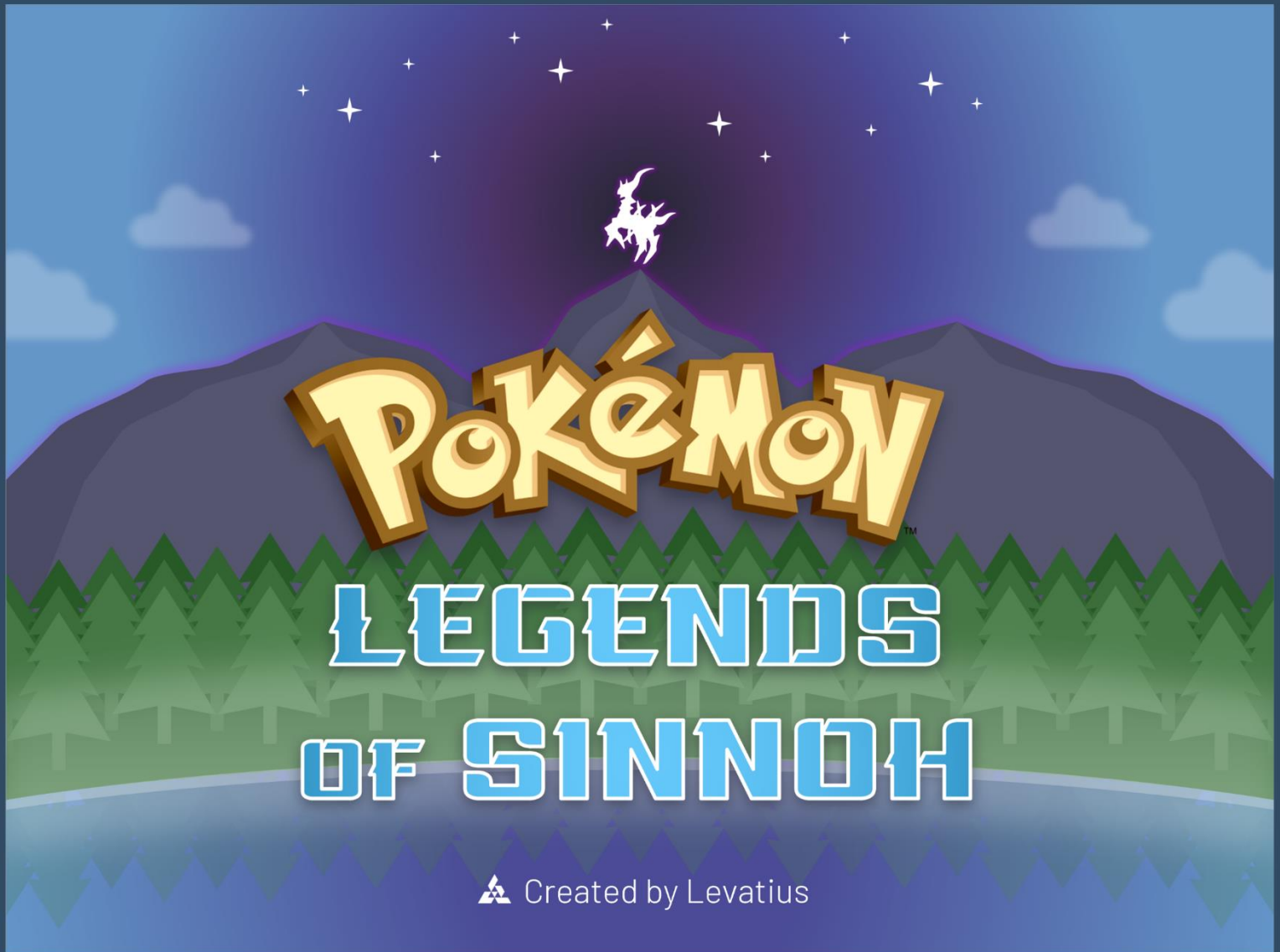


# Rulebook



Players: 2-6

Playtime: ~1.5 Hours per Player

Version: 1.0e

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# Pokémon: Legends of Sinnoh

Welcome trainer to the Sinnoh region of old. This game draws its inspiration from the Pokémon Master Trainer board games and from the announcement of Pokémon Legends: Arceus.

## Objectives

There are three main objectives to the game:

1. Liberate your home village.
2. Obtain three Heart 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.

Look out for text written in a red box like this one when you are reading the rules. These points are vital to the integrity of the game.

# Inventory



## (1) Music Box

Set the music you want to listen to by dragging a cartridge into the top slot.

## (2) Battle Arena

Battle your Pokémon using the automatic dice rollers.

## (3) Battle Information

The Type Chart can be flipped between the offensive and defensive matchups.

## (4) Pokédex

Search for wild encounters and evolve your Pokémon.

## (5) Trainer Area

Stores your Apricorns, Pokémon, Poké Balls, Heart Shards and Power Dice.

## (6) Act Cards

Guides the narrative and displays current objectives of the game.

## (7) Decks Area

Contains all the Pokémon cards and Shrine Event cards.

## (8) Books

The rulebook which you are currently reading and the Item Almanac.

## (9) Items Area

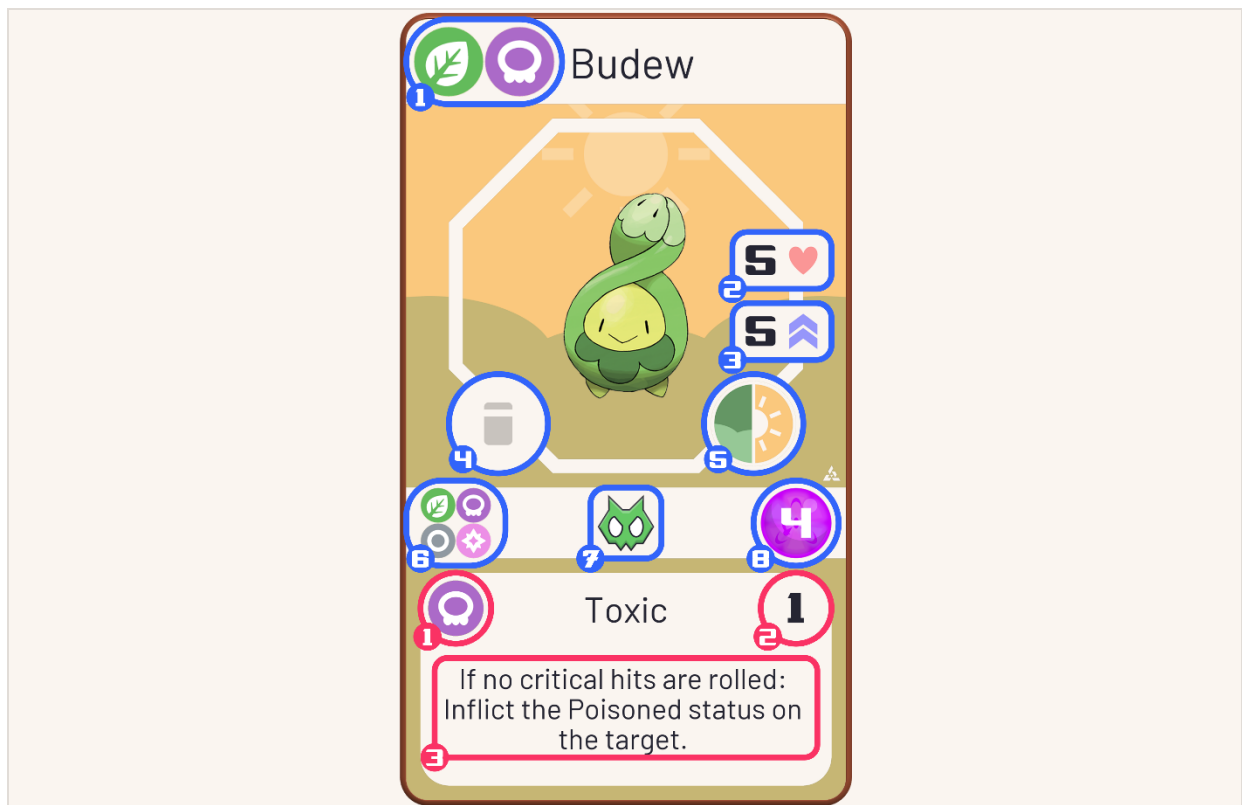
An assortment of different items used throughout the game.

# Pokémon

Capture and train a team of Pokémon to help you on your journey.

At the start of the game, you may only have 3 Pokémon in your party. After you complete Act I this increases to 5 Pokémon and after you complete Act II this increases to 6 Pokémon.

Each Pokémon card displays the **Pokémon Attributes** as well as the **Move Attributes** of its signature move.



## Pokémon Attributes

### (1) Types

Determines the effectiveness of opposing attacks against this Pokémon.

In this example, Budew has the dual typing of Grass and Poison so would want to avoid Fire-type attacks and Psychic-type attacks for instance.

### (2) Health

Determines the total amount of damage this Pokémon can take before fainting.

If you are curious, this is calculated from the HP, Defence and Special Defence stats of the Pokémon in the console games.

### (3) Initiative

Determines which Pokémon gets to attack first in battle.

Again, if you are curious, this is calculated from the Attack, Special Attack and Speed stats of the Pokémon in the console games.

### (4) Held Item Slot

Every Pokémon can hold a single item. These items can be Battle Items and Artifacts.

### (5) Biome/Climate Icon

All Pokémon prefer certain biomes and climates in the overworld. The left side of the icon represents one of four biomes: Plains, Forest, Mountain or Ocean. The right side of the icon represents one of three climates: Cold, Temperate or Warm.






In this example, the trainer may find Budew in any Plains biome with a Warm climate.

### (6) Learnable Move Types

Each Pokémon can learn two more moves in addition to their signature move. The only restriction is that the (1) Type of a new move must match one of the types shown here.


In this example, Budew can learn Grass, Poison, Normal and Fairy type moves.

### (7) Encounter Tier

This icon is present on all wild Pokémon and indicates roughly how strong the Pokémon is:  Starter /  Weak <  Moderate <  Strong <  Legendary.

In this example, Budew is considered as a Weak encounter.

### (8) Evolve Cost

The cost in  Journey Points to evolve a Pokémon in your team to a more powerful form.

In this example, Budew can evolve into Roselia using 4 Journey Points.

You can place a Pokémon in the slot above the “Evolve” button on the Pokédex and then press “Evolve” to search for its evolution(s).

## Move Attributes

### (1) Type

Determines the effectiveness of this move against opposing Pokémon.

In this example, Toxic has the Poison-type so will be most effective against Grass-type Pokémon and Fairy-type Pokémon.

### (2) Attack Strength

The amount of attack dice to roll when using this move. It is usually a good indicator of the damage a move will do.

In this example, Toxic has an attack strength of 1 meaning that we will only roll 1 attack dice when using this move.

### (3) Effect

Follow the effect instructions printed on the move after rolling the attack dice.

In this example, Toxic may inflict the Poisoned status effect which makes up for its low attack strength.

The attack dice have the following faces, lookout for effects that interact with them:

- Status Symbol: 0 Damage
- Regular Hit: 1 Damage
- Regular Hit: 1 Damage
- Regular Hit: 1 Damage
- Regular Hit: 1 Damage
- Critical Hit: 2 Damage

In this example, for Toxic to inflict the Poisoned status effect there must be no critical hits (83% chance).



# On Your Turn

Each trainer takes their turn in order, starting with the trainer who chose their Home Village last. Turns then continue clockwise.

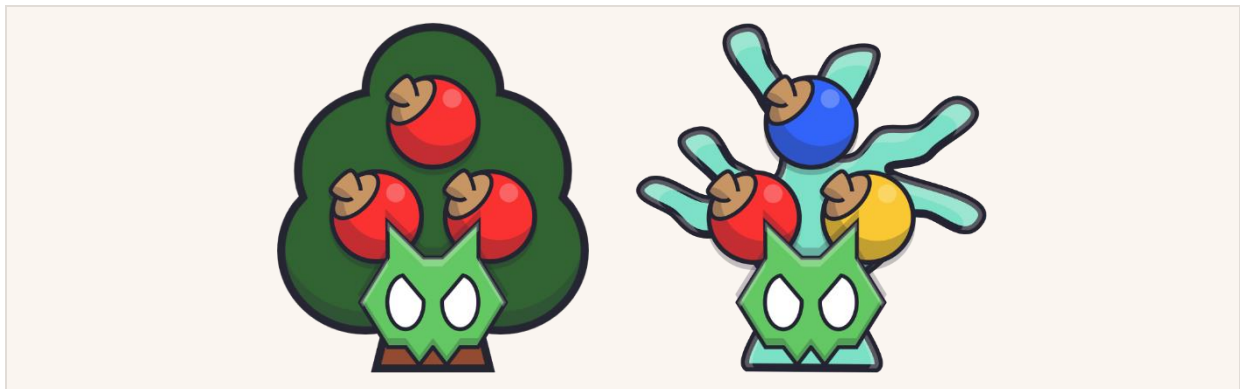
You may move 1 tile per turn for each Pokémon in your party:

- Moving across Ocean tiles is considered as “swimming” and does not require any specific Pokémon to do so.
- You cannot move onto tiles that are 2 or more full elevations higher/lower than your current tile.
- See the “Villages” section to see how flying between villages works.

When you move onto a tile with a token on, you may interact it:

- You cannot interact with the same token on the same turn.
- After any battle, your turn ends.

## Apricorn Trees/Reefs



Apricorns are used for crafting items, they come in 3 tiers and 7 types:

- Tier 1: 🍎 Red, 🍒 Blue, 🍋 Yellow
- Tier 2: 🍏 Green, 🍑 Pink, 🍷 White
- Tier 3: 🍷 Black

Apricorn Trees provide Apricorns of one type whereas Apricorn Reefs usually provide a variety of types. Both are guarded by wild Pokémon.

If you decide to interact with this token, use the Pokédex to “Search” up to 🍷 3/🍷 2/🍷 1 Pokémon based on the encounter tier. You must choose one of the Pokémon to battle, the rest will be returned to the decks area.



The Pokédex will automatically determine the biome, climate and encounter parameters based on the location of the trainer token. In general, you can press the "Search" button on the Pokédex whenever there is an "!" above your trainer token.

### If you defeat or capture the wild Pokémon

Gain 🟢 2/🟡 3/🔴 4 Journey Points and all 3 Apricorns from the Tree/Reef.

Gain 1 less Journey Point if the wild Pokémon causes itself to faint.

The move of a defeated wild Pokémon can be taught to any Pokémon in your party so long as it is compatible with the Learnable Move Types of that Pokémon. Otherwise, discard the wild Pokémon.

### If the wild Pokémon flees the battle

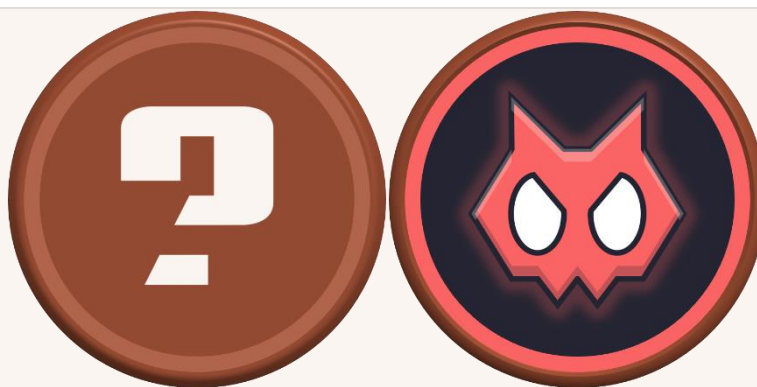
Gain 0 Journey Points and only 🟢 2/🟡 1/🔴 0 of the 3 Apricorns from the Tree/Reef.

A wild Pokémon flees the battle after defeating one of your Pokémon or when it is forced to switch out.

For example, you interact with a Green Apricorn Tree in a Plains biome with Temperate climate. The Pokédex search finds: 🟡 Lickitung and 🟡 Kadabra. You decide to battle Lickitung and return Kadabra to the decks area.

After defeating Lickitung, you collect 3 Green Apricorns and 3 Journey Points.

## Hidden Spots



Scattered across the map you will find Hidden Spots that can be flipped over when passing through a tile with one on.

### Apricorn Stashes

Gain 1, 2 or 3 Apricorns of the type shown on the token, then discard the token.

### Artifacts

Rare held items that boost your team and are required to encounter 🐾 Legendary Pokémon at certain locations. Attach the Artifact to a Pokémon in your party. You can find the effects of each Artifact on the token itself or in the Item Almanac.

### Team Galactic Scouts

Forced battle with a Team Galactic Grunt. Discard the token after defeating them and gain 3 Journey Points.

### Alpha Pokémon

Forced encounter with a 🐾 Strong Wild Pokémon. They have higher than normal attributes, but their locations are visible. Use the Pokédex to search for the encounter whilst standing on the token, then attach the token to the Pokémon.

Forced battles/encounters mean that the trainer is not the initiator of the battle. If there is a tie for initiative, the trainer goes last.

## Shrines



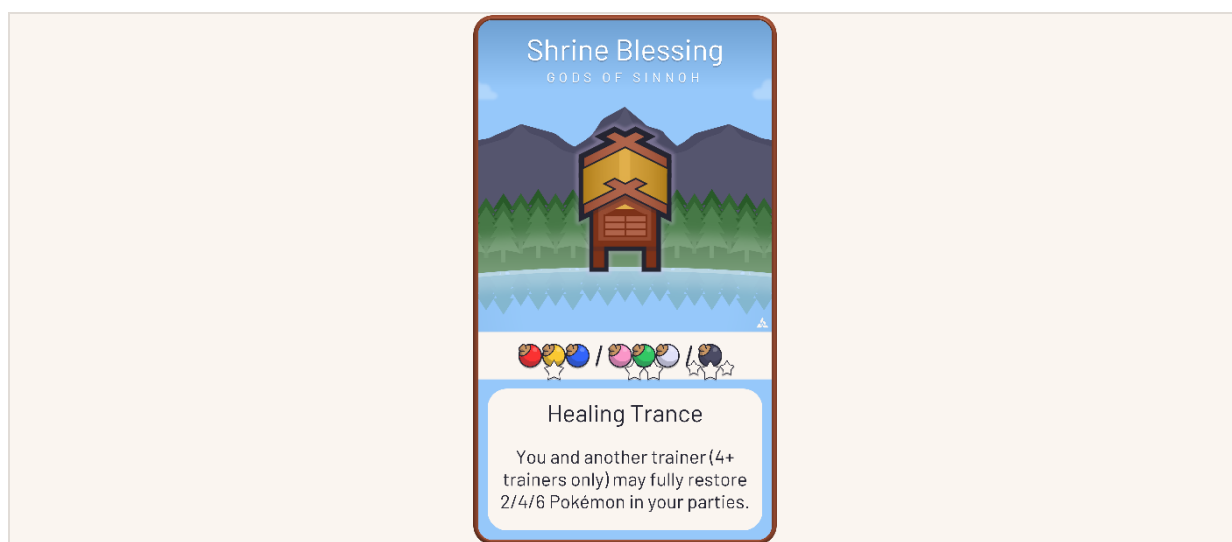
## Offerings

By offering an Apricorn (discard it), draw a card from the Shrine Events deck and place it in the left-most “Active Event” slot (move any other active Shrine Cards over to the right). Once complete, follow the effect on the newly drawn card.

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

Whilst a Shrine Event card is in one of the “Active Event” slots, any “whilst active” effects apply.

## Event Effects



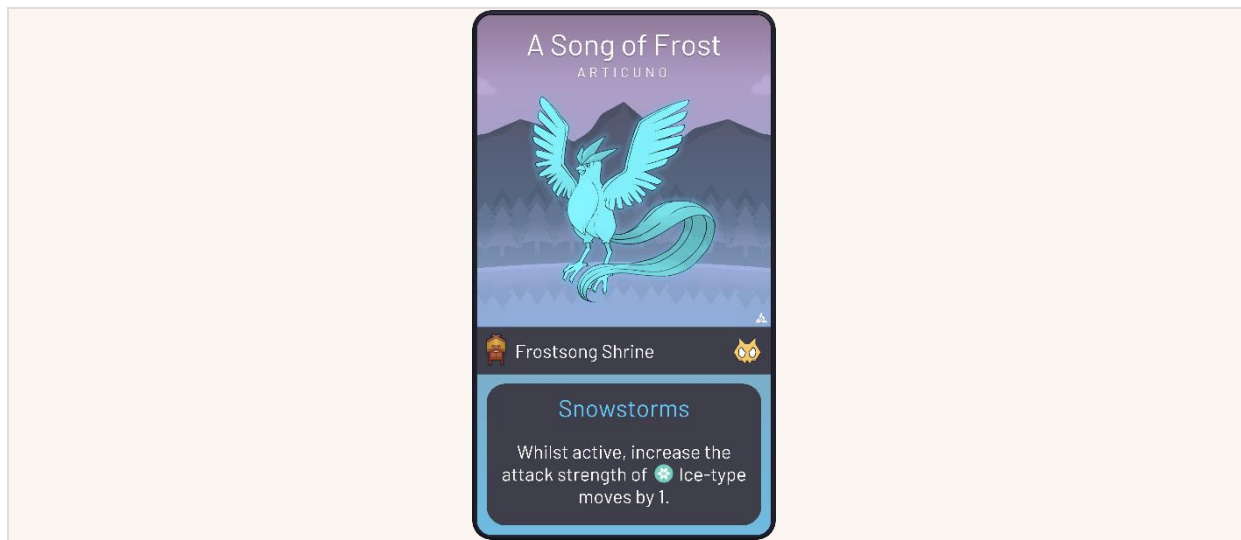
By offering an Apricorn from a higher tier, you may receive a stronger effect from the event (look for text separated by “/”: “Tier 1/Tier 2/Tier 3”):

- Tier 1: 🍎 Red, 🍌 Blue or 🍌 Yellow
- Tier 2: 🍌 Green, 🍌 Pink or 🍌 White
- Tier 3: 🍌 Black

For events with the “4+ trainers only” text on the effect:

- 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 Pokémon Events



Sometimes you might trigger the arrival of a 🦉 Legendary Pokémon. The trainer that triggers the event may choose to battle it immediately (from any shrine). If you defeat or capture it, immediately discard the event card.

Whilst a Legendary Shrine Event is active:

- Its effect will be present in all battles.
- It may be encountered at its home shrine by any trainer.

For example, during the event "A Song of Frost":

Whilst active, increase the attack strength of Ice-type moves by 1.

Articuno may be encountered at the Frostsong Shrine by any trainer.

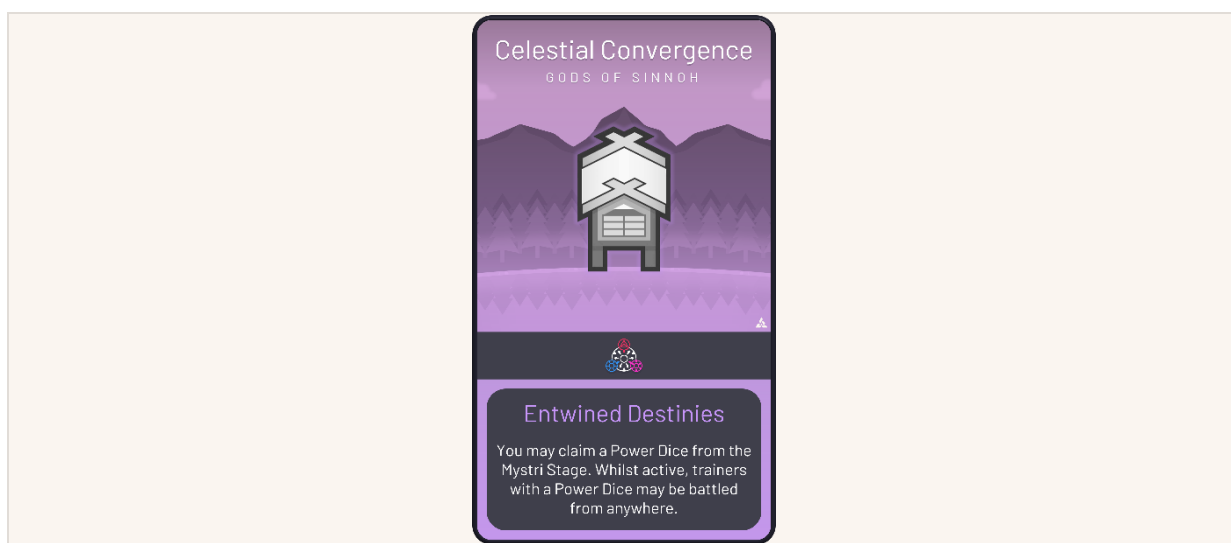
If the 🦉 Legendary Pokémon has already been defeated or captured, discard this card and draw another card.

To battle a Legendary Pokémon, search for it in the Legendary Pokémon deck found in the decks area.

Legendary Pokémon grant 5 Journey Points when defeated or captured.

Additionally, you may use more than one Pokémon during a battle with a Legendary Pokémon.

## Celestial Convergence Event



You may claim a Power Dice from the Mystri Stage (if available) when triggering this event. You can only have one Power Dice at a time, but you may send your current one back to the Mystri Stage.

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

Power Dice can be used after any attack roll (in other words, not during capture attempts) or whilst moving in the overworld. See the Item Almanac for details on what each Power Dice result does.

After using the result of a Power Dice, move it to 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 an event card.

### Additional Clarification

During the "Equivalent Exchange" event, the Pokémon from your party that you replace is discarded along with all its moves.

The Renegade Power Dice is just treated as an extra attack dice for most of its results.

## Legendary Pokémon Locations



You will need to find the required Artifact(s) to interact with one of these locations and battle its 🐾 Legendary Pokémon.

To battle a Legendary Pokémon, search for it in the Legendary Pokémon deck found in the decks area.

Legendary Pokémon grant 5 Journey Points when defeated or captured.

Additionally, you may use more than one Pokémon during a battle with a Legendary Pokémon.

## Villages



Starting your turn in any village will fully restore your entire party.

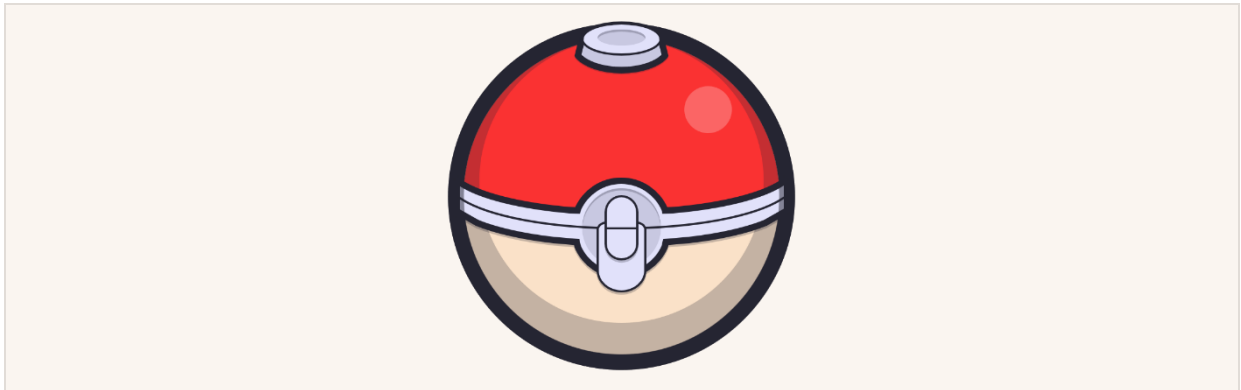
Once per turn, you may fly to another village using 1 tile move. Both villages must not have any Team Galactic Grunts on them to do so.

# Mechanics

## Items

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



Poké Balls are stored on the bottom rack of your trainer area. You may store more than 6 Poké Balls (place them to the side).

During a battle against a wild Pokémon, you may throw a Poké Ball instead of attacking on your turn. See the Item Almanac for how many dice to roll during the capture attempt. If the capture attempt fails, discard the Poké Ball.

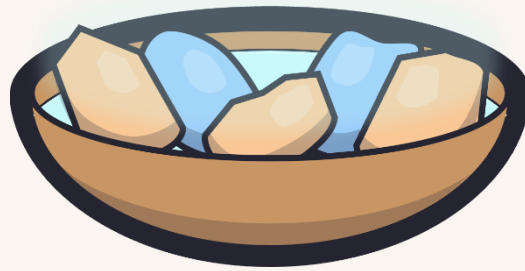
If the Pokémon is successfully captured, place it in your trainer area along with the Poké Ball used to capture it (you cannot use this Poké Ball to capture another Pokémon unless you release the Pokémon it was used to capture).

You may release existing Pokémon in your party by discarding them (along with any moves they have learnt). However, you must always have at least one Pokémon in your party.

The Poké Ball can be used as a convenient way to transport the captured Pokémon into the arena (by placing it in the Poké Ball slot at the top or bottom of the arena).



## Apricorn Stews



Apricorns Stews are immediately used when crafted. See the Item Almanac for details on what each Apricorn Stew does.

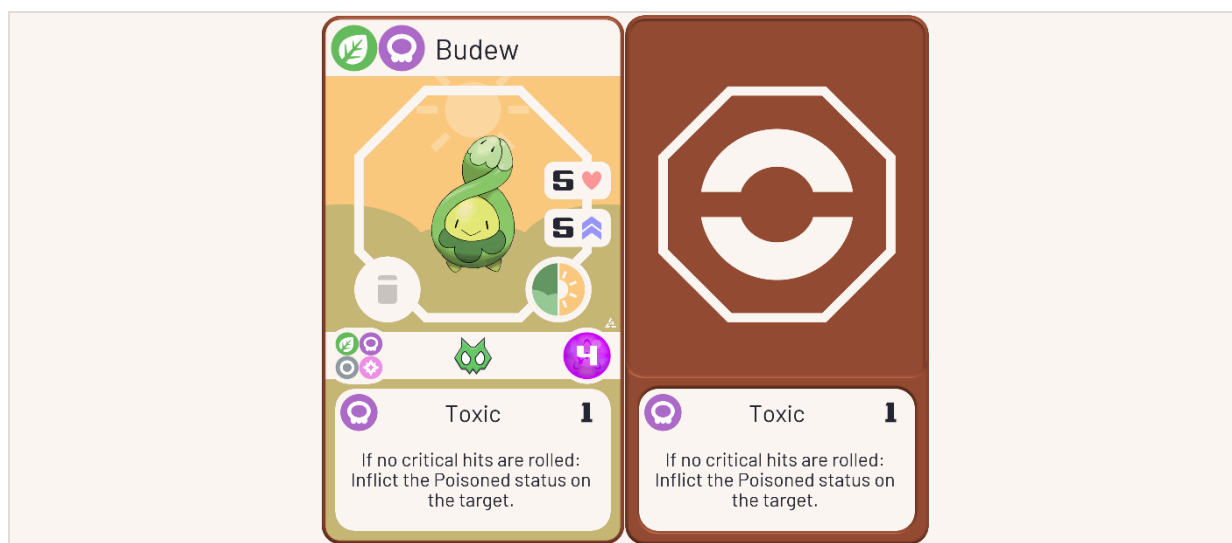
## Battle Items



Battle Items can be crafted and attached to the Held Item Slot of one of your Pokémon. See the Item Almanac for details on what each Battle Item does.

Held Items can be switched around your party during your turn whilst outside of battle.

## Teaching Moves

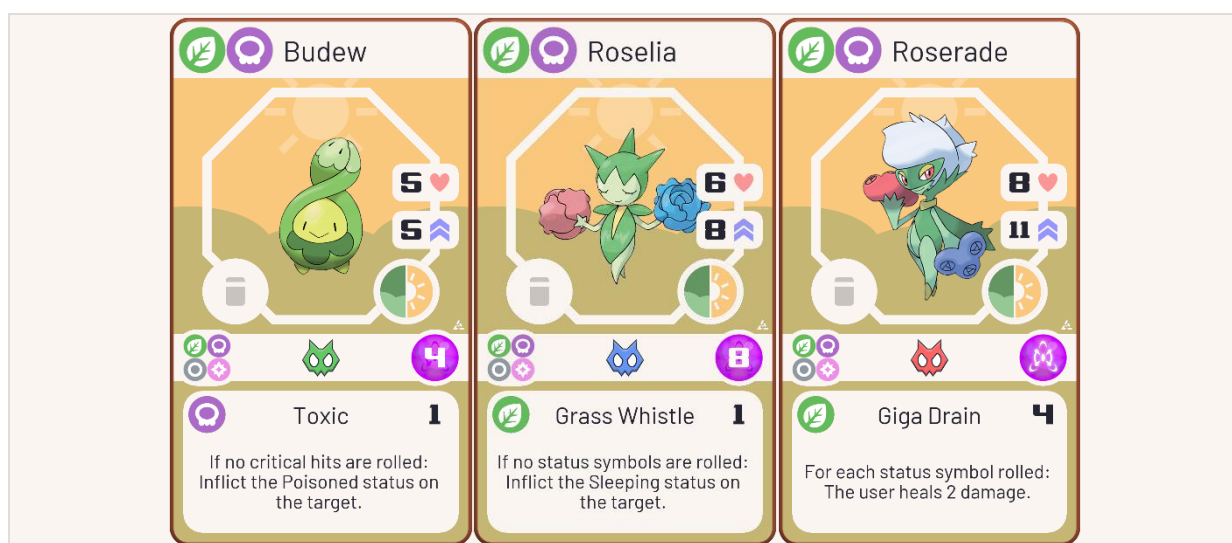


Every Pokémon has a copy of its signature move printed on the back. When teaching a move to a Pokémon, flip over the move and place it under the Pokémon.

There are a few ways a Pokémon can gain new moves. The type of a new move must be compatible with the Learnable Move Types of a Pokémon (typeless moves can be taught to all Pokémon).

Existing moves can be replaced by discarding them but cannot be moved around your team.

## Evolution



The signature move of the evolving Pokémon may be taught to the evolved Pokémon.

For example, when Budew evolves, its signature move of Toxic may be taught to its evolution Roselia. Now Roselia has two moves, Grass Whistle (its signature move) and Toxic (from Budew). Likewise, when Roselia evolves into Roserade, it will have all three moves (Toxic, Grass Whistle and Giga Drain).

## Defeating a wild Pokémon



The signature move of any wild Pokémon, including Legendary Pokémon, may be taught to any Pokémon in your party after defeating them.

For example, if you were to defeat a wild Budew, the Haunter in your party that can learn Poison-type moves may now learn Toxic.

## Shrine Event

There is an event called “Ancient Wisdom” that allows you to teach a move directly from the discarded Pokémon piles.

## Damage, Status Effects and Fainting

### Negative Effect Persistence

Any damage taken and status effects inflicted during battle are kept when the Pokémon leaves the arena.

When a Pokémon takes damage equal to or greater than its health, the Pokémon faints. If this happens, remove any damage or status effect dice from the Pokémon and flip its Poké Ball over to show it has fainted.

A fainted Pokémon cannot be used in battle.

Whenever a Pokémon is fully restored, remove any damage or status effect dice as well as flipping back over its Poké Ball if it was fainted.

### Status Effect Rules

Pokémon can only have 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 afflicted with the Burned status effect since the Burned status effect is Fire-type.

Likewise, Dark-type Pokémon cannot be afflicted with the Sleeping status effect since the Sleeping status effect is Dark-type in this game.

## Trainer Interactions

Whilst travelling around Sinnoh you may bump into other trainers on a similar mission to yours. If you are both on the same tile, you may either Trade or Battle.

### Trade

You may freely trade Pokémon, Apricorns and Held Items.

### Battle

Both trainers may use their full teams, or they can agree to use a set amount of Pokémon each (for example, 3 vs 3).

The trainer that initiates the battle sends out their lead Pokémon first but wins any initiative ties throughout the battle.

A battle request cannot be denied but can be conceded after one of your Pokémon faints.

In general, all battles can be conceded after one of your Pokémon faints.

When the opposing Pokémon faints you may switch out before your opponent sends in their next Pokémon (if you have not used a move that requires you to skip your next turn). This gives you a chance to save a valuable Pokémon for later in the battle and gives your opponent a chance to counter you.

Initiative is rechecked between the two Pokémon when all switching has been completed and the Pokémon with the higher initiative takes the first turn.

Using a move to switch Pokémon (for example, U-Turn) does not lead to initiative being rechecked.

## Rewards and Recovery

### 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 (you may send your current one back to the Mystri Stage).

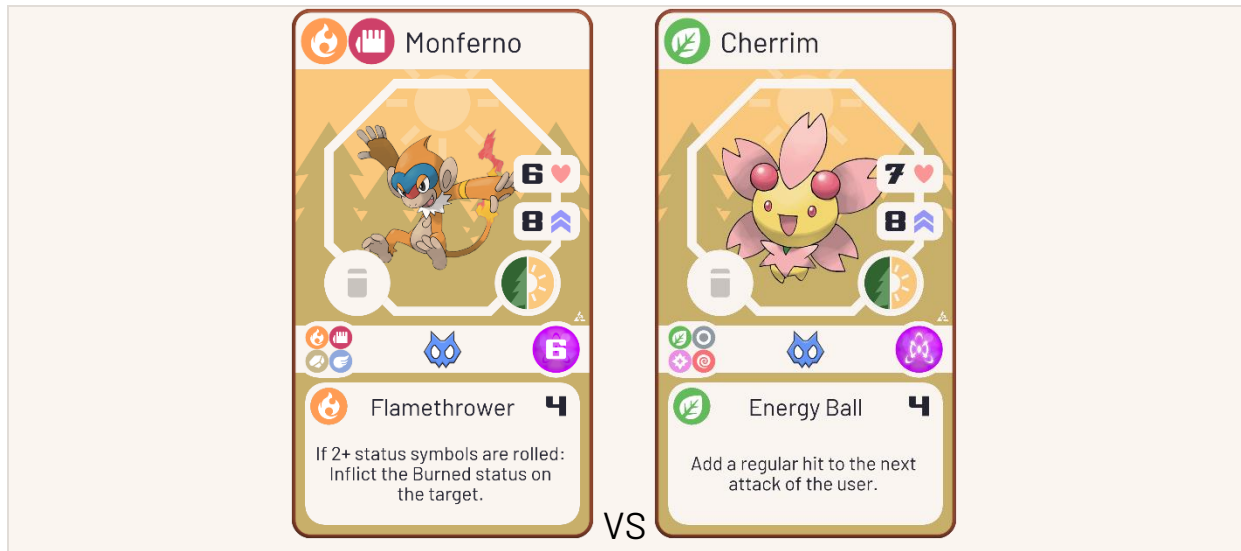
You do not receive Journey Points for defeating the Pokémon of another trainer or of Team Galactic (except for Team Galactic Scouts).

### Recovery

If you have no remaining non-fainted Pokémon, you are immediately returned to your home village to be fully restored at the start of your next turn.

A trainer with no remaining non-fainted Pokémon cannot be challenged until the start of their next turn.

# Battle Example



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.

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.
- On the dice roller, we set the type of the move to Fire as this is the type of this move. We see we will 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 those 2 Status Symbols, the effect of Flamethrower triggers and Cherrim is Burned as a result (place a Status Dice with value set to Burned on Cherrim).

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 attack 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 from defeating Cherrim as well as teach Energy Ball to a compatible Pokémon in their party.



# Team Galactic

The threat posed by Team Galactic looms over the Sinnoh region, it will be up to you to stop them. You can find reminders on what your current objective is on the Act cards.

Team Galactic get access to special tactics in battle by placing their Pokémon in the arena:

- Plan B: A typeless attack that is not affected by type effectiveness.
- Full Restore: A healing option that does not use up a turn but has a limited amount of uses per battle.

The other trainers in the game control the Pokémon of Team Galactic in battle and decide what moves/tactics to use. If you want to play this game single player, I suggest using the following rules for selecting their moves/tactics:

- If the signature move of the Pokémon does not have negative type effectiveness, use the signature move.
- If the signature move of the Pokémon does have negative type effectiveness, use Plan B.
- Reserve the Full Restore(s) for the final Pokémon.

## Act I

During Act I, you will need to liberate your home village from Team Galactic. When you feel ready, return to your home village and interact with the "Team Galactic Grunts" token there.

Shuffle and then draw 3 Team Galactic Grunts cards from the deck of 8 cards (these can be found under the Act I card). Battle the Pokémon in the order they are drawn.

If you defeat all their Pokémon whilst having at least one non-fainted Pokémon, you are victorious, your party can now support up to 5 Pokémon!




You can only liberate your own home village.

If you are the first trainer to have liberated their home village, flip over Act II.

## Act II

Do not read until you reach this act.

During Act II, you will need to collect the following three Shards:

- Shard of Emotion 
- Shard of Knowledge 
- Shard of Willpower 

You will need to travel to each of the three lakes of Sinnoh to defeat the Team Galactic Commander stationed there and claim their respective Shard as a reward.

Each Team Galactic Commander has 2 Pokémon, the order in which they prefer to send out their Pokémon (lowest number first) is printed on the card where the “Evolve Cost” usually is.

As you collect more Shards, Commander Charon will attempt to aid his fellow Commanders by adding his Pokémon to the battle:

- 0 Shards: Commander Charon will not aid in this battle.
- 1 Shard: Shuffle his 3 cards and then draw 1 of them to add to the battle.
- 2 Shards: Shuffle his 3 cards and then draw 2 of them to add to the battle.

After you have collected the Shards, you may unlock the final slot in your party meaning you may have up to 6 Pokémon!

If you are the first trainer to have collected all 3 Shards, flip over Act III.

## Act III

Do not read until you reach this act.

During Act III, you will need to first restore the Heart of Sinnoh. To do this, you must be in possession of one of the three Power Dice to summon either Dialga, Palkia or Giratina for a battle. By defeating or capturing one of them, they will restore the Heart from your Shards.

Once the Heart is restored, head to the Hall of Origin to battle Cyrus. He uses a full team of 6 Pokémon so be prepared!

If you are the first trainer to have defeated Cyrus, flip over Ending.

## Ending

Do not read until you reach this act.

At this point you may end the game by choosing the “Hero of Sinnoh” option and you will be crowned as the winner of the game.

However, if you have the desire to prove you are truly the strongest trainer, then choose the “Traitor of Sinnoh” option:

- Your party is fully restored immediately.
- You no longer take turns.
- All the other trainers will have 3 turns and 1 attempt each to get to the Hall of Origin and defeat you in a full battle.
- Your party is fully restored after each attempt.
- After a trainer fails their attempt against you, they no longer take turns.

If one of them manages to defeat you, the game ends and they will instead be crowned as the Hero of Sinnoh and the winner of the game.

If you manage to defeat all of them or the 3 turn limit elapses, the game ends and you will be crowned as the undisputed strongest trainer and the winner of the game.

# FAQ

I have done my best to compile a list of niche scenarios that can occur and how to handle them. If neither the rules nor the FAQ explain what to do, I leave it up to your group to decide (also, let me know on the workshop page so I can update the rules/FAQ for future versions).

## Overworld Clarifications

**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 mainly happens if a Pokémon is brought back out of the discard piles during the "Lost Companion" event. You may just make a card clone of its evolution.

## Battle Clarifications

**Can Mimic copy the special tactics that Team Galactic can use in battle?**

No, these tactics are not considered moves.

**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.

**What happens if neither Pokémon can do damage to the other?**

If it is not possible to do damage to the opposing Pokémon, you may 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.

## Game Questions

**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 future if people like this one!

**How long did it take to make this game?**

As of writing, I would estimate 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!

# Credits

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

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