

# POKÉMON<sup>®</sup> BATTLE DOME

## THE FRANTIC PINBALL BATTLE GAME

For 2 to 4 Players / AGES 6+



### **WARNING:**

**CHOKING HAZARD-**Game  
contains small balls.  
Not for children under 3 years.

## **Welcome to the Pokémon Battle Dome!**

### **OBJECT**

Protect your Pokémon from the energy balls. The game is played in rounds and damage is tallied after every round. When someone reaches the end of his/her damage counter the game ends. If, at the end of the game, you have the least damage, you win!

### **CONTENTS**

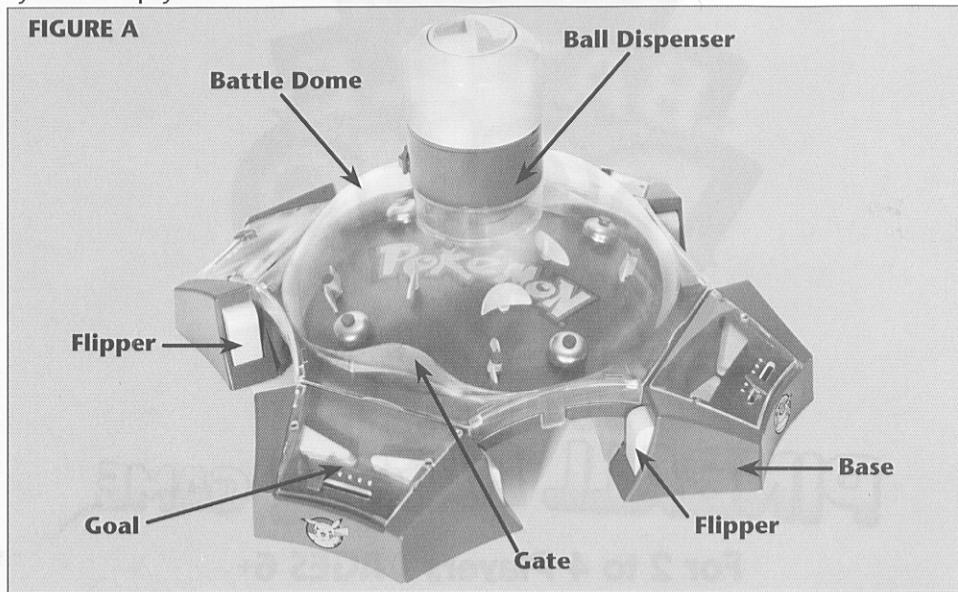
Pokémon Battle Dome • 45 Energy Balls • 2 Gates

### **ASSEMBLY**

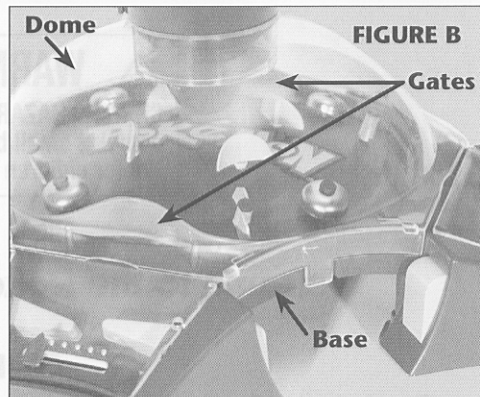
Remove all of the contents from the packing materials and discard waste.

## SETUP

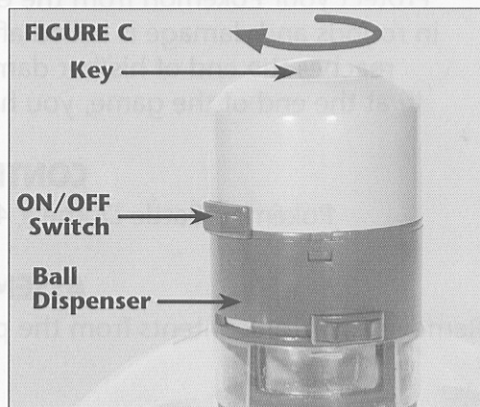
Figure A shows the Battle Dome set up and ready for play. Refer to it as you set up your own Battle Dome.



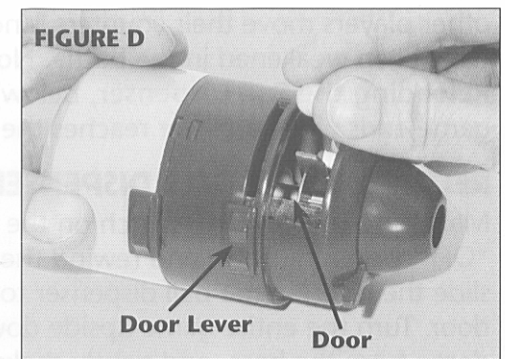
1. The Battle Dome is for 2 to 4 players, and comes with two gates. If there are fewer than 4 players, take the dome off of the base and position the gates to block off any unused goals. After placing the gates return the dome by lining up the edges of the dome with the edges of the base. See Figure B.



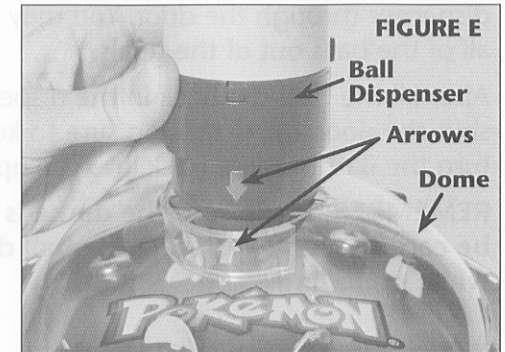
2. Make sure the ON/OFF switch on the side of the ball dispenser is in the "OFF" position (right). Wind the dispenser by turning the key on the top clockwise. NOTE: The more you wind, the faster the balls will be released. See Figure C.



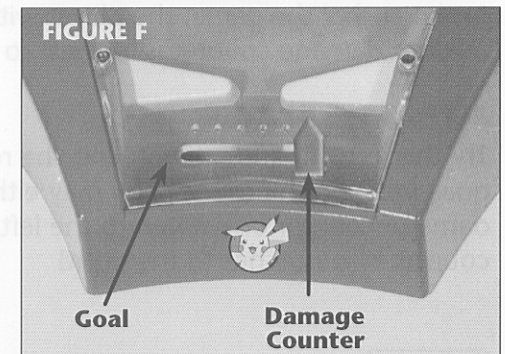
3. Open the door on the side of the ball dispenser, by sliding the lever to the left, and load the balls as shown in Figure D. When all of the balls are in the dispenser, slide the lever to the right to close the door. NOTE: Young children may need help loading the ball dispenser.



4. Place the ball dispenser into the Battle Dome by lining up the arrow on the dome with the arrow on the base of the dispenser, insert the dispenser into the top of the dome, and turn to the left until it reaches the stopper. See Figure E.



5. Each player chooses a Pokémon and sits behind that goal. Make sure your damage counter is set to the far right. See Figure F.



## GAMEPLAY

Slide the ON/OFF switch to the "ON" position (left). The balls will start dropping. Using the flippers on each side of your goal, try not to let any of the balls get into your goal. Keep flipping until all of the balls have been released and are in a goal. This ends the round.

## THE SCORING

At the beginning of the game, your Pokémon is at full strength. As you play rounds, it will take damage and weaken. At the end of a round, count the Energy Balls in your goal: each yellow ball counts as one point and each red ball counts as five points. The player who had the least amount of damage leaves his/her counter where it is. All of the

other players move their counters 1 notch to the left. These Pokémon have been weakened in the battle. Now, reload the ball dispenser (see **Reloading the Ball Dispenser**, below) and play another round. The game ends when a player reaches the last notch on his/her counter.

## RELOADING THE BALL DISPENSER

Make sure the ON/OFF switch on the side of the ball dispenser is in the "OFF" position (right) and rewind the key on the top clockwise. Now, slide the lever on the ball dispenser to the left to open the dispenser door. Turn the entire game upside down, making sure not to detach the dome from the base, and gently shake the balls from the dome into the dispenser through the door. You may need to move the flippers to get all of the balls out of the goals.

After all the balls are back in the dispenser, slide the lever to the right to shut the door. Now, making sure to keep the dome and base together, turn the Battle Dome back into the upright position and play again.

**REMEMBER:** Make sure the dome is latched onto the base and be careful not to dislodge the ball dispenser from the dome while reloading.

## WINNING

At the end of the game, the player with the least amount of damage (his/her damage counter is furthest to the right) wins!

## ALTERNATE PLAY

Try this as a variation. If you end the round with all 5 red balls in your goal, you win the round! You may either have all players move their damage counter one notch to the left, OR you may move your damage counter two notches to the right!



**Not suitable for children under 3 years because of small parts and small balls - choking hazard.**

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.



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