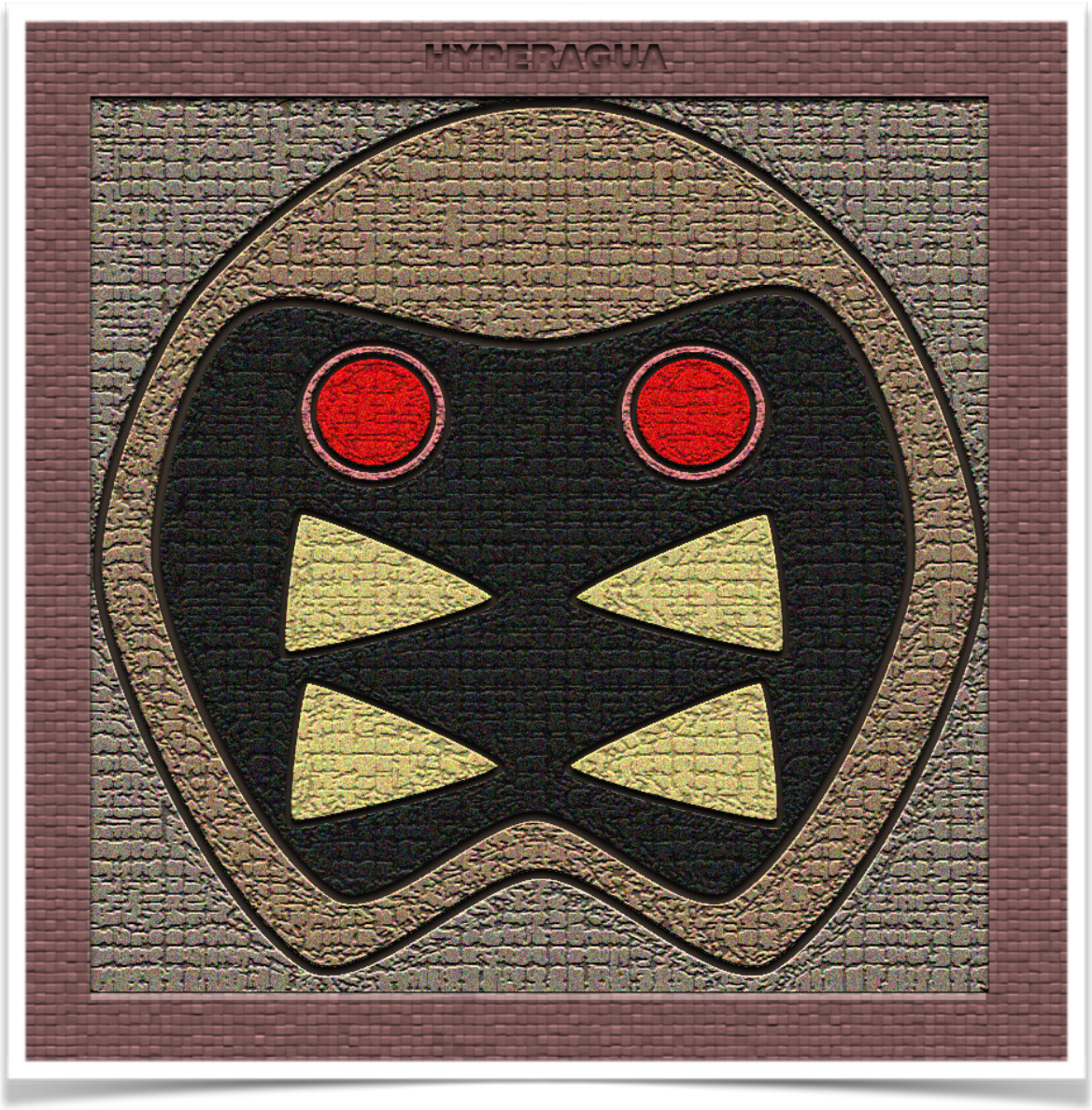
******Less Popular Series: Mega evolutions, Glitches, Newspapers, Pixels, Ancient Scrolls, Wallpapers, Paintings, Outfits. You will find some examples at Section IX (Appendix).******

V. CHALLENGES & TRIUMPHS

One of my biggest challenges was to develop an original style. I think most of the artists aim to develop an artistic signature throughout all their artworks. So in the process I think I developed two main styles, and I named them: Vodiel Style and Ancient Style.

The first one (Vodiel Style) has well defined lines, and hight contrast:

And the other style (Ancient Style), has two subcategories (Stones and Scrolls). Stones are done with Moho + Photoshop. I create symbols as much as cuticular as possible or using geometric figures on Moho and then on Photoshop I create a rocky filter:



Scroll are done using Photos + Photoshop. I take pictures and apply a filter where I can get black contours and erase the rest and I cover most of the subject in black, and in occasions I use brushes with low transparency, so it looks like it was done with ink:

HYPERAGUA STUDIOS
#367

I think those styles were a challenge, but represent pretty original approaches. Now my second great challenge was something I posted on Facebook.

"The situation behind what's going on on my page:

Have you noticed that you used to see my artwork daily and suddenly you see them every 3 or 4 days?

Well FB sent me a message stating they won't recommend my page anymore because is not relevant anymore.

Also, the money I earned during the month of July is on hold because "due to inusual activity". I have been doing the same for months.
Not only these issues, they removed my monetization moving forward because my page is "not in compliance". I checked my violations and it says zero.

Ways to support Hyperagua Studios: Commissions, Buy my Trading Card Game or Donations!

Thanks for reading; I appreciate you"

Until today they haven't paid me even though it says I have zero violations and my identity is confirmed, and I have appealed more than 3 times.

Another challenge was a "almost campaign" against Hyperagua Studios after getting accused that my art had zero value since it was a product of AI. I made a video explaining to everyone that some of my artworks contain AI Anime Filters, but it wasn't fair to credit AI if I had to create sketched and edit the filter multiple times on Photoshop. My intention is to share concepts, not to show off how much effort and time I have to spend on a computer designing. Also, in order to create a monetized bran, time is key and the filter helped me to be able to share daily content.

VI. A**RTISTIC PHILOSOPHY**

I believe that art is important for civilized communities. It gives the opportunity to everyone to express themselves with more freedom. Art is like the fingerprint of the emotions and ideas. Art makes a reference to someone's background, hence it is a door to understand yourself and others. I believe in "Kairos" the time of God, contrary to "Chronos" the time of men. I tried for years to open doors, to expose my art, and nothing happened, while for others it was way easier to get exposed to millions. But I understood: that everything is better in the time of the Lord, so I won't push anything. Of course, I will be diligent and do my part by sharing and practicing.

I perceive myself as a conceptual artist more than an illustrator. That's why most of my recent artwork look more like sketches, because the goal is to share an idea or concept more than an actual illustration with final colors, lines and shades.

VII. **FUTURE ASPIRATIONS**

One word: Luturas. Luturas is my ultimate project as an artist.Luturas [(Loo-Tuh-Rah-s); from "Luz" and "Creaturas" meaning Light and Creatures or Creatures of Light.] Inspired by Pokemon, Yu-Gi-Oh, One Piece, Atlantis, and Steam Punk, I have created an original Trading Card Game and Story (novel and comic). My aspiration is to make the game as viral and enjoyable as possible, so it can be turned into a mobile app, more comic chapters, and an animated series: A Franchise. The idea is that the community can have fun, while they excise their minds with strategies, and learn about multiple concepts (like the ones you will find in the Conclusion). The concept of Luturas is to turn almost anything into creatures (including abstract concepts). This idea started around 10 years ago, and after trial and error, now you can enjoy a totally functional Trading Card Game (you can buy them and check the rules at luturas.net).

Here's an example of how the concept of my Luturas Trading Card Game has evolved from organic to more steampunk and conceptual:

I created a simple comic book (that is considered a Beta) and a series of novel books:

PLANETA TIERRA, EL CARIBE
SIEMPRE HE SOÑADO CON AVENTURAS, PERO HOY MÁS QUE NUNCA QUIERO VIVIRLAS...
ME GUSTA LA CIENCIA Y LAS GEMAS, TENGO TODO LO NECESARIO AQUÍ...
ESTA ES MI COLECCIÓN... NO SÉ LO QUE SON PERO, ¡SÍ ME GUSTAN LAS GEMAS!
1
© HYPERAGUA 2015

QUISIERA CONTAR MI PASADO PERO PERDÍ MI MEMORIA, SOLO RECUERDO QUE UNAS PERSONAS VESTIDAS DE NEGRO Y CORBATA ROJA ME RECOGIERON.
A TRAVÉS DEL TIEMPO HAN "SALVADO" MÁS PERSONAS Y LAS HAN PUESTO AQUÍ. NOS OBSERVAN Y ANOTAN TODO.
ALGUNOS PIENSAN QUE ESTO ES UNA PRISIÓN. PARA MÍ, NOS DAN MUCHAS LIBERTADES.
HABLANDO DE LIBERTADES, MAÑANA EXPLORARÉ ESE GRAN PATIO. SÉ QUE TENDRÉ UNA GRAN AVENTURA. MAÑANA... PORQUE YA ME ENTRÓ EL SUEÑO.
ZZZ
2
© HYPERAGUA 2015

A LA MAÑANA SIGUIENTE...
¡¡¡ZID!!!
¡HORA DEL DESAYUNO!
YUMM!
YUMM!
YUMM!
YUMM!
YUMM!
YUMM!
¡LISTO PARA EXPLORAR!
CON ESTO DEJO MIS HUELLAS, SIGNIFICA QUE SALÍ. TENGO UN MÁXIMO DE 1 HORA PARA REGRESAR.
3
© HYPERAGUA 2015

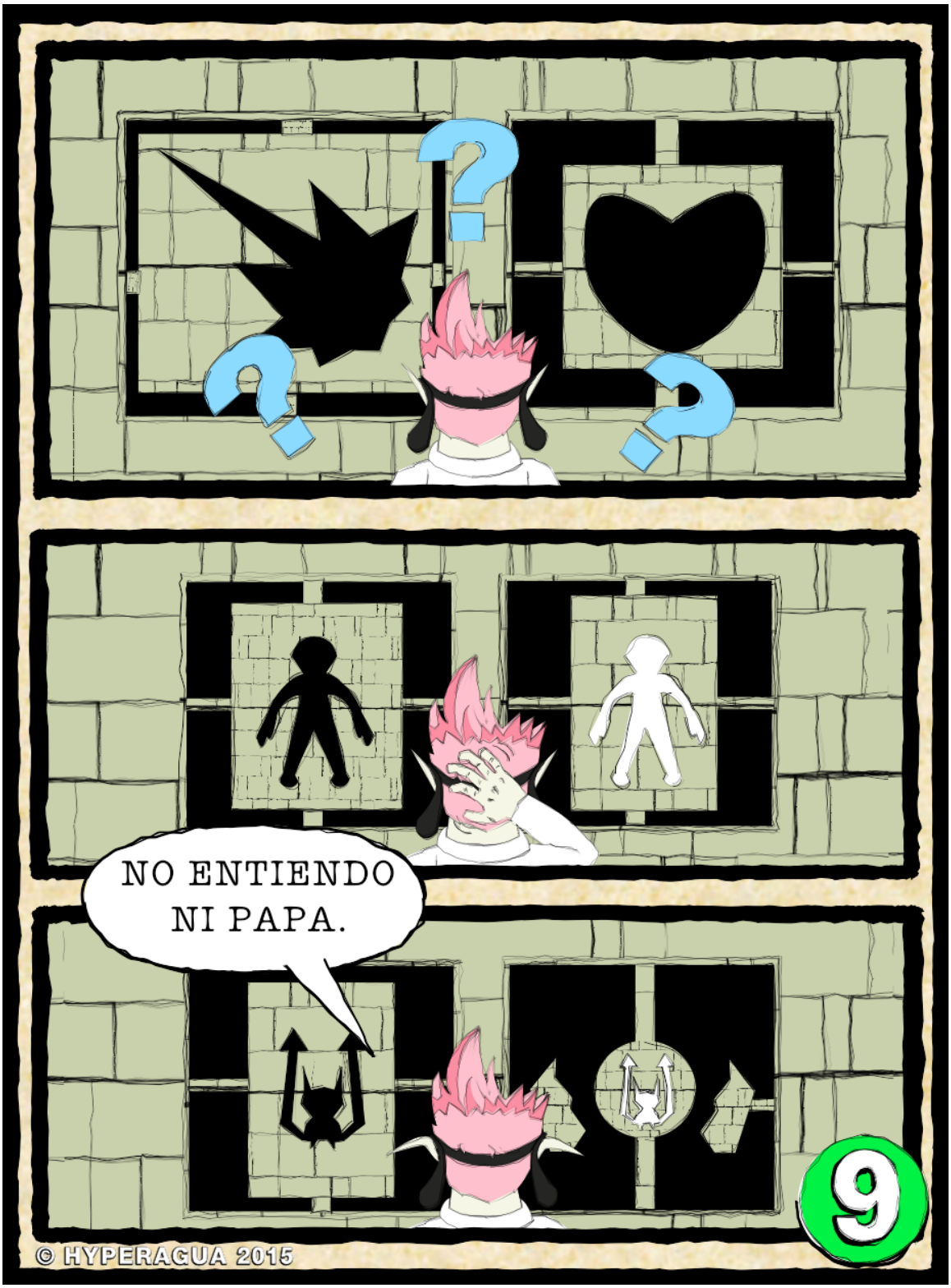
¡QUE COMIENCE
LA AVENTURA!
4
© HYPERAGUA 2015

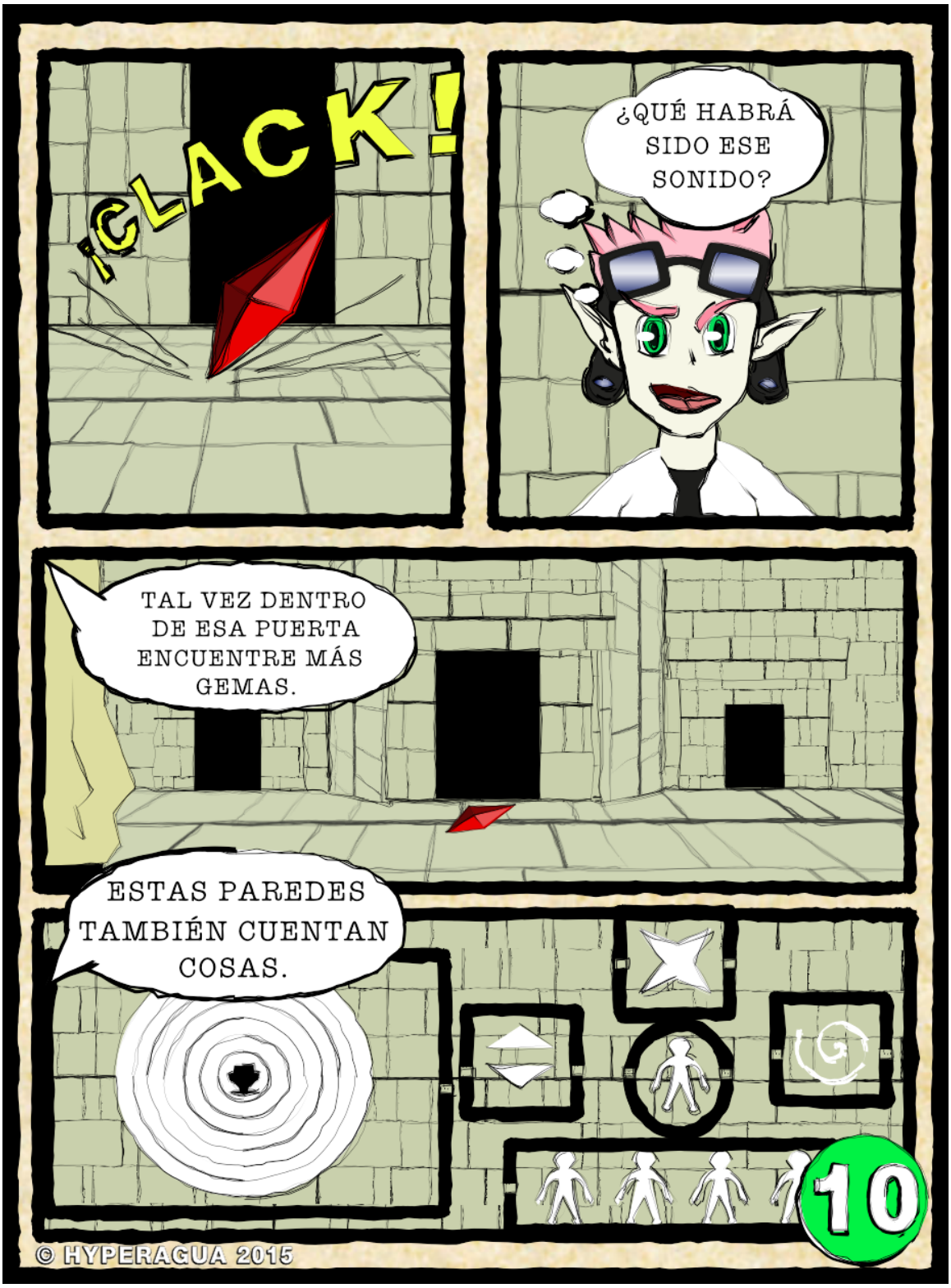
20 SEGUNDOS DESPUÉS...
ME ENCANTA TANTO EXPLORAR...
... QUE CREO QUE NO VOLVERÉ EN BUEN TIEMPO A CASA!
¿A QUIÉN ENGAÑO?
¡¡¡ESTOY PERDIDO!!!
5
© HYPERAGUA 2015

ESPEREN...
¿QUÉ ES ESO QUE VEO AL FONDO?
HHAAA!
AAAHH!
6
© HYPERAGUA 2015

WOAH...
¡SON GEMAS!
¡¡¡KKK!!!
CREO QUE MEJOR ME VOY A EXPLORAR ADENTRO.
¡PUM!
¡PUM!
¡PUM!
7
© HYPERAGUA 2015

ESTA MUY OSCURO...
¡PUFF!
¡¿HAY ALGUIEN AHÍ?!
... WOAH ES COMO SI LAS PAREDES CONTARAN UNA HISTORIA.
8
© HYPERAGUA 2015


NO ENTIENDO NI PAPA.
9
© HYPERAGUA 2015


¡CLACK!
¿QUÉ HABRÁ SIDO ESE SONIDO?
TAL VEZ DENTRO DE ESA PUERTA ENCUENTRE MÁS GEMAS.
ESTAS PAREDES TAMBIÉN CUENTAN COSAS.
10
© HYPERAGUA 2015

ENTRE MÁS ME ACERCO, MÁS CALOR HACE.
¿QUÉ PASARÍA SI TOCO ESTE LIBRO?
¡¡¡WUMM!!!
¡¡¡WUMM!!!
11
© HYPERAGUA 2015

MISIÓN CUMPLIDA, JEFE.
¡¿PUERTA NÚMERO 1?! PERO... ¡NO... DISCULPE MAJESTAD.
IRÉ TRAS ÉL Y LO DESTRUIRÉ
TE PROTEGERÉ, ZID.
CONTINUARÁ...
12
© HYPERAGUA 2015

CRÉDITOS

IMÁGENES

E

HISTORIA:

LUIS D. RODRÍGUEZ

(HYPERAGUA)

EDITORES:

SANDY HENRIQUEZ

(SEUTONIUS)

EMMANUEL GARCÍA

(FIREOFGODD777)

The protagonist of this Beta Comic Book is called Zid, which received a greater character development in the novel version and in the Trading Card Game:

VIII.**CONCLUSION**

Based on what I have learned during this 25 years, I conclude the following about my artistic journey:

1. A **talent or gift** is not a delicious fruit ready to eat, but a seed with the potential to give delicious fruits. It needs to be cultivated and nurture.

2. **Originality** is not something totally unique, but a unique combination of preexisting elements. Hence the importance of observing again and again multiple sources of inspiration.

3. My definition of **art** is "a creative product to express ideas, concepts, opinions, emotions, or facts." This means that the medium shouldn't dictate what's art or what's not.

4. It is important to **listen**; why would you struggle creating the wheel when that's already a thing? But it is crucial to understand what's positive criticism versus when it is not. Be honest when you judge this. At the end you won't satisfy 100% of your audience.

5. We won't achieve **perfection** in this world, so enjoy your evolutionary process, because it will be constant.

6. My definition of **motivation** is actually an equation: The amount of willingness towards something (motivation) is equal to the sum of the perception of availability plus skill level elevated to the perception of meaning to your ideal self divided by other options.

M = (Availability + Skill Level) ^ Ideal Self Impact / Other Option (1) (Availability +

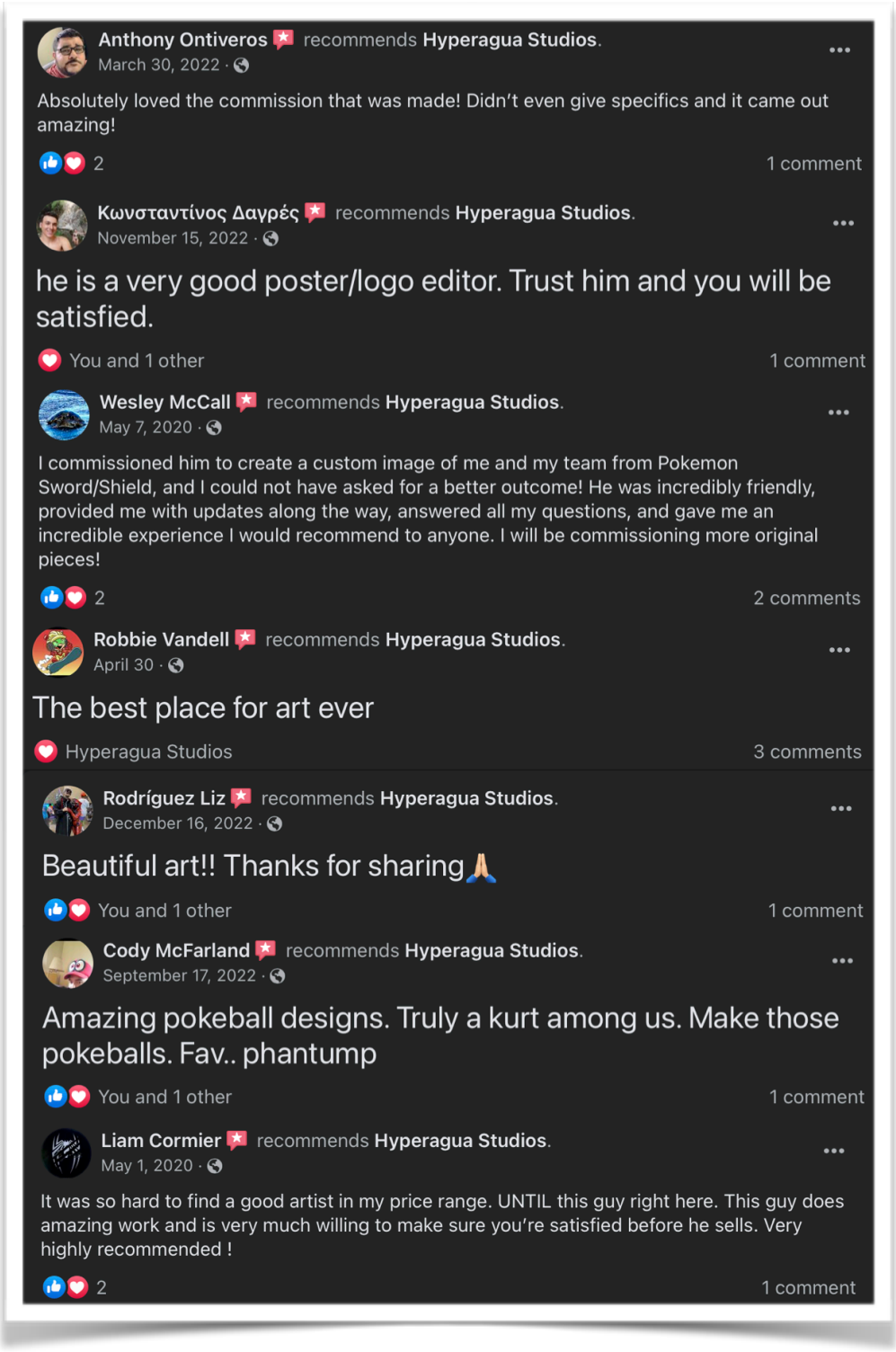
Skill Level) ^ Ideal Self Impact (Health)

In other words you will feel totally unmotivated if you are not available, if your don’t perceive that you have the require skill to complete it, if you don’t believe it will contribute to your ideal self, and if you have other options available that are more meaningful to yourself then your motivation would be basically the lowest. But if you have the contrary, you are available, you perceive you have the right skill to do it, you believe the completion of the task will contribute to your ideal self, and the other options don’t seem to be as important as the task you have to do, then you should have the maximum level of motivation, assuming there’s no chemical unbalance in the body.

IX. APPENDIX

Quotes or Testimonials (Reviews) from Followers

I want to say thank you to all the people that have recommended Hyperagua Studios:



Anthony Ontiveros recommends **Hyperagua Studios**.
March 30, 2022 ·

Absolutely loved the commission that was made! Didn't even give specifics and it came out amazing!

2 1 comment

Κωνσταντίνος Δαγρές recommends **Hyperagua Studios**.
November 15, 2022 ·

he is a very good poster/logo editor. Trust him and you will be satisfied.

You and 1 other 1 comment

Wesley McCall recommends **Hyperagua Studios**.
May 7, 2020 ·

I commissioned him to create a custom image of me and my team from Pokemon Sword/Shield, and I could not have asked for a better outcome! He was incredibly friendly, provided me with updates along the way, answered all my questions, and gave me an incredible experience I would recommend to anyone. I will be commissioning more original pieces!

2 2 comments

Robbie Vandell recommends **Hyperagua Studios**.
April 30 ·

The best place for art ever

Hyperagua Studios 3 comments

Rodríguez Liz recommends **Hyperagua Studios**.
December 16, 2022 ·

Beautiful art!! Thanks for sharing🙏

You and 1 other 1 comment

Cody McFarland recommends **Hyperagua Studios**.
September 17, 2022 ·

Amazing pokeball designs. Truly a kurt among us. Make those pokeballs. Fav.. phantump

You and 1 other 1 comment

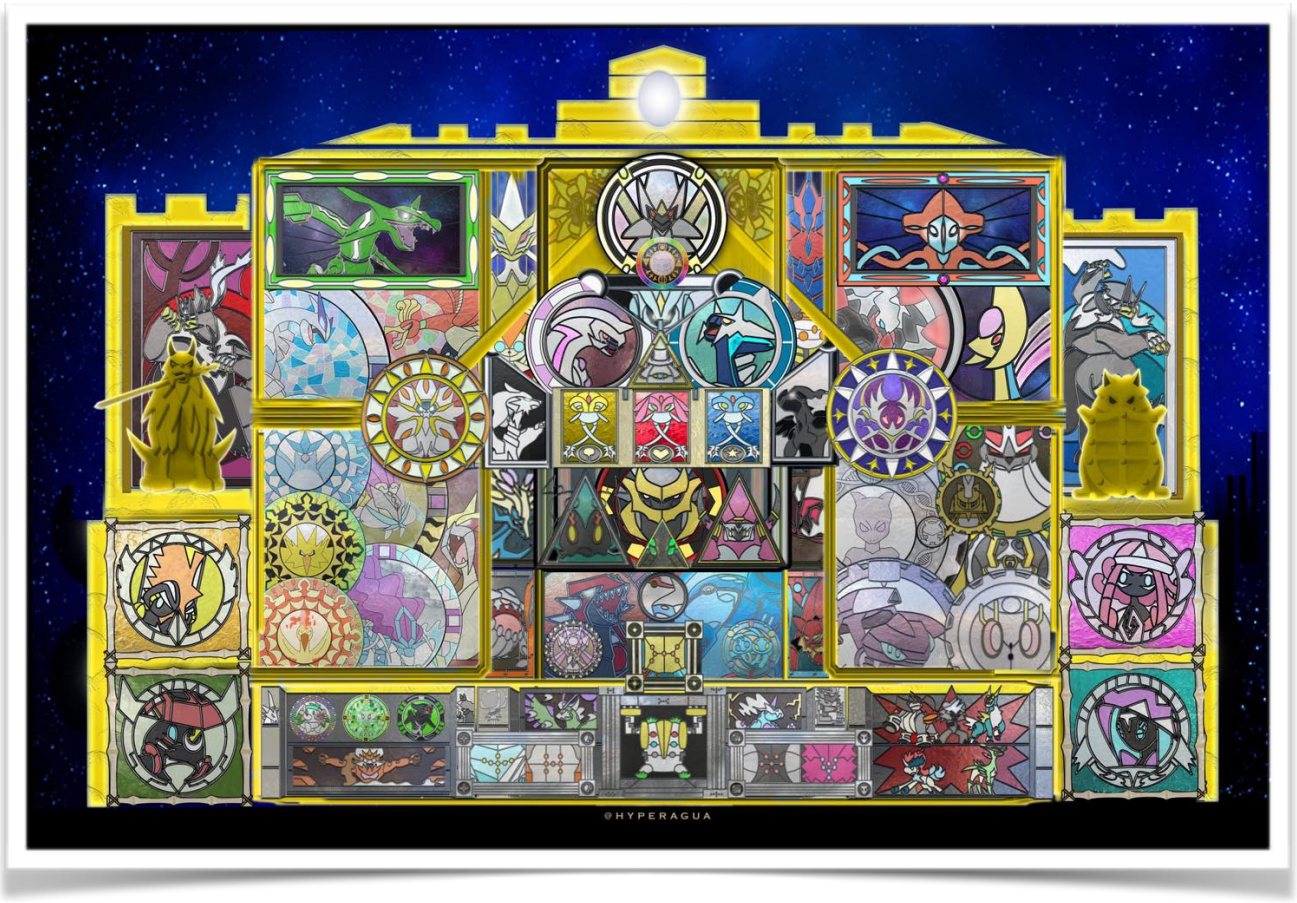
Liam Cormier recommends **Hyperagua Studios**.
May 1, 2020 ·

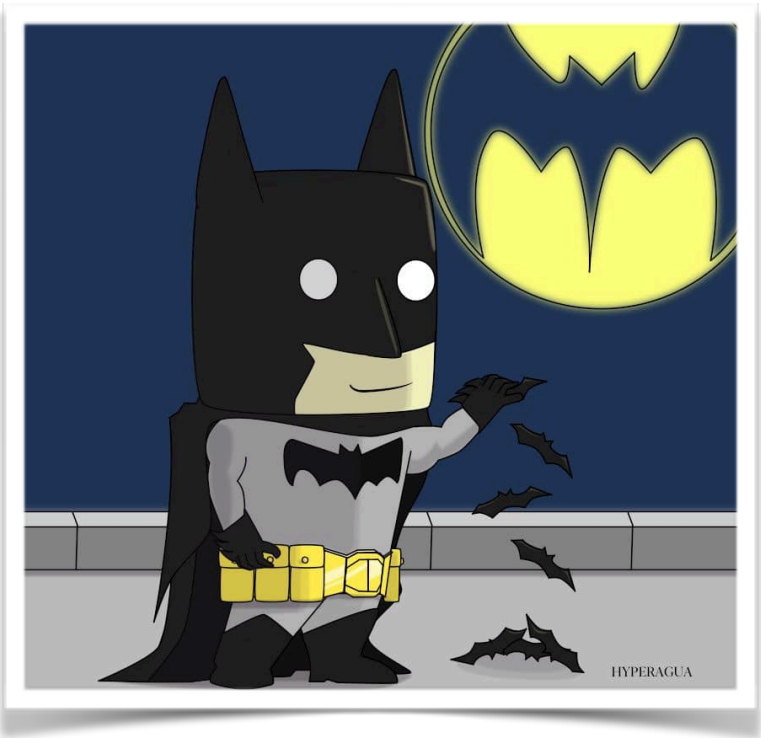
It was so hard to find a good artist in my price range. UNTIL this guy right here. This guy does amazing work and is very much willing to make sure you're satisfied before he sells. Very highly recommended !

2 1 comment

More Artworks:

Less Popular Series: Mega evolutions, Glitches, Newspapers, Pixels, Ancient Scrolls, Wallpapers, Paintings, Outfits. You will find some examples at Section IX (Appendix).





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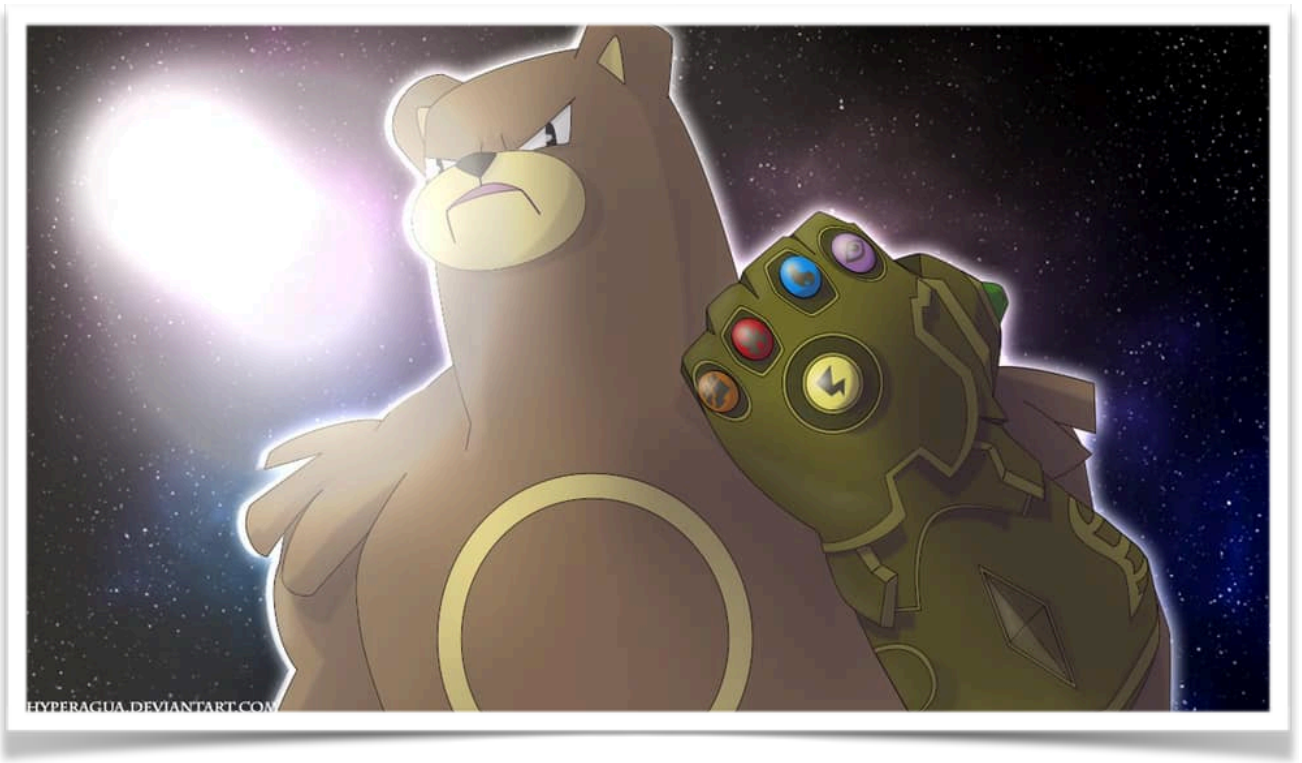
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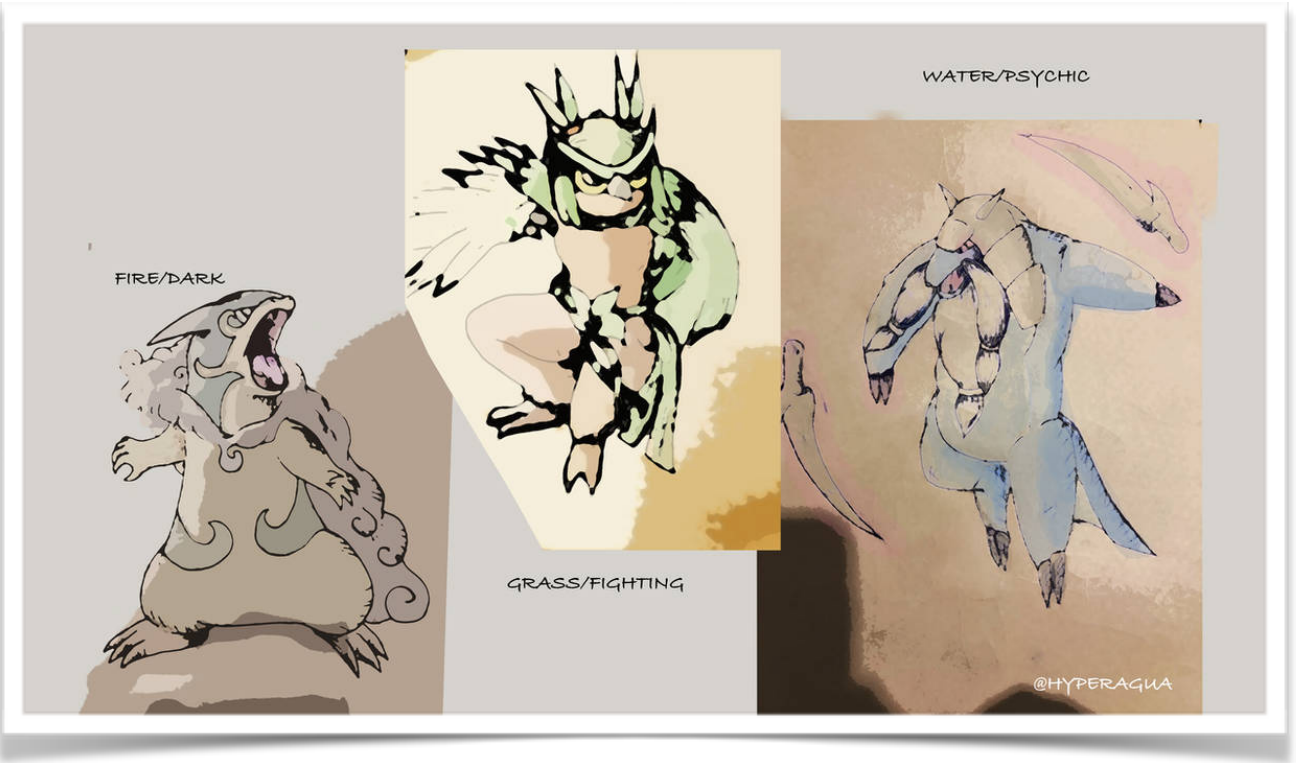
FIRE/DARK
GRASS/FIGHTING
WATER/PSYCHIC
@HYPERAGUA

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BETA DESIGN OF
HONOGUMA
BY GAME FREAK

HONOGUMA
REDESIGNED BY HYPERAGUA

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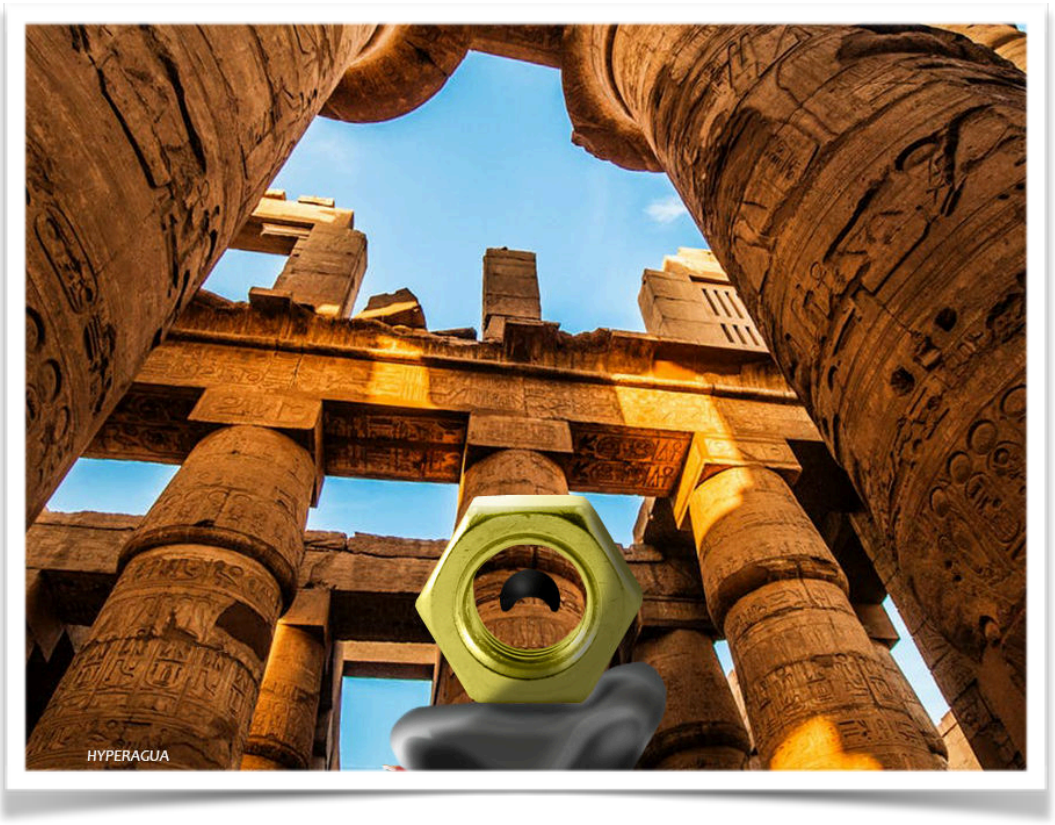
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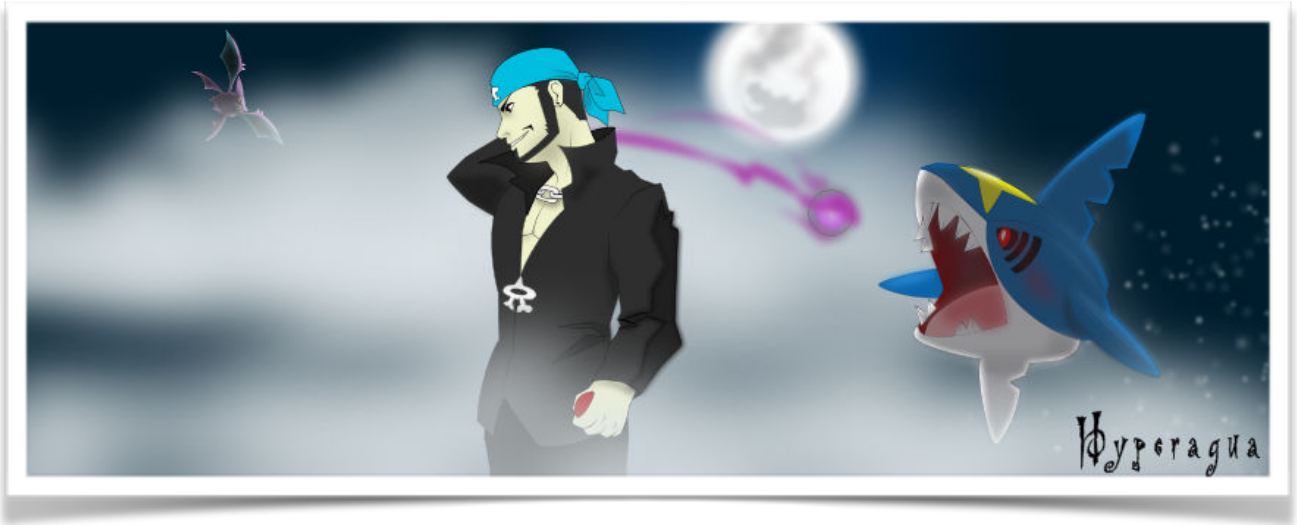
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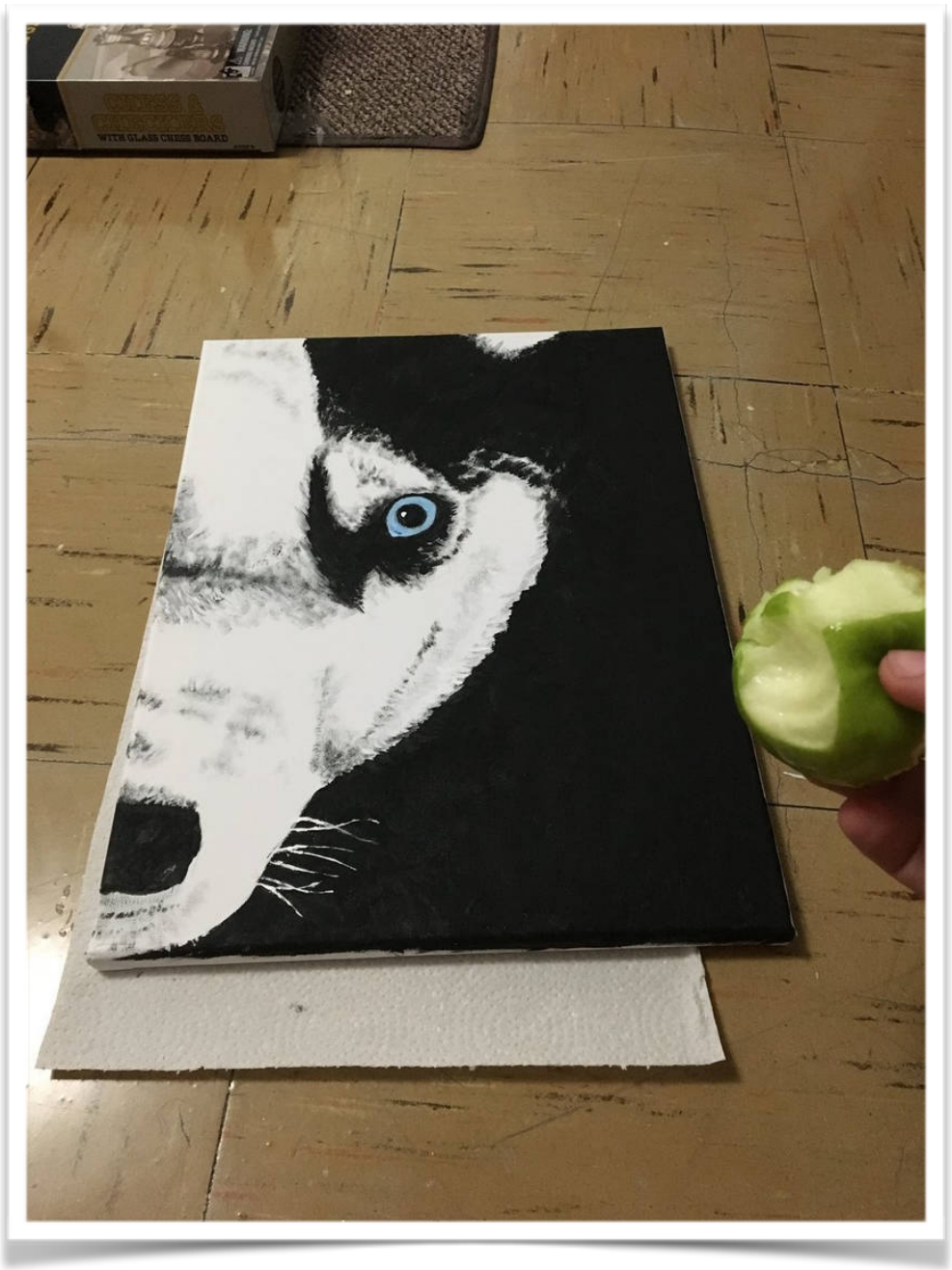
HP
Golduck, finish him! Use Ice Punch!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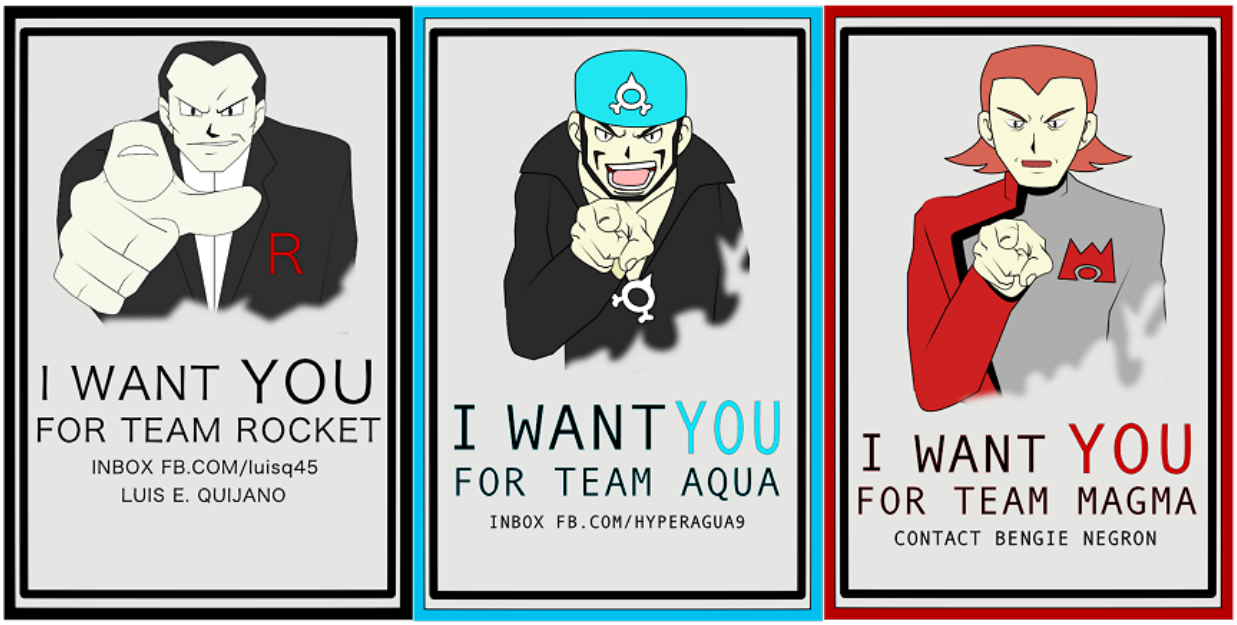
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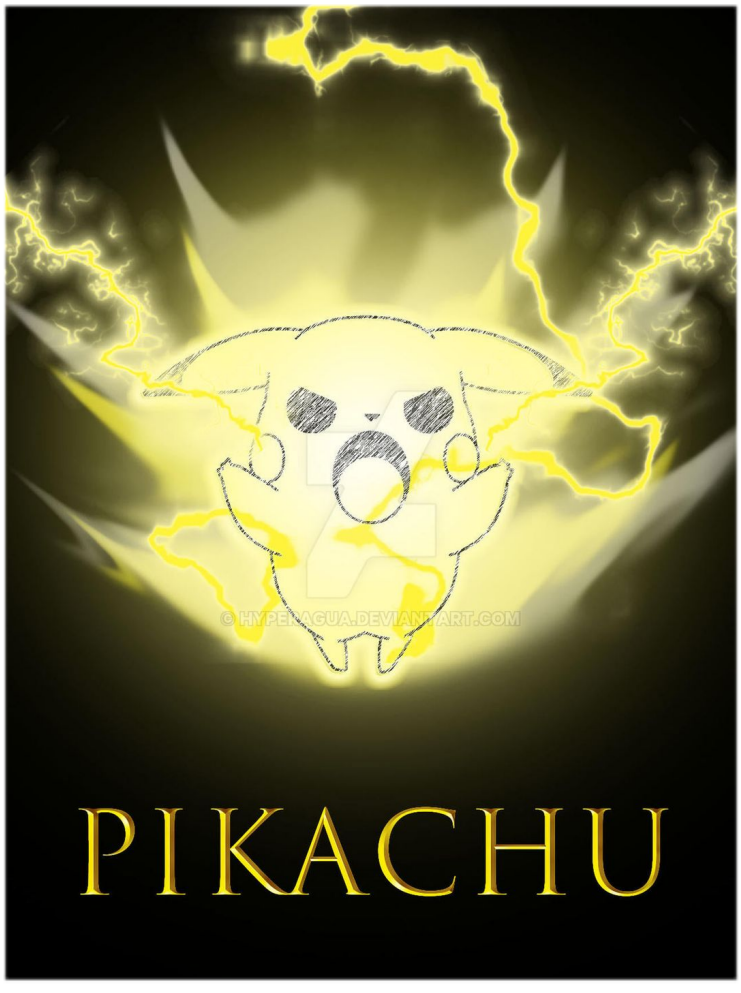
I WANT YOU
FOR TEAM ROCKET
INBOX FB.COM/luisq45
LUIS E. QUIJANO
I WANT YOU
FOR TEAM AQUA
INBOX FB.COM/HYPERAGUA9
I WANT YOU
FOR TEAM MAGMA
CONTACT BENGIE NEGRON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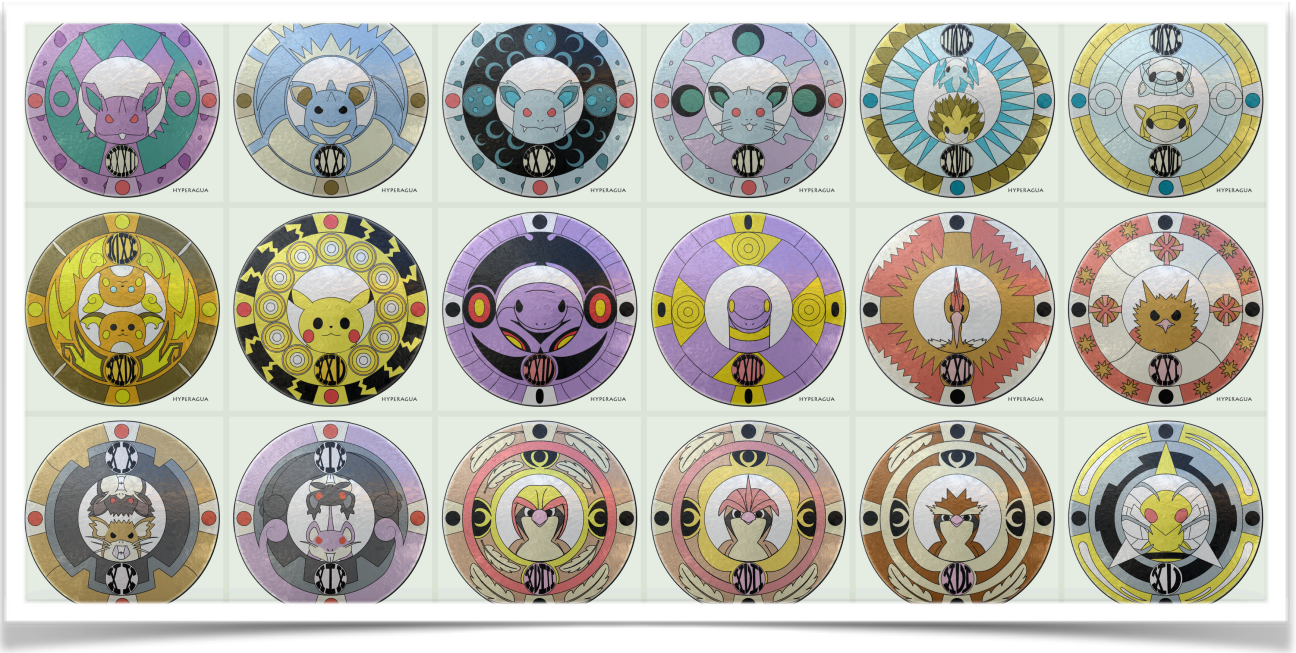

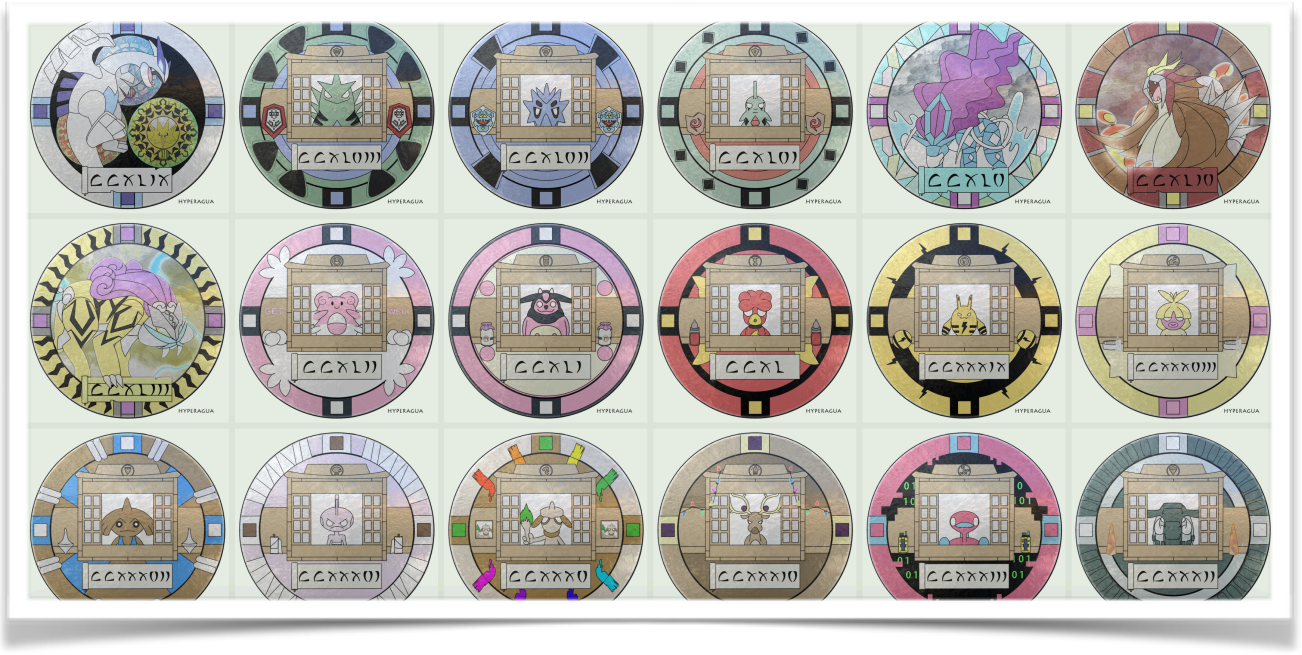

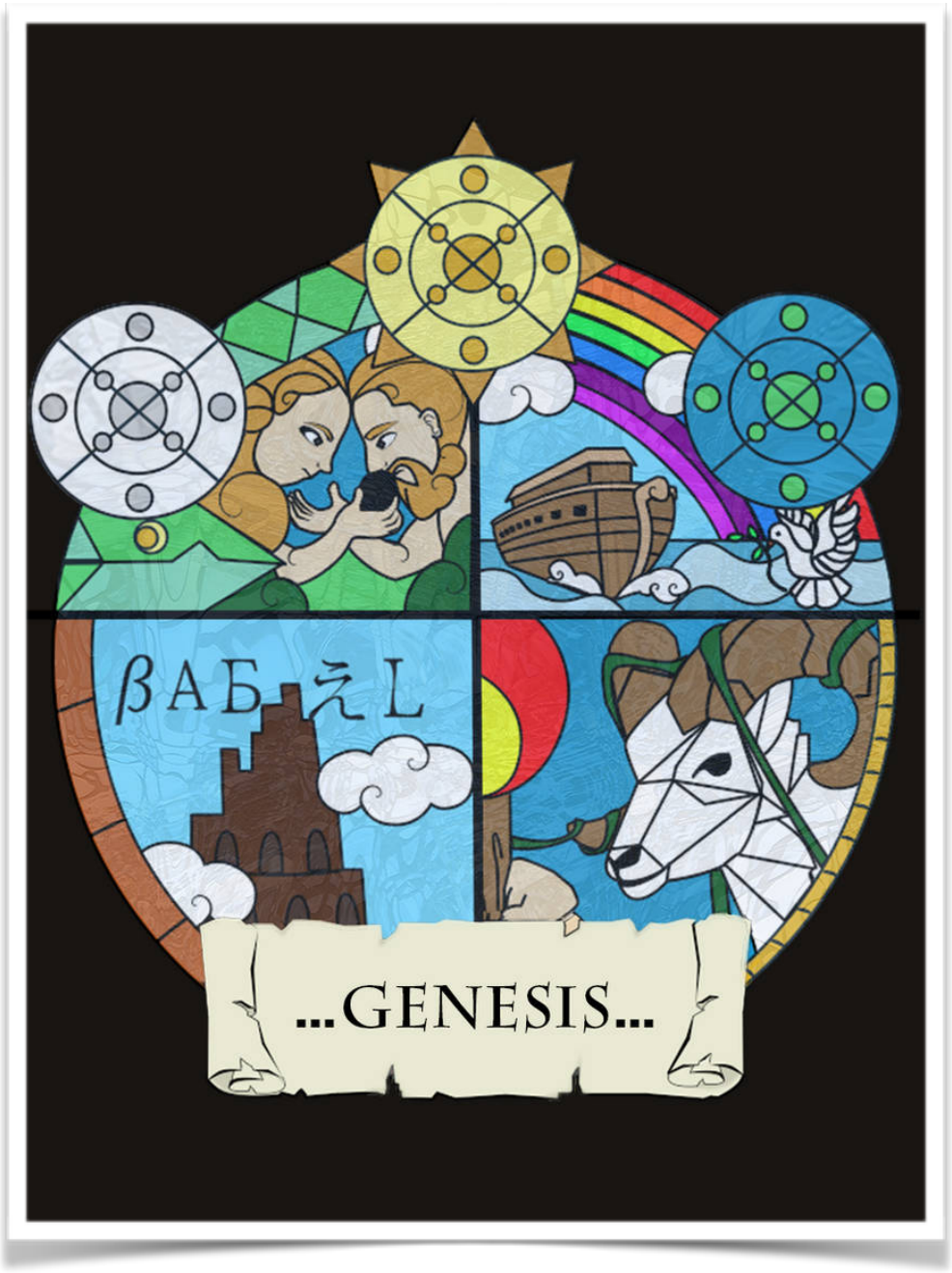
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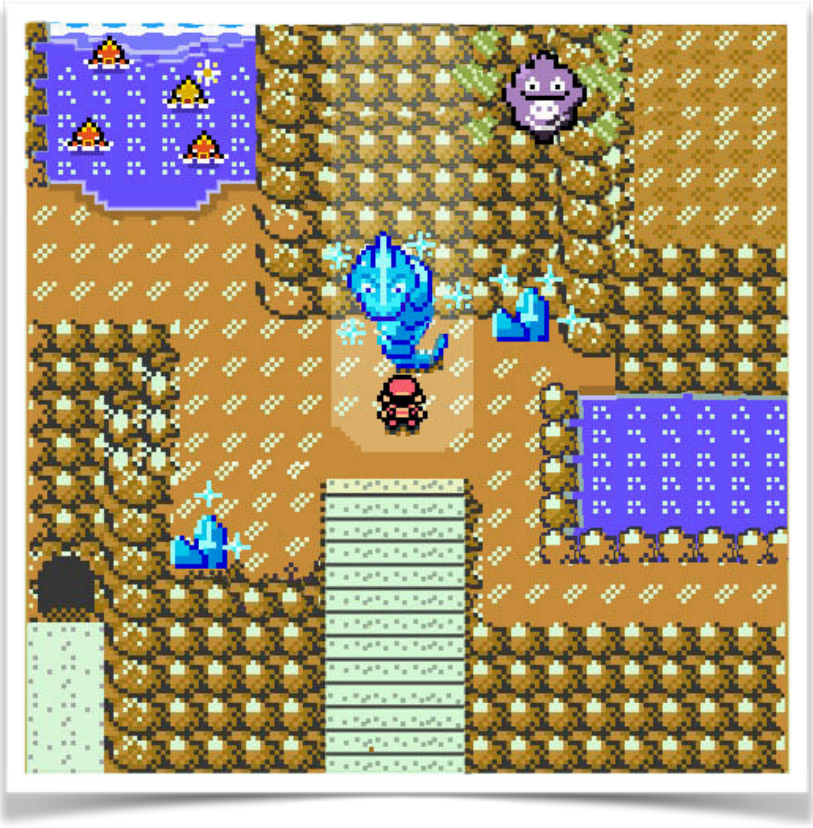

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FIGHT
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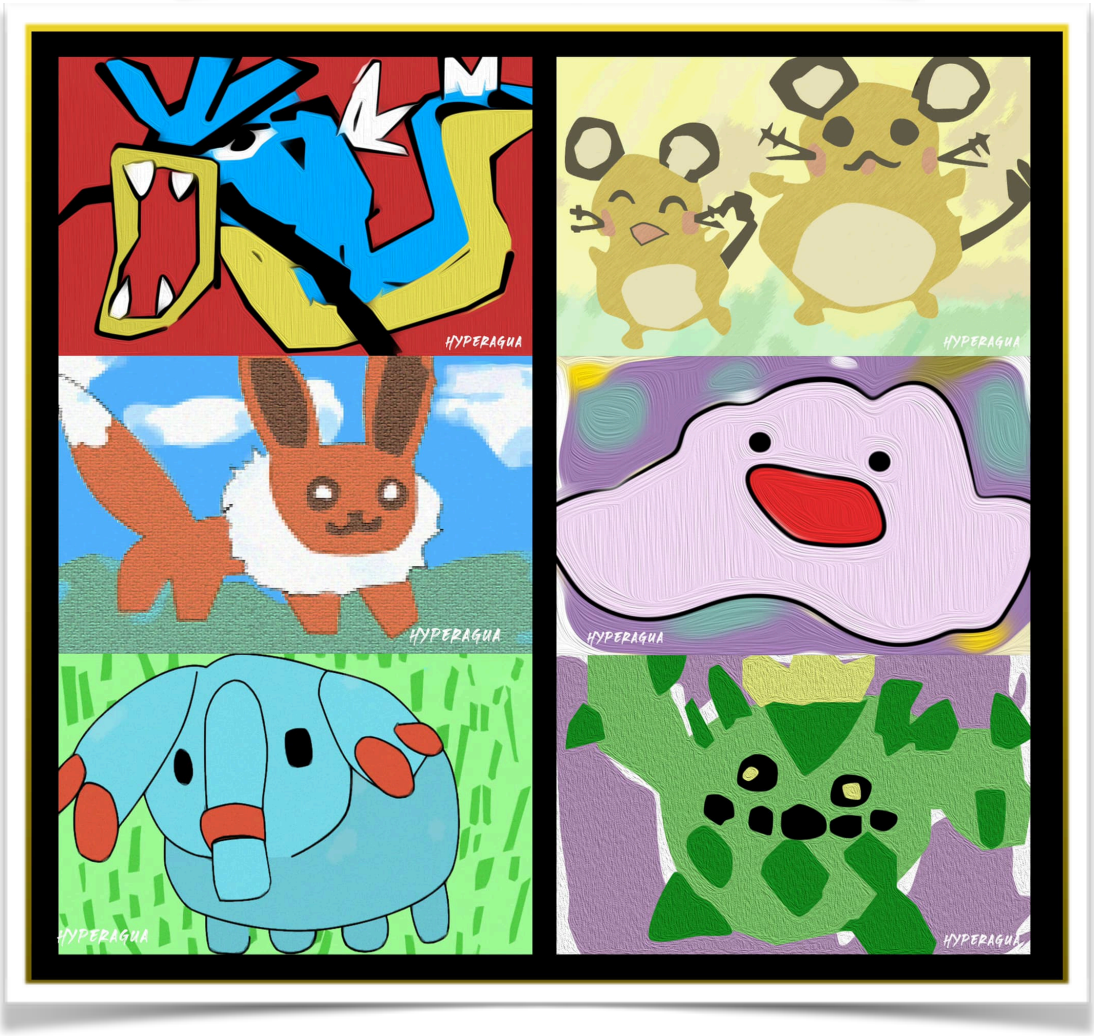
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HEARTLESS UMBREON
SWOOBAT
CROBAT
WATCHOG
SHIFTRY
KABUTOPS
TREVENANT
CLAWITZER
HONCHKROW
CUBCHOO
PIPLUP
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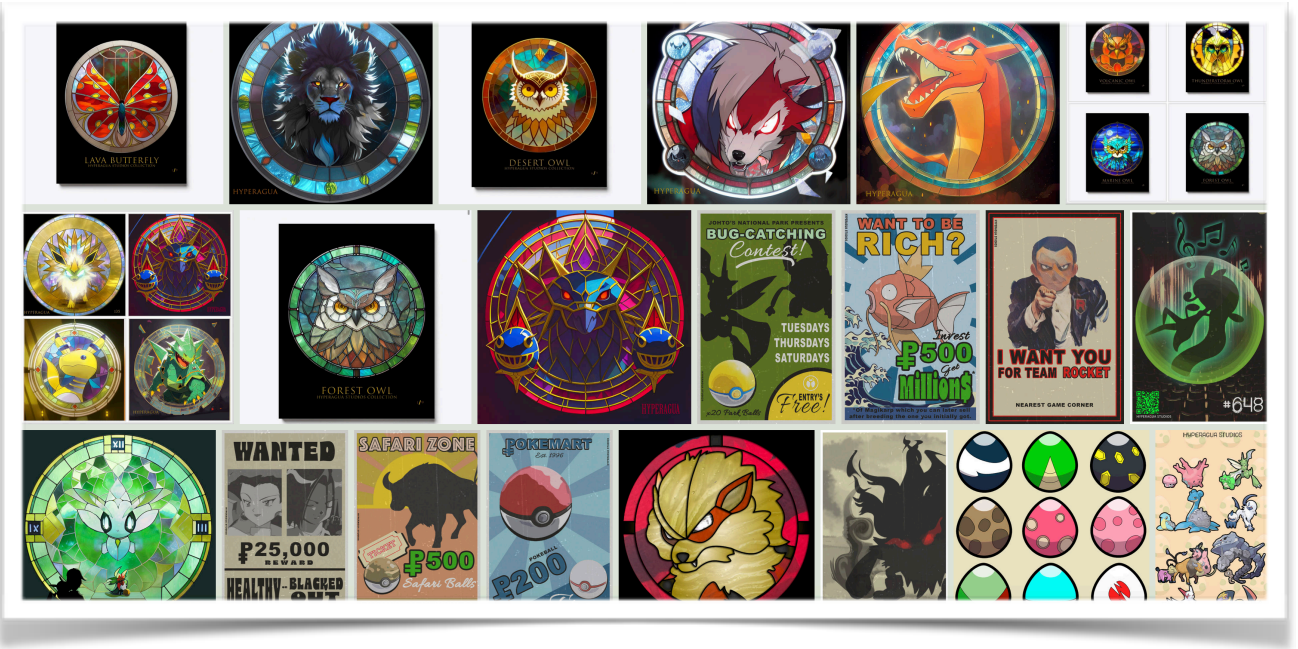
LAVA BUTTERFLY
DESERT OWL
FOREST OWL
BUG-CATCHING Contest!
TUESDAYS
THURSDAYS
SATURDAYS
WANT TO BE RICH?
Invest ₽500 Get Millions
I WANT YOU FOR TEAM ROCKET
NEAREST GAME CORNER
#648
WANTED
₽25,000 REWARD
SAFARI ZONE
₽500 Safari Balls
POKEMART
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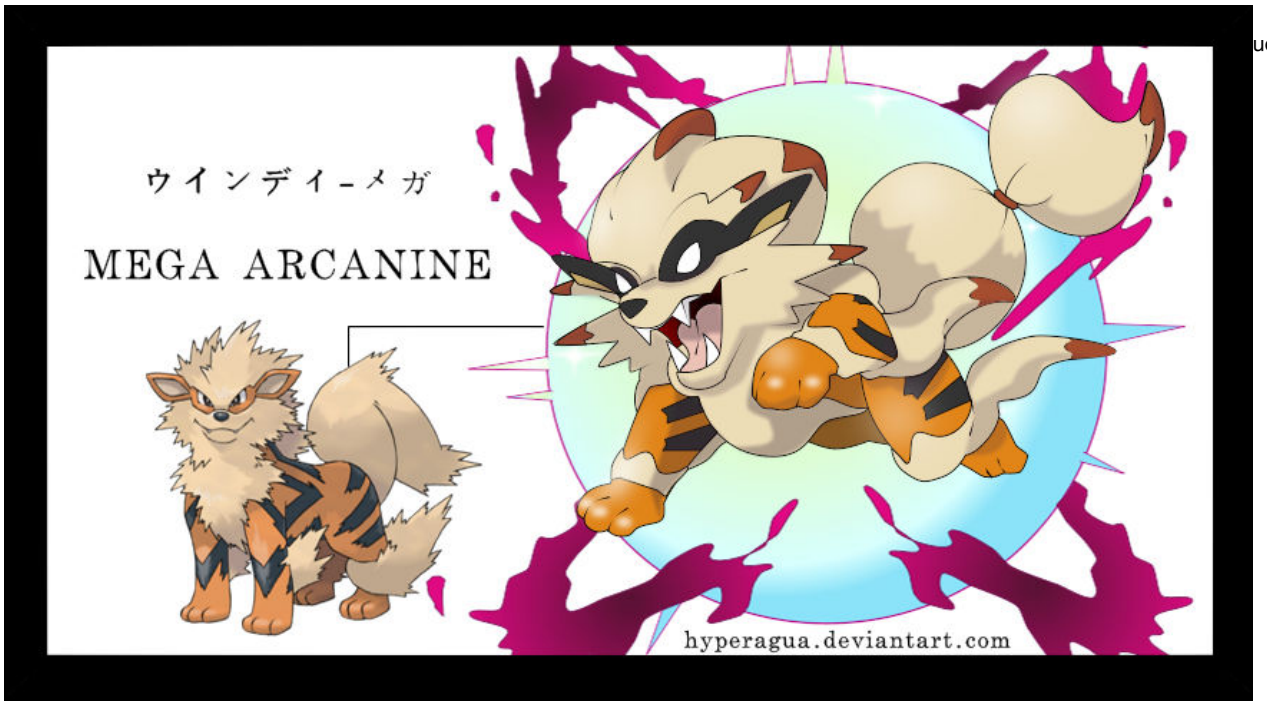

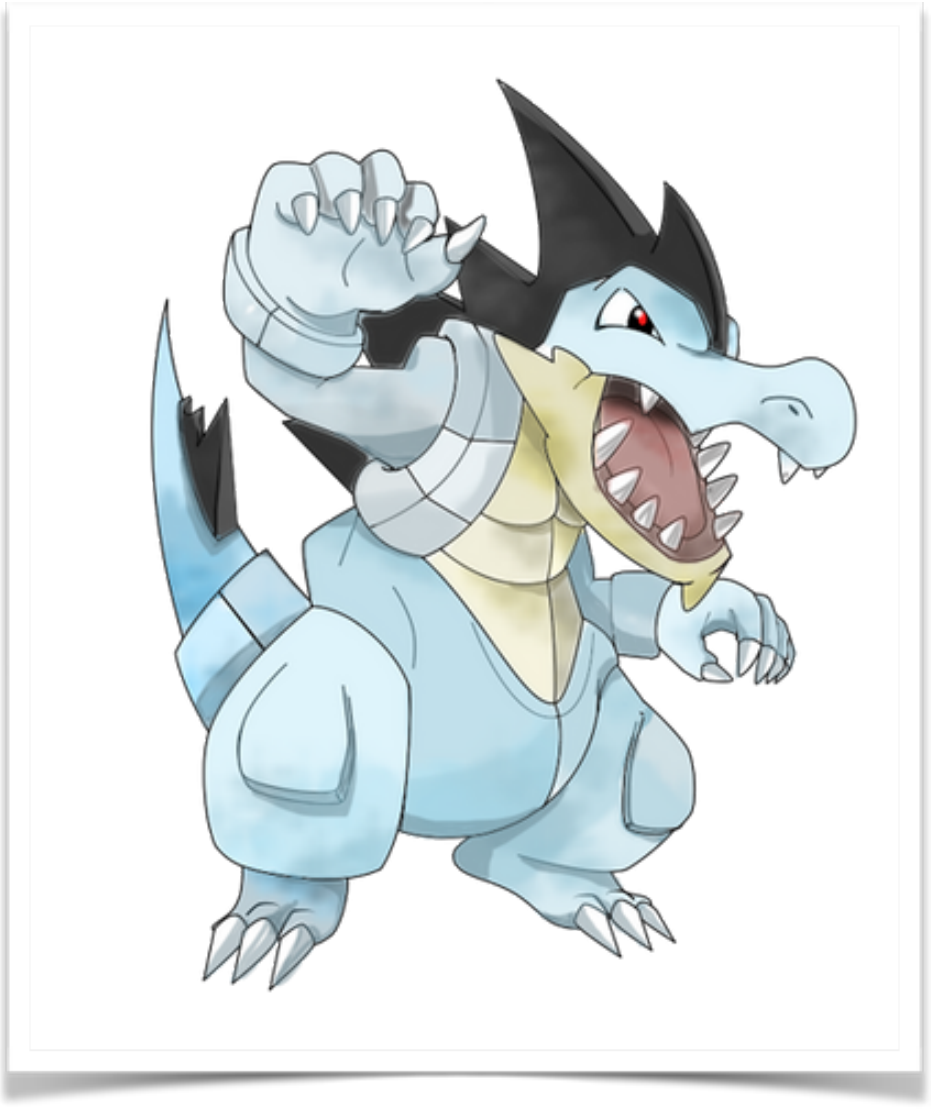

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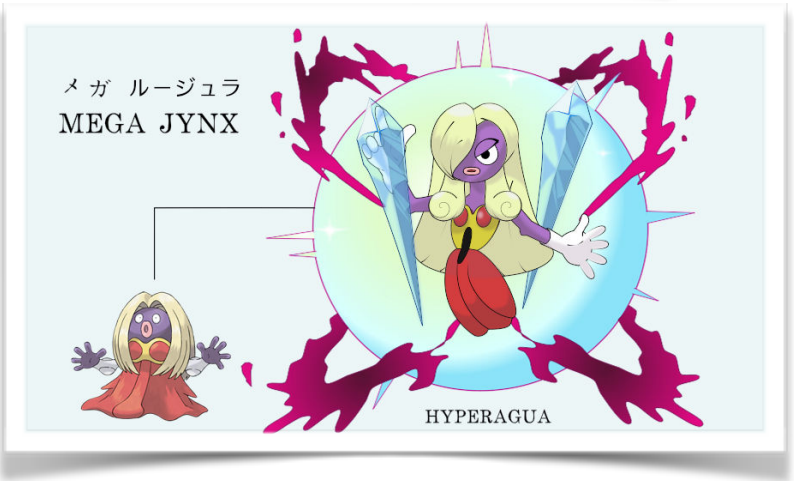
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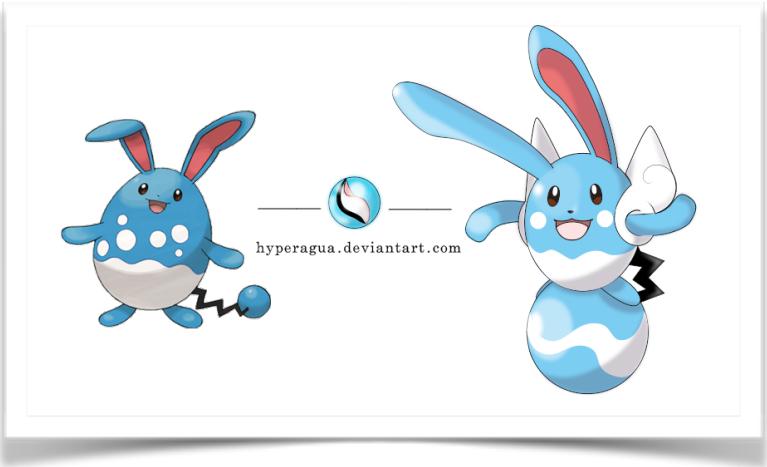
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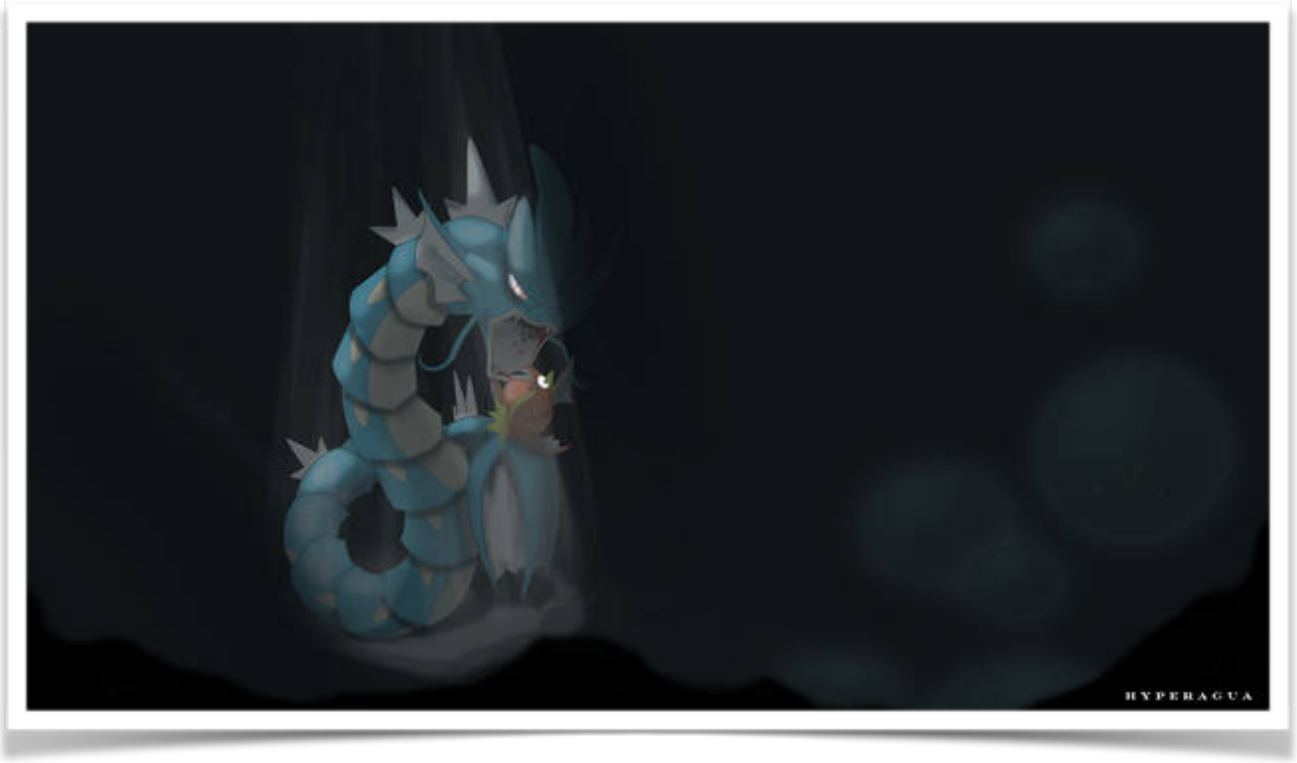
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DESIGNED BY GAME FREAK

TRUBBISH
REDESIGNED BY HYPERAGUA

GOTHITELLE
DESIGNED BY GAME FREAK

GOTHITELLE
REDESIGNED BY HYPERAGUA

HYDROPOLIS REGION
2nd Evolution Stage

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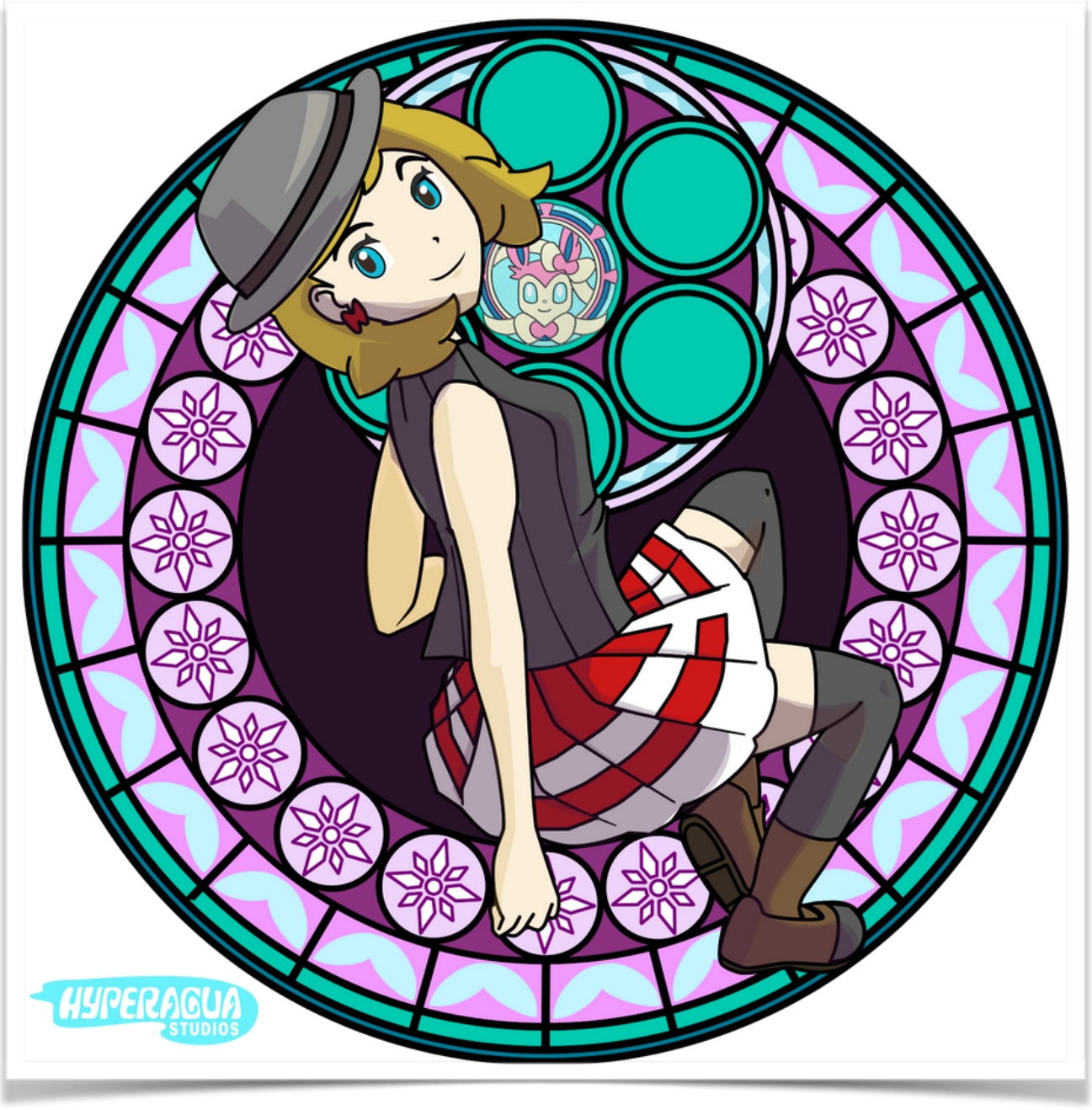
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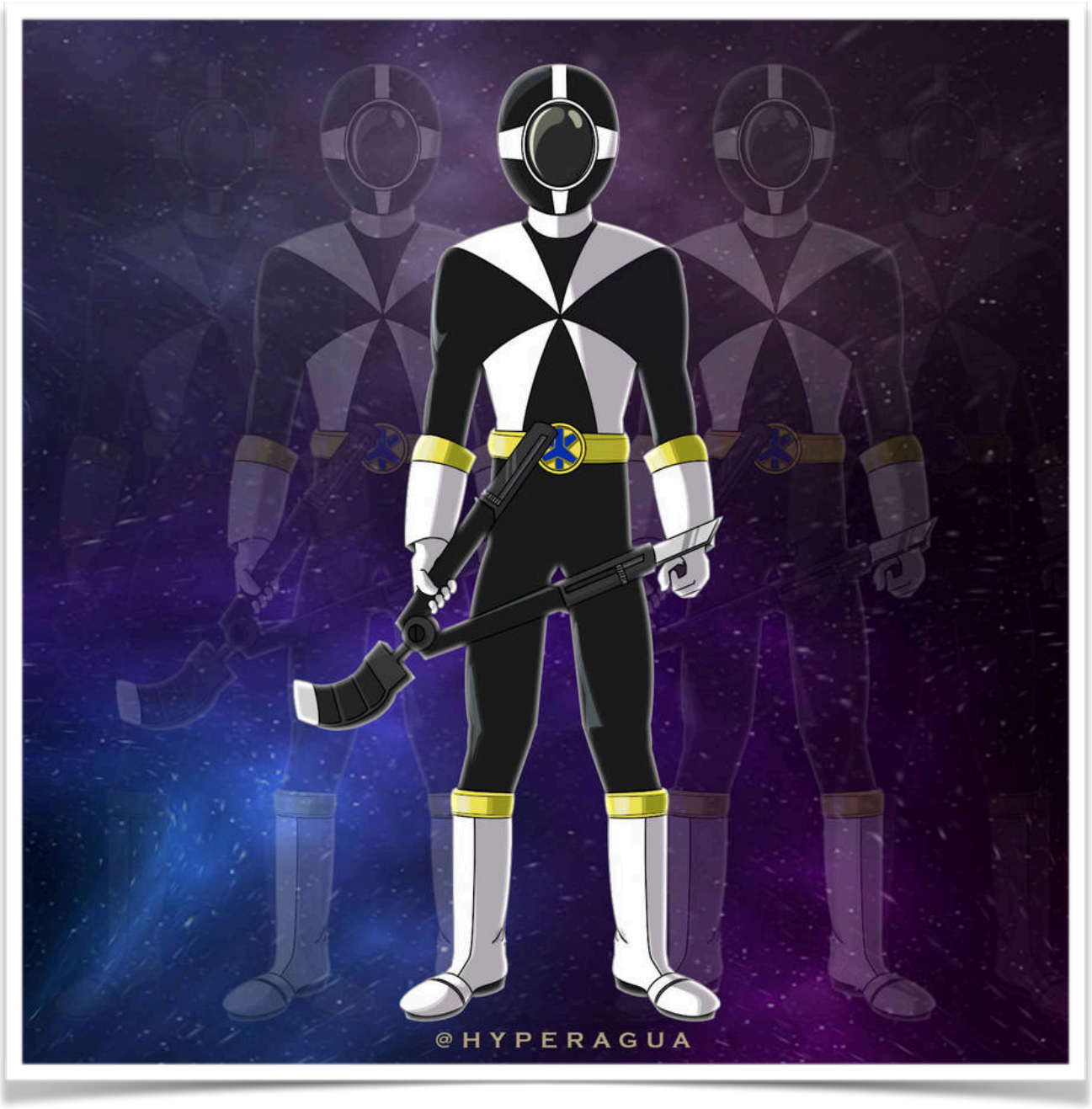
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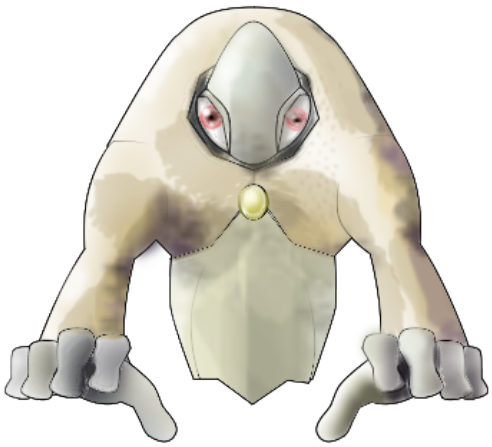

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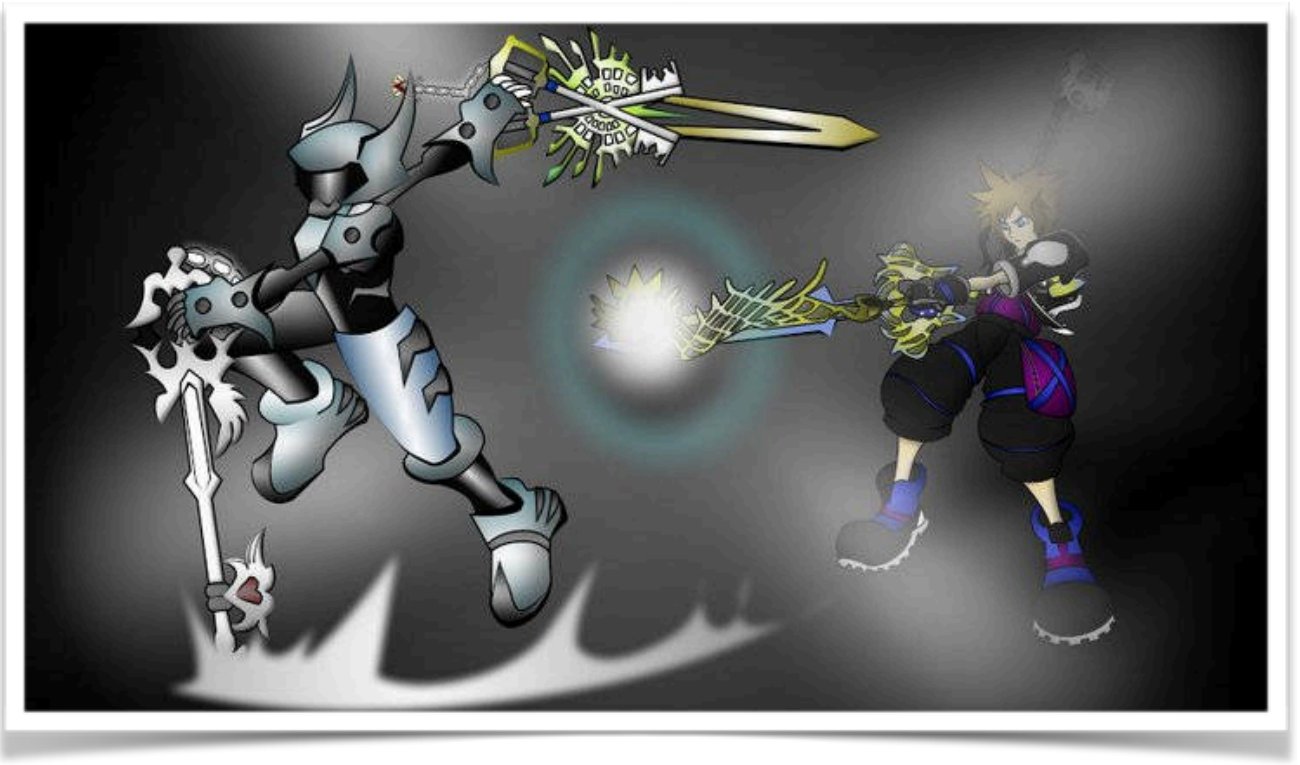

Don't Give Up!
2006
2013

Hyperagua Studios in Different Platforms:

Instagram:

Instagram.com/hyperagua_studios

YouTube:

https://youtube.com/@Hyperagua?si=GFSNI1QTUrolFJ0N

TikTok:

https://www.tiktok.com/@hyperagua?_t=8fHoCt8yeS3&_r=1

DeviantArt:

hyperagua.DeviantArt.com

My website (Original Trading Card Game)

luturas.net

Commissions and Donations:

Paypal.me/Hyperagua

Discord (new channel; I need help):

https://discord.gg/deHSz4Ab

Luturas eBooks:

https://www.wattpad.com/user/LuisRodriguez755

****** If you have enjoyed my book, please consider donate any amount to my art studios.*****

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