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Pokémon  
LEGENDS  
OF SINNOH

RULEBOOK  
v1.4

Created by Levatius

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

# POKÉMON: LEGENDS OF SINNOH

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Welcome trainer 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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## OBJECTIVES

The base game plays through the “Heart of Sinnoh Campaign” with the following objectives split over three acts:

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

The first trainer to conquer all the objectives may claim victory.

## 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. Choose one of the two starter Pokémon and add it to your party.
  - b. Find the corresponding trainer token and place it on your village.
  - c. Place your home village card in your hand and it will automatically change your hand colour to the correct one.
  - d. Important: Now change your player colour to the new colour of the seat where your home village card is.
3. Select the “Heart of Sinnoh Campaign” and click “Start Game”.
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 clockwise.

## ON YOUR TURN

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

You may interact with things on the map whilst standing on their tile:



When you are on the same tile as another trainer, you can freely trade with them or challenge them to a battle (if they are outside of a village).



You may continue to interact with things on the map until all of your movement for the turn runs out, but your turn immediately ends after any battle.

## VILLAGES

You may take each of these actions once per turn whilst at any village:



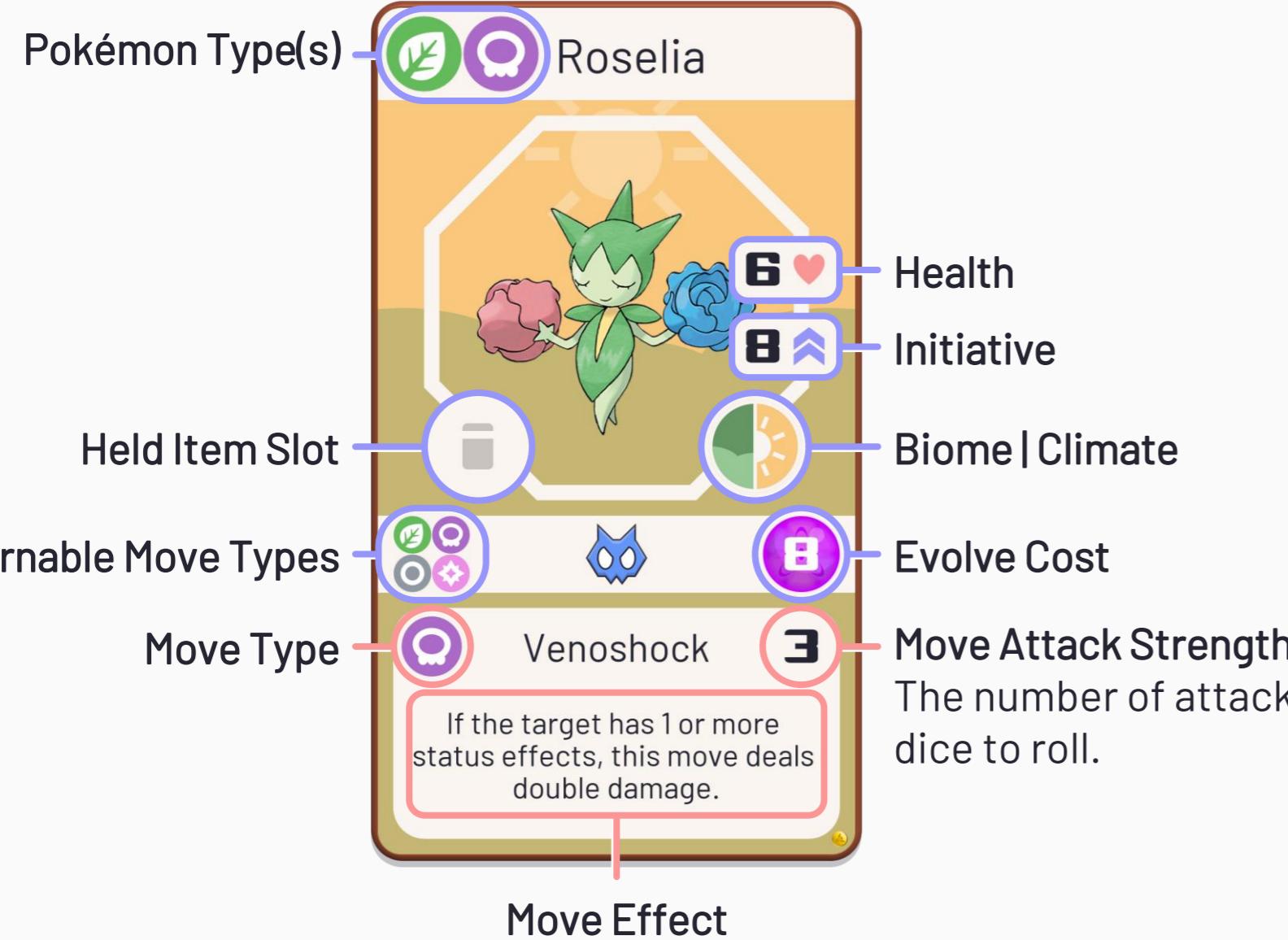
Fully restore your entire party: Remove all damage and status effects from your Pokémon.



Exchange your Apricorns with the Ginkgo Merchants according to one or both of the current Ginkgo Trades being offered (top-right of the map). Shuffle the Ginkgo Trade deck afterwards.



Fly to another village by discarding 1 Apricorn (there must be no Team Galactic Grunts on either village).



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

	Weak	Moderate	Strong	Legendary
Journey Point Rewards	1	2	3	4
Capture Rate	3+	4+	5+	6+

## ENCOUNTERING POKÉMON

To search for a Pokémon, have your trainer token stand on an Apricorn Tree or Apricorn Reef and press the "Search" button on the Pokédex.

The Pokédex will return 3 / 2 / 1 Pokémon. Once you decide to search, you must choose one of the Pokémon to battle but you may still craft items like Poké Balls before the battle begins.

Legendary Pokémon can be encountered in two ways:

- Artifact Legendary Pokémon:** Can only be encountered at their home location if you are 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].

## APRICORNS

Apricorns are your primary crafting resource [see Crafting] and are obtained by defeating or capturing the wild Pokémon that guards them. Apricorn Trees provide up to 3 Apricorns of one type whereas Apricorn Reefs provide up to 3 Apricorns of usually a variety of types [see Rewards].



Apricorn Tree



Apricorn Reef



Tier 1



Tier 2



Tier 3

## CAPTURING POKÉMON

During a battle with a wild Pokémon, you may use one of your Poké Balls instead of attacking on your turn.

The quality of the Poké Ball determines how many dice to roll. For example, the standard Poké Ball lets you roll 3 attack dice during a capture roll.

To successfully capture the Pokémon, the result of your roll needs to be equal to or greater than the Capture Rate of the wild Pokémon.

**Capture Accuracy:** If the Pokémon you are trying to capture has been inflicted with a status effect, replace 1 status symbol with 1 regular hit.



Poké Ball  
[see Crafting]



If successful, place the Pokémon along with any damage, status effects and items on it into an empty 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).

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 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

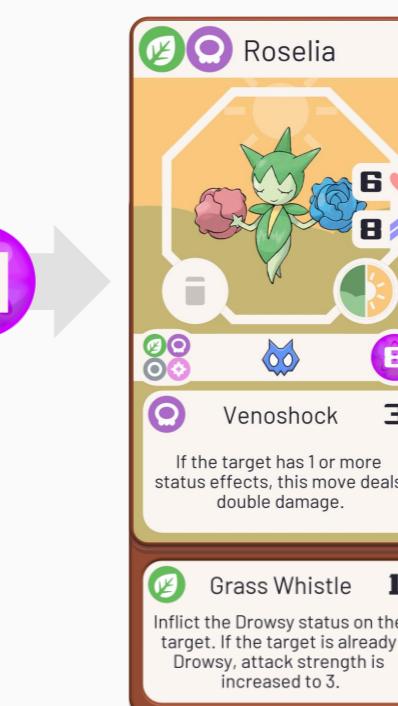
During your turn and whilst outside of battle, you may evolve your Pokémon by discarding Journey Points equal to the Evolve Cost of the Pokémon.

Fully restore the Pokémon, place it 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). 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 (regardless of the types it can learn) by flipping the old card over and placing it under the new card. Otherwise discard the old card.



Budew with just the move Grass Whistle.



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



## LEGENDARY POKÉMON

Legendary Pokémons act differently to regular Pokémons in two ways:

1. Legendary Pokémons flee the battle after defeating all your Pokémons instead of defeating just one.
2. Legendary Pokémons get access to their own special tactics by default.

To access the special tactics, place the Legendary Pokémons in the arena. When captured, you are allowed to overwrite these tactics with new moves if you want to (Alpha Strike is always overwritten first).

- **Alpha Strike (Attack):** Provides an attack that can be any learnable type of the Legendary Pokémons. However, its attack strength is decreased to 2 if this move was used last turn.
- **Beast Boost (Ability):** Triggers whenever the Pokémons battling the Legendary Pokémons faints. Its battle fatigue is decreased by 3 whilst increasing the attack strength of the next attack it uses by 1.

Alpha Pokémons, Ultra Beasts and the Ultra Burst are special types of Legendary Pokémons (the last two are exclusive to the Ultra Burst campaign).



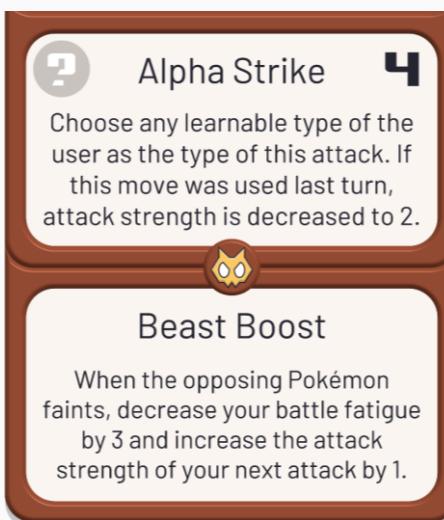
Alpha  
Pokémon



Ultra  
Beasts



The Ultra  
Burst



Special tactics that Legendary Pokémons can use in battle.

## POKÉMON FORMS

Certain Pokémons have multiple forms that are accessible by changing the state of their cards.



Cherrim



Cherrim after using the move Gather Sunlight  
Sunshine Form



Shaymin



Shaymin whilst holding the Gracidea Flower  
Sky Form

### Form changes during battle by using a move:

- Neither battle fatigue or the current turn order is affected when changing form.
- The Pokémons always changes form before potentially fainting to self-damage.
- When the battle ends, the Pokémons returns to its default form (State 1).
- If a form changing move has been taught to a Pokémons without the form it specifies, ignore the form change.

### Form changes outside of battle by holding an item:

- You may change to the form specified by the item whilst outside of battle.
- If the Pokémons is no longer holding the item, it returns to its default form (State 1).

If you defeat a wild Pokémons with different signature moves on its forms, you can teach any of the signature moves to your Pokémons.

Before continuing with the 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.

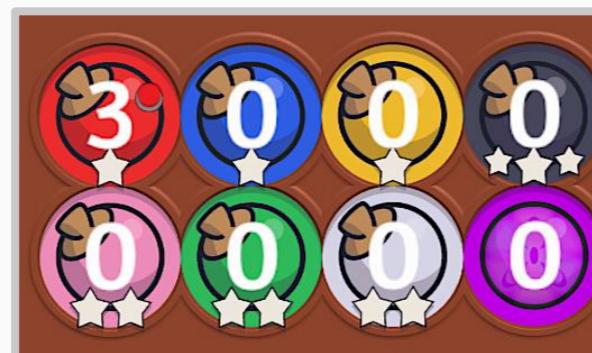
## FLYING

The thematic way to get around, you can click the centre of a village to have a Staraptor transport your trainer token to that village [see Villages for rules].

## TYPE EFFECTIVENESS

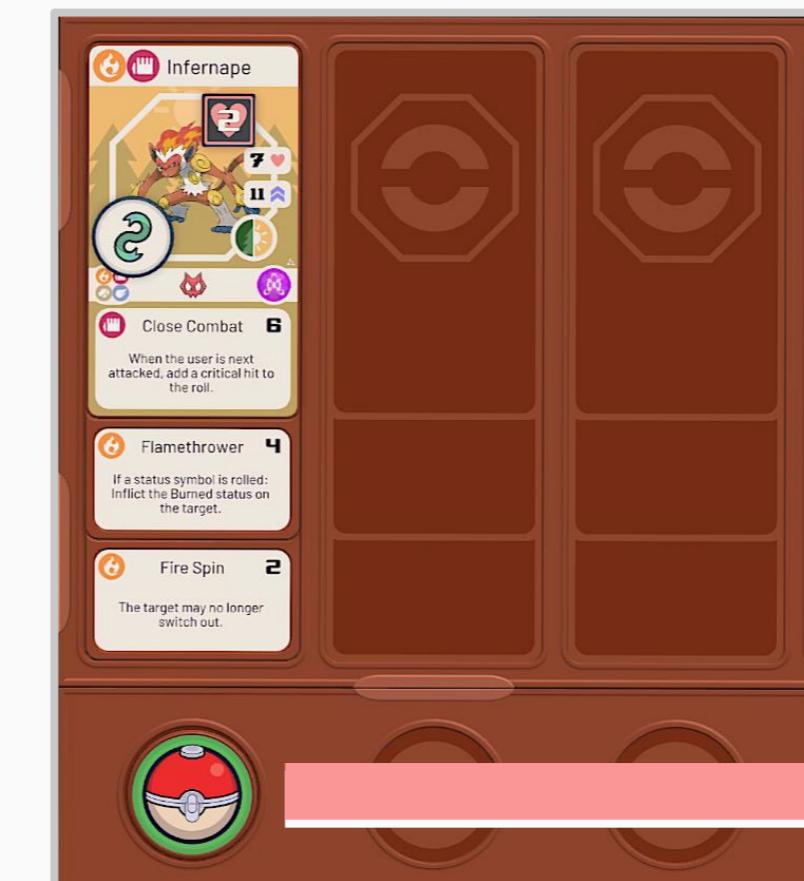
Each of the Dice Roller panels in the arena calculate the bonus/penalty damage from type effectiveness automatically when selecting a move type.

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.

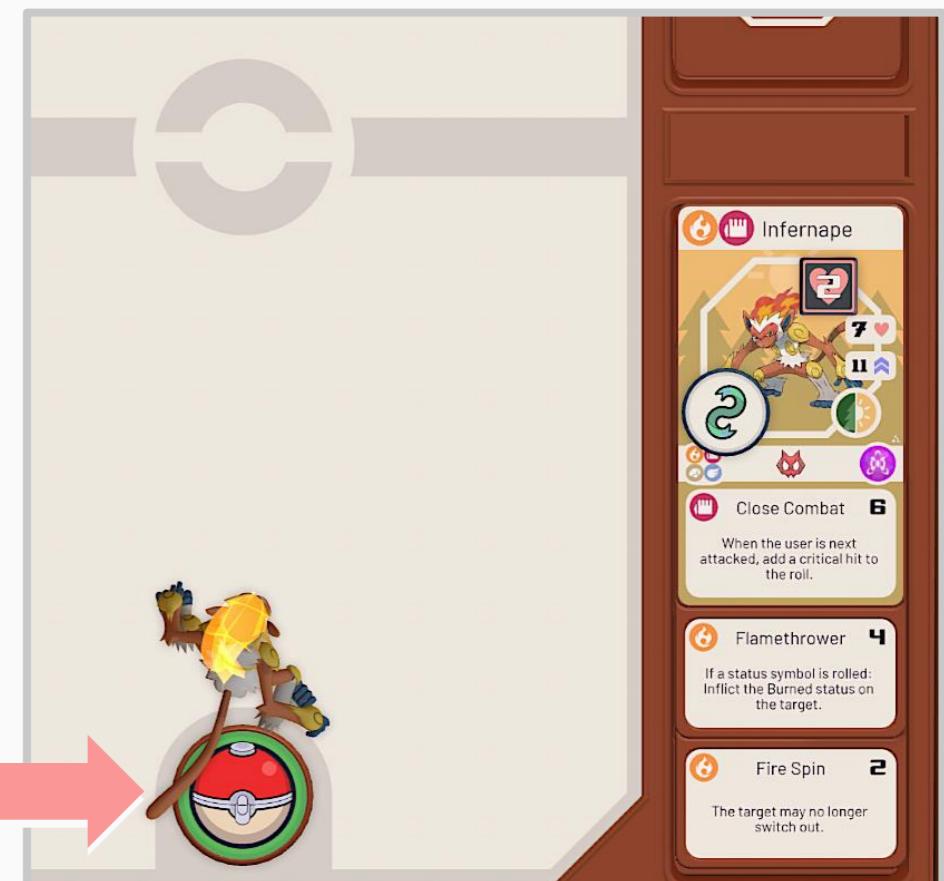


## MOVING POKÉMON

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.

**Important:** Make sure to increase your lift height in Tabletop Simulator if you are having trouble with the Poké Balls linking to other Pokémons in your party accidentally when moving them around.

## START OF BATTLE

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

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

## TURN ORDER

Pokémons take turns to use moves against each other. The Pokémons 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.

## 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



The Typeless type, ignores type effectiveness

## SWITCHING

- When the opposing Pokémon faints: You may switch out before your opponent sends in their next Pokémon. Initiative is then rechecked between the two Pokémons in the arena to decide who goes first.
- When you use an effect that allows you to switch out: It is always the turn of your opponent next regardless of your new initiative value.

## END OF BATTLE

Any battle can be ended early by conceding after one of your Pokémons faints. All damage and status effects remain after battle.

- A trainer is out of usable Pokémons or concedes: Their opponent is declared as the winner of the battle if they still have usable Pokémons, otherwise it is considered a draw.
- The wild Pokémons has been captured or faints: Captured Pokémons are added to your party, fainted Pokémons are discarded. You still get the full rewards even if your Pokémons faint at the same time.
- The wild Pokémons flees the battle: Wild Pokémons that have not fainted during battle are returned to their deck.
  - Weak, Moderate and Strong wild Pokémons flee the battle after defeating one of your Pokémons.
  - Legendary wild Pokémons flee the battle after defeating all your Pokémons.

## REWARDS AND RECOVERY

After winning a battle against another trainer:

- You may take 1 Artifact of your choice from them and take 1 Change of Fate card from them at random.
- You and the other trainer may not be challenged again until the start of your next turns.

After a wild Pokémon flees:

- You gain 2 / 1 / 0 of the 3 Apricorns it was guarding.

After a wild Pokémon is captured or faints:

- You gain 1 / 2 / 3 / 4 Journey Points.
- You gain all 3 Apricorns it was guarding.

Additionally, only after a wild Pokémon faints:

- You gain an extra Journey Points.
- 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 3 moves in total, but the signature move cannot be changed. Existing moves can be replaced by discarding them.

If you are out of usable Pokémon:

- You are immediately returned to your home village and your party is automatically fully restored at the start of your next turn.
- Draw 1 Change of Fate card when you start your next turn.

## STATUS EFFECTS

- All status effects are persistent until a Pokémon can heal them (through fully restoring, fainting or effects that heal statuses).
- A Pokémon that already has a status effect cannot be afflicted with any further status effects (however two status effects can be inflicted through special moves that inflict them simultaneously).

### Confused

When attacking, take 3 damage if you use the same move as you used last turn.

Psychic-types are immune

### Paralysed

Reduce your initiative by 3. Only on your immediate next attack, remove all regular hits from the roll.

Electric-types are immune

### Poisoned

At the end of your turns during battle, take 2 damage. Ignore when the battle ends. You may no longer heal damage.

Poison-types are immune

### Burned

When attacking, reduce the total damage you deal by 2.

Fire-types are immune

### Frozen

When attacked, increase the attack strength of moves against you by 2. You may no longer switch out or flee the battle.

Ice-types are immune

### Drowsy

When attacking, replace 1 regular hit with 1 status symbol. When attacked, replace 1 regular hit with 1 critical hit.

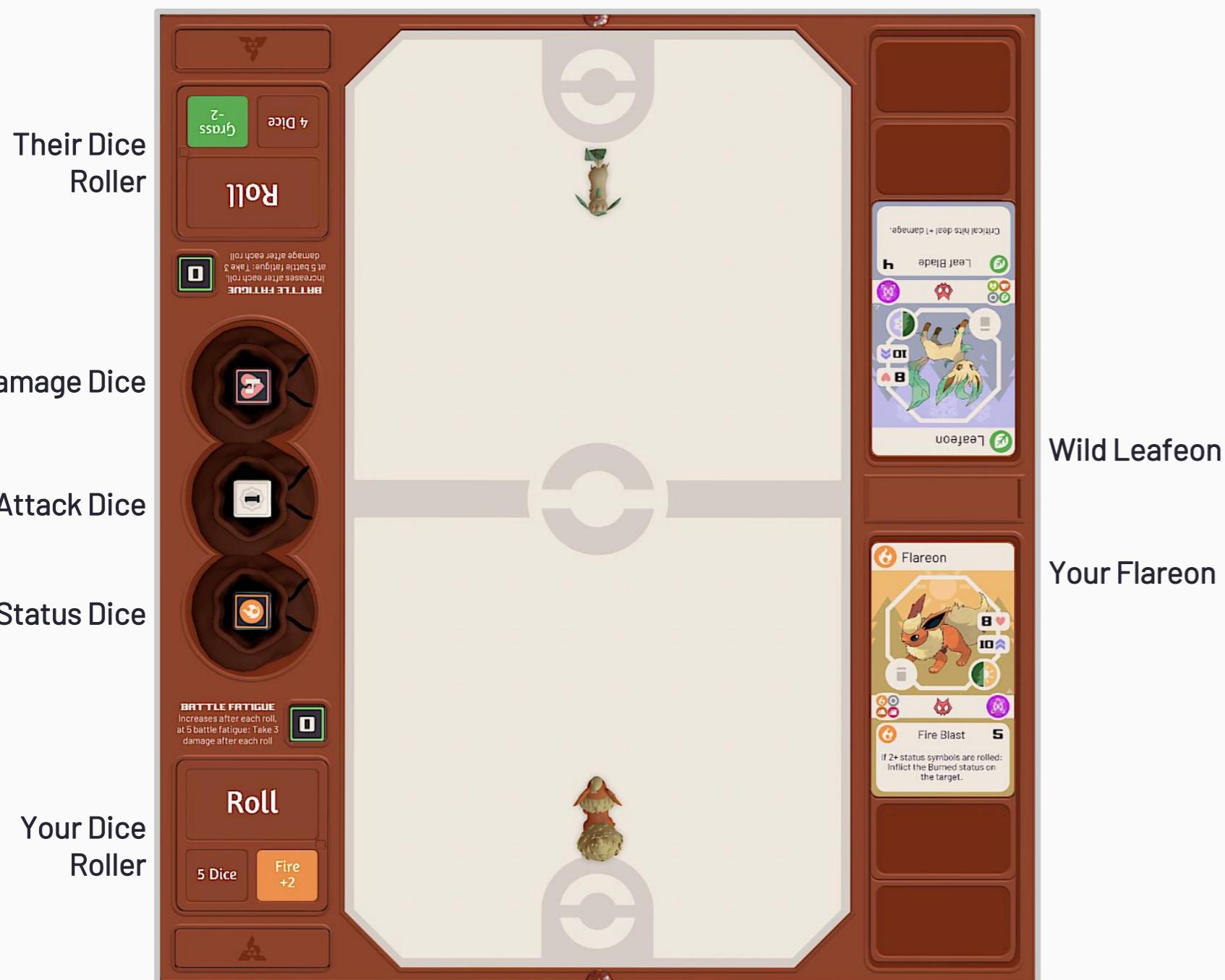
Dark-types are immune

## BATTLE FATIGUE

- During battle, a Pokémon becomes fatigued after 5 dice rolls in a row.
- Whilst fatigued, deal 3 damage to it every time its dice roller is used.
- When a Pokémon switches out, it resets its battle fatigue back to 0.

## EXAMPLE BATTLE

In this example, we will be battling the wild Pokémon Leafeon with our Flareon. First, we compare initiative and see that both Flareon and Leafeon have 10 initiative each. Since we initiated the battle against this wild Pokémon, we get to attack first.



## TURN 1

We choose to use Fire Blast against Leafeon:

- On the dice roller, we set the number of dice to roll to 5 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 Leafeon.

After clicking Roll, we get a below average result:

- 2 status symbols (0 damage each)
- 2 regular hits (1 damage each)
- 1 critical hit (2 damage each)

The dice result adds up to 4 damage. By including our super effective bonus (+2), we will do a total of 6 damage to Leafeon (place a Damage Dice with value set to 6 on Leafeon).

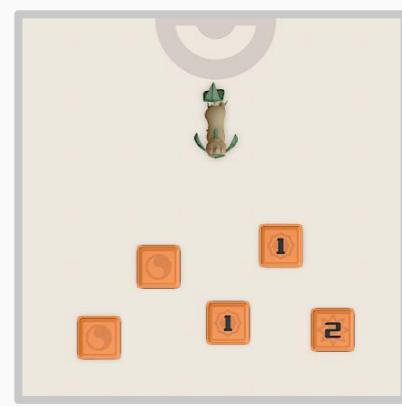
However, let's also read the effect of Fire Blast:

*"If 2 or more status symbols are rolled: Inflict the Burned status on the target."*

Since we rolled 2 status symbols, Leafeon is now Burned as a result (place a Status Dice with value set to 🔥 Burned on Leafeon also).



Dice Roller set to 5 Dice and the Fire type.



Dice roll result adds up to 4 damage.



Damage Dice set to 6 and Status Dice set to Burned.

**TURN 2**

Now Leafeon gets to attack and can only use Leaf Blade:

- Because 🌱 Grass is not very effective against the 🔥 Fire-type of Flareon, total damage will be reduced by 2.

After hitting roll, they get an above average result:

- 3 regular hits (1 damage each)
- 1 critical hit (2 damage each)

The dice result adds up to 5 damage.

But by including type effectiveness (-2), the reduced damage from Leafeon being Burned (-2) and the effect of Leaf Blade on critical hits (+1) this means Flareon only takes 2 damage (place a Damage Dice with value set to 2 on Flareon).



Dice Roller set to 4 Dice and the Grass type.



Dice roll result adds up to 5 damage.



Damage Dice set to 2.

**FINISHING THE BATTLE**

Flareon finishes the battle with another Fire Blast (no matter the dice result, the super effective damage is enough to remove the remaining 2 health of Leafeon).

The trainer may now claim the rewards for defeating Leafeon as well as teach Leaf Blade to a Pokémon in their party if they wish to.



Flareon card for reference.



Leafeon card for reference.

## SWARM BATTLES

You may trigger a Swarm Battle by clicking "Search" on the Pokédex whilst you are at a Distortion Gate.

There are 4 Distortion Gates found across the region:

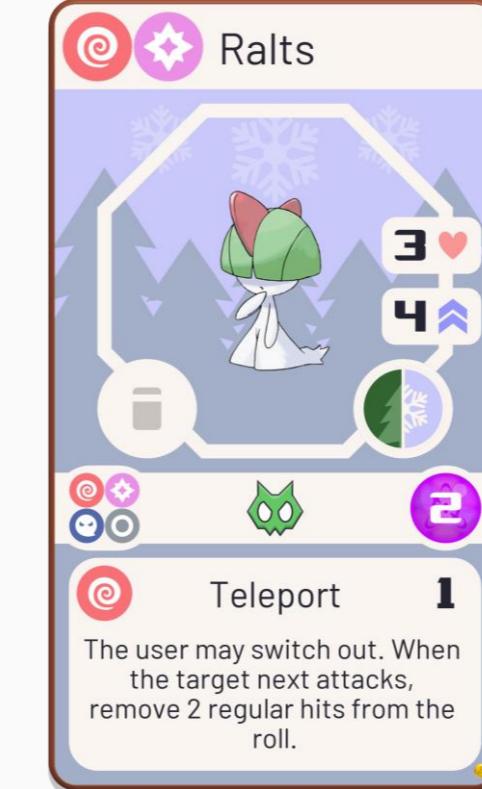
- Snowdrift Gate (Plains Biome Pokédémon)
- Lilly Gate (Mountain Biome Pokédémon)
- Westbreeze Gate (Ocean Biome Pokédémon)
- Deepmarsh Gate (Forest Biome Pokédémon)



The Distortion Gates

Swarm Battles follow these rules:

- They may be triggered in both campaigns at active and inactive Distortion Gates.
- The battle consists of a Weak Pokédémon, a Moderate Pokédémon and a Strong Pokédémon. The Pokédémon enter the battle in this same order (manually move their cards instead of using the "Battle!" buttons).
- The wild Pokédémon form their own party and do not flee after defeating one of your Pokédémon.
- If every Pokédémon in the wild Pokédémon party has been defeated or captured, you gain 7 Journey Points as the overall reward.

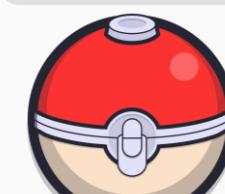
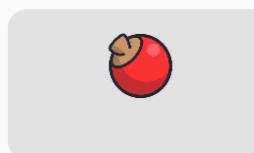


Example of a Swarm Battle at the Deepmarsh Gate.

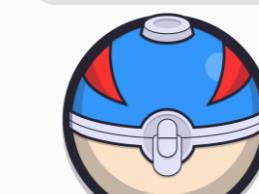
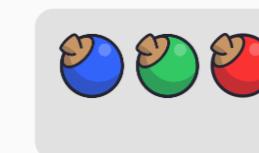
During your turn and whilst outside of battle, you may craft items from the Apricornos you have collected on your journey so far.

## POKÉ BALLS

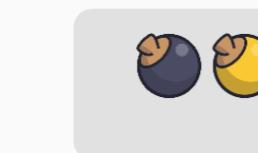
Required for catching Pokémon [see Capturing Pokémon].



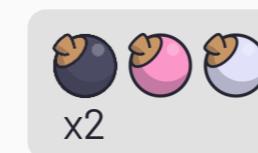
**Poké Ball**  
Roll 3 dice when rolling to capture.



**Greater Ball**  
Roll 4 dice when rolling to capture.



**Ultimate Ball**  
Roll 5 dice when rolling to capture.



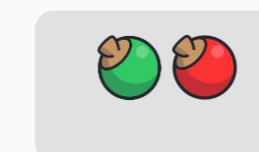
**Keystone Ball**  
Roll 6 dice when rolling to capture.

## APRICORN STEWS

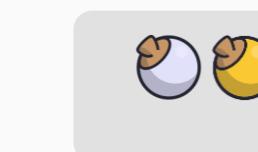
Instant effect. Each type of stew can only be crafted once per turn.



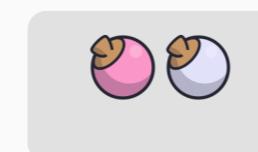
**Restoring Stew**  
Fully restore your entire party.



**Alluring Stew**  
Replace 1 status symbol with 1 regular hit once during your next wild encounter.



**Zesty Stew**  
Move 3 additional tiles this turn whilst preventing Alpha Pokémon from battling you.



**Infused Stew**  
Double the Journey Points you gain from your next wild encounter.

## BATTLE ITEMS

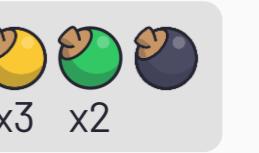
Attach to a Pokémon in your party. All held items other than Alpha Pokémon tokens can be moved around your team whilst outside of battle.



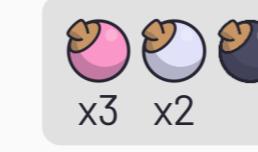
**Blast Crystal**  
Increase the health of the user by 2. When the user is attacked, deal 2 damage to the attacker if any critical hits are rolled.



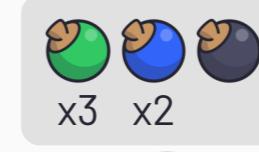
**Star Shield**  
At the end of your turns during battle, heal 1 status effect or 1 damage from the user.



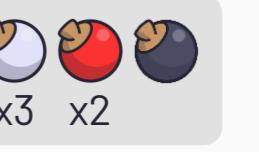
**Lucky Egg**  
If the user is undamaged and then faints from a single attack, they may take their next turn before fainting.



**Eviolite**  
When the user is attacked, remove 2 regular hits. Only works on Weak/Moderate Pokémon or Pokémon that are not fully evolved.



**Swiftness Sash**  
Increase the initiative of the user by 2 but decrease the attack strength of your moves by 1. Minimum 1 attack strength.

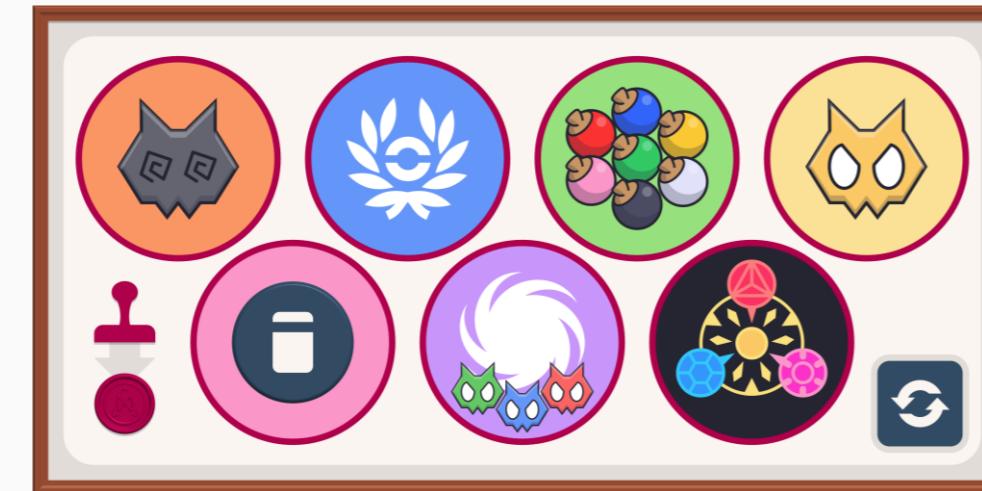


**Choice Band**  
Increase the attack strength of a move by 1, but the user may only use this move until switched out.

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  Decal tool in Tabletop Simulator.



## 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 no more usable Pokémons in your party.
- You win a battle against another trainer or trade with another trainer (if playing solo, this can be the first Team Galactic Commander/Ultra Beast you defeat).
- You have at least 1 of every Apricorn type in your bag.
- You have defeated or captured a Legendary Pokémon (does not count Ultra Beasts).
- You have crafted at least one Battle Item.
- You have been victorious at a Swarm Battle.
- You have at least 1 Change of Fate card of Dialga, Palkia and Giratina in your hand (Arceus cards can be counted as any of the three).

## 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 milestone.



You get the next reward each time you gain a new stamp:

- 1 Gain 1 Red, 1 Blue and 1 Yellow Apricorn.
- 2 Search the  Weak Pokémon deck or discard pile for a Pokémon to add to your party or a move to teach to a Pokémon in your party.
- 3 Gain 1 Pink, 1 Green and 1 White Apricorn.
- 4 Search the  Moderate Pokémon deck or discard pile for a Pokémon to add to your party or a move to teach to a Pokémon in your party.
- 5 Gain 3 Black Apricorns.
- 6 Search the  Strong Pokémon deck or discard pile for a Pokémon to add to your party or a move to teach to a Pokémon in your party.
- 7 Gain a  Scroll of Nobility (from the Heart of Sinnoh campaign board) that unlocks the final form (State 2) of any Starter Pokémon when held.

Scattered across the Sinnoh region you will find both  Regular Hidden Spots and  Special Hidden Spots that you may interact with when you pass over them. Flip the Hidden Spot token over to reveal what it is and resolve its effect.

## APRICORN STASHES

Gain 1, 2 or 3 Apricorn tokens of the type and quantity shown on the token. These stashes are a great way to progress quickly, especially if you find the elusive Black Apricorn. Discard Apricorn Stash token afterwards.



Red Apricorn Stash  
[3 of each type]

## CAMPSITES

Campsites allow you to fully restore your party and trade with the Ginkgo Merchants once per turn like villages do [see Villages], however you cannot fly to or from them. Campsite tokens remain on the map after being found.



Campsite  
[6 in total]

## FALLEN STARS

Attach the Fallen Star token to a Pokémon in your party. When the user faints in battle, you may discard this token to immediately fully restore the user. After every 3 Fallen Stars you discard, gain a Heart of Sinnoh Shard of your choice.



Fallen Star  
[9 in total]

## ALPHA POKÉMON

When revealed, you are forced to battle an Alpha Pokémon. Since the Alpha Pokémon initiates the battle, it will win any initiative ties.



Alpha Pokémon  
[6 in total]



The health of Floatzel is increased to 11 when equipped with the Alpha Pokémon token.

Stand on the token and use the Pokédex to "Search" for the Pokémon to attach this token to as a held item.

The token increases the health of the user by 4 and reclassifies the user as a  Legendary Pokémon. This means it gains access to the move Alpha Strike and the ability Beast Boost as well as requiring a 6+ roll to capture and rewarding 4 Journey Points by default.

You keep the token if you capture the Alpha Pokémon, but the token cannot be unequipped. The token is discarded when the Pokémon holding it is discarded or returned to the deck. This means it does not remain on the map if you lose the battle.

## ARTIFACTS

Artifacts boost the attack strength of certain move types and allow you to battle their corresponding Legendary Pokémon (click "Search" whilst at the correct location, you do not lose the Artifact when doing this).



**Seafarer Egg**

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



Manaphy at the Temple of the Sea



**Odd Keystone**

Increase the attack strength of Dark and Ghost type moves by 1.



Spiritomb at the Hallowed Tower



**Magma Stone**

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



Heatran at the Magma Chamber



**Secret Key**

Increase the attack strength of Ghost and Electric type moves by 1.



Rotom at the Grand Chateau



**Gracidea Flower**

Increase the attack strength of Grass and Flying type moves by 1.



Shaymin at the Garden of Gratitude



**Legendary Forms**

Certain Artifacts allow their corresponding Legendary Pokémon to access their alternate forms when held.



**Rockice Core**

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



Regirock at Valley Ruins and Regice at Westbreeze Ruins



**Icesteel Core**

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



Registeel at Firelilly Ruins and Regirock at Valley Ruins



**Steelrock Core**

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



Registeel at Firelilly Ruins and Regirock at Valley Ruins

## CELESTIAL ARTIFACTS

These are special Artifacts that allow the trainer to wield Change of Fate cards from Gods of Sinnoh they are not a Follower of.



**Adamant Artifact**

Whilst held by a Pokémon in your party, allows the trainer to play Dialga's Change of Fate cards.



Origin model is not currently available



**Lustrous Artifact**

Whilst held by a Pokémon in your party, allows the trainer to play Palkia's Change of Fate cards.



Origin model is not currently available



**Griseous Artifact**

Whilst held by a Pokémon in your party, allows the trainer to play Giratina's Change of Fate cards.



## SHRINE OFFERING



Once per turn, you may discard an Apricorn whilst at any Shrine to draw 1 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). If the deck is out of cards, shuffle the discard pile back into the deck.

By additionally discarding 7 Journey Points, you may draw 3 cards in total and choose 2 of them (immediately discard the card not chosen).

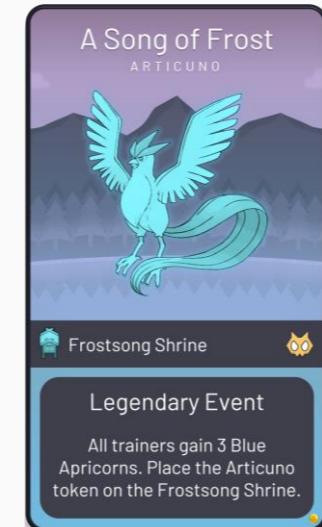
When there are 4 or more trainers, Shrine Blessing effects are also given to another trainer. You always get to apply the effect of the event first.

## LEGENDARY EVENTS

All trainers gain the Apricorns specified on the card.

Find the corresponding Legendary PokéMon token and place it on the Shrine specified on the card.

The token is removed from the game when the Legendary PokéMon is defeated or captured. You cannot make a Shrine Offering whilst the token is on the Shrine.



A Song of Frost heralds the arrival of Articuno.

## CELESTIAL FRACTURE

A special type of Legendary Event where all trainers gain 1 Change of Fate card instead of any Apricorns.

Since everyone draws a Change of Fate card, everyone can change their Follower tokens. Flip all Follower tokens face down until they are ready to be revealed.

After revealing, place the God of Sinnoh token (Dialga, Palkia or Giratina) with the most Followers on the Origin Shrine (you choose if tied, replaces the token there).



Celestial Fractures upset the balance of power across Sinnoh.

## SHRINE BLESSING 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 but it keeps any moves it knows even if the new PokéMon cannot normally learn these moves. Notably, any Alpha PokéMon tokens are kept.

**Ancient Wisdom:** You can also choose moves from the discard pile for Weak PokéMon.

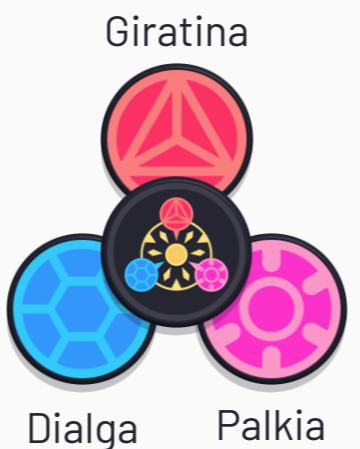
**Splendid Banquet:** When giving this effect to another trainer, they can choose the Apricorn Stews they want when it is their turn (place the event card in front of them so they remember).

The Gods of Sinnoh (Dialga, Palkia and Giratina) seek to exert their influence over the region with the help of their Followers.

## FOLLOWER TOKENS

Each trainer starts with a face down Follower token (on their bag). Once face up, the token has 3 states indicating which God of Sinnoh you are a Follower of.

Flip your Follower token face up as soon as you become a Follower of any God of Sinnoh.



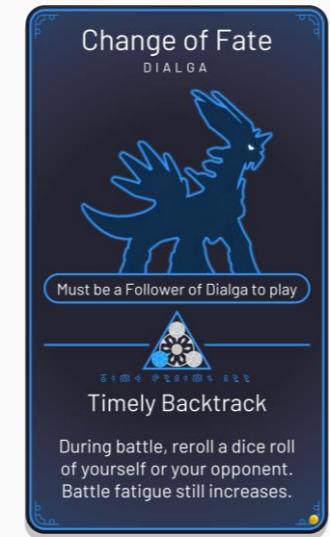
## CHANGE OF FATE CARDS

Change of Fate cards are gained during your journey and are kept in your hand until played (no limit). You may play your Change of Fate cards during your battles (exception for Arceus cards which are used at any time).

Your Follower token must match the Change of Fate card you are trying to play (exception for Arceus cards).

Whenever you draw a Change of Fate card, you may change your Follower token to another God of Sinnoh.

If the deck is out of cards, shuffle the discard pile back into the deck.



For example, you must be a Follower of Dialga to play one of Dialga's Change of Fate cards.

## CHANGE OF FATE CLARIFICATIONS

**Divine Intervention:** The secondary effect is only relevant during the Ultra Burst campaign. Multiple trainers may discard their Arceus cards together to gain the Blessing of Arceus.

**Devious Ambush:** The temporary initiative increase is just for the initiative check and is removed immediately afterwards.

**Cosmic Void:** For moves that rely on their move effect to set their type, keep them as Typeless. For moves that rely on their move effect to set their attack strength, set their attack strength to 1.

## THE GODS OF SINNOH

After a Celestial Fracture event, one of the three God of Sinnoh tokens will be present at the Origin Shrine.

Like Legendary Pokémons at Shrines, the tokens are removed from the game once they have been defeated or captured (this means that their token can no longer be placed when a Celestial Fracture event occurs).

Whilst one of the tokens remains at the Origin Shrine, the Followers of that God of Sinnoh gain the following effects:

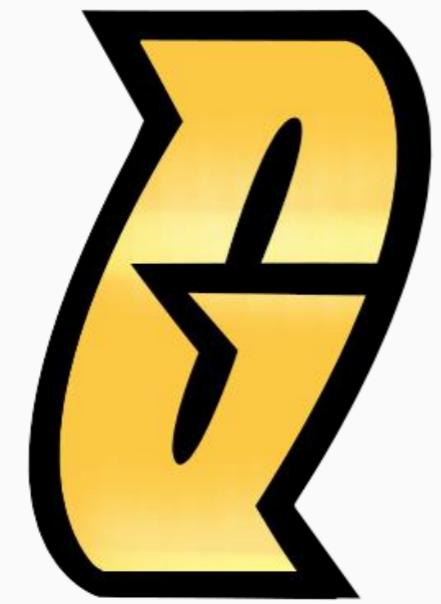
1. They may move 1 additional tile per turn.
2. They may trade remotely with each other.
3. They may play their Change of Fate cards during each others' battles.

## PROLOGUE - THE INCURSION

In the future, a pivotal battle for the fate of the world has been lost.

By harnessing the powers of the legendary Pokémons Dialga and Palkia, Team Galactic have travelled to our own time to shatter the Heart of Sinnoh, a primordial jewel that embodies the spirit of the world.

To prevent retribution whilst their plans are finalised, grunts have been dispatched to subdue the villages of the region.



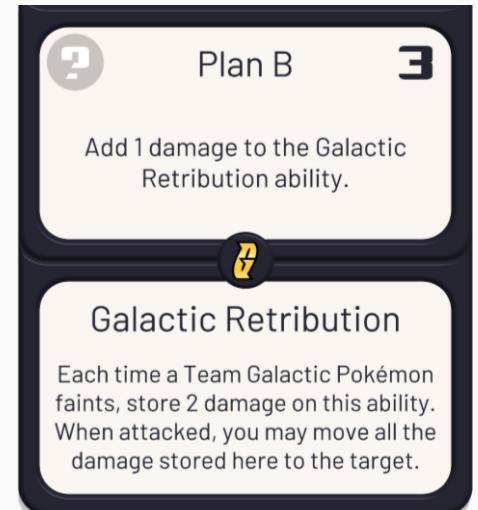
Place one "Team Galactic Grunts" token on the home villages of each trainer face-up.

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 (found on the Heart of Sinnoh campaign base).

## TEAM GALACTIC TACTICS

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

- **Plan B (Attack):** A Typeless attack that allows the Team Galactic trainer to strike at more opportune time by adding 1 damage to their Galactic Retribution ability.
- **Galactic Retribution (Ability):** During a battle, allows Team Galactic to strike back by storing damage dice on this ability 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 Pokémons 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 Pokémons they have available.
- Team Galactic Pokémons are unable to switch out after defeating one of your Pokémons (this can be overruled if you want more challenging battles).

## ACT I - THE JOURNEY

At the start of Act I, you gain 3 Red Apricorns.

Your first objective is to defeat the Team Galactic Grunts at your home village. Other trainers cannot liberate your village for you.

You cannot fly to or from your home village whilst the Grunts occupy it, but you can still heal your Pokémons and exchange Apricorns there.

### GRUNT BATTLE

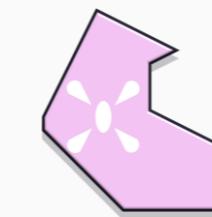
When ready, return to your home village to start the battle:

- Shuffle the Team Galactic Grunts deck and randomly draw 3 of them face-up.
- If you defeat all 3 Pokémons (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 the first trainer to have liberated their home village, draw the Act II card. Other trainers still must finish Act I.

## ACT II - THE SHARDS

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 any 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.

### LAKE COMMANDER BATTLES

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

- The trainer controlling the Commander chooses 3/4/5 (increases for each Shard you already have) of the 5 Pokémons for that Commander (from the Team Galactic Commanders deck) and displays them face-up.
- If you defeat all their Pokémons (whilst still being able to battle), you are victorious:
  - Gain 1  Journey Point for each Pokémon defeated.
  - Gain the corresponding Shard which permanently grants 1 extra movement per turn.

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 HEART

The final test for you and your team. Head to the Origin Shrine (at the top of the central mountain) and make a Shrine Offering there to restore the Heart of Sinnoh from your three Shards (the Shards themselves are not discarded so you get to keep your extra tile moves).

If there is a God of Sinnoh token on the Origin Shrine, you cannot make your Shrine Offering until they are defeated or captured.

### THE HEART OF SINNOH

When the Heart is restored, you gain the Heart of Sinnoh held item which is required to battle Cyrus.

Whilst held, it increases the attack strength of moves that are the same type as the user by 1.

### CYRUS BATTLE

Proceed to the Temple of Sinnoh to start the battle with Cyrus:

- The trainer controlling Cyrus chooses 6 of his 8 Pokémons (from the Team Galactic Boss deck) and displays them face-up.
- If you defeat all 6 Pokémons (whilst still being able to battle), you are victorious:
  - Gain 6  Journey Points.
  - Fully restore your party and you may use any remaining Journey Points to evolve your Pokémons.
  - Flip over Ending.



The Heart of Sinnoh  
[1 per trainer]

## ENDING - THE CHOICE

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.
- You no longer take turns and whilst you wait for your challengers.
- Your party is fully restored after each attempt.
- If one of them succeeds, they are now the winner of the game. Otherwise, you win the game and are crowned as the undisputed strongest trainer!

### Note from the Game Designer

If time allows, it is recommended that trainers always choose the Traitor of Sinnoh option after their first playthrough of the game.

Once you know what Pokémons Cyrus has, it becomes easier to counter him from the start. However, your fellow trainers are not so predictable. This leads to a more rewarding team building and endgame experience, whilst giving everyone a chance at victory!

10 years have passed since the events that saw the Heart of Sinnoh restored and Team Galactic forced to retreat.

With the light of the Heart emanating across the region, a time of prosperity has descended upon Sinnoh. This has attracted new trainers from regions afar but also the attention of mysterious entities from beyond the bounds of this dimension...



Without warning, a beast of pure light bursts through into the Distortion World, the counterbalance to our world, threatening to cast Sinnoh into total darkness. As the breach becomes increasingly unstable, more beasts spew forth wrecking havoc across the land.

Trainers from across the region must now work together to draw power away from the Ultra Burst and defeat the beast at its core before the light of our world is consumed forever.

## OVERVIEW

The Ultra Burst Campaign adds a new area to the map, the Distortion World, with Necrozma residing at its centre.

The Ultra Beasts, represented by 9 figurines, are scattered across Sinnoh at the start of the game. Each time all trainers have taken a turn, click the button tracking "Breach Strength" next to the Distortion World to allow the Ultra Beasts to take their movement turn (you can assign this duty to the trainer who starts the game). As the Ultra Beasts roam the land, they may increase the strength of the breach.

You all have one objective, defeat Necrozma (the Ultra Burst) before the breach reaches its critical threshold (70%), otherwise you all lose.

## SETUP

All trainers start the game with 3 Red, 3 Blue and 3 Yellow Apricorns. Furthermore, this campaign has several difficulty levels that determine how many Blessings of Arceus you as a group start with:



New Trainer  
3 Blessings of Arceus



Veteran Trainer  
1 Blessing of Arceus



Master Trainer  
0 Blessings of Arceus



Blessing of Arceus  
Use to skip a movement turn of the Ultra Beasts or revive an eliminated trainer.

Repeat the same setup steps as in the base game but toggle the selected campaign to the "Ultra Burst Campaign" before pressing "Start Game".

## PRISM ARMOUR

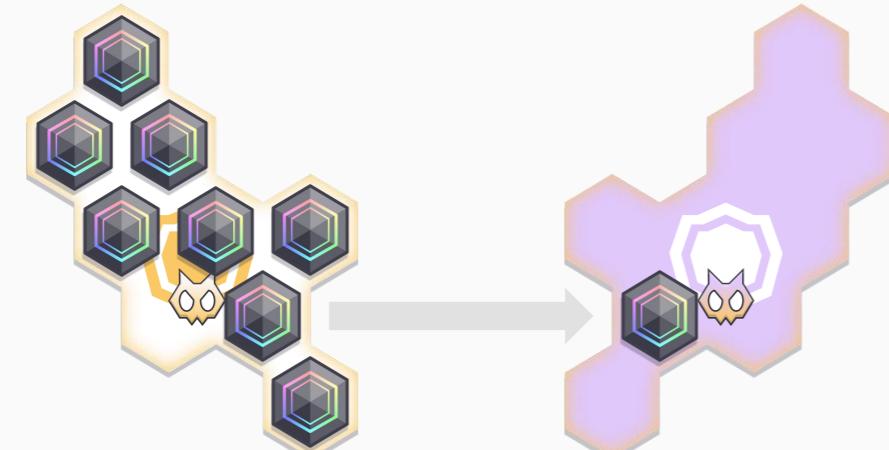
Necrozma and the Ultra Beasts protect themselves using Prism Armour. For every 2 Prism Armour tokens: Reduce the total damage taken per turn by 1.

- Self-inflicted damage, fatigue damage and status effect damage (notably Poison) are examples of damage that may be reduced during their turns.
- Attack damage is the primary example of damage that may be reduced during your turns.

At the start of the game, place all 9 Prism Armour tokens on the Ultra Burst side and no tokens on the Ultra Beast side of the Prism Armour areas. So to begin with, Necrozma takes 4 less damage per turn whereas the Ultra Beasts take no less damage per turn.

When an Ultra Beast is defeated, move a Prism Armour token from the Ultra Burst side to the Ultra Beast side.

Ultra Burst side now starts with 9 Prism Armour but now has 8 after an Ultra Beast is defeated.



Ultra Beast side starts with 0 Prism Armour but now has 1 after an Ultra Beast is defeated.



Prism Armour tokens are found on the campaign board.

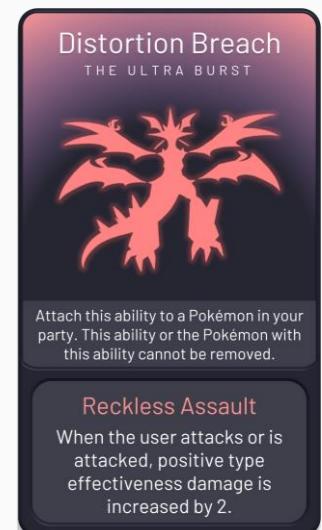
## DISTORTION BREACH CARDS

As the breach grows stronger, Pokémon start to experience strange effects that have seeped out from the Distortion World.

At every increment of 10% breach strength, trainers will be dealt a random Distortion Breach card that they must attach to a Pokémon in their party.

These cards are attached to the Pokémon like a move but grant a passive ability instead (like Galactic Retribution and Beast Boost). If it is not possible to attach the card when it is dealt, keep the card in your hand and attach it as soon as possible.

Any action that leads to a Distortion Breach card leaving your party is not allowed. However, when an Ultra Beast is defeated, all trainers may discard or move 1 Distortion Breach card.



Distortion Breach card with the Reckless Assault ability.



Reckless Assault ability added to a Roselia.

## ULTRA BEAST MOVEMENT

The Ultra Beasts start with 4 tile moves per turn shared between all of them. Additionally, Necrozma will remotely target a number of tokens at random based on the number of players in the game:

**1** 1-2

**2** 3-4

**3** 5-6

At every increment of 10% breach strength, the number of tile moves the Ultra Beasts have in total increases by 1.

What we have observed so far about how the Ultra Beasts interact with the world around them:

- Hidden Spots:** These are sent into the Distortion World (or are discarded if there are no more free tiles).
- Apricorn Trees/Reefs and Shrines:** These are destroyed preventing all further interactions with those tokens by trainers (the tokens themselves become darker in colour when this happens).
- Villages and Legendary Locations:** They seem to steer clear of these places for unknown reasons.
- The breach grows in strength when Apricorn Trees/Reefs or Shrines are destroyed by the Ultra Beasts or Necrozma.**

## BATTLES

To initiate a battle with an Ultra Beast or Necrozma, click "Search" whilst standing on one of their tokens. They are treated like any other Legendary Pokémons for tactics and rewards but cannot be captured.

To decide which moves they use in battle, you can have another player control them or you can follow these principles in order:

1. Prioritise trying to use their signature move if it makes sense to.
2. Use the move that gives the highest value when you add together:  
Attack strength + Type effectiveness bonus + Move effect damage

If a trainer is defeated by Necrozma, they are eliminated from the game. The Ultra Beasts and Necrozma are fully restored between battle attempts and phases.

## NECROZMA PHASES

Necrozma has 3 phases that can be selected by changing the state of the Pokémon card. When a phase is successfully defeated, the battle ends and Necrozma proceeds to its next phase permanently.



## DISTORTION GATES

You can now travel to the Distortion World using the 4 Distortion Gates found across the map.

Each Distortion Gate links to its exact counterpart and does not cost a tile move to use (for example, you can freely travel between the two Deepmarsh Gates).



One of the two Deepmarsh Gates.

## ULTRA MEGALOPOLIS

The Ultra Megalopolis allows you to fully restore your party and trade with the Ginkgo Merchants once per turn like villages do, however you cannot fly to or from there.

The Ultra Megalopolis can be selected as a home village and has its own trainer token that starts there.



Ultra Megalopolis

## WARPED APRICORN TREES

These act like normal Apricorn Trees but offer a mixed selection of both Pokémons and Apricorn.

The rewards are based on the encounter tier of the Pokémons you choose to battle.



Warped Apricorn Tree

## LAKE CAVERNS

The Lake Guardians (Mesprit, Uxie, Azelf) can now be independently battled at their respective Lake Caverns.

When one of them is captured or defeated, all trainers receive the corresponding Shard increasing their total tile moves by 1. During this campaign, the Heart of Sinnoh cannot be reforged from these Shards.



Lake Verity Cavern

When battling each Lake Guardian, you must first overcome their trial (the immunities are removed on the turn after the condition is met):

- **Trial of Emotion:** Mesprit is immune to capture attempts and all damage until it would take damage from battle fatigue.
- **Trial of Knowledge:** Uxie is immune to capture attempts and all damage until it is attacked with a move with positive type effectiveness.
- **Trial of Willpower:** Azelf is immune to capture attempts and all damage until it is attacked with 2 or more critical hits over your last 2 turns.

## TEMPLE OF SINNOH

Arceus is wary of getting involved again. He has however sent another Pokémon in his stead to the Temple of Sinnoh. Defeating or capturing this Pokémon grants 1 ☀ Blessing of Arceus.



The Temple of Sinnoh

## BATTLING FAQ

### What is considered as the damage from an attack?

Attacks deal their damage to the opposing Pokémon by adding together:

- The result of the dice roll after all dice modifications are resolved.
- The type effectiveness bonus/penalty damage.
- Any extra damage from the effect of the move itself.

### How do attacks that deal double damage work?

Take the damage from the attack (see above) and multiply it by 2. Status effects like being Burned or the armour effect from Prism Armour only affect the total damage being dealt, so are applied after the attack damage is first doubled.

### In what order is damage/healing applied?

During a turn, all damage and healing effects are applied simultaneously. Any effects that state they occur at the end of a turn are considered separately to those during the turn and are also applied simultaneously.

### Does the damage bonus from type effectiveness still apply even if my dice result deals no damage?

Yes, the type effectiveness bonus is always applied with the attack even if you would otherwise deal no damage. The same applies to any extra damage from the effect of the move.

### In a battle between two trainers, who sends out their next Pokémon first if both Pokémon faint simultaneously?

The trainer who initiated the battle does so.

### Is initiative just speed from the console games?

Not quite, Pokémon in this game take it in turns to use attacks rather than doing so simultaneously. Initiative determines which of the two Pokémon gets to have their turn first. When initiative is rechecked, the turn order is completely reset.

### Do effects that add dice to another attack count for the effect of that attack?

Yes, for example, I can use Bubble Beam which adds 2 status symbols to the next attack of the user and then use a move like Blizzard which inflicts the Frozen status on the target if 2 status symbols are rolled to guarantee the effect triggers.

### Can a move be reduced to 0 attack strength?

No, all moves have a minimum of 1 attack strength.

### If a move has a maximum attack strength in its effect, can its attack strength be increased by other effects?

Yes, the maximum attack strength only applies to the effect of the move itself. However, all moves have a maximum of 9 total attack strength.

### Can the effect of a move stack with itself?

No, this is most notable for effects that apply until the user switches out.

If you were unable to find the answer to your question here, I encourage you to use your best judgement before asking in the #help channel of the Discord server. The channel is not a replacement for reading the rules.

## GENERAL FAQ

**Do I get all 3 Apricorn from an Apricorn Tree/Reef if no wild Pokémon appear during the 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.

**How many Poké Balls can I carry?**

As many as you like (you can use the Poké Ball slot on your bag to store them), although you cannot convert them back into Apricorn.

**How many Held Items can I carry?**

As many as you like (you can use the Held Item slot on your bag to store them), although you cannot use the effect of any Held Items that are not attached to a Pokémon.

**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 causes both Pokémons in the battle to faint from exhaustion.

**Can continue interacting with Hidden Spots on my turn?**

Yes, battling is the only thing that ends your turn early.

**Can I release my Pokémon?**

Yes, if it is not your last Pokémon, any Pokémon can be released.

**Can I send out another Pokémon if a wild Pokémon defeats one of mine?**

Not unless the wild Pokémon is a Legendary Pokémon or you have used an effect that prevents the wild Pokémon from fleeing.

**How do I change my player colour?**

Once you have selected a home village card, put this card in your hand area and it will automatically change your hand colour to match the card. You will need to reselect your seat after doing so (make sure that another player has not already selected your colour as well).

**Why does my Poké Ball keep changing its occupant when I hover over other Pokémons?**

You likely need to increase your lift height in TTS, otherwise the Poké Ball will clip the other Pokémon zones when being moved around.

If you were unable to find the answer to your question here, I encourage you to use your best judgement before asking in the #help channel of the Discord server. The channel is not a replacement for reading the rules.

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 our amazing Legends of Sinnoh Discord community for their feedback and ongoing support of the game.

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