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Prologue

The pivotal battle at Spear Pillar is lost.

Cyrus has used the powers of legendary Pokémon Dialga and Palkia to locate when and where the Heart of Sinnoh, a gem personifying the spirit of this world, was last seen.

The fate of the Heart is unknown.

You awaken to find yourself in an unfamiliar village without your team or bag but with a curious Pokémon sitting next to you.

The last thing you remember is leaping towards a portal that Cyrus entered at Spear Pillar, you determine that going back there will help you figure out what happened.

The Pokémon next to you stirs as it senses the strength of your spirit, it decides to join you on your quest.

Proceed to Chapter 1 if already familiar with the rules.

Rules – Part 1

Movement

Crafting

Wild Encounters

Chapter 1 – Welcome to the Perfect World

You learn from one of the villagers that the flight network across the region has been disrupted by an odd group calling themselves the Perfect World Order.

Suspecting this group to in fact be Team Galactic, you aim to hunt down some of its grunts to gain information.

Primary Objective

Defeat 8 Perfect World Grunts.

Secondary Objectives

Defeat the Perfect World Encampments in the Coronet Valley and on the Northern Coronet Plateau.