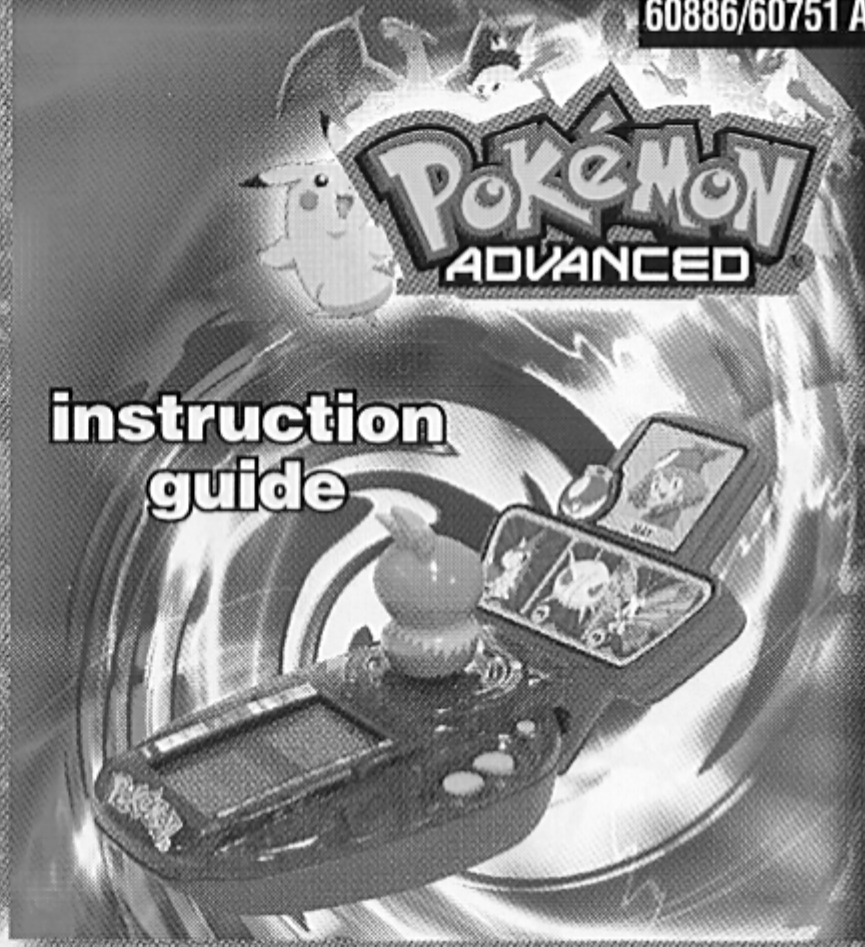
COMBAT CHART

ATTACK \ DEFENSE	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													D	X			D
FIRE		D	D		A	A						A	D		D		A
WATER		A	D	D	D				A				A		D		
ELECTRIC			A	D	D				X	A					D		
GRASS		D	A		D			D	A	D		D	A		D		D
ICE		D	D		A	D			A	A			A		A		D
FIGHTING	A					A		D		D	D	D	A	X		A	A
POISON					A			D	D			A	D	D			D
GROUND		A		A	D			A		X		D	A				A
FLYING				D	A		A					A	D				D
PSYCHIC							A	A			D					D	D
BUG		D			A		D			D	A			D		A	D
ROCK		A				A	D		D	A		A					D
GHOST	X										A					D	D
DRAGON															A		D
DARK							D				A			A		D	D
STEEL		D	D	D		A							A				D

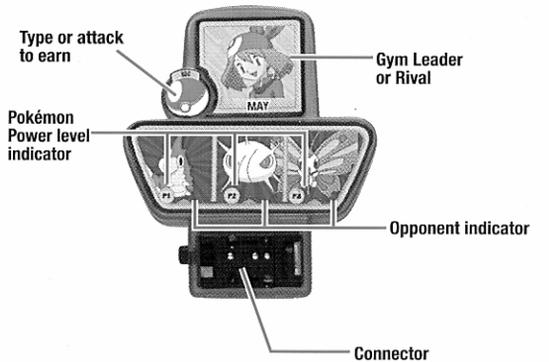
"A" means attacking type has the advantage.
"D" means attacking type has the disadvantage.
"X" means attacking type has little hope of winning. (same as"D")

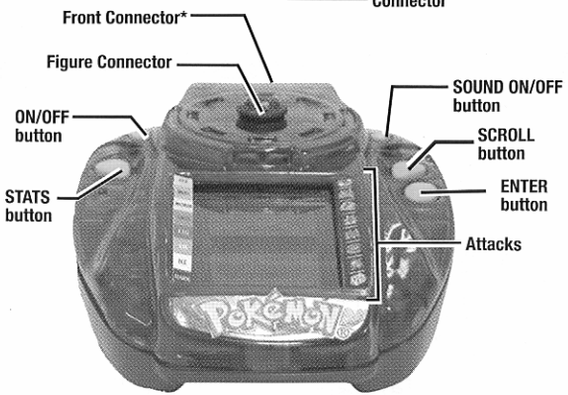
AGES 6 +
60886/60751 Asst.



May Trainer with Torchic™ & Marshtomp™

Hasbro





*Connector for: Gym Leader Cartridges (sold separately), & Head to Head Battle

BASIC BATTLE PLAY

When you are just starting out on your Trainer's Quest, at first it will be very difficult to win. But with every battle you will gain points and experience and become a stronger Trainer, and winning battles will get easier!

1. Press the ON/OFF button on the V-TRAINERS 2.0™* unit.
2. Insert a Gym Leader Cartridge on the front connector of the V-TRAINERS 2.0 unit.
3. Press SCROLL to choose the number of Pokémon for battle - 3 versus 3 (3VS3) 2 versus 2 (2VS2) or 1 versus 1 (1VS1). Press ENTER to make your selection. Notes: You cannot defeat a Trainer Type until you are a Level 2 Trainer. Badge Battle to defeat a Trainer Type is always 3 versus 3.
4. When (CHOOSE POKÉMON) flashes on the screen, snap a Pokémon V-TRAINERS 2.0 figure onto the figure connector. Make sure the figure faces your Opponent. Your Pokémon's type and power level appear on the screen, then your power meter powers up.
5. Your Opponent then chooses a Pokémon, as indicated by the flashing (◠) at the top of the screen.
6. The opposing Pokémon's type and power level appear on the screen, then your Opponent's power meter powers up.
7. The whistle will sound and a timer starts ticking, as indicated by the left power meter going down. Press SCROLL to choose an attack from the right side of the screen. Press ENTER to launch the attack before the timer runs down. If you do not launch in time, the attack will miss. Beginning Level 1 trainers have unlimited Scratch Attacks. Other attacks are earned as Trainer Points increase through V-TRAINERS 2.0 battle. (See Trainer Level & Points Chart)
8. Your Opponent launches a return attack against your Pokémon, and your power meter goes down to show the damage.
9. Use your attacks to try and knock out your Opponent's power meter and make their Pokémon "faint." Continue battling until one Pokémon faints and its power meter runs out. In 2 VS 2 or 3 VS 3 battle, Pokémon figures can be switched in and out of battle at any time. If your Pokémon faints, (XXXX) will show on the screen. Remove the figure and replace it with a fresh one. If your Opponent's Pokémon faints, your Opponent will switch to a fresh Pokémon, as indicated by the arrow at the top of the screen. A Pokémon that has fainted cannot be used again in the same battle.
10. The battle ends when all of one player's Pokémon are defeated.

WIN: If your Pokémon wins the battle, you become a more powerful Pokémon Trainer and gain Trainer Points toward new Attacks. The V-TRAINERS™* 2.0 unit adds your new win and points to your battle stats.

CHOOSING AND SWITCHING POKÉMON

You can battle Pokémon 1 versus 1, 2 versus 2, or 3 versus 3. Badge Battle to defeat a Trainer Type is always 3 versus 3. When you battle using more than one Pokémon, you can switch them in and out on your turn to gain the advantage or replace a Pokémon that has fainted during your turn.

1. **To choose a Pokémon:** Select a Pokémon figure, face it forward and snap it firmly onto the V-TRAINERS 2.0 figure connector.
2. **To switch Pokémon figures:** Remove the figure from the V-TRAINERS 2.0 unit and firmly snap a new one into place.

TO RELEASE GYM LEADER CARTRIDGE: Squeeze tabs and gently pull.

BATTLE A GYM LEADER

TRAINING Battle Level 1 players take on Gym Leaders in Training Battles to gain the experience and Trainer Points needed for Badge Battle to defeat a Trainer Type.

BADGE Battle Level 2, 3 and 4 players combat Pokémon Gym Leaders in Badge Battle to try and gain points for defeating that Trainer Type.

Defeating Trainer Types. Defeat the same Gym Leader 3 times in Badge Battle to beat the trainer. With each victory, a bar appears next to the Gym Leader's Type. When you get all 3 bars, you win the type.

TO VIEW A FIGURE'S STATS.

1. Place the V-TRAINERS 2.0™* Pokémon figure onto the figure connector so that it faces forward.
2. Press the STATS button to view the Pokémon's type, Power Level, and Figure Number.
3. A V-TRAINERS 2.0 Pokémon figure can be Power Level 1, 2, or 3.

EARNING ATTACKS

Level 1 Trainers start off with an unlimited number of Scratch Attacks. All other Pokémon attacks are earned as battle experience and Trainer Points increase. It is possible to earn up to three of each different kind of attack, but each earned attack can be used only once within a single battle. Number of bars shows how many of each type of attack can be used in battle.

(indicates 3 Tackle Attacks)

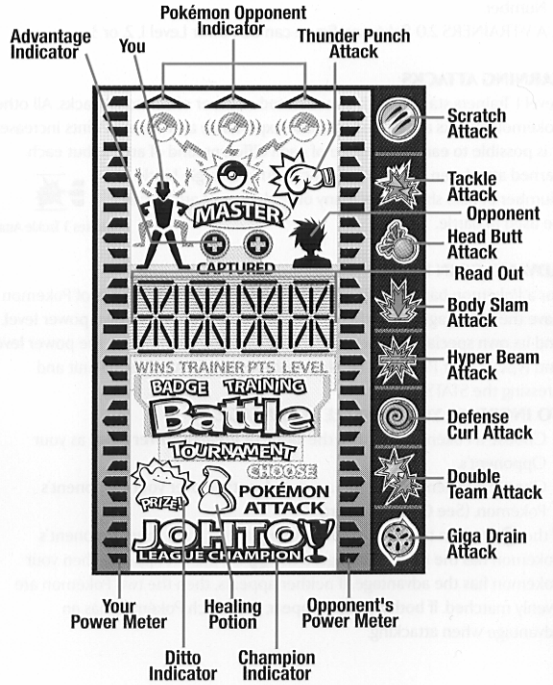
ADVANTAGE IN BATTLE

For a Pokémon battle, it is important to understand which types of Pokémon have the advantage over other types. Each Pokémon has its own power level, and its own special type. Before battle begins you can find out the power level and type of your Pokémon by placing it on the V-TRAINERS 2.0 unit and pressing the STATS button.

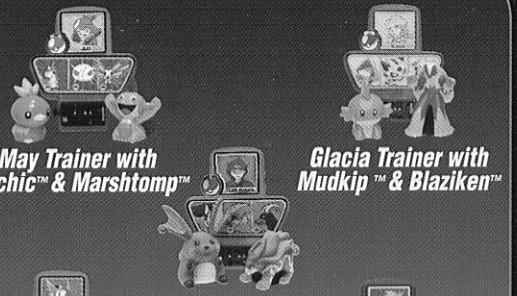
TO INCREASE YOUR BATTLE ADVANTAGE:

- Choose a Pokémon that **has the same or greater Power Level** as your Opponent's.
- Choose a Pokémon that has a **type advantage** over your Opponent's Pokémon. (See Combat Chart)

If the ✪ icon on the right appears during battle, then your Opponent's Pokémon has the type advantage. If the ✪ on the left appears, then your Pokémon has the advantage. If neither appears, then the two Pokémon are evenly matched. If both ✪ signs appear, then each Pokémon has an advantage when attacking.



V-TRAINERS 2.0™* BATTLE PACKS



May Trainer with Torchic™ & Marshtomp™

Glacia Trainer with Mudkip ™ & Blaziken™

Team Magma with Raichu™ & Suicune™

Winona with Pichu™ & Dragonite™

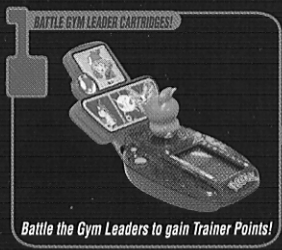
Brawley with Charizard™ & Alakazam™

Look for more Battle Packs

V-TRAINERS 2.0™* UNIT

V-TRAINERS™ GAMES AND VTRAINERS BATTLE PACKS 2.0 EACH SOLD SEPARATELY

LOCK INTO POKÉMON BATTLE 2 DIFFERENT WAYS!



POKÉMON TYPE ABBREVIATIONS

NORM = Normal	ICE = Ice	PSYC = Psychic
FIRE = Fire	FTG = Fighting	BUG = Bug
WTR = Water	PSN = Poison	GHO = Ghost
ELEC = Electric	GRD = Ground	DRAG = Dragon
GRS = Grass	FLY = Flying	DARK = Dark

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