

RULEBOOK 1/1.213

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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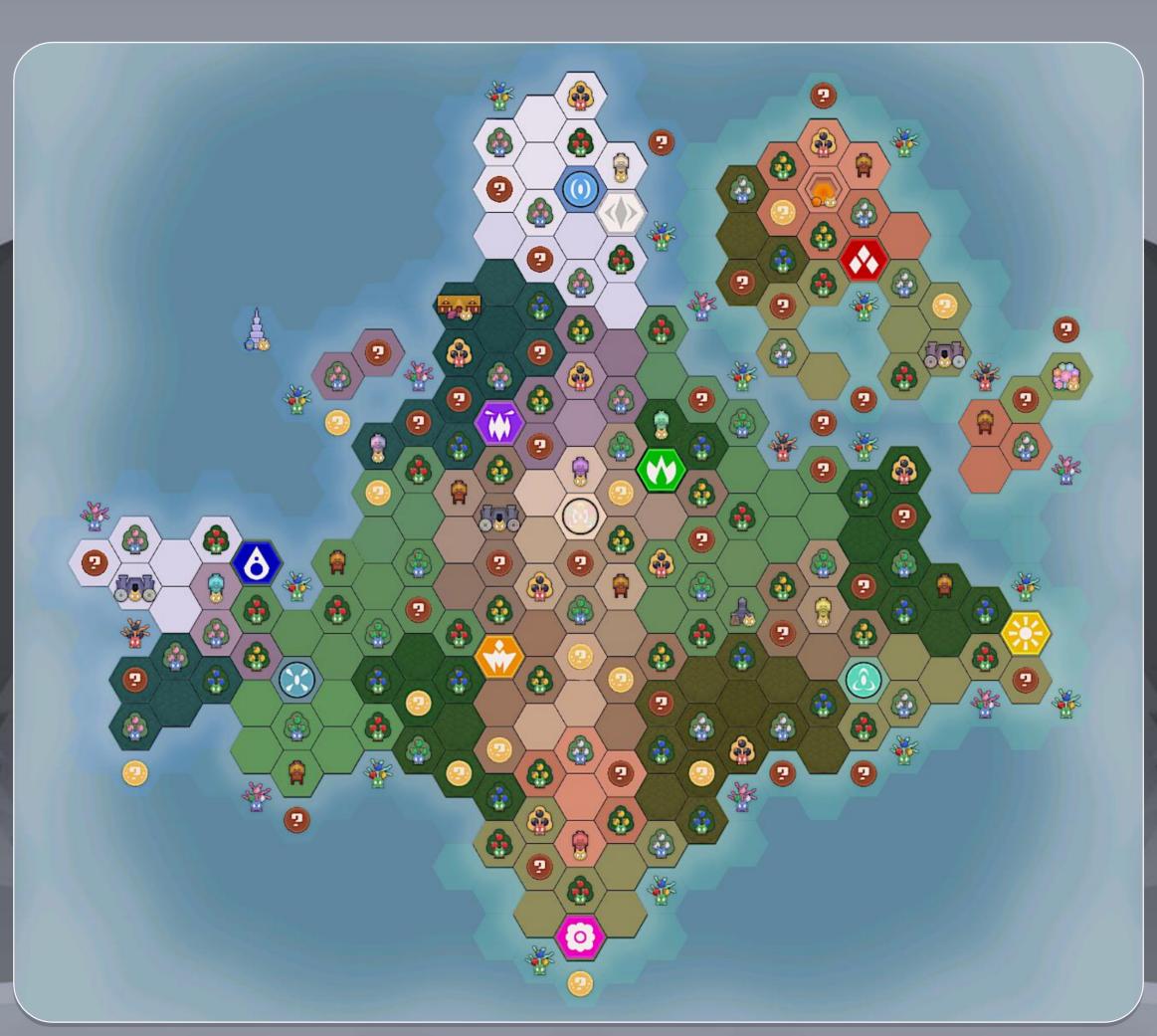
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OBJECTIVES

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 <u>home village card</u> 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 <u>trainer token</u> and place it on your village.
 - c. Place your home village card in your hand and it will automatically change your <u>hand colour</u> to the correct one.
 - d. <u>Important:</u> Now change your <u>player colour</u> to the new colour of the seat where your home village card is.
- 3. Click the "Start Game" button.
- 4. Draw the Prologue card from the acts deck and follow its instructions.
- 5. The trainer who was last to choose their home village card takes the first turn of the game. Turns then continue <u>clockwise</u>.

ON YOUR TURN

You may move <u>up to 3</u> tiles per turn (increases by 1 for each Shard owned). The only restriction to movement: You cannot move onto tiles that are 2 or more full elevations higher/lower than your current tile.

When your trainer token is on a tile with something on, you <u>may</u> interact with it but cannot interact with it again this turn:

- When interacting with other trainers, you can <u>freely trade</u> with them or challenge them to a battle.
- When you interact with any village, you may <u>fly</u> to another village for 1 tile move or fully restore your entire party.

Your turn ends after any battle or if you have no more movement to use.

APRICORNS

Apricorns come in 7 different types across 3 distinct tiers. Apricorns from higher tiers are more difficult to acquire.







Tier 3

Tier 1

er 2

Apricorns Trees provide up to 3 Apricorns of <u>one type</u> 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 capture or defeat the wild Pokémon guarding it if there is one [see Encountering Pokémon]. If the wild Pokémon flees, you have to choose 2/ 2/ 1/ 0 of the 3 Apricorns based on the encounter tier of the Tree/Reef.

AUTOMATION

Before continuing with the gameplay rules, this section will hopefully inform you of all the automation features available in Legends of Sinnoh.

BAG MANAGEMENT

Apricorns and Journey Points can be moved to and from your bag using the buttons provided in your trainer area. Left click will put the item into your bag, right click will discard the item.



FŁYING

More thematic than strictly useful, you can click the centre of a village to have a Staraptor transport your trainer token to that village.



TYPE EFFECTIVENESS

Each of the Dice Roller panels in the arena calculate the bonus/penalty damage from type effectiveness automatically when selecting a move type.

By having the small green button toggled on, you can search through all move types instead of just the ones your currently active Pokémon can learn.



MOVING POKÉMON

Pokémon in this game can end up with many objects on them as they learn new moves, hold items and take damage/status effects. To move all of these objects together easily, you can instead use the Poké Ball token of the Pokémon to move them about.



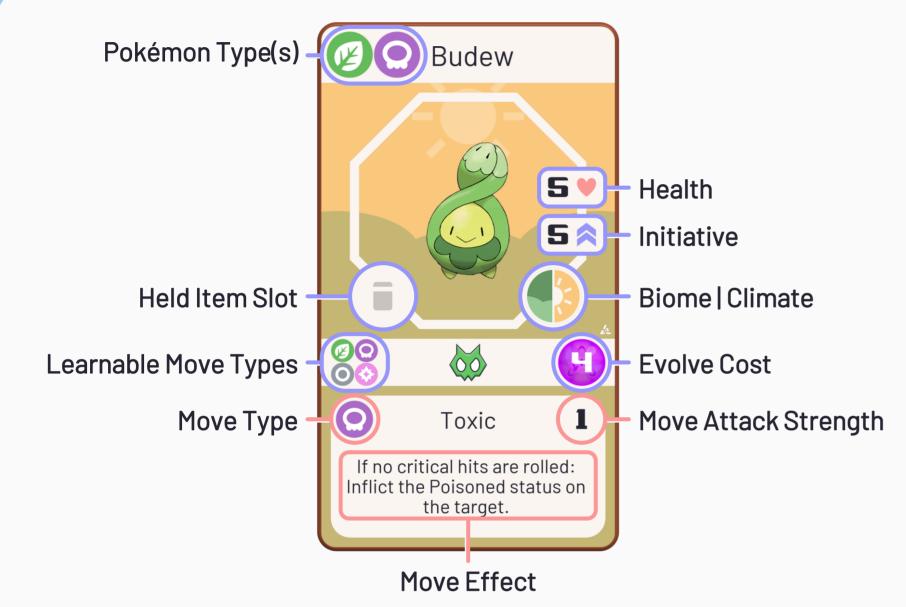
Poké Ball token in your trainer area linked to Infernape.



Poké Ball token moved to the arena, Infernape along with any moves, items and dice are moved to the arena also.

<u>Important:</u> Make sure to increase your lift height in Tabletop Simulator if you are having trouble with the Poké Balls linking to other Pokémon in your party accidently when moving them around.

POKÉMON

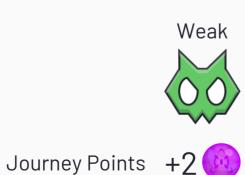


Each Pokémon has a signature move. After rolling the attack dice for a move, check to see if the Move Effect applies to the result of the roll.

Capture Rate 3+

Encounter Tier

Higher encounter tiers are tougher to defeat/capture but grant more Journey Points.















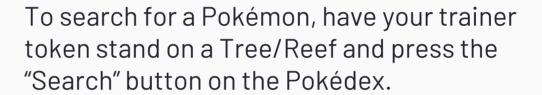






ENCOUNTERING POKÉMON

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.



Depending on the encounter tier, the Pokédex will return either 3, \$\infty\$ 2 or \$\infty\$ 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 <u>matching Artifact</u> [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].





Apricorn Tree

Apricorn Reef









POKÉMON

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 using the Dice Rollers.

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 <u>equal to or greater than</u> the Capture Rate of the Pokémon (e.g. you need to roll 3 or more to capture a Weak Pokémon).



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

If <u>successful</u>, 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 or available 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 <u>3 available slots</u> but this increases with each Shard obtained [see Team Galactic].

Additionally, place the Poké Ball used to capture it in the Poké Ball slot beneath the Pokémon (cannot be used again to capture more Pokémon):

- This can be used to transport your Pokémon (and anything on it) to the top or bottom side of the arena [see Automation].
- Also can be flipped over to indicate your Pokémon has fainted.

If <u>unsuccessful</u>, 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.

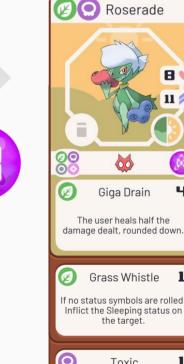
You may teach the move of the old Pokémon to the newly evolved Pokémon by flipping the old card over and placing it under the new card. Otherwise discard the old card.

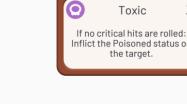


Budew with just the move Toxic.



Secondary evolution has its own move plus the move from Budew.







BATTLING

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.

A 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.

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.

2 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 Effective: -4 damage

Not Very Effective: -2 damage

9

The <u>Typeless</u> type, ignores type effectiveness

SWITCHING

Switching is <u>not allowed</u> 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

Any battle can be ended early by <u>conceding</u> after one of your Pokémon faints. Otherwise, a battle ends due to one of the following scenarios:

- The opposing trainer is out of usable Pokémon or concedes: You are declared as the winner of the battle if you still have usable Pokémon, otherwise it is considered a draw and no rewards are gained.
- The opposing wild Pokémon has been captured or faints: Captured Pokémon are added to your party, fainted Pokémon are discarded. You still get the full rewards even if your Pokémon faints at the same time.
- The opposing wild Pokémon flees the battle: A wild Pokémon flees the battle after defeating one of your Pokémon or if it is <u>forced</u> to switch out. It is then returned to the deck. Legendary Pokémon do not flee (Alpha Pokémon also do not flee due to this).

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.

After a wild Pokémon is captured or faints:

- You may gain Journey Points based on the encounter tier of the Pokémon (for example, a Weak Pokémon grants 2 Journey Points).
- Additionally, you may gain any Apricorns it was guarding.

Only after a wild Pokémon faints:

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). Pokémon can only have a maximum of 2 extra moves (which is 3 moves total but the signature move cannot be changed). Existing extra moves can be replaced by discarding them. The Evolving Pokémon section has an example on how new moves are physically added to your Pokémon.

RECOVERY

After a battle against another trainer (does not count Team Galactic):

 Neither trainer may be challenged again until the start of their next turns.

If you are out of usable Pokémon:

 You are immediately returned to your home village and are fully restored at the start of your next turn.

STATUS EFFECTS

There are 6 status effects in this game. Like damage, they are persistent until a Pokémon can heal them (through fully restoring, fainting or effects that remove statuses). They are inflicted by certain moves and become effective just before damage is calculated and applied (this means critical hits from a move that applies the Frozen status apply the damage).

A Pokémon that already has a status effect <u>cannot</u> be afflicted with any further status effects. 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, Dark-type Pokémon cannot be afflicted by the Sleeping status.

Confused

For each status symbol rolled: Take 2 damage.

Paralysed

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

Poisoned During battle, take 2 damage

at the end of your turn.

Ignore when the battle ends.

3 Burned

Reduce the total damage dealt by your attacks by 2.

Frozen

For each critical hit rolled against you: Take 2 damage.

Sleeping

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

Battle Fatigue: A Pokémon in battle becomes <u>fatigued</u> after 5 dice rolls in a row. When fatigued, deal 3 damage to it every time its dice roller is used. When a Pokémon switches out, it resets its dice roll count back to 0.

BATTLING

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.

4 Dice Typeless Dice Roller Roll Damage Dice **Attack** Dice Monferno Status Dice Roll Dice Roller

TURN 1

We choose 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 clicking Roll, we get a below average result:

- 2 Status Symbols (0 damage)
- 1 Regular Hit (1 damage)
- 1 Critical Hit (2 damage)

The total damage is equal to 3. 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).

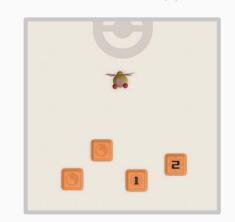
However, lets also read the effect of Flamethrower:

"If a status symbol is rolled: Inflict the Burned status on the target."

Since we rolled a Status Symbol, Cherrim is now Burned as a result (place a Status Dice with value set to 3 Burned on Cherrim also).



Dice Roller set to 4 Dice and the Fire type.



Dice roll result totalling 3 damage.



Damage Dice set to 5 and Status Dice set to Burned.



Cherrim

Monferno

TURN 2

Now Cherrim gets to attack and can only use Energy Ball:

- Because of the Burned status effect, the attack strength of Energy Ball (4) 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:

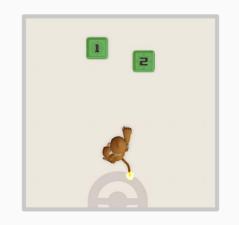
- 1 Regular Hit (1 damage)
- 1 Critical Hit (2 damage)

The total damage is equal to 3. 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 Regular Hit (1 damage) to the next roll of Cherrim (but it does not look like Cherrim will get another turn in this battle).



Dice Roller set to 2 Dice and the Grass type.



Dice roll result totalling 3 damage.



Damage Dice set to 1.

FINISHING THE BATTLE

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.



Monferno card for reference.



Cherrim card for reference.

CRAFTING

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

POKÉ BAŁŁS

Required for catching Pokémon [see Capturing Pokémon].











Ultimate Ball



Keystone Ball Roll 6 dice when rolling to capture.

Poké Ball Roll 3 dice when rolling to capture.

Greater Ball Roll 4 dice when rolling to capture.

Roll 5 dice when rolling to capture.

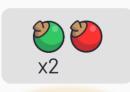
APRICORN STEWS

Apply the effect of the stew immediately upon crafting.



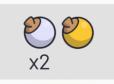






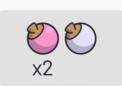


Alluring Stew May retry a Pokédex search and prevent the wild Pokémon from fleeing.





Zesty Stew Move up to 3 additional tiles and may ignore any battles this turn.

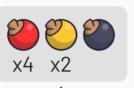




Infused Stew Roll 3 attack dice, gain Journey Points equal to the result.

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.

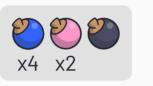








the user is attacked, deal 1 damage to both





Star Shield Once per battle, reflect a status effect back to the attacker.





Lucky Egg Gain an extra Apricorn or Journey Point when the user participates in a battle.



the user and attacker.



Eviolite Once per battle, reduce the damage taken from an attack by the evolve cost of the user. No effect when fully evolved.





Swiftness Sash Increase the initiative of the user by 1. Once per battle, a move that skips a turn to attack next turn can be used immediately.





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

JOURNEY STAMPS



Journey Stamps are collected as you experience certain aspects of the game and grant you rewards for doing so. Once a stamp is received, it is kept for the remainder of the game.

STAMP SHEET

Found at the bottom-right of your trainer area, the stamp sheet can be filled using the using the "Decal" tool and selecting the "Journey Stamp" decal.



REQUIREMENTS

Stamps can be claimed in any order. Starting with the first row and going left to right, you immediately claim the stamp for this space if:

- You have 3 or more fainted Pokémon in your party.
- You win a battle against another trainer (if playing solo, this can be any member of Team Galactic).
- You have 1 or more of every Apricorn type in your bag.
- You have captured a Legendary Pokémon (Alpha Pokémon also count).
- You have crafted 2 or more Battle Items (other held items do not count).
- You use 10 or more tile moves in a single turn.
- You roll the "star" side of a Power Dice.

REWARDS

Use the button at the bottom-right of the stamp sheet to flip over to the rewards side to see what you get when you reach each stamp total milestone.



You get a reward <u>each time</u> you gain a new stamp and the reward is based on the number of stamps collected so far:

- 1. Gain a Red, Blue and Yellow Apricorn.
- 2. Shuffle the Weak Pokémon deck, add the top Pokémon to your party or teach its move to a Pokémon in your party.
- 3. Gain a Pink, Green and White Apricorn.
- 4. Shuffle the Moderate Pokémon deck, add the top Pokémon to your party or teach its move to a Pokémon in your party.
- 5. Gain three Black Apricorns.
- 6. Shuffle the Strong Pokémon deck, add the top Pokémon to your party or teach its move to a Pokémon in your party.
- 7. Gain all Shards you are currently missing.

Once per stamp collected, you may instead choose a reward from a <u>lower</u> stamp total if you do not want the current reward.

For example, when you receive your fourth stamp: You shuffle the deck but get a Moderate Pokémon you do not want, you can then choose either the 1, 2 or 3 stamp total reward instead.

Scattered across the map you will find ② Hidden Spots and ② Special Hidden Spots that may be interacted with when passing over one. Flip the Hidden Spot token over to reveal what it is and resolve its effect.

2 APRICORN STASHES

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



② GINKGO MERCHANTS

When you interact with this token, trade <u>up to 4</u> Apricorns in your bag for different Apricorns of the same tier. For example, you can replace a Red Apricorn for either a Blue or Yellow Apricorn. This token remains where it is found.



2 TRAVELLING HEALERS

When you interact with this token, fully restore your entire party. This token remains where it is found.



② DISTORTION GATES



🔑 ARTIFACTS

Unique held items that boost the power of certain move types and are required to battle the Pokémon at Artifact Legendary Locations.



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



Temple of the Sea



Gracidea Flower
Increase the attack
strength of Grass
and Flying 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
Increase the attack
strength of Dark
and Ghost type
moves by 1.



Hallowed Tower



Sweet Gateau
Increase the attack
strength of Ghost
and Fairy type
moves by 1.



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 lce and
Steel type moves
by 1.



Westbreeze Ruins / Firelilly Ruins



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







HIDDEN SPOTS



4 ALPHA POKÉMON

Battle a Strong Pokémon with its health, initiative and signature move strength increased.

Whilst standing on the Alpha Pokémon token, use the Pokédex to search for a random wild Pokémon and <u>attach</u> this token to it as a held item.

You keep the token if you capture the Alpha Pokémon but the token <u>cannot be</u> <u>unequipped</u> and is discarded when the Pokémon holding it is discarded or returned to the deck.



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

[5 in total]



Offer an Apricorn whilst at <u>any</u> Shrine (by discarding it) to <u>draw</u> 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"). If the deck is <u>out of cards</u>, shuffle the discard pile back into the deck.

By additionally offering 7 Journey Points, you may instead <u>search</u> the deck for a Shrine Event of your choice. Afterwards, shuffle the deck.

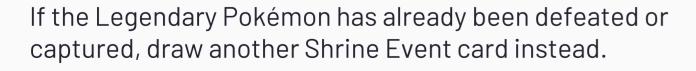
For the events with the text "4+ trainers":

- In a game with only 2 or 3 trainers, only you get the effect.
- You get to apply the effect of the event 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 <u>drew</u> (not searched) 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.





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

Chance Encounter: 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. You can also replace your Starter Pokémon with this event. Alpha Pokémon can be replaced for a Strong Pokémon, but the Alpha Pokémon token is discarded.

Ancient Wisdom: You can also choose moves from the discard piles for Starter and Weak Pokémon.

Revitalising Trance and Critical Capture: When choosing another trainer to give these effects to, the effects become useable once it is their turn (you can place the event card in front of them so they remember).



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 the power of Dialga.



Spatial Dice A fragment of the power of Palkia.



Renegade Dice A fragment of the power of Giratina.

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.



The Mystri Stage

Power Dice can be used after any of your dice rolls whilst 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.

POWER DICE RESULTS

Break: Return the dice back to the Mystri Stage.



Break











Bubble

Reveal 1 Reveal 2 Reveal 3 Reveal 4

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.





Reroll/









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.













Hit



Distortion Field

Regular Hit/Critical Hit: Add the result to one of your rolls. Distortion Field: Change all Status Symbols into Critical Hits or all Critical Hits into Status Symbols.

TEAM GALACTIC

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: Provides a 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: During a battle, allows Team Galactic to strike back by storing damage dice on this tactic whenever their Pokémon faint. When one of their Pokémon is attacked, you may move all the stored damage dice to the target.



Special tactics that Team Galactic can use in battle.

In battles with Team Galactic:

- Have another trainer control the Pokémon of Team Galactic (if playing solo, this is left up to you to decide).
- You win any initiative ties during the battle, but you must reveal your initial Pokémon first.
- Each time a Team Galactic Pokémon faints, the trainer controlling them may then choose which Pokémon to send in next from the remaining non-fainted Pokémon they have available.
- Team Galactic Pokémon are <u>unable</u> to switch out after defeating one of your Pokémon.

ACT 1

At the start of Act I, you get <u>3 Red Apricorns</u>. Your first 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 Team Galactic Grunts deck and draw 3 of them face-up.
- 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.
- 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, draw the Act II card. Other trainers still must finish Act I.

ACT II

During Act II, you will need to collect the three Shards. To achieve this, battle the Team Galactic Commander stationed at each lake around the Sinnoh region. You can collect the Shards in <u>any</u> order:



Shard of Emotion
Battle Commander Mars
at Lake Verity.



Shard of Knowledge
Battle Commander Jupiter
at Lake Acuity.



Shard of Willpower
Battle Commander Saturn
at Lake Valor.

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

- The trainer controlling the Commander chooses <u>2/3/4</u> (increases for each Shard you already have) of the 4 Pokémon for that Commander (from the Team Galactic Commanders deck) and displays them face-up.
- If you defeat all their Pokémon (whilst still being able to battle), you are victorious:
 - Gain 1 Journey Point for each Pokémon defeated.
 - Gain a new Shard which unlocks an additional party Pokémon slot in your trainer area and 1 extra movement per turn.
 - Additionally, if this was your final Shard, you may at any time 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 three Shards, draw the Act III card. Other trainers still must finish Act II.

ACT III

The final test for you and your team. Head to the Origin Shrine and make a Shrine Offering there to restore the Heart of Sinnoh from your three Shards.

When the Heart is restored, you gain the Heart of Sinnoh held item to attach to a Pokémon in your party.

This held item <u>cannot be taken</u> by other trainers and is required to challenge the Gods of Sinnoh and Cyrus.



The user gains +2 health and +1 initiative. Also increases the attack strength of moves that are the same type as the user by 1.

If you have a Power Dice, you may <u>optionally</u> challenge one of the Gods of Sinnoh whilst at the Origin Shrine:

- Place your Temporal/Spatial/Renegade Dice on the shrine to challenge Dialga/Palkia/Giratina (click "Search" whilst you are on top of the dice).
- You cannot use your Power Dice in this battle, but it is returned to you after the battle ends.

Otherwise, proceed to the Hall of Origin to start the battle with Cyrus:

- The trainer controlling Cyrus chooses <u>6</u> of his 8 Pokémon (from the Team Galactic Boss deck) and displays them face-up.
- 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

The trainer that defeats Cyrus gets to choose whether to be the Hero of Sinnoh or the Traitor of Sinnoh.

If you choose the Hero of Sinnoh option, you are immediately crowned as the winner of the game.

If you choose the Traitor of Sinnoh option:

- 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).
- The other trainers must be able to reach you at the Hall of Origin in these 3 turns to challenge you or use a Celestial Convergence event to battle you remotely if you have a Power Dice.
- You no longer take turns and whilst you wait for challengers.
- Your party is fully restored after each attempt.
- 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.

It is recommended that trainers choose the Traitor of Sinnoh option after their first playthrough of the game if time allows.







Check the Discord for the extended 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 it is not feasible for either Pokémon to do damage to the other?

After 5 rolls in a row, Battle Fatigue starts taking effect dealing 3 damage each time the dice are rolled. This should end the battle. In case it does not, you may invoke a final clause that any Pokémon reaching 10 rolls in a row instantly faints from exhaustion.

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 honestly just happy that people get to experience and hopefully enjoy the game.

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

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!

I would also 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.

Finally, I would like to thank our amazing Legends of Sinnoh Discord community for their feedback and ongoing support of the game.

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