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Pokémon
LEGENDS
OF SINNOH

RULEBOOK
V1.31

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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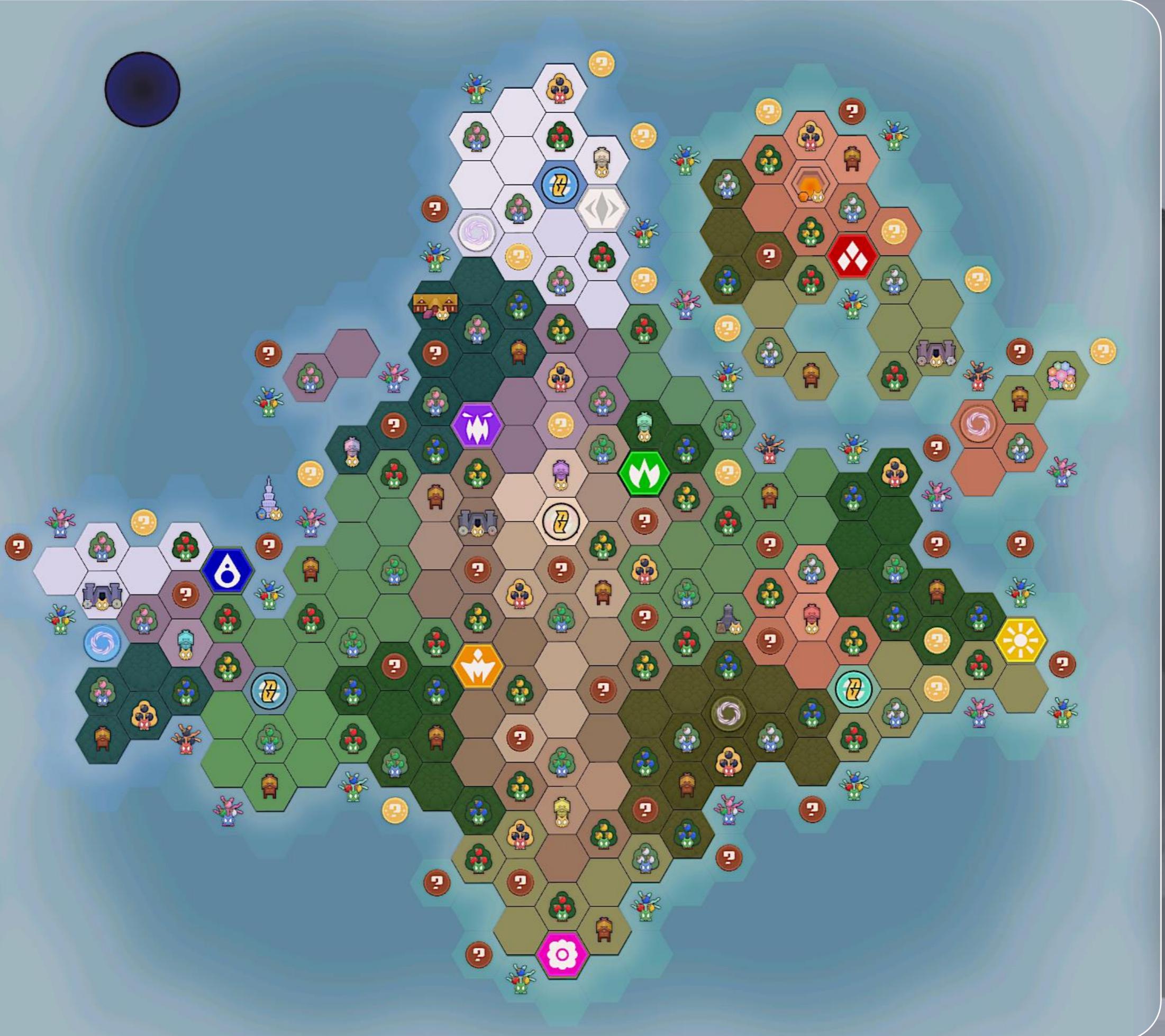
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OBJECTIVES

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.

When on a tile with something on, you may interact with it:

- When interacting with other trainers, you can freely trade with them or challenge them to a battle if they are outside of a village.
- Once per turn at any village, fully restore your entire party. Additionally, you may fly to another village for 1 tile move (so long as there are no Team Galactic Grunts on either village).

Your turn ends after any battle or if you cannot interact with anything else.

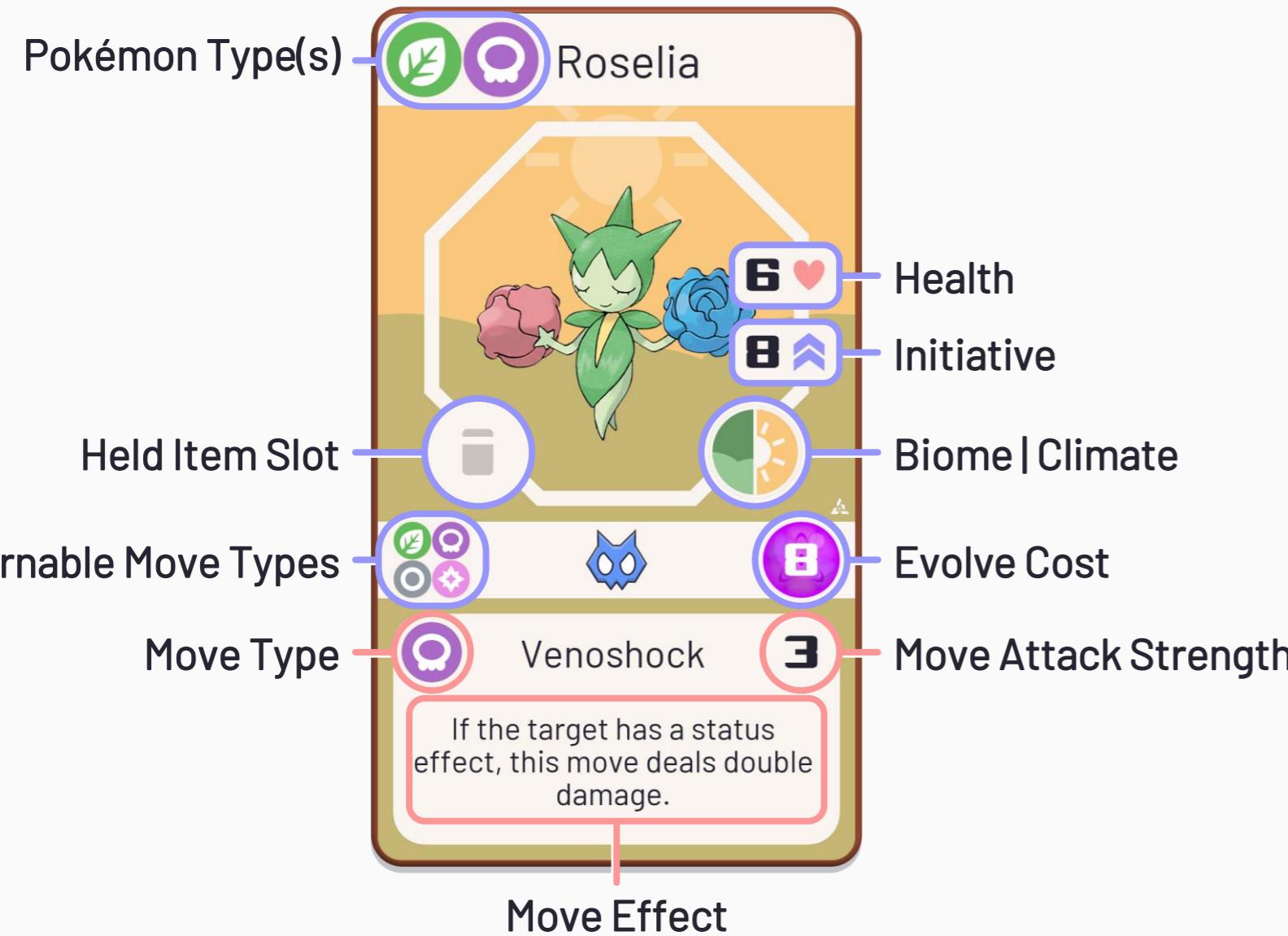
APRICORNS

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



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

To get the full amount of Apricorn 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/ 1/ 0 of the 3 Apricorn based on the encounter tier of the Tree/Reef.



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

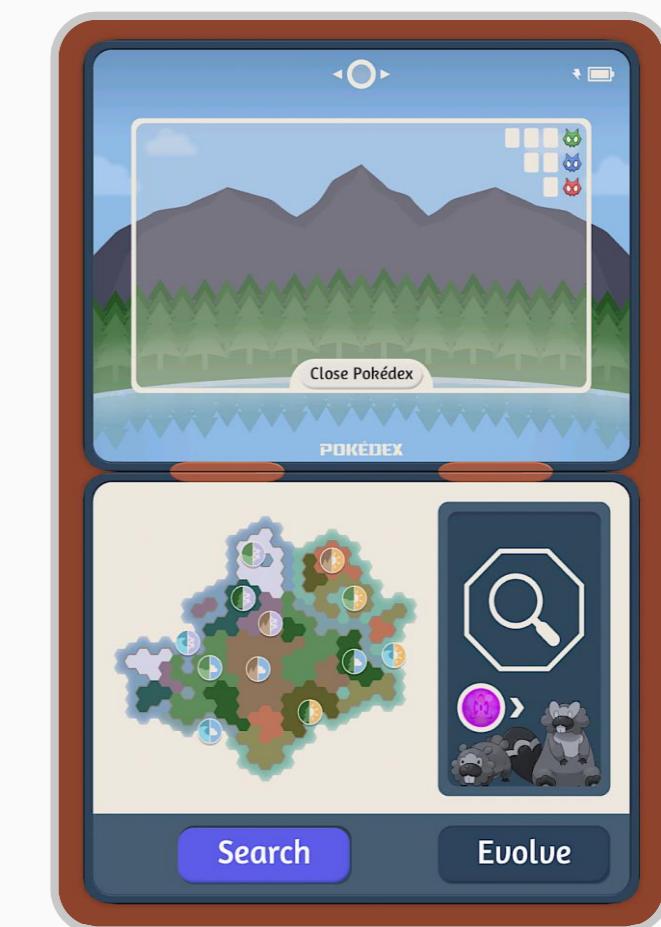
Non-Legendary wild Pokémon can be encountered all across the Sinnoh region at Apricorn Trees and Apricorn Reefs. Each Tree/Reef has a biome, climate and encounter tier associated with it.

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

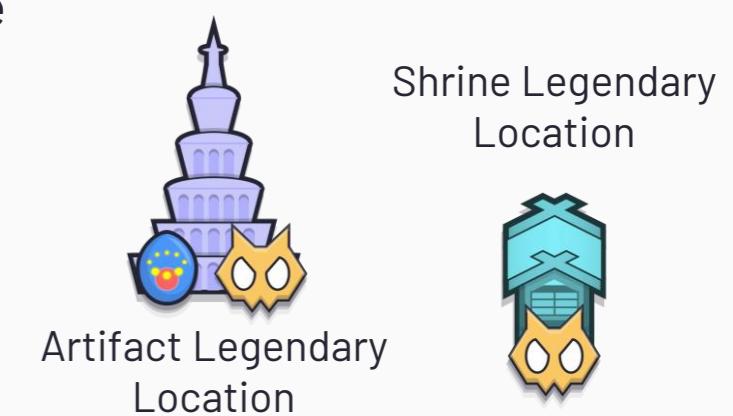
Depending on the encounter tier, the Pokédex will return either 3, 2 or 1 option(s). Once you decide to search, you must choose one of the options to battle.

Legendary Pokémon can be encountered in two ways:

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



The Pokédex



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 Pokéball lets you roll 3 Typeless 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.

 If the wild Pokémon has any status effects applied to it, replace a status symbol with a regular hit during the capture roll.

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).



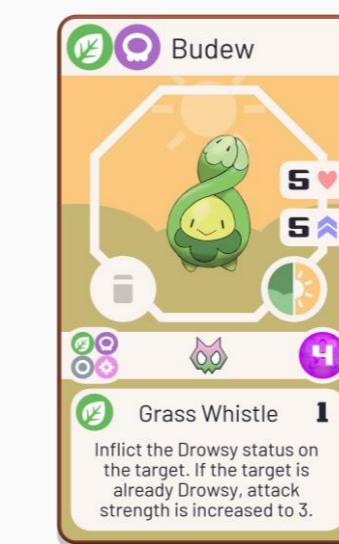
Poké Ball
[see Crafting]

EVOLVING POKÉMON

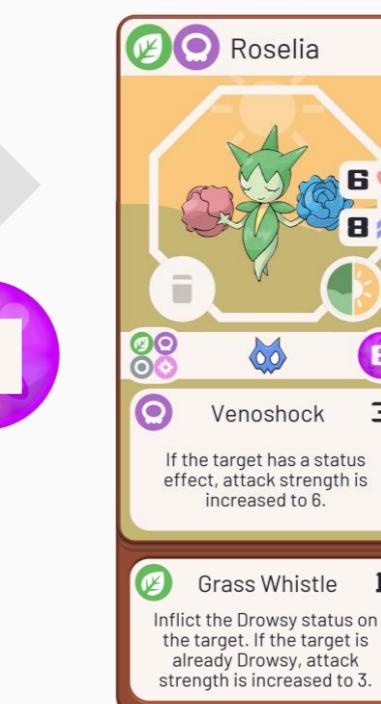
During your turn and whilst outside of battle, you may evolve your Pokémon by discarding Journey Points equal to the Evolve Cost of the Pokémon.

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 Grass Whistle.



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



LEGENDARY POKÉMON

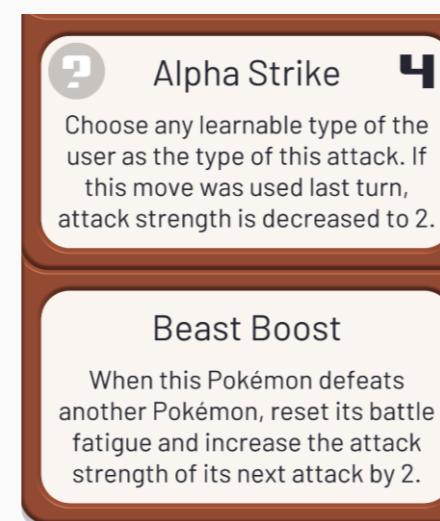
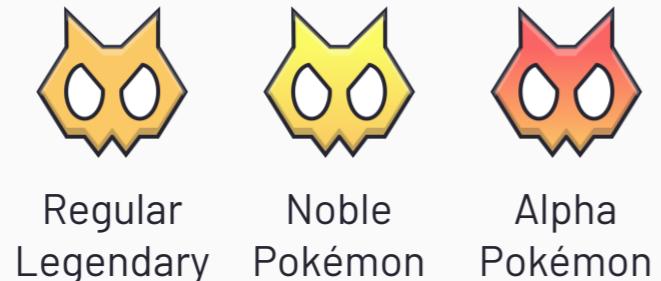
Legendary Pokémons act differently to regular Pokémons in two ways:

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 Legendary Pokémons itself defeats another Pokémons (does not count self-faints), resetting its battle fatigue back to 0 whilst increasing the attack strength of the next attack it uses by 2.

The 5 different types of Legendary Pokémons. The last 2 only appear in the Ultra Burst campaign.



Special tactics that Legendary Pokémons can use in battle.

NOBLE POKÉMON

Each village is fabled to be protected by a Noble Pokémons that will impart its powerful move to trainers that can prove themselves in battle.

You may only battle the Noble Pokémons of your home village. Whilst standing on the village token, click the "Search" button on the Pokédex to start the battle.

Noble Pokémons are treated as Legendary Pokémons but cannot be captured.

ALPHA POKÉMON

These are  Strong Pokémons that have become Legendary Pokémons with their health increased by 2 and their initiative increased by 1.

They can be found by interacting with  Special Hidden Spots scattered around the map [see Hidden Spots].

You keep the token if you capture the Alpha Pokémons but the token cannot be unequipped. The token is discarded when the Pokémons holding it is discarded or returned to the deck.



Torterra is the Noble Pokémons of Celestic Village and so can only be battled by the Celestic Trainer.



The Alpha Pokémons Token has been attached to a wild Floatzel as its held item.

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.

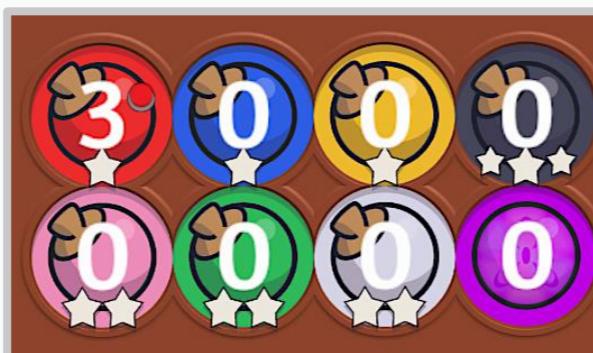
FLYING

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.

TYPE EFFECTIVENESS

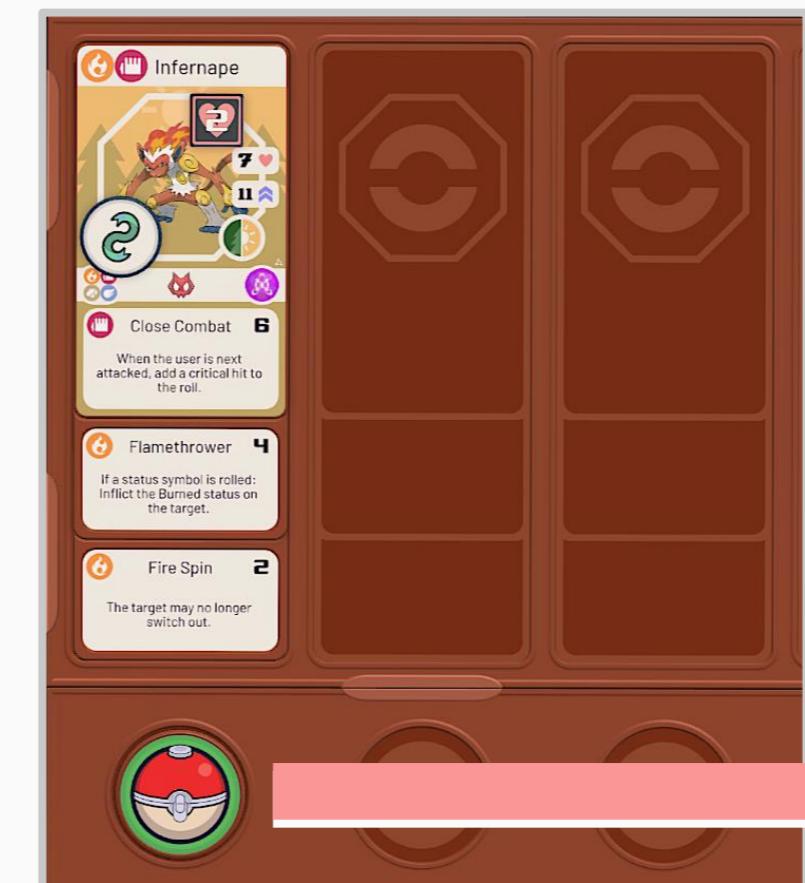
Each of the Dice Roller panels in the arena calculate the bonus/penalty damage from type effectiveness automatically when selecting a move type.

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.

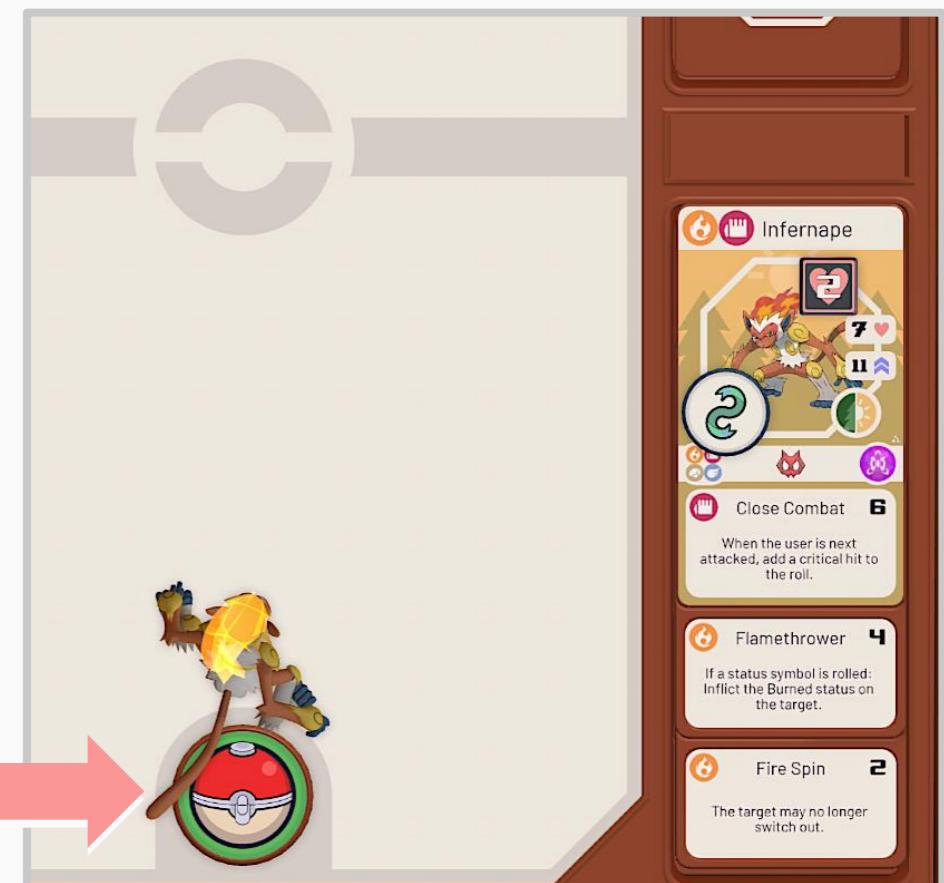


MOVING POKÉMON

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 Pokémons before sending in your Pokémons.

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. Rechecking initiative resets the turn order.

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

Switching is not allowed by default. When the opposing Pokémons faints, you may switch out before your opponent sends in their next Pokémons.

- Initiative is rechecked between the two Pokémons in the arena when all switching has been completed to decide who goes first.
- Initiative is not rechecked for move effects that allow switching.

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 and no rewards are gained.
- **The wild Pokémons has been captured or faints:** Captured Pokémons are added to a 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

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).

After a wild Pokémon is captured or faints:

- You gain  Journey Points based on the encounter tier of the Pokémon.
- Additionally, you may gain any Apricorn it was guarding.

Only after a wild Pokémon faints:

- You gain 2 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.

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 Pokémons:

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

STATUS EFFECTS

All 6 status effects are persistent until a Pokémon can heal them (through fully restoring, fainting or effects that remove statuses). A Pokémon that already has a status effect cannot be afflicted with any further status effects (however two status effects can be applied if they are inflicted simultaneously by certain moves).

Confused

When attacking, if you roll a status symbol: Take 3 damage.

 Psychic-types are immune

Paralysed

Reduce your initiative by 4. Skip your next turn when this status effect is first applied.

 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 a critical hit with a status symbol. You now become fatigued after 2 dice rolls instead of 5.

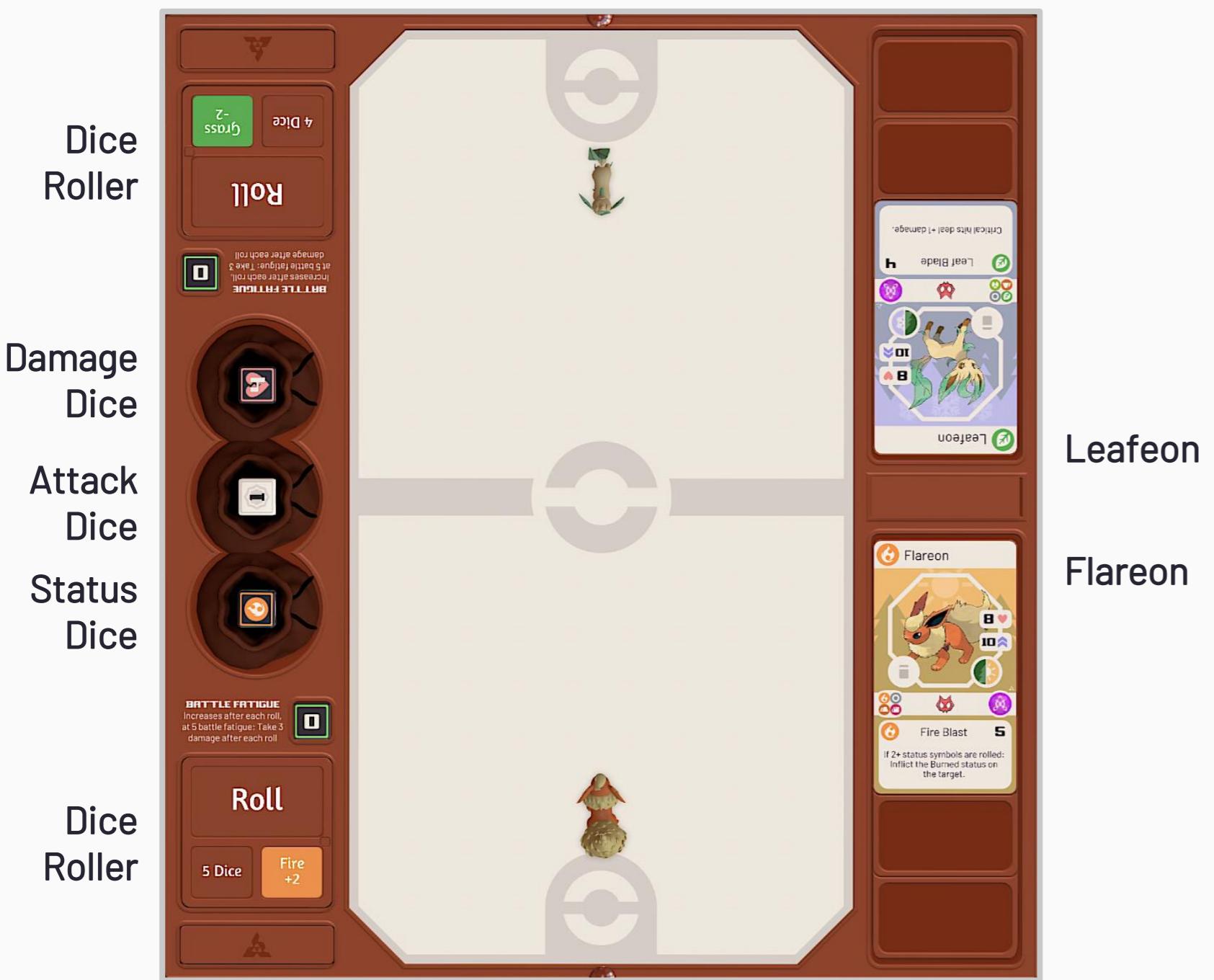
 Dark-types are immune

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 is equal to 4. 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).

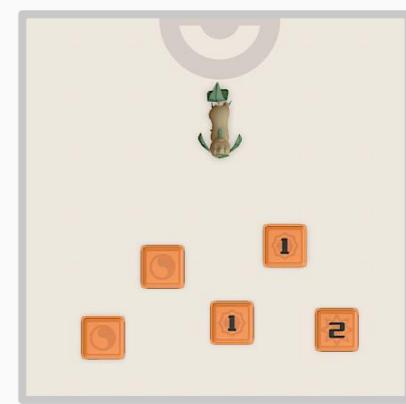
However, let's also read the effect of Fire Blast:

*"If 2+ 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 totalling 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 is equal to 5.

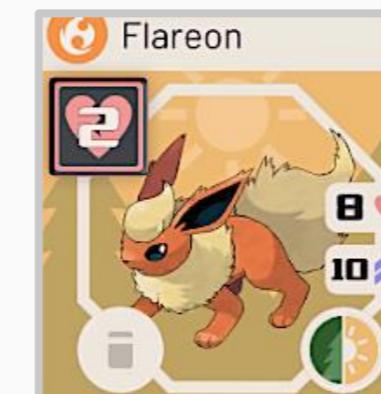
But by including type effectiveness (-2), the reduced damage from Leafeon being Burned (-2) and the effect of Leaf Blade on critical hits (+1) this means Flareon takes 2 damage (place a Damage Dice with value set to 2 on Flareon).



Dice Roller set to 4 Dice and the Grass type.



Dice roll result totalling 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 Pokémons)
- Lilly Gate (mountain biome Pokémons)
- Westbreeze Gate (ocean biome Pokémons)
- Deepmarsh Gate (forest biome Pokémons)

Swarm Battles follow these rules:

- May be triggered in both campaigns (at both inactive and active Distortion Gates).
- The battle consists of a Weak Pokémon, a Moderate Pokémon and a Strong Pokémon which form their own party.
- The Weak Pokémon is sent into battle first followed by the Moderate Pokémon and then finally the Strong Pokémon.
- Each Pokémon is treated like an individual wild Pokémon battle (so they can independently flee, and you are allowed to switch between fights).
- You may only benefit from the following effects once:
 - The +2 Journey Point bonus for defeating a wild Pokémon.
 - The extra Journey Point from any Lucky Eggs your Pokémon hold.



Distortion Gates

SWARM BATTLE JOURNEY POINTS

If you were to defeat/capture all 3 Pokémons, you gain $1 + 2 + 3 = 6$ Journey Points as the basic rewards.

If one of them flees, you do not gain any Journey Points for that Pokémon but can still earn Journey Points for the others.

If you defeat any of them, you gain 2 extra Journey Points.

If a Lucky Egg user participated in the battle, you gain 1 extra Journey Point.

Therefore, the maximum number of Journey Points you can earn in a Swarm Battle is 9 making them a good source of both moves and Journey Points.

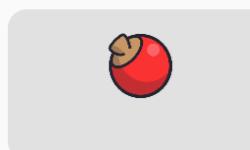


Example of a party of wild Pokémon that can show up at the Deepmarsh Gate.

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

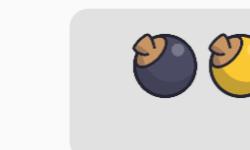
Required for catching Pokémon [see Capturing Pokémon].



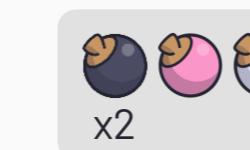
Poké Ball
Roll 3 dice when rolling to capture.



Greater Ball
Roll 4 dice when rolling to capture.



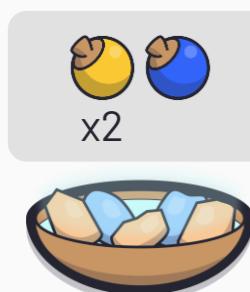
Ultimate Ball
Roll 5 dice when rolling to capture.



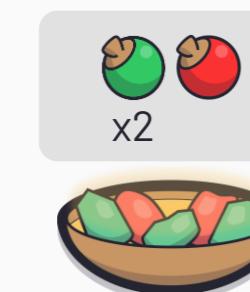
Keystone Ball
Roll 6 dice when rolling to capture.

APRICORN STEWS

Apply the effect of the stew immediately upon crafting.



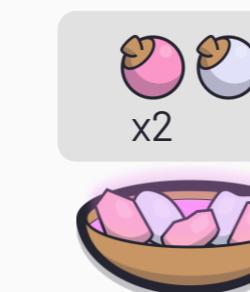
Restoring Stew
Fully restore your entire party.



Alluring Stew
Prevents wild Pokémon from fleeing. Additionally, may retry a Pokédex search.



Zesty Stew
Move 3 additional tiles this turn. Additionally, may cancel any Pokédex search.



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.

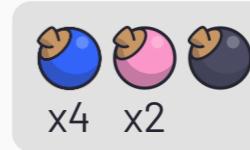


x4 x2



Blast Crystal

When the user is attacked, deal 3 damage to the attacker if a critical hit is rolled.

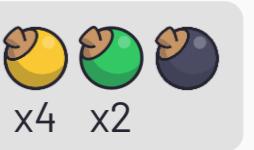


x4 x2



Star Shield

During battle, heal 1 damage at the end of your turn. Once per battle, reflect a status effect back to the attacker.

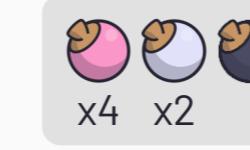


x4 x2



Lucky Egg

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

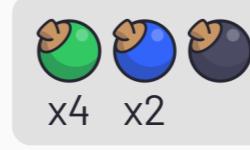


x4 x2



Eviolite

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

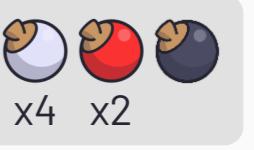


x4 x2



Swiftness Sash

Increase the initiative of the user by 1 and increase the attack strength of moves with 2 or less attack strength by 1.



x4 x2



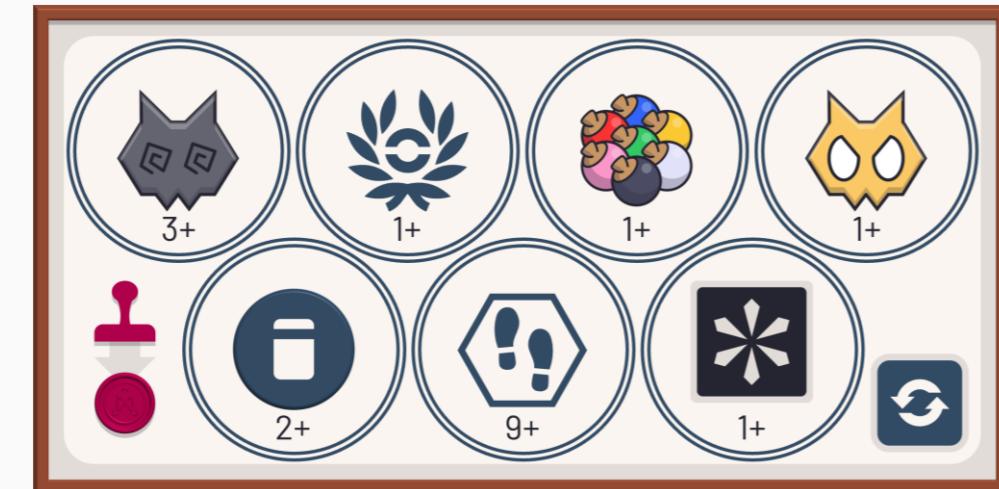
Choice Band

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 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 Pokémons in your party.
- You win a battle against another trainer (if playing solo, this can be the first Team Galactic Commander/Ultra Beast you defeat) or trade with another trainer.
- You have 1 or more of every Apricorn type in your bag.
- You have captured a Legendary Pokémon.
- You have crafted 2 or more Battle Items (other held items do not count).
- You move 9 or more tiles in a single turn (flying, using a Distortion Gate or using the Space Portal power do not count).
- You roll the break 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 each time you gain a new stamp and the reward is based on the total number of stamps collected so far:

- 1 Gain 1 Red, 1 Blue and 1 Yellow Apricorn.
- 2 Search the  Weak Pokémon deck for a Pokémon to add 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 for a Pokémon to add your party or a move to teach to a Pokémon in your party.
- 5 Gain 3 Black Apricorns.
- 6 Search the  Strong Pokémon deck for a Pokémon to add your party or a move to teach to a Pokémon in your party.
- 7 Gain all the Shards you are currently missing.

Scattered across the map you will find Hidden Spots and 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.

APRICORN STASHES

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



Red Apricorn Stash
[3 of each type]

GINKGO MERCHANTS

Once per turn, trade up to 4 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.



Ginkgo Merchant
[4 in total]

TRAVELLING HEALERS

Once per turn, fully restore your entire party. This token remains where it is found.



Travelling Healer
[4 in total]

ALPHA POKÉMON

When revealed, you are forced to battle an Alpha Pokémon. Stand on the token and use the Pokédex to "Search" for a random wild Pokémon to attach this token to it as a held item [see Alpha Pokémon].



Alpha Pokémon
[8 in total]

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



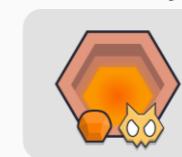
Gracidea Flower
Increase the attack strength of Grass and Flying type moves by 1.



Garden of Gratitude



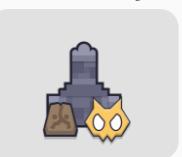
Magma Stone
Increase the attack strength of Fire and Ground type moves by 1.



Magma Chamber



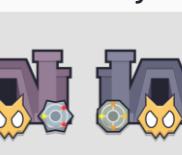
Odd Keystone
Increase the attack strength of Dark and Ghost type moves by 1.



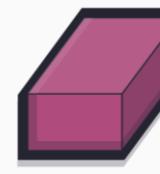
Hallowed Tower



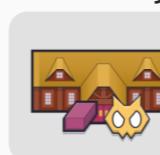
Steelrock Core
Increases the attack strength of Steel and Rock type moves by 1.



Firelilly Ruins /
Valley Ruins



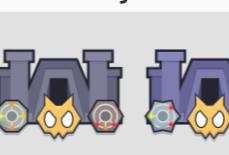
Sweet Gateau
Increase the attack strength of Ghost and Fairy type moves by 1.



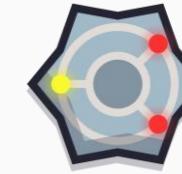
Grand Chateau



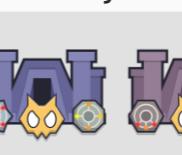
Rockice Core
Increases the attack strength of Rock and Ice type moves by 1.



Valley Ruins /
Westbreeze Ruins



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



Westbreeze Ruins /
Firelilly Ruins

Shrine Offering: Once per turn, discard an Apricorn whilst at any Shrine to draw a Shrine Event card. Resolve the effect of the card once drawn. Offering an Apricorn from a higher tier will usually increase the strength of the event (look for text separated by "/" on the card). 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).

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

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

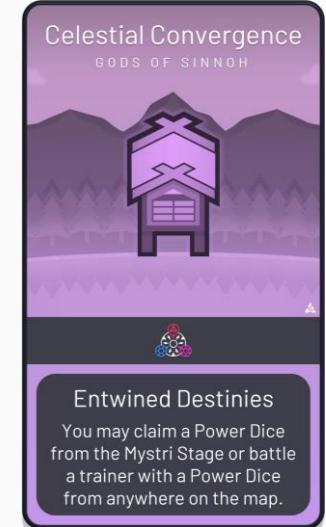


A Song of Frost heralds the arrival of Articuno.

CELESTIAL CONVERGENCE EVENTS

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

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



EVENT CLARIFICATIONS

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. Alpha Pokémon can be replaced for a Strong Pokémon whilst keeping the Alpha Pokémon token.

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

Revitalising Trance : When choosing another trainer to give this effect to, the movement part of the effect becomes 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.

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 attack or capture 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, discarding an Apricorn at any Shrine will allow you to reroll your Power Dice in addition to drawing a Shrine Event card as usual.

THE GODS OF SINNOH

You may travel to the Origin Shrine to challenge one of the Gods of Sinnoh using your Power Dice:

- 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.



The Origin Shrine

POWER DICE RESULTS

Break: Return the dice back to the Mystri Stage.



Temporal Dice Results



Break



Reroll/
Reveal 1



Reroll/
Reveal 2



Reroll/
Reveal 3



Reroll/
Reveal 4



Time
Bubble

Reroll/Reveal X: Reroll up to X 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.



Spatial Dice Results



Break



Rift 1



Rift 2



Rift 3



Rift 4



Space
Portal

Rift X: Move to any tile up to X tiles away (ignoring elevation restrictions).

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



Renegade Dice Results



Break



Regular
Hit



Regular
Hit



Regular
Hit



Critical
Hit



Distortion
Field

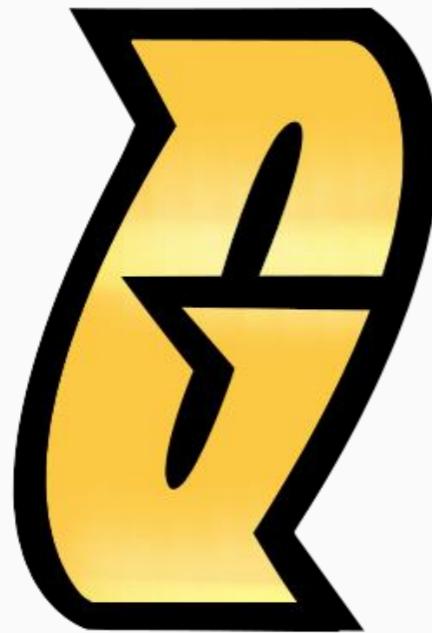
Regular Hit/Critical Hit: Add the result to one of your rolls.

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

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 village of each trainer face-up. You cannot fly to or from a village with this token on.

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):** The Team Galactic trainer plots to strike at more opportune time by adding 1 damage to their Galactic Retribution ability every time this move is used.
- **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, but their battle fatigue is still reset.

ACT I

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.

Only you can liberate your own village.

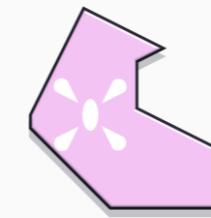
When ready, return to your home village to start the battle:

- Shuffle the Team Galactic Grunts deck and 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 defeated, you start your next turn on your 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 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.

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

- The trainer controlling the Commander chooses 2/3/4 (increases for each Shard you already have) of the 4 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 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 (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 but you cannot make more than one Heart of Sinnoh per trainer).

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

This item cannot be taken by other trainers and is required to challenge Cyrus.

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 use any remaining Journey Points.
 - Flip over Ending.



The Heart of Sinnoh

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.

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.

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".

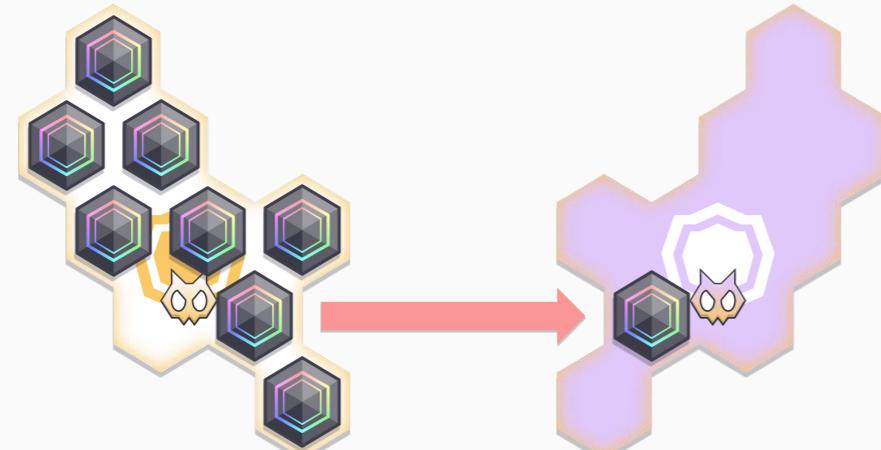
PRISM ARMOUR

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.



Prism Armour tokens are found on the campaign board.

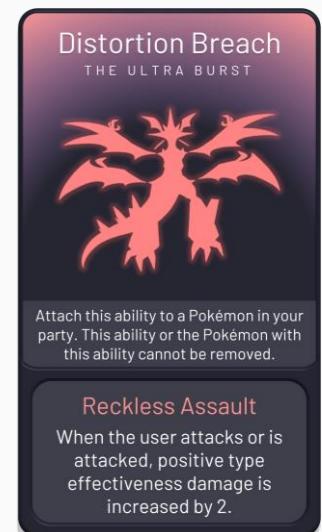
DISTORTION BREACH CARDS

As the breach grows stronger, Pokémons 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). They and the Pokémon they are attached to cannot be removed/replaced by normal means.

When a trainer defeats an Ultra Beast, they may remove up to 2 Distortion Breach cards from their party and all other trainers may remove 1 Distortion Breach card from their parties.

Distortion Breach cards may replace existing moves but not other Distortion Breach cards. If it is not possible to attach the card when it is dealt, keep the card in your hand and apply it as soon as it is possible.



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.

When an Ultra Beast decides to move, it looks at all tiles adjacent to its current tile and moves to the one it prefers. They interact with the tile they move to in the following ways:

- 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 steer clear of these places since they are protected by Legendary Pokémon.

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 the "Search" button on the Pokédex when your trainer token is on top of one of their figurines. They are treated as Legendary Pokémon 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:

- Prioritise trying to use their signature move if it makes sense to.
- 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 an Ultra Beast, the Ultra Beasts take an extra movement turn immediately. 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. Additionally, the Ultra Beasts skip their next movement turn.



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

Seemingly dragged into the Distortion World at the time of the Ultra Burst, the Ultra Megalopolis allows you to heal there like other villages do (but not fly to or from it).

The Ultra Megalopolis can be selected as a home village and has its own trainer token that starts there but they do not get access to a Noble Pokémon.



Ultra Megalopolis

WARPED APRICORN TREES

These act like normal Apricorn Trees but offer a mixed selection of both Pokémon and Apricorns:

- If you defeat any of the Pokémon, you gain all 3 of the Apricorns.
- If the wild Pokémon flees, you choose 1 of the 3 Apricorns instead.



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 immediately upon the condition being 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 a move that rolls 2 critical hits.

TEMPLE OF SINNOH

Arceus is wary of getting involved in the affairs of this world 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 instance I can use Bubble 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.

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 Pokémons 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.

How many Poké Balls can I carry?

As many as you like, although you cannot convert them back into Apricorn.

Can I keep more held items than my party can carry?

No, however 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 causes both Pokémons in the battle to faint from exhaustion.

Can I still move after interacting with Shrines and Hidden Spots?

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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