

pokémon Master

Components

Introduction

Pokémon Master is played over two phases. The first phase, called the adventure phase, is where you explore the Kanto region. You will build your team by catching pokémon and training them. After the three gym leaders have been defeated you will move on to the second phase, called the pokémon league. In this phase you will play a tournament, the winner of which claims the title of pokémon master.

Note

The game is supposed to be played with four players and the rules will assume you are four players. In the section “Alternative rules” there are instructions for how to play a two or three player game.

Setup

1. Decide starting player.
 - The player who last played another pokémon game is the starting player.
 - An alternative is to randomise the starting player.
 - The order for the other players are assigned in clockwise order from the starting player.
2.
 - Give the starting player 3 poké balls.
 - The second player takes 3 poké balls and the 1\$ token.
 - The third player takes 4 poké balls.
 - The fourth player takes 3 poké balls and a great ball.
3. Turn all tokens with the backside up.
4. Randomise a dark blue, dark brown and purple token on each of the trading spots
5. Put a Power token on each of the three gyms.
6. Put all tokens such that their backsides match the location. Note, you should have 2 legendary pokémon tokens left.
7. Flip all the tokens with the flip symbol face up. Also flip the three pokémon tokens on the trading spots.
8.
 - The starting player picks one of the four starting pokémon, Charmander, Bulbasaur, Squirtle or Pikachu.
 - They then take the corresponding pokémon card and token.

- Place a counter in the rectangle second from the top. Then place a counter in the first rectangle on the last heart from the top.
 - This represents you receiving the pokémon at level 1 and at full health. This will be the case whenever you receive a pokémon, except for when trading with other players.
 - Take a die of the same color as the die next to the pokémon's name.
 - This represents the damage your pokémon is doing in battles.
 - Pick the player token of the corresponding color to your starting pokémon.
 - After they pass, the substeps of step 8 are carried out by the next player.
9. Then the first player carries out their five actions.
- The turn continues in clockwise order

Adventure Phase

In the adventure phase each player controls their trainer figurine, moving around the map. A player executes 5 actions and then passes to the next player. Several actions immediately end a player's turn. These are typically, game wise, time consuming, such as searching for a pokémon card or battling. The idea is that the next player should start to play as the previous player searches for their pokémon card.

Actions

The different actions can be divided up into move, interact and make camp.

Move

You can spend an action to move from one node, called a location, to another over a black edge, called a road. Certain types of locations cause something to happen as you move into them. When you move into a wild encounter you discover which pokémon you encounter and should flip the token. The same applies to item balls. When you move into a trainer token you are forced to battle. Note that this is only the case with the randomised trainers. The rules are different for gyms and special locations, which will be explained in the section on cities.

Interact

You can spend one action to interact with the location you are standing in. Interact means different things depending on which location you interact with. You can't interact with tokens that have not been flipped.

Make camp

You can spend 2 actions to make camp. This means healing all of your pokémon that have not fainted to full. This is represented by moving the top counter to the lowest heart that is above the lower counter.

Locations

Wild encounter

If you are standing on a discovered pokémon token and interact with it, you get 2 options.

You can defeat the pokémon for xp. The damage dealt by the pokémon can be seen at the bottom of the token. A damage causes one of your pokémon to lose one life. This is represented by moving the top counter one heart up. If there are no more hearts your pokémon has fainted. If the damage is super effective the counter should move two hearts up. The damages are distributed one at a time and can be put on different pokémon. After the encounter you get to distribute 1 xp on one of your not fainted pokémon. This is represented by moving the bottom counter to the first heart one rectangle down. In case the new rectangle has multiple hearts. Place the counter on the topmost heart.

The second option is to catch the pokémon. This will end your turn. On the right of the token you can see which balls are required to catch the pokémon. You can spend the corresponding balls to complete the catch. A more expensive ball can replace a less expensive ball. You can attempt to catch the pokémon without all of the required balls. In this case you pick which balls are used in the attempt. You then roll a die. If the die shows a number that is covered by one of your picked balls, you complete the catch. In case the pokémon requires multiple balls of the same type and you only picked some of them it is assumed you picked the balls covering the higher numbers. After completing the catch you discard the picked balls and receive the corresponding pokémon card. Repeat the process you did when receiving your starting pokémon setting the level to 1 and hp to full. If the catch fails you get to keep the picked balls. However, your turn still ends and you also take the damage on the pokémon encounter.

Legendary pokémon encounters work the same way. The only difference is that if you defeat a legendary pokémon, in addition to gaining 1 xp, you also gain a type token of your choice.

Trainer

When you move into trainer token you are forced to battle. You commit up to three pokémon to the battle. The player to your right makes decisions for the trainer. The battle is played over a number of turns. Each turn all pokémon from both sides attack simultaneously. Your damage is decided by rolling the corresponding dice as seen next to your pokémon's names. Every roll of four or above means a damage of the corresponding type. You distribute the damage as you wish on the trainer's pokémon. Each of the trainer's pokémon have a type and a number of hearts within the type representing the pokémon's hp. The trainer's pokémon do the damage that is below their type. The trainer decides which damage goes on which committed pokémon. Your dice are distributed before the trainer distributes their dice. If both combatants still have committed pokémon that have not fainted a new round is played. If you end a round with alive committed pokémon and all the trainer's pokémon have fainted you win. You gain the trainer token which can be traded in as the value seen on the top of the token. You also gain 1 xp to distribute on one of your committed pokémon that have not fainted. This will be rewarded anytime you win a battle. If you lose you return back to your checkpoint without gaining any xp.

Item Ball

If you interact with a discovered item ball you pick it up. Explanation of the different item balls can be found in the appendix.

HM

If you interact with the HM location you can teach a pokémon, with the appropriate damage die, the HM attack. The requirement is on the current evolution's dice. As long as you still have the pokémon on your team you can pass over the corresponding obstacle as though they were normal roads. The attack can also be used in the pokémon league. If you have a pokémon that knows the HM you can't teach it to another pokémon. There are only two of each HM available each game.

Cities

Cities can be distinguished by having white roads between the locations. These roads can be traversed without spending an action.

Poké Center

If you start your turn in a city, you get to set the health of all your pokémons to max.

Poké Mart

If you interact with the Poké Mart you can buy a number of items. You pay with any tokens that have a dollar sign on them. No change is offered.

- Poké Ball: 1\$
- Great Ball: 2\$
- Ultra Ball: 3\$
- Evolutionary Stone: 5\$
 - Pick any evolutionary stone
- Porygon (pokémon): 6\$
- Bike: 7\$
 - Each turn, including the turn you buy it, you have 2 extra actions.
- Mach Bike Upgrade: 7\$
 - Can only be bought if you have a bike. Same as bike but gives 4 extra actions.

After the adventure phase has ended you can get a chance to buy from the poké mart with any remaining money.

- Option 1: In addition to the regular stock the following two products can be bought.
- Option 2: At this stage, only the following two products can be bought.
- Rare Candy
 - 1 XP to any pokémon.
- TM
 - Teach a pokémon, that is able, a TM.

- In order to be able, the pokémon either have to be the same type as the TM or the TM have to be among the listed teachable TMs at the bottom of the pokémon card.

Gym

If you interact with a gym you get to challenge the gym leader. This battle works as any other trainer battle. The only difference is that each gym leader knows a special power. Before a gym leader's first battle, the power token is revealed. If you defeat the gym leader, in addition to the usual rewards you learn a lesson and gain the power token. The power token can only be used in the pokémon league. You can spend the gym leader token to teach a pokémon a TM. Each of these TMs are special in that they give you some additional way of using your actions. Explanations for each of them as well as for the power tokens can be found in the appendix.

Trade Center

If you interact with the trade center, you can trade any pokémon of the required type for the pokémon offered. You receive the pokémon at level 1 no matter the level of your traded in pokémon. This will end your turn.

Lab

The lab is where you start. Other than that it works like a poké center.

Celadon Department Store

It acts as a poké mart with the extra benefit that spending 2\$ counts as 3\$.

Fighting Dojo

You can interact with the fighting Dojo to fight the karate master. The extra reward is either of the two pokémon, Hitmonlee or Hitmonchan. The karate master can be defeated up to twice.

Giovanni

You can interact with Giovanni to challenge him to a battle. In order to access him you will need to pass the key obstacle, which requires being in possession of a token with a key on it. The extra reward is either a type token of your choice, or the master ball. If you spend the master ball on a catch the catch is guaranteed to be successful.

Being defeated

In case all your pokémon faints or you lose a battle, you get sent to your checkpoint. Your checkpoint should always be at your last visited city. You also gain an -1\$ token. This token affects your ability to buy items in the Intermediate phase.

Player interaction

When you and another player are in the same location you can trade with each other. You can also trade when you're both in the same city. Anything can be traded, such as items, pokémon or any kind of token. A trade does not take any actions.

If a player ends their turn in a city with another player a friendly battle ensues. This is only triggered when both players have moved their checkpoint token at least once. Each player can only battle once in the adventure phase.

The battle is played like in the adventure phase but with easier rules. The rules can be found in the adventure player battle section.

Both players are rewarded 1 xp which can be distributed on any pokémon that was committed to the battle. The winning player also gains a type token of their choice.

Type Tokens

A type token will make you more proficient at utilising your pokémon of the corresponding type. The type token serves as an extra health for your pokémon of that type. When a pokémon is on their final heart and takes one damage, you move the counter to the token. There are two type tokens of each type and they stack. If you are playing with the expansion, you can choose to flip any number of tokens that you possess in the intermediate phase. In case you do, the token will instead of giving an extra health give an extra speed or range to all pokémon of the corresponding type. An extra range means that you treat all attacks as if the number is one extra.

End conditions

- All three gyms are defeated.
- Someone has at least 2 pokémon who have achieved the maximum level.
- Only two randomised trainers remain.

Additional rules

Once a pokémon learns an HM or a TM it can't be unlearned and will remain with the pokémon for the rest of the game.

There are obstacles with a 2 and with a 3. These obstacles take 2 or 3 actions to pass respectively.

The player to the right of the active player is supposed to make decisions for the active player's adversaries. However, to prevent any bribes or similar, the other two players can together overrule the decisions.

Tips for smooth play

Keep the dice your pokémon uses in battles on the pokémon card.

Intermediate Phase

Seeding

After the end of the adventure phase, the seed is determined. This is based on The highest hp pokémon. If there is a tie, you compare the second highest hp pokémon and so on. Randomise if unable to differ the teams. Type tokens have no effect in the comparison.

The seed determines which players face off in the semi finals. The highest seeded players face the lowest seeded player and the second and third highest seeded players face each other.

Shopping

Option 1: After the seed, each player can spend money on either Porygon, stones, rare candy or TMs.

Option 2: After the seed, each player can spend money on either rare candy or TMs.

No trading between players is allowed after the adventure phase.

pokémon League

Two semi finals and a final will be played in order to determine the winner of the game.

Preparation

Before each match you prepare the field. Roll 6 dice. For each unique number showing, place a boulder on the corresponding spot on the field. Hexagons with boulders are not accessible and are treated as obstacles when calculating line of sight.

The player with the higher seed decides which side to play. The player then picks three pokémon to commit to the battle and places them on three of the six hexes closest to their side. The lower seeded player then does the same and places their three pokémon on the other side.

Advanced

Match

A match is played over a number of rounds. Each round, both players will activate each of their pokémon that are still in the match. A pokémon that runs out of hearts, faints and is taken out of the match.

Activation

The higher seeded player then begins activating their leftmost pokémon. The other player then activates their left most pokémon. This continues until all pokémon have been activated. In case a player has no more pokémon to activate, they pass the turn to the next player. During an activation the pokémon may move to the adjacent hexagon as many times as their speed stat. At the end of an activation discard all the pokémon's conditions. When all pokémon have activated the round is over.

Attack

Attacks have a type and damage, represented by the number of type symbols. Damage and health works the same as in the adventure phase. Some attacks are exhaustible, represented by an hourglass symbol next to the name. These attacks can only be used once a match, use the hourglass tokens to keep track of which attacks have been exhausted. Attacks also have a range. The range represents how many hexagons away from the pokémon the target can be. By default, attacks only affect one hexagon. However, some attacks can affect multiple hexagons, in those cases each target in one of those hexagons that are within the range and in line of sight is affected.

Line of sight

Unless otherwise specified, line of sight is required to affect a target with an attack. Line of sight is calculated between the hexagon the pokémon is standing in to the hexagon the target is standing in. For there to be line of sight the following conditions must be met:

- There has to be a line between a corner of one of the hexagons to a corner of the other hexagon.
- The line can not touch the outside or cross a hexagon containing an obstacle. The starting and ending points of the line are excluded from this condition.

Boulders and other pokémon are treated as obstacles.

Rounds

When all pokémon still in the match have been activated the round is over.

Additional rules

There is an additional attack "Tackle" that all pokémon know and which can not be exhausted. This attack deals 1 normal damage with a range of 1.

A match ends when one of the players has no pokémon left in the game. In case the other player still has pokémon in the game, then that player wins. Otherwise the player with the higher seed wins.

In case both players lose all their pokémon at the same time then the higher seeded player wins.

In case neither player can make progress and defeat the other player's pokémon. The players can agree on a sudden death. This means that each pokémon takes one damage at the start of a round. This damage does not interact with any abilities, conditions or power tokens. In case the parity of the round matters the higher seeded players decide when the sudden death begins. In case progress still can't be made the higher seeded player wins.

Pokémon that faints in the semi final can not be used in the final, either as starting pokémon or as reserves.

No xp is gained from the matches in the pokémon league.

Once a match a player is allowed to send in a reserve pokémon. This pokémon replaces the first pokémon on their team that faints. The reserve pokémon is placed on one of the player's six starting hexagons. The reserve pokémon's card replaces the fainted pokémon's card and is activated when the fainted pokémon would have activated. The objective of this rule is to encourage bigger teams of pokémon.

Beams do not require line of sight. They are stopped where they run into rock obstacles but not stopped by pokémons.

Adventure Player Battle

The player who gets to the city first places their pokémon first and is considered the lower seeded player.

The following rules are different from the pokémon league battles:

- No rocks are used in this battle.
- No reserve pokémon are used.
- No type tokens are used.

Tips for smooth play

In order to keep track of conditions, use the generic side of other pokémon tokens. Place them under the affected pokémon.

- **Poisoned** is represented by light green.
- **Asleep** is represented by pink.
- **Flinched** is represented by yellow.
- **Slowed** is represented by dark blue.
- **Blinded** is represented by dark green.

Q+A

- When does the ability overgrow trigger when the player has a grass type token?
 - The ability triggers when the pokémon is two normal damage away from fainting.
- What happens if you use the attack Rock Tomb but can not place a boulder that fulfils the criteria?
 - Then you do not place a boulder. However, if you can place a boulder you must.
- What happens if a pokémon is affected by multiple conditions at once?
 - The conditions stack. If you are affected by multiple “**Slowed to**” conditions, you are slowed to the lower number. “**Slowed by**” are affected after “**Slowed to**”

Alternative Rules

Simplified Game

If there are mostly new players, or in case you don't have the time for a full game, the simplified game option can be played. Play with the side with fewer locations.

Many types of locations are not present on this side of the board. There are a few additional rule changes that are recommended.

- Gym tokens are exchanged in the intermediate phase for 3 xp to be distributed on any pokémon.
- When you defeat a legendary pokémon or a player in the adventure phase, you gain 3 xp instead of 1.
- You can not gain type tokens.
- You can not teach your pokémon TMs.
- No reserve pokémon in the pokémon league.
- The end condition with randomised trainers is changed to 1 trainer left.

Basic Game

You play on the side with more locations

- Pokémon abilities are ignored.
- You can't flip your type tokens.

Expansions

The possible expansions that can be used are

- Use special abilities
- Allow flipping of type tokens
- Advanced initiative
- Draft TMs

Allow flipping of type tokens

you can choose to flip any number of tokens that you possess in the intermediate phase. In case you do, the token will instead of giving an extra health give an extra speed or range to all pokémon of the corresponding type. An extra range means that you treat all attacks as if the number is one extra.

Advanced initiative

When preparing for the match, the player with the higher seed decides whether to start with initiative or not.

The player who doesn't start with initiative decides which side of the field to start in. Then the same player chooses which 3 pokémon will start and places each of them on one of the six hexagons furthest to the player's side. Use the tokens to represent the pokémon.

After that the player who starts with initiative will choose 3 pokémon and place them on the six tiles on the opposite side.

The player with initiative will start by activating one of their pokémon. The other player will then get to activate one of their pokémon. This goes on until all pokémon have been activated once ending the round. Initiative is passed and then the new round begins.

When sending in a replacement pokémon, this is done at the end of the first round where one of the player's pokémon faints.

Draft TMs

The default way of playing does not have any rules about in which order the players buy tms and other items in the intermediate phase. In case one wants to play a more competitive game the following set of rules are recommended.

The deck of tms is divided into four, as far as possible, equally large hands of face down cards. Each player takes a hand. Higher seeded players get priority on the larger hands. Then, each player decides if they want to buy any TMs. from their hand. They then send the hand to the next player. After having done this until no one wants to buy anymore TMs. The players move on to buying other things from the shop. In case this order matters, the lowest seeded player goes first followed by the second lowest and so on.

Option 1: Bike gives 2 extra actions.

Option 2: Bike gives 1 extra actions, until the first gym leader have been defeated. The bike then gives two extra actions. The bike can't be upgraded.