

Movement

**Walking:**

You may move up to 3 tiles per turn.

Certain biome actions require 2 tile moves and cannot be performed if you only have 1 tile move left:

* Plains: No special rules.
* Forest: Moving from one forest tile to another forest tile.
* Mountains: Ascending and descending mountain elevations.
* Oceans: Embarking onto and disembarking from ocean tiles.

The above actions become 1 tile cost if you have a non-fainted Pokémon that matches the biome.

Elevations of 2 full tiles or higher may not be traversed.

**Flying:**

Unlocked after gaining your first lake crystal, flying costs 1 tile move and you must feed the Staraptor an Apricorn based on the journey required:

* Between any village and Nesburgh Village: Any Apricorn.
* Between any two villages: Green, Pink, White or Black Apricorn.
* From anywhere to a village: Black Apricorn.

Battles

**Capturing:**

During a battle, you may attempt to capture the enemy Pokémon.

On your battle turn, discard a “Ball” card from your hand and do not select an action. If your dice roll in addition to any effects from the “Ball” used sum to the tier of the enemy Pokémon, the capture is successful.

Add the new Pokémon to your party (you must release a Pokémon if you already have 6).

You cannot capture trainer Pokémon, Palkia, Girantina, Dialga or Arceus.

**Running:**

During a battle, you may attempt to run away.

On your battle turn, do not select an action. If your dice roll is the difference in tier between your active Pokémon and the enemy Pokémon, the escape is successful.

For example, for a Kirlia (tier 3) to run from a Staraptor (tier 7), you must roll a 4 or higher.

You cannot run from trainer, token, and certain event battles.