

Rules

Goals:

You are trying to be the very best! The first player to get 4 badges wins the game. In order to get badges you must collect pokémon and use them at Gyms or Contests.

Set-Up

- Gather all of the cards and separate them into 4 piles: Fire, Water, and Grass and Normal.
- Put one Legendary in each of the Fire, Water, and Grass piles, and shuffle all piles individually.
- Each route on the map has 6 bubbles near them colored red, blue, green, and grey. These colors correspond to the 4 types. Use these bubbles to help you create 8 piles (1 per route) with the correct card types.

Movement

Starting with the youngest player, the players take turns, moving clockwise. At the start of a player's turn, they roll two 6-sided dice. Players may move up to that many squares during their turn. You may not move over grass squares or water squares unless you have a pokémon with the appropriate HM ability. Players *are* able to walk past other players, and multiple players can stand on the same square at a time.

Actions

Along with their movement a player may take **one** of the following actions:

- *Capture a Pokémon.* When standing on a route, a player may use their action to draw the top card of their current route's Wild Pokémon pile. This Pokémon is put directly into the player's hand (their Party).
 - If the player's Party is full, the Pokémon is placed in the player's Box for safekeeping. If both the player's Party *and* Box are full, the player can either swap the caught Pokémon with a Pokémon in their party or let the Pokémon go. In both cases, the unwanted Pokémon is placed on the bottom of the route's Wild Pokémon pile, and the player's turn ends.
- *Battle.* When standing on a square adjacent to a Gym a player can battle that Gym's pokémon.
- *Compete.* When standing on a square adjacent to a Contest a player may compete with that Contest's pokémon.
- *Swap out your Pokémon.* When standing on a square adjacent to the Pokémon Center a player can swap pokémon between their Box and their Party, and vice versa. (A player can only have up to 5 pokémon in your Box at a time)

- *Trade*. A player can attempt to trade a Pokemon in their Party or Box with a Pokemon in another player's Party or Box. Trades can be initiated regardless of physical proximity. For a trade to be completed, both players must agree to the deal, in which case the trade happens immediately, ending the current player's turn. If a player rejects the trade, the deal is off. A failed trade does not cost the active player an action, allowing them to Battle, Compete, or Swap their Pokemon instead.

Once the player takes an action, they are unable to continue moving.

HMs

There are 3 HMs in this game.

- *Cut*. When standing on a square adjacent to a shrub, a player may remove the shrub allowing players to move through that square.
- *Surf*. When standing next to a body of water, a player may travel in a straight line at the other side of the water without using any movement.
- *Fly*. Instead of using their movement, players may travel in a straight line until they hit a shrub, or the route's edge.

During a player's turn, the player can use the HM ability of one of the pokemon in their Party. HM activations are not actions, and therefore can be used to "break up" the player's movement. (For example, if a player rolled a six, they could walk four spaces, use Cut, and then move through the bush square using their remaining movement.)

Type Effectiveness

Each Pokemon has an elemental type that determines their effectiveness against opposing Pokemon:

- Fire is *Super Effective* against Grass, *Not Very Effective* against Water, and *Effective* against Fire and Normal types.
- Water is *Super Effective* against Fire, *Not Very Effective* against Grass, and *Effective* against Water and Normal types.
- Grass is *Super Effective* against Water, *Not Very Effective* against Fire, and *Effective* against Grass and Normal types.
- Normal Types are *Effective* against all types.
- Legendaries are *Super Effective* against all types.

Fighting in Gyms

The orange squares on the map are **Gyms**, one of the two sources of Badges during gameplay. Players may use their action during their turn to Challenge a Gym. In order to defeat a Gym, the player must beat all of the Gym's Pokemon. Each Gym corresponds

to one of the three elemental types, (fire, water, and grass), and contains **three** pokemon of the corresponding type.

To begin, the player selects one of their Pokemon in their Party to battle the Gym's first Pokemon. To battle, players roll **one 6-sided dice**. If the player's chosen pokemon is:

- *Super Effective* against the Gym's type, they must roll above a 2.
- *Effective* against the Gym's type, they must roll above a 3.
- *Not Very Effective* against the Gym's type, they must roll above a 4.

If the player's roll succeeds, they defeat the opposing Pokemon, and can continue battling against the Gym's remaining Pokemon. If the Pokemon fails, it *faints*, and **cannot** be used in Gym battles until it is healed at the Pokemon Center.

If the player defeats all of the Gym's Pokemon, they obtain the Gym's badge. Gyms cannot be beaten by the same player multiple times. Once the Gym's badge is obtained, the player can not challenge the Gym again.

If all of the player's Pokemon faint during a Gym battle, they **white out**, and are teleported back to the Pokemon Center. All of the player's Pokemon are healed, and the player's turn ends.

Participating in Contests

The purple squares on the map are **Contests**, the other source of Badges on the map. Players may use their action during their turn to Compete in a Contest. To win a contest, the player must have 4 or more Pokemon of the contest type in their Party, otherwise they are outshined by their competitors. Upon winning the Contest, the player receives the contest's badge. Contests, like Gyms, cannot be repeated for extra badges. Once a player receives a Contest's badge, they can no longer challenge the Contest again.