

FEATURING
**New
Pokémon!**
FROM THE
**Gold & Silver
EDITION**

POKÉMON

Gotta catch 'em all!

Master Trainer

For 2 to 6 Players
Ages 7 and Up





Object

Become the World's Greatest Pokémon Trainer by building the most powerful Pokémon team.



Contents

Gameboard • 250 Pokémon chips
(6 Starter chips, 79 pink chips, 64 green chips, 48 blue chips, 36 red chips, 7 light blue Baby Pokémon chips, and 10 yellow Legendary Pokémon chips) • 8 Gym Badges • 1 Lance Badge
• 1 Red Badge • 6 Ash pawns • 54 Item cards • Spinner Card
• Plastic Pin and Arrow • 6 Chip Holders • 2 Dice • 80 Plus Clips

Assembly

- Punch out the cardboard Pokémon chips, Chip Holders, Gym Badges, Lance Badge, Red Badge and Spinner Card.
- Remove the Ash pawns, Plus Clips and dice from the plastic bags. Discard the bags.
- Carefully remove the Plus Clips, Plastic Pin and Arrow from the plastic runners. Discard the runners.
- Push the Plastic Pin up through the hole in the center of the Spinner Card and push the Arrow down to secure. See Figure 1.

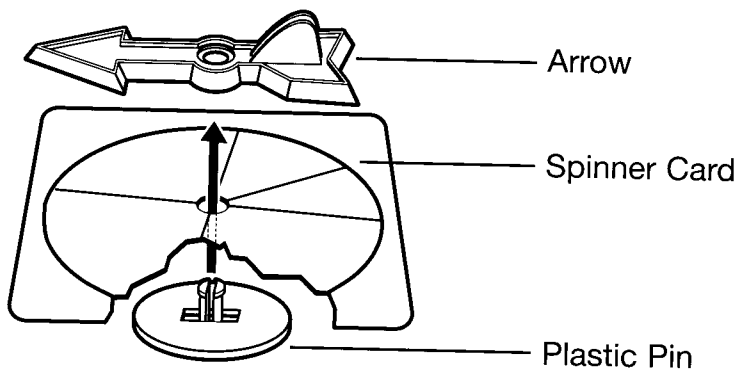


Figure 1



Setup

- Unfold the gameboard and place it on a flat surface within easy reach of all players.
- Place the Gym Badges, Lance Badge and Red Badge facedown on the matching board spaces.
- Each player chooses an Ash pawn and matching color Chip Holder. Place your pawn on New Bark Town and your Chip Holder in front of you.
- Find the six pink Starter chips: Chikorita, Cyndaquil, Totodile, Bulbasaur, Charmander and Squirtle. Each player chooses one Starter chip and places it faceup into his/her Chip Holder.

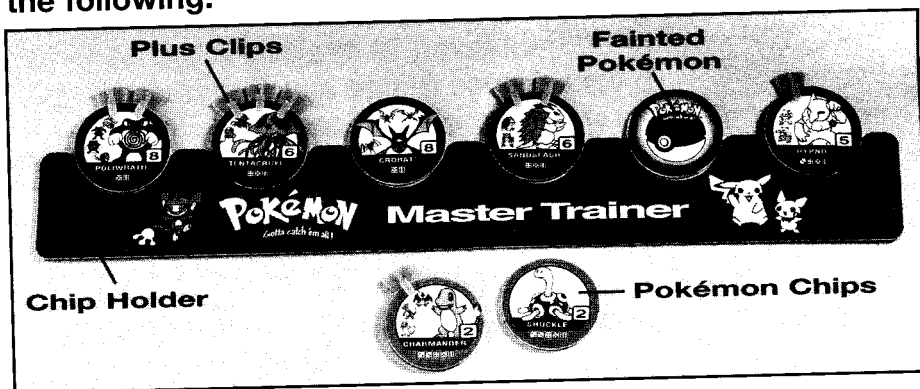
STARTER CHIPS



- Separate the chips by color. Mix up each color and place them into stacks facedown on the side of the gameboard. Place any remaining Starter chips into a **pink** chip stack.
- Shuffle the Item cards and deal 2 cards to each player. Place the remaining cards in a facedown draw pile on the side of the gameboard.
- Place the spinner and Plus Clips on the side of the gameboard within reach.
- Each player rolls the dice. The player with the highest roll goes first. Play then passes to the left.

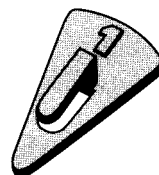


Before you begin your journey... Let's take a look at the following:



Chip Holders: Chip Holders hold up to six Pokémon. Only the Pokémon in the holder are able to battle. If your team has more than six Pokémon, keep the most powerful ones in the holder and set the weaker ones off to the side. Although Pokémon outside the holder cannot battle, they do count towards your team's total value at the end of the game. **NOTE: You can move your Pokémon in and out of the Chip Holder at any time but a Pokémon must be in the holder for you to send it into battle.**

Plus Clips: Each time one of your Pokémon battles and defeats an opponent it earns a Plus Clip. Each clip gives your Pokémon an extra point in future battles.

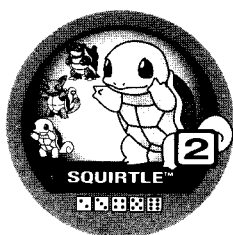


Fainted Pokémon: If your Pokémon loses a battle, it faints and must be turned facedown. A fainted Pokémon must be revived before it can be sent into battle again. A Pokémon can only be revived at a Town or City, or by a Baby Pokémon.





Pokémon Evolution: Some Pokémon evolve into stronger Pokémon. If you collect 2 or more evolutions of a Pokémon, you may combine their values when you go to battle. For example: If you have Squirtle and you collect Wartortle, you may combine them for a value of 7 (Squirtle=2 + Wartortle=5). If you then collect Blastoise, you may combine all three values for a total of 15. Evolving Pokémon show their evolutions on their chips. **Note: Evolved Pokémon cannot be traded and Legendary Pokémon do not evolve.**



SQUIRTLE (2) + WARTORTLE (5) + BLASTOISE (8) = 15

Game Play

Traveling through Johto:

1. On your turn, either roll the dice and move your pawn **OR** play an Item card. In the case of Battles, you may do both. (You will learn more about Battling on pages 7-10.)
2. Follow the instructions on the board space on which you land **OR** on the card(s) you play.
3. Your turn ends.

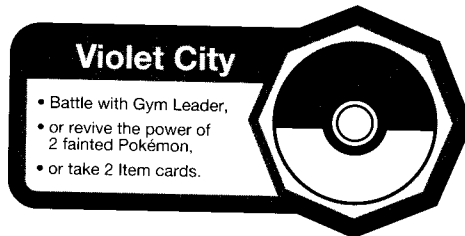
Moving your Pawn:

Roll the dice and move your Ash pawn that number of spaces along the different color game roads. Strengthen your team by landing on spaces that allow you to **Get, Meet, Battle** and **Trade** for Pokémon. More than one Ash pawn can be on a space at the same time.



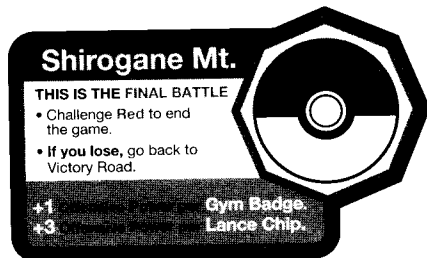
The Gameboard Spaces:

- **Get Pokémon:** Take a chip from a stack matching the color of the words “**Get Pokémon**” and add it to your team. You don’t have to battle to **Get Pokémon**.
- **Meet Pokémon:** Battle for a Pokémon. (See **Meet Pokémon** on page 7.)
- **Battle:** See **Battling Another Player** on page 9.
- **Trade:** Trade any one of your Pokémon chips for one of **your choice** of the same color with another player. The other player **must** trade with you unless he/she has a **Clefairy card** to block the trade.
- **Pokémon Breeder:** Baby Pokémon revive fainted ones. Turn over a (light blue) Baby Pokémon chip and battle as you would on a “**Meet Pokémon**” space. (See **Meet Pokémon** on page 7.) If you win a Baby Pokémon you may revive up to 2 of your team’s fainted Pokémon.
- **Town & City Spaces:**
You do not need to land on these spaces by exact count. Choose from the options on the space.
- **Ivory Paths:**
Get and **Meet Pokémon**, **Battle** and **Trade** with other players, and collect Item cards along the way. On these paths you can travel in either direction.
- **Green Paths:** **Get** and **Meet Pokémon** as well as strengthen the ones you already have. Travel in only one direction following the arrows.
- **Dark Tan Path:** Only after 4 Gym Badges have been collected (it doesn’t matter which 4, or which players have collected them), can players move onto the dark tan path. Travel in either direction and continue to strengthen your team.





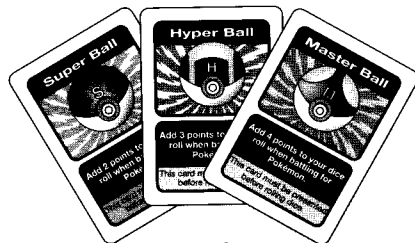
- **Indigo Plateau:** You **must** stop here to challenge Lance and he **must** be defeated before any player can go onto the Final Battle at Shirogane Mt.
- **Shirogane Mt.:** This is the Final Battle! Win, and the game ends. Lose, and return to Victory Road.



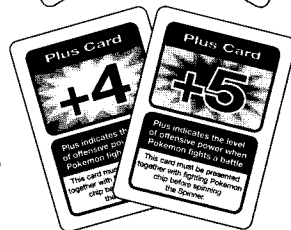
Item Cards: You may never have more than 7 Item cards in your hand at one time. If you draw a card(s) that brings your hand to more than 7, look at your cards and discard enough to bring your hand back to 7 cards. Item cards must be presented before rolling the dice or spinning the Spinner and are discarded immediately after being played.

- **Poké Ball Cards (Super Ball, Hyper Ball, Master Ball):**

Add points to your dice roll when you **Meet** a Pokémon. Only **one** Poké Ball card can be played on a single turn.



- **Plus Cards:** Add points to your spin when battling. **One or more** Plus Cards can be played on a turn.



- **Flying Card:** Move to any City or Town on the gameboard. Your turn ends after you fly to the City or Town. Any battle must wait until your next turn.





- **Meet Legendary Pokémon Card:**

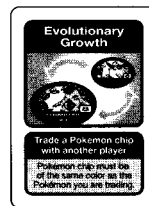
The Legendary Pokémon are the strongest of the Pokémon. Although harder to get, their high battle values can be quite useful when going up against the likes of Lance and Red.



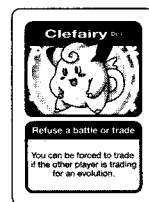
- **Steal a Plus Clip Card:** Here's your chance to Steal a Plus Clip from another player. You and any opponent of **your** choice each roll one die. If you roll the higher number you win and get to take a Plus Clip from that opponent and place it on any Pokémon you choose. Your opponent chooses which Plus Clip to give to you. If your opponent rolls the higher number, you lose. Discard the card and your turn ends.



- **Evolutionary Growth:** Trade a matching color Pokémon chip for one of your choice from another player. You must already have an evolution of the chip you are trading for in order to use this card. All Plus Clips on the chips are included in the trade. NOTE: Pokémon chips that have already "evolved" cannot be traded.



- **Clefairy Card:** Use this card to block a forced battle or trade. The Clefairy card does not block a trade if the other player is trading for an evolution or using the Evolutionary Growth card.



Battling

Meet Pokémon (and Baby Pokémon):

To collect a Pokémon you **Meet** along the road you must battle and win.

1. Turn over a Pokémon chip matching the color of the words "**Meet Pokémon**" on the gameboard space (if you land on "**Pokémon Breeder**", turn over a light blue Baby Pokémon chip). You may choose to battle for this Pokémon or one of the same color, that is faceup next to its stack.

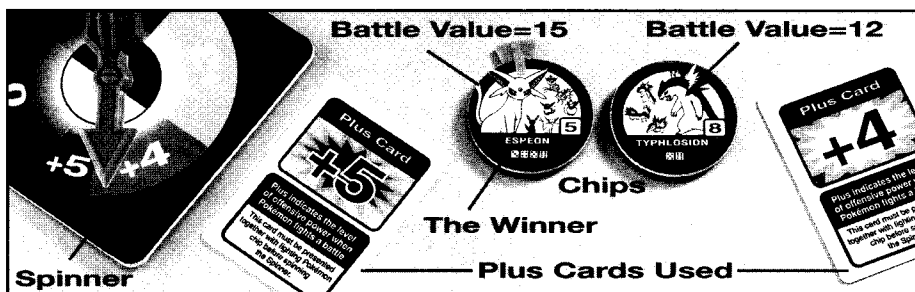


2. Pick a Pokémon from your team to send into battle and present a Poké Ball card if you have one and choose to use it.
3. Roll the dice.
 - You win the battle if your roll (including the Poké Ball card) matches any of the dice shown on the challenged Pokémon chip. Add a Plus Clip to your winning Pokémon and place both chips into your Chip Holder.
 - You lose the battle if your roll (including the Poké Ball card) does not match any dice shown on the chip. Turn your Pokémon facedown to show that it has fainted. Place the winning Pokémon faceup next to its chip stack.



Specific Battles

In all other battling situations, the two opposing Pokémon are placed faceup next to each other. Spin the Spinner and determine final battle values by adding the spin to your Pokémon's value (including any Plus Clips, Plus Cards and Gym Badges). The higher value wins. If the battle ends in a tie, players spin again.



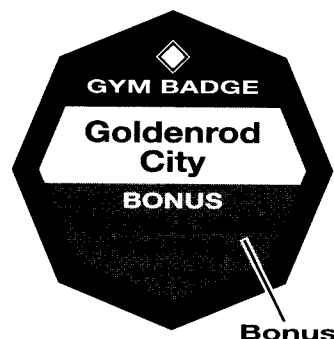


Battling Another Player:

- One or more Plus cards may be played for added strength.
- The winner adds a Plus Clip to his/her Pokémon and collects one Item card from the defeated player. NOTE: If the defeated player has no Item cards the winner takes one from the deck.
- The defeated player turns the defeated Pokémon facedown in the Chip Holder to show it has fainted.

Battling for Gym Badges:

- One or more Plus cards may be played for added strength.
- Choose any player to spin for the Gym Leader.
- If you win, add a Plus Clip to your Pokémon, add the Gym Badge to your team and collect any bonuses marked on the back of the Badge.
- If you lose, return the Gym Badge facedown to its Town or City and turn your defeated Pokémon facedown in the Chip Holder to show it has fainted.



Battling Lance:

- Gym Badges (worth 1 point each) and Plus cards may be played for added strength.
- Choose any player to spin for Lance.
- If you win, add a Plus Clip to your Pokémon, add the Lance Badge to your team and move directly to Shiogane Mt.
- If you lose, turn your defeated Pokémon facedown in the Chip Holder to show it has fainted and return immediately to Victory Road. You may try again on another turn.





The Final Battle Against Red:

- The Lance Badge (worth 5 points), Gym Badges (worth 1 point each) and Plus cards may be played for added strength.
- Choose a player to spin for Red.
- If you win, collect the Red Badge. The game ends.
- If you lose, turn your defeated Pokémon facedown in the Chip Holder to show it has fainted. You may try again immediately using a different Pokémon. You may battle up to three times before you must go back to Victory Road and revive your fainted Pokémon. You may try again on another turn.



Ending the Game

The game ends when Red is defeated. Players then add up the value of all their Pokémon chips (not including fainted Pokémon), Plus Clips and Gym Badges. Include the Lance and Red Badges, if you defeated either of them.



Winning

The player with the most powerful (highest valued) Pokémon team wins!



Gameplay Variations

For a more difficult game, collect all 8 Gym Badges before challenging Lance and Red.

Restorage Considerations

Separate the Pokémon chips by color and place them into separate bags before returning them to the box. This will make set up for the next game easier.

We will be happy to hear your comments or questions about this game.

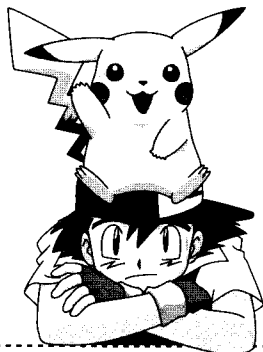
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