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POKÉMON
LEGENDS
OF SINNOH

RULEBOOK
V1.1

 Created by Levatus

Players: 2 – 6
Playtime: 1.5 – 2 Hours per Player

POKÉMON: LEGENDS OF SINNOH

Welcome to the Sinnoh region of old. There are many places to explore and Pokémon to capture, but do so swiftly to stop the nefarious plans of Team Galactic!

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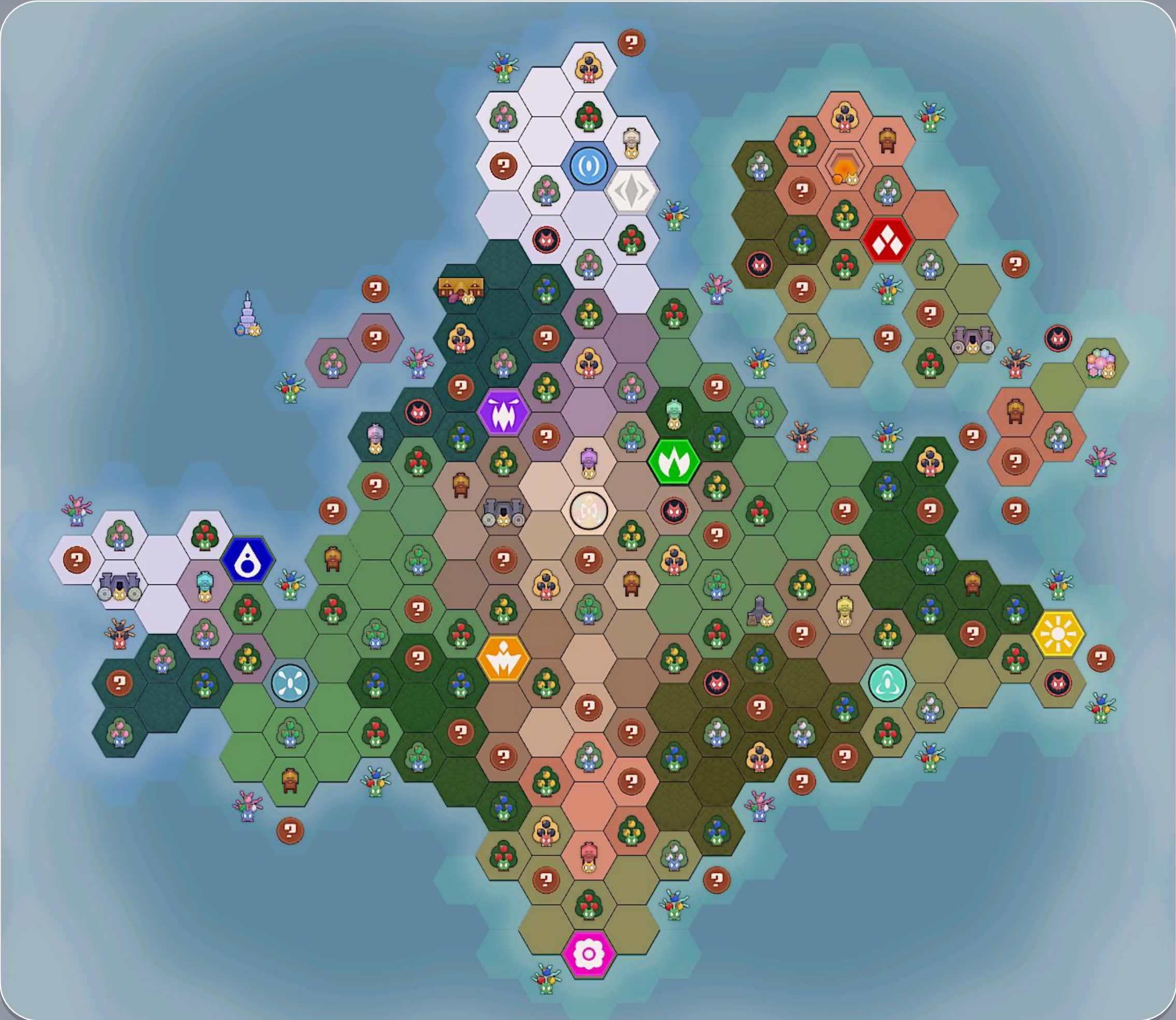
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OBJECTIVES

There are three main objectives to the game:

1. Liberate your home village.
2. Obtain the three Shards.
3. Restore the Heart of Sinnoh and reach the Hall of Origin for the final confrontation.

The first trainer to conquer all the objectives may claim victory as the Hero of Sinnoh.

SETUP

1. Ensure all trainers have selected a seat.
2. The first trainer to choose a Home Village card is the last person to have seen a friend or relative from where they call home. This continues anti-clockwise until all trainers have selected a card.
 - a. Find the corresponding starter Pokémon and add it to your party.
 - b. Find the corresponding trainer token and place it on your home village.
 - c. Keep the Home Village card in your hand (it will automatically change your hand colour so make sure you reselect your seat). Once you collect all three Shards, you may teach the move on this card to one of your Pokémon.
3. Now click the "Start Game" button and follow the instructions on the Prologue card.
4. The trainer who was last to choose their Home Village card takes the first turn of the game. Turns then continue clockwise.

ON YOUR TURN

You may move 1 tile per turn for each Pokémon in your party:

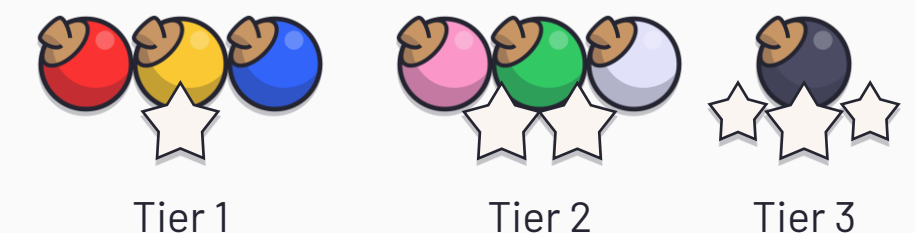
- Moving across Ocean tiles is allowed by default.
- You cannot move onto tiles that are 2 or more full elevations higher/lower than your current tile.
- Once per turn, you may fly between Villages for 1 tile move.

When you move onto a tile with something on, you may interact with it but cannot interact with it again this turn. When interacting with other trainers, you can freely trade with them or challenge them to a battle.

After any battle, your turn ends. Starting your turn on a Village fully restores your entire party.

APRICORNS

Apricorns come in 7 different types across 3 tiers. The tiers indicate the difficulty of getting the Apricorns in them.



Apricorns Trees provide up to 3 Apricorns of one type whereas Apricorn Reefs provide up to 3 Apricorns of usually a variety of types.

To get the full amount of Apricorns from the Tree/Reef, you must defeat the wild Pokémon guarding it if there is one [see Encountering Pokémon]. If the wild Pokémon flees, you only gain 🍷 2/ 🐉 1/ 🦊 0 of the Apricorns based on the encounter tier of the Tree/Reef.

Pokémon Type(s)

Budew

Held Item Slot

Learnable Move Types

Move Type

Toxic

1

Move Attack Strength

Move Effect

If no critical hits are rolled:
Inflict the Poisoned status on the target.

Health

5

Initiative

5

Biome | Climate

Evolve Cost

4

Each Pokémon has a signature move. After rolling the attack dice for a move, check to see if the Move Effect applies to the result of the roll.

Encounter Tier	Weak	Moderate	Strong	Legendary
Higher encounter tiers are tougher to defeat/capture but grant more Journey Points.				
Journey Points	+2	+3	+4	+5
Capture Rate	3+	4+	5+	6+

ENCOUNTERING POKÉMON

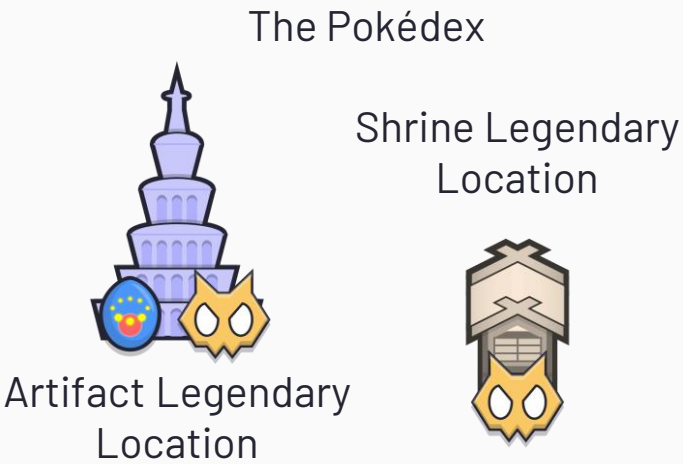
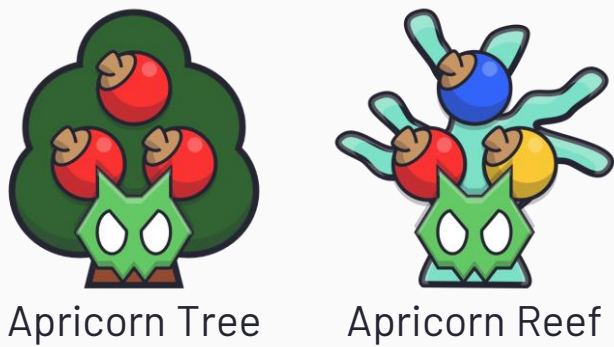
Non-Legendary wild Pokémon can be encountered all across the Sinnoh region at Apricorn Trees and Apricorn Reefs. Each Tree/Reef has a biome, climate and encounter tier associated with it.

To search for a Pokémon, have your trainer token stand on a Tree/Reef and press the “Search” button on the Pokédex.

Depending on the encounter tier, the Pokédex will return either 3, 2 or 1 option(s). Once you decide to search, **you must choose one** of the options to battle.

Legendary Pokémon come in two varieties:

- Artifact Legendary Pokémon can only be encountered at their home location if your team is holding the matching Artifact [see Artifacts].
- Shrine Legendary Pokémon can only be encountered at their home shrine after their event card is drawn from the Shrine Events deck [see Legendary Events].



CAPTURING POKÉMON

To capture a Pokémon, you will first need to have crafted Poké Balls. During a battle with a wild Pokémon, you may throw one of your Poké Balls instead of attacking **on your turn**.

The quality of the Poké Ball determines how many attack dice to roll. To successfully capture the Pokémon, the result of your roll needs to be **equal to or greater than** the Capture Rate of the Pokémon (increases with encounter tier).



The standard Poké Ball allows you to roll 3 attack dice [see Crafting].

If successful, place the Pokémon along with any damage, status effects and items on it into an empty, available Pokémon slot in your trainer area. If you do not have an empty slot, you may release an existing Pokémon in your party to make room (discard the released Pokémon along with any moves it knows). You start with only 3 available slots, this increases after each Act.

Additionally, place the Poké Ball used to capture it in the Poké Ball slot beneath the Pokémon:

- Can be used to transport your Pokémon to and from the arena.
- Flip it over to indicate your Pokémon has fainted.

This Poké Ball cannot be used to capture more Pokémon.

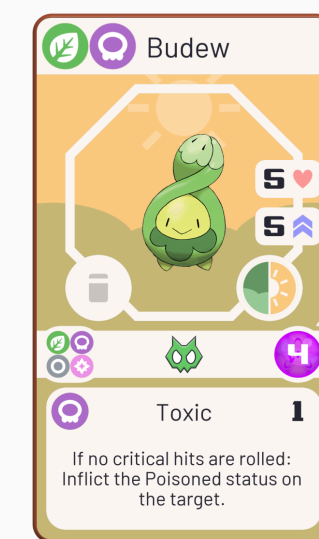
If unsuccessful, discard the Poké Ball and the battle continues (you may get a chance to throw another Poké Ball on your next turn).

EVOLVING POKÉMON

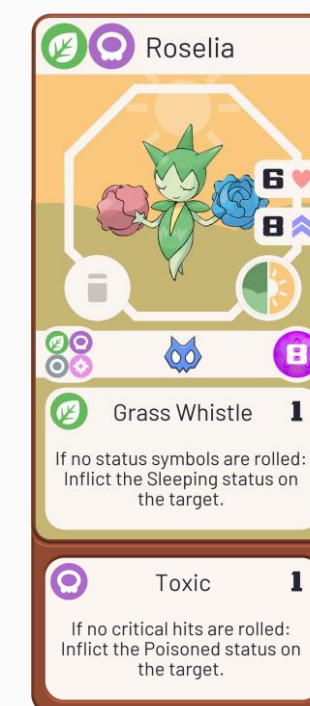
During your turn and whilst outside of battle, you may evolve your Pokémon by discarding Journey Points equal to the Evolve Cost of the Pokémon.

Place the Pokémon in the slot above the “Evolve” button on the Pokédex and then press the button. Take the evolution card from the Pokédex and place it in your trainer area (if there is a choice, like with Eevee, choose one and return the rest to the deck). All damage, status effects, items and taught moves are carried over to the evolved Pokémon.

You may teach the move of the old Pokémon to the newly evolved Pokémon by flipping the old card over and placing it under the new card. Otherwise discard the old card.



Budew with just the move Toxic



Secondary evolution now with two moves



START OF BATTLE

The trainer who initiated the battle chooses and sends out their initial Pokémon first. The other trainer will then choose and send out their initial Pokémon afterwards. Fainted Pokémon are not usable in battle.

In wild Pokémon battles, you always get to see the wild Pokémon before sending in your Pokémon.

TURN ORDER

Pokémon take turns to use moves against each other. The Pokémon with the higher initiative goes first. If there is a tie, the trainer who initiated the battle goes first (in a **Forced** battle, the trainer goes last if there is a tie).

ON YOUR TURN

Choose one of your moves. Roll attack dice equal to the attack strength of the move and then resolve any effects of the move. Deal damage equal to the dice result plus any effects/bonuses. A Pokémon faints after taking damage equal to or greater than its health.

? TYPE EFFECTIVENESS

Type effectiveness is considered as positive/negative bonus damage and fully stacks when attacking a Pokémon with two types:

- Super Effective: +2 damage
- Not Very Effective: -2 damage
- Not Effective: -4 damage

SWITCHING

Switching is not allowed by default. When the opposing Pokémon faints, you may switch out before your opponent sends in their next Pokémon (as long you have not used a move that requires you to skip your next turn).

- Initiative is rechecked between the two Pokémon in the arena when all switching has been completed to decide who goes first.
- Initiative is not rechecked for moves that allow switching (for example, U-Turn).

END OF BATTLE

A battle may end due to any of the following scenarios:

- **The opposing trainer is out of usable Pokémon:** You are declared as the winner of the battle if you still have usable Pokémon, otherwise it is considered a draw.
- **The opposing trainer decides to concede the battle after one of their Pokémon faints:** You are declared as the winner of the battle.
- **The opposing wild Pokémon faints:** You have defeated the wild Pokémon and may teach its move to your team. Otherwise, discard the Pokémon.
- **The opposing wild Pokémon flees the battle:** A wild Pokémon flees the battle after defeating one of your Pokémon or if it is forced to switch out. It is then returned to the deck. Moves that prevent a Pokémon from switching out stop wild Pokémon from fleeing. Legendary Pokémon do not flee.

All damage and status effects remain after battle.

REWARDS

After winning a battle against another trainer:

- You may take an Artifact of your choice from them.
- Additionally, you may take their Power Dice (your current one can be sent back the Mystri Stage).
- You do not receive any Journey Points (competitive house rulesets can be used to steal Journey Points from other players, check the Discord).

After defeating a wild Pokémon:

- You may gain Journey Points equal to the encounter tier of the Pokémon.
- Additionally, you may gain any Apricorns it was guarding.
- Finally, you may teach its move to a Pokémon in your party where the Move Type matches one of the Learnable Move Types (moves that are Typeless can be taught to any Pokémon). The Evolving Pokémon section has an example on how new moves are placed.

RECOVERY

If you are out of usable Pokémon:

- You are immediately returned to your home village to be fully restored at the start of your next turn.
- You cannot be challenged to battle.

STATUS EFFECTS

There are 6 status effects in this game (Confusion is treated as a full status effect). Like damage, they are persistent until a Pokémon can heal them (through fully restoring, fainting or effects that remove statuses).

Pokémon may only be afflicted by one status effect at a time. Additionally, Pokémon that share a type with the status effect are immune to it:

- For example, Fire-type Pokémon cannot be Burned.
- Notably, since Confusion has been given the Psychic-type, Psychic-type Pokémon cannot be Confused.
- Similarly, since Sleep has been given the Dark-type, Dark-type Pokémon cannot be Sleeping.



Confused
For each status symbol rolled:
Take 1 damage.



Burned
Your move attack strengths are decreased by 2. Limit 1 attack strength.



Paralysed
If 2+ critical hits are rolled:
Skip your turn.



Frozen
Prevents you from healing damage. Critical hits rolled against you deal +2 damage.



Poisoned
During battle, take 2 damage at the end of your turn. Ignore when the battle ends.



Sleeping
Skip turns equal to the dice result of the inflicting attack. Limit 2 turns. Removed at the start of your next turn.

EXAMPLE BATTLE

In this example, we will be battling the wild Pokémon Cherrim with our Monferno.

First, we compare initiative and see that both Monferno and Cherrim have 8 initiative each. Since we initiated the battle against this wild Pokémon, we get to attack first.

TURN 1

We opt to use Flamethrower against Cherrim:

- On the dice roller, we set the number of dice to roll to 4 as this is the attack strength of this move.
- Also, on the dice roller, we set the type of the move to 🔥 Fire as this is the type of this move. We get a +2 damage bonus from being super effective against the 🌿 Grass-type of Cherrim.

After hitting roll, we get a below average result: 2 Status Symbols (0 damage), 1 Regular Hit (1 damage) and 1 Critical Hit (2 damage) for a total of 3 damage. By including our super effective bonus, we will do a total of 5 damage to Cherrim (place a Damage Dice with value set to 5 on Cherrim).

However, due to rolling a Status Symbol, the effect of Flamethrower triggers and Cherrim is Burned as a result (place a Status Dice with value set to 🔥 Burned on Cherrim).



TURN 2

Now Cherrim gets to attack and opts to use Energy Ball:

- Because of the 🔥 Burned status effect, the attack strength of Energy Ball is reduced by 2 meaning we will only roll 2 dice.
- Also, because 🌿 Grass is not very effective against the 🔥 Fire/👊 Fighting-type of Monferno, total damage will be reduced by 2.

After hitting roll, they get an above average result: 1 Regular Hit (1 damage) and 1 Critical Hit (2 damage) for a total of 3 damage. Including type effectiveness, this means Monferno only takes 1 damage (place a Damage Dice with value set to 1 on Monferno).

The effect of Energy Ball would mean that we would manually add an extra attack dice with value set to 1 to the next roll of Cherrim (but it does not look like Cherrim will get another turn).

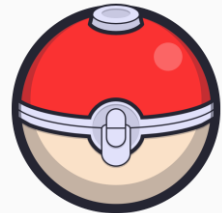
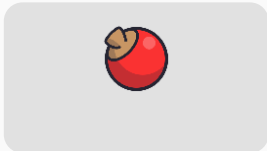
Monferno finishes the battle with another Flamethrower (no matter the dice result, the super effective damage is enough to remove the remaining 2 health of Cherrim).

The trainer may now claim the rewards for defeating Cherrim as well as teach Energy Ball to a Pokémon in their party if they wish to.

During your turn and whilst outside of battle, you may craft items from the Apricorns you have collected on your journey so far.

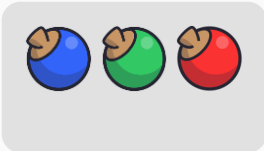
POKÉ BALLS

Required for catching Pokémon [see Capturing Pokémon].



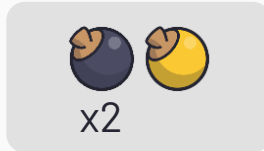
Poké Ball

Roll 3 dice when rolling to capture.



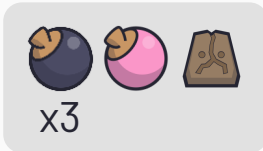
Greater Ball

Roll 4 dice when rolling to capture.



Ultimate Ball

Roll 5 dice when rolling to capture.



Keystone Ball

Roll 6 dice when rolling to capture.

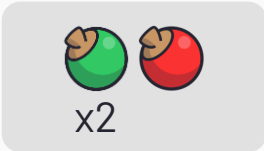
APRICORN STEWS

Apply the effect of the stew immediately upon crafting.



Restoring Stew

Fully restore your entire party.



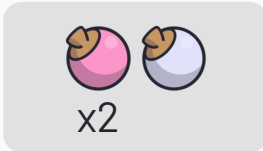
Alluring Stew

Prevents a wild Pokémon from fleeing when used before battling it.



Zesty Stew

Move up to 3 additional tiles and may ignore forced battles this turn.

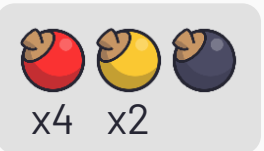


Infused Stew

Roll 3 attack dice, gain Journey Points equal to the result.

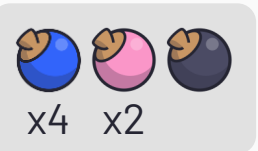
BATTLE ITEMS

Attach to a Pokémon in your party. All held items other than Alpha Pokémon tokens can be moved around your team whilst outside of battle.



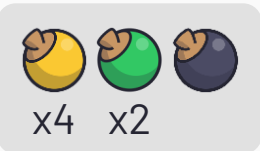
Blast Crystal

When the user is attacked, deal 2 damage to both the user and the attacker.



Star Shield

Once per battle when the user receives a status effect, remove the status effect.



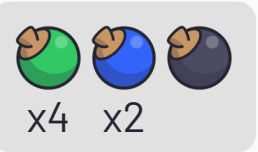
Lucky Egg

Gain an extra Journey Point when the user participates in a battle.



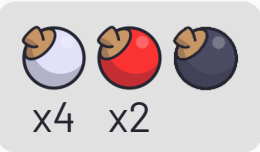
Eviolite

Once per battle when the user takes damage, reduce the damage taken by the evolve cost of this Pokémon.



Swiftess Sash

Increase the initiative of the user by 1.



Choice Band

Increase the attack strength of a move by 1, but the user may only use this move until switched out.

Scattered across the map you will find Hidden Spots that may be interacted with when passing through a tile with one on. Flip the Hidden Spot token over to reveal what it is and resolve its effect.

APRICORN STASHES

Gain 1, 2 or 3 Apricorns of the type and quantity shown on the token. Discard the token afterwards.



Red Apricorn Stash

TEAM GALACTIC SCOUTS

Forced battle with a random Team Galactic Grunt drawn from the Act I deck. Discard the token if you win and gain 2 Journey Points. The token remains and is kept face-up if you lose.



Team Galactic Scout

ALPHA POKÉMON

Forced battle with a strong wild Pokémon. Whilst standing on the token, use the Pokédex to search for a random strong wild Pokémon to attach this token to.

The token cannot be unequipped but is discarded when the Pokémon holding it is discarded or returned to the deck.





The user gains +2 health, +1 initiative, +1 attack strength to its signature move and is treated as a Legendary.

ARTIFACTS

May attach to a Pokémon in your party. Required to battle the Pokémon at Artifact Legendary Locations.





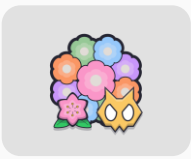
Seafarer Egg
Increase the attack strength of  Water and  Psychic type moves by 1.



Temple of the Sea





Gracidea Flower
Increase the attack strength of  Grass and  Fairy type moves by 1.



Garden of Gratitude



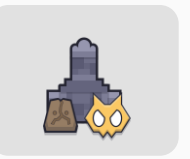
Magma Stone
Increase the attack strength of  Fire and  Ground type moves by 1.



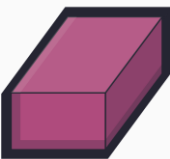
Magma Chamber



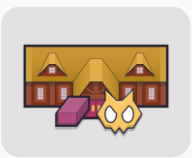
Odd Keystone
Allows the crafting of Keystone Balls. Is not discarded when crafting.



Hallowed Tower





Sweet Gateau
During battle, the user heals 1 damage at the end of their turn. Ignore when the battle ends.



Grand Chateau





Rockice Core
Increases the attack strength of  Rock and  Ice type moves by 1.



Valley Ruins / Westbreeze Ruins





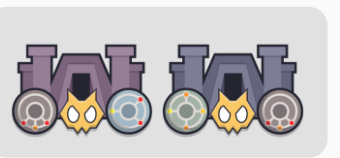
Icesteel Core
Increases the attack strength of  Ice and  Steel type moves by 1.



Westbreeze Ruins / Firelilly Ruins



Steelrock Core
Increases the attack strength of  Steel and  Rock type moves by 1.



Firelilly Ruins / Valley Ruins

Offer an Apricorn at a Shrine (by discarding it) to draw a Shrine Event card. Resolve the effect of the card once drawn. Offering an Apricorn from a higher tier will usually increase the strength of the event (look for text separated by "/" on the card: "tier 1 effect"/"tier 2 effect"/"tier 3 effect").

By additionally offering 7 Journey Points, you may instead search the deck or discard pile for a Shrine Event of your choice. Afterwards, shuffle the discard pile into the deck.

For events with the text "4+ trainers only":

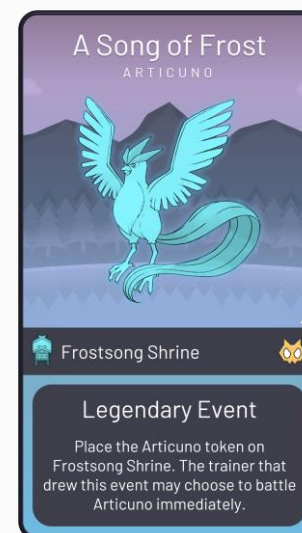
- In a game with only 2 or 3 trainers, only you get the effect.
- If there is a choice, you get to choose first.

LEGENDARY EVENTS

When you draw one of these events, find the corresponding Legendary Pokémon token (next to the Shrine Events deck) and place it on the Shrine specified on the card. The token remains on the Shrine until the Legendary Pokémon is defeated or captured (Cresselia and Darkrai replace each other).

The trainer that triggers this event has the option to immediately battle the Legendary Pokémon from the Shrine they are currently at. Any trainer may go to where the token is to battle it.

If the Legendary Pokémon has already been defeated or captured, draw another Shrine Event card instead.

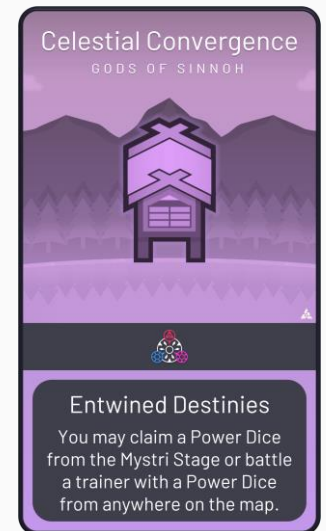


A Song of Frost heralds the arrival of Articuno.

CELESTIAL CONVERGENCE EVENTS

When you draw this event, you may claim a Power Dice from the Mystri Stage (if available) or battle a trainer with a Power Dice from anywhere on the map.

You may only have one Power Dice at a time but may send your current one back to the Mystri Stage if you want to swap.



EVENT CLARIFICATIONS

Lost Companion: When adding the Pokémon to your party, you may take a free Poké Ball to put underneath it in your trainer area.

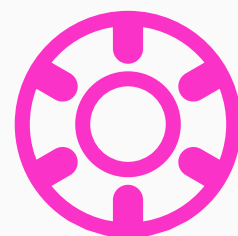
Equivalent Exchange: The Pokémon from your party that you replace is discarded along with any moves it knows.

Travelling Merchant: The Apricorns you replace are discarded. Same tier means you can, for example, replace a Red Apricorn for either a Blue or Yellow Apricorn.

The Gods of Sinnoh may grant a fragment of their power in the form of a dice to whomever they favour the most.



Temporal Dice
A fragment of Dialga's power. Used to reroll attack dice.



Spatial Dice
A fragment of Palkia's power. Used for teleporting around Sinnoh.



Renegade Dice
A fragment of Giratina's power. Used to augment attack rolls.



The Mystri Stage

Whenever a Power Dice is claimed (from the Mystri Stage or by defeating another player with one), the dice is rerolled. The act of rerolling the dice makes the result the dice lands on ready to use. Place the dice in the "Power Ready" slot of your trainer area.

Power Dice can be used after any attack roll (not capture roll) in battle or during your turn outside of battle.

After using the result of a Power Dice, place it in the "Power Used" slot of your trainer area. Once per turn, making an offering at a Shrine will allow you to reroll your Power Dice in addition to drawing a Shrine Event card.

Once you have all 3 Shards, you may place your Temporal/Spatial/Renegade Dice on the Origin Shrine to challenge Dialga/Palkia/Giratina.

POWER DICE RESULTS

Break: Return the dice back to the Mystri Stage.



Break



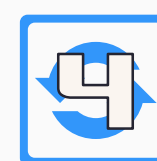
Reroll/
Reveal 1



Reroll/
Reveal 2



Reroll/
Reveal 3



Reroll/
Reveal 4



Time
Bubble

Reroll/Reveal X: Reroll up to X attack dice or reveal up to X Hidden Spots.

Time Bubble: Whilst outside of battle, take another turn after your current one. Cannot use the Power Dice again until the extra turn ends.



Break



Rift 1



Rift 2



Rift 3



Rift 4



Space
Portal

Rift X: Move to any tile up to X tiles away.

Space Portal: Move to **any** tile. Mark your starting point with the Power Dice, you may return here before the end of your turn.



Break



Regular
Hit



Regular
Hit



Regular
Hit



Critical
Hit



Distortion
Field

Regular Hit/Critical Hit: Can add the result to any attack roll.

Distortion Field: Change all Status Symbols into Critical Hits or all Critical Hits into Status Symbols.

To progress with your journey and ultimately win the game, you will need to defeat Team Galactic in a series of battles determined by the Act cards.

Team Galactic get access to special tactics (cannot be copied by Mimic) in battle by placing their Pokémon in the arena:

- **Plan B:** Typeless attack that scales in attack strength depending on the rank of the Team Galactic trainer (for example, Team Galactic Commanders may use this move with 3 attack strength).
- **Galactic Retribution:** Allows Team Galactic to strike back by storing damage dice on this tactic whenever their Pokémon faint in battle. When activated during an attack, **all** the damage dice stored must be moved to the target (Team Galactic does not hold back).

When playing with other people, have another person control the Pokémon of Team Galactic as if they are their own. If playing solo, it is left up to the player to decide (solo house rulesets have been suggested, check the Discord).

Battles with Team Galactic are treated the same as battles with other trainers.

ACT I

At the start of Act I, you get 2 Red Apricorns. Your objective is to defeat the Team Galactic Grunts at your home village.

Only you can liberate your own village.

When ready, return to your home village to start the battle:

- Shuffle the 8 Team Galactic Grunt cards (found under Act I) and draw 3 of them face-up.
- You are the initiator of the battle so you will win any initiative ties, but you must reveal your initial Pokémon first.
- If you defeat all 3 Pokémon (whilst still being able to battle), you are victorious:
 - Remove the Team Galactic Grunts token from your village.
 - Gain 3 Journey Points.
 - Unlock 2 more Pokémon slots in your trainer area.
- If you are defeated, you fortunately start your next turn on a village so your entire party will be fully restored!

If you are the first trainer to have liberated their home village, flip over Act II. Other trainers still must finish Act I.

ACT II

During Act II, you will need to collect the Shards from each of the lakes of Sinnoh by battling the Team Galactic Commander stationed there:

- Lake Verity: Battle Commander Mars for the Shard of Emotion.
- Lake Acuity: Battle Commander Jupiter for the Shard of Knowledge.
- Lake Valor: Battle Commander Saturn for the Shard of Willpower.

You can collect the Shards in any order.

When ready, travel to one of the lakes to start the battle:

- Each Commander has 4 Pokémon they can use (found under Act II), display them face-up.
- You are the initiator of the battle so you will win any initiative ties, but you must reveal your initial Pokémon first.
- Once you defeat 2/3/4 of their Pokémon (increases for each Shard you already have), you are victorious (if still able to battle).
- If you are victorious:
 - Gain 1 Journey Point for each Pokémon defeated.
 - Additionally, if this was your final Shard, you may:
 - Unlock the final Pokémon slot in your trainer area.
 - Teach your home village move to a Pokémon in your party.
- If you are defeated, you will need to make your way back to the lake to try the battle again.

If you are the first trainer to have collected all 3 Shards, flip over Act III. Other trainers still must finish Act II.

ACT III

The final test for you and your team. Head to the Origin Shrine and make an offering there to restore the Heart of Sinnoh from your 3 Shards. If you have a Power Dice, you may optionally challenge one of the Gods of Sinnoh at this time [see Power Dice].

Once the Heart has been restored, proceed to the Hall of Origin to start the battle with Cyrus:

- Cyrus uses a full team of 6 Pokémon (found under Act III), display them face-up.
- You are the initiator of the battle so you will win any initiative ties, but you must reveal your initial Pokémon first.
- If you defeat all 6 Pokémon (whilst still being able to battle), you are victorious:
 - Gain 6 Journey Points.
 - Fully restore your party and use any remaining Journey Points.
 - Flip over Ending.

ENDING

Choose the Hero of Sinnoh option to be crowned as the winner of the game.

Choose the Traitor of Sinnoh option if you want to prove you are the strongest trainer. All other trainers have 3 final turns and 1 attempt each to defeat you in battle (if they fail, they are out of the game). If one of them succeeds, they are the winner of the game. Otherwise, you win the game and are crowned as the undisputed strongest trainer (and maybe a traitor).

Check the Discord for a dynamically updated FAQ and the ability to ask clarification questions in our #help channel. I will list the key things here:

Do I get all 3 Apricorns from an Apricorn Tree/Reef if no wild Pokémon appear during a Pokédex search?

You may, however your turn ends after doing so.

What happens when I teach a Pokémon a compatible move before it evolves, but after it evolves the move is no longer compatible?

Keep the move but you cannot learn any more moves of the incompatible type.

What happens if I want to equip a new held item, but I have no room for it?

You may drop any unwanted held items on the tile you are currently on (this means other players can pick them up however).

What happens if I try to evolve my Pokémon but there are no copies of its evolution left in the evolution deck?

This should be very rare and could only happen if a Pokémon is brought back out of the discard pile during the "Lost Companion" event. You may just make a card clone of its evolution.

What happens if I use Metronome on Metronome or Mimic on Mimic?

It fails and the user must instead use Struggle: Typeless, 3 attack strength, deals 3 damage to the user.

Can I reapply the Sleeping status effect whilst the target is still Sleeping?

No, you cannot reapply a status effect if the target already has a status effect.

Will you add more Pokémon to the game?

Unlikely, the Pokémon that have been chosen either have strong ties to the Sinnoh region or have been included to balance the overall collection.

Will you make this game again for other regions?

No, however I will likely make other types of Pokémon games in the future if people like this one!

How long did it take to make this game?

Easily over 1000 hours. The battle system and overworld have gone through many iterations!

How did you create the art for this game?

Using Microsoft PowerPoint.

How did you create all the cards for this game?

Using a series of Python scripts that generate the cards based on the data stored in a Microsoft Excel spreadsheet. It is far better than doing it all manually! The code is on GitHub if you want to see how it is done.

Do you have a Patreon or a place to donate?

No, I am content with having people play and enjoy the game. Maybe I will set one up in future if people like my work and want to fund me creating games full-time.

I hope you enjoyed your playthrough of Pokémon: Legends of Sinnoh, I appreciate you taking the time to play it!

Workshop Assets

- Hexagon Tile: [Workshop Link](#)
- Pokémon Models: [Workshop Link](#)
- Poké Ball Model: [Workshop Link](#)

Music Cartridges

The Pokémon Company and Braxton Burks [@braxtonburks](#).

Art, Scripts and Game Design

Created by me, Lev.

Beta Testers

Shoutout to my friends A2.0, Dongoboy, Just-, Lord O'Chocolates and TheOMega for their feedback and suggestions, they have experienced the worst forms of this game so that you do not have to!

Also, I would like to thank anyone else who has had to listen to me talk about this game for the last several months and to those who provided early feedback after the release.

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