

POKÉMON MASTER TRAINER™

HEX EDITION

RULES

@DCANDAL

VERSION 6.3





Pokémon Master Trainer: HEX Edition is a reimagined version of the 1999 game 'Pokémon Master Trainer' with many new systems, balance improvements and a board that is different every time you play.

Explore the world, capture Pokémon to build a strong team, defeat Gym Leaders and try to win the League, becoming the next Pokémon Master. Good luck!

Designed to be played by **2 to 6 players** (4+ for the best experience).

(Questions? Feedback? Suggestions?) Use our Steam Workshop or send a tweet to @dcandal).

Designer:

Scripting:

Testers:

dcandal

Smurfjames101, Saucekay and MaxBeoulve
AleNoite, Caio, DunyLutch, MrIgu, RL10fc, Sapomg, teampresida, Thurlao22

3-4
MISTRALTON

- Gym Leader: Skyla.

X2
POKEMON LEAGUE

X4
INDIGO PLATEAU

X2
LAVARIDGE

X4
OLIVINE

X2
NEW BARK

X4
CINNABAR

X2
VIOLET

2

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1. [CONTENT]

POKÉMON CARDS

These are Pokémons. There are six different back colors for them. More info on section **4. [POKÉMON CARDS]** of this rulebook.



EVENT CARDS

The Pokémon world is full of people, places and events that you can find at any time. These cards are **drawn whenever you land on a '!' space on the board**.

Whenever you draw one of these read the text and activate the commands on the card text. More info on section **9. [EVENT GUIDE]** of this rulebook.



SUPER EVENT CARDS

These are like Event Cards, but much stronger. These cards are **drawn whenever you land on the rare yellow '!' spaces on the board**.

More info on section **10. [SUPER EVENT GUIDE]** of this rulebook.



ITEM CARDS

These are items to help you in your journey, you will find them in many ways. **You can hold up to six of these cards on your hands** - any excess must be discarded at the end of your turn.

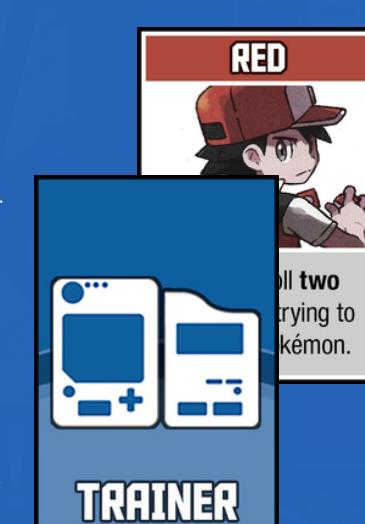
More info on section **8. [ITEM GUIDE]** of this rulebook.



TRAINER CARDS

These represent your specialty as a trainer. Every player has one of these **active at all times granting their effects**. Always discard any excess.

More info on section **11. [TRAINER GUIDE]** of this rulebook.



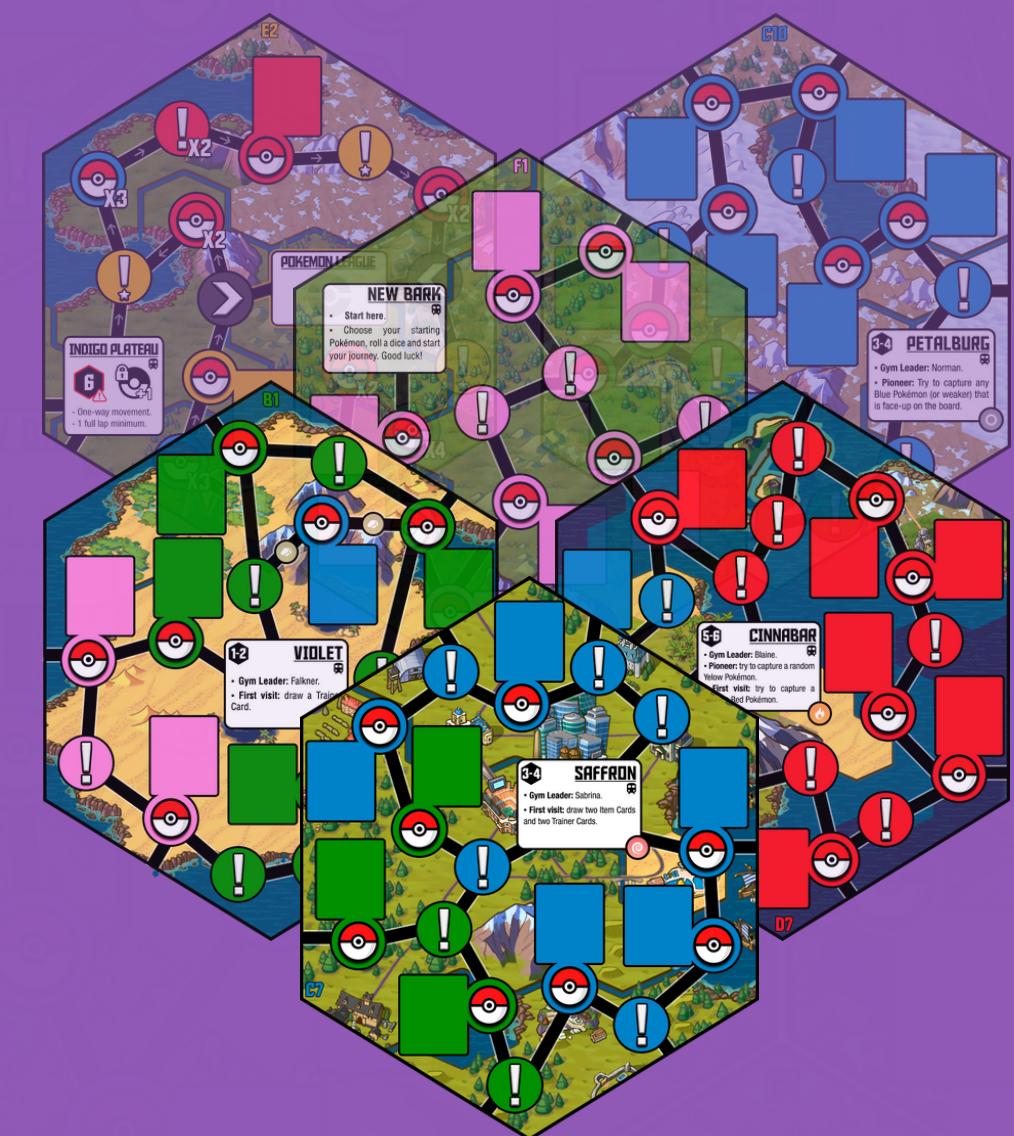
GYM LEADERS

These are Gym Leaders you will need to beat to earn badges. They stay adjacent to their respective Hexagon on the board.

More info on section **6. [GYM LEADERS AND BADGES]** of this rulebook.



HEXAGONS



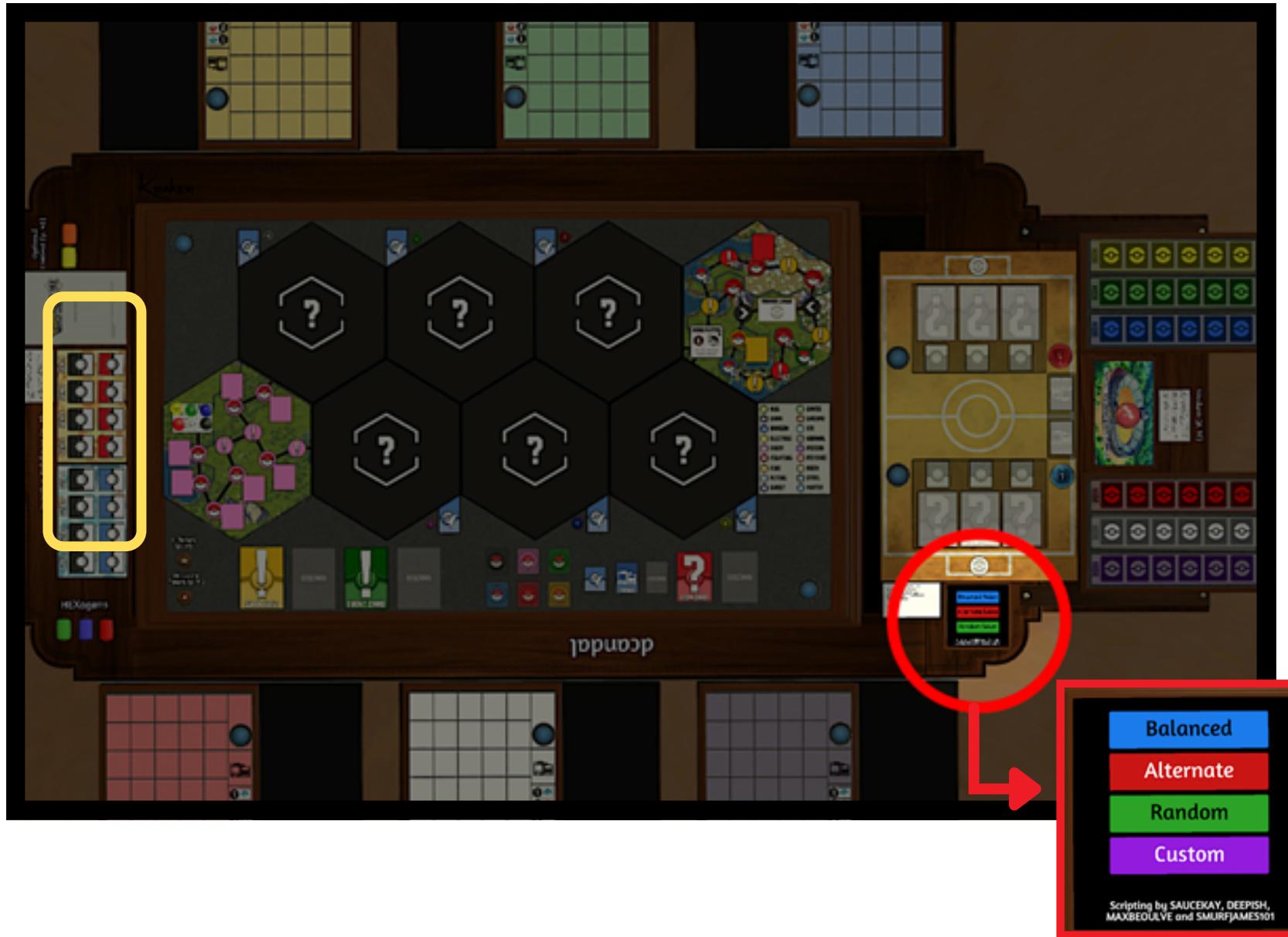
The board will be made with these Hexagons - 8 in total - and will be **different everytime you play, with over 1 million possible combinations**.

Every hexagon has a different city with different effects and its own Gym.

More info on section **3. [THE BOARD]** of this rulebook.

2. [SETUP]

Before starting the game, **have every player seated**. Then, locate the 4 colored buttons on the square below the arena, as shown in the **red circle below**:



By clicking one of the buttons the Hexagons will be shuffled and placed in the board and **every player will receive a Starter Pokémon, an Item Card and a Trainer Card**.

The difference between the 4 possible setups are the available Pokémons in the game.

BALANCED SETUP

The default mode. **Choose this one if it's your first time playing**. Here you will find the balanced Pokémons roster, carefully chosen to keep the different types well balanced.

ALTERNATE SETUP

In this setup the roster will also be carefully chosen to keep the different types well balanced, but with different Pokémons from the Balanced Setup. Think of it like this: If the Balanced Setup is Pokémon Blue, this is Pokémon Red.

RANDOM SETUP

Chaos ensues in this setup. With this one you will get a totally random selection of Pokémons in your game, not necessarily well balanced in regards to types.

CUSTOM SETUP

Do you only want to play with your favorite generations? On this setup, you can choose which generations will be included in the game. Just click on each Gen you want added (as shown **highlighted in yellow in the image to the left**) and then click on this setup button when you're done.



3. [THE BOARD]

TRAVELING

On your turn, **roll a six-sided dice**. Move your pawn that number of spaces along the board, following the black lines connecting the spaces.

You can always travel in any direction you want in your turn, but you can't change directions while traveling. You can't pass through the same space more than once in your turn.

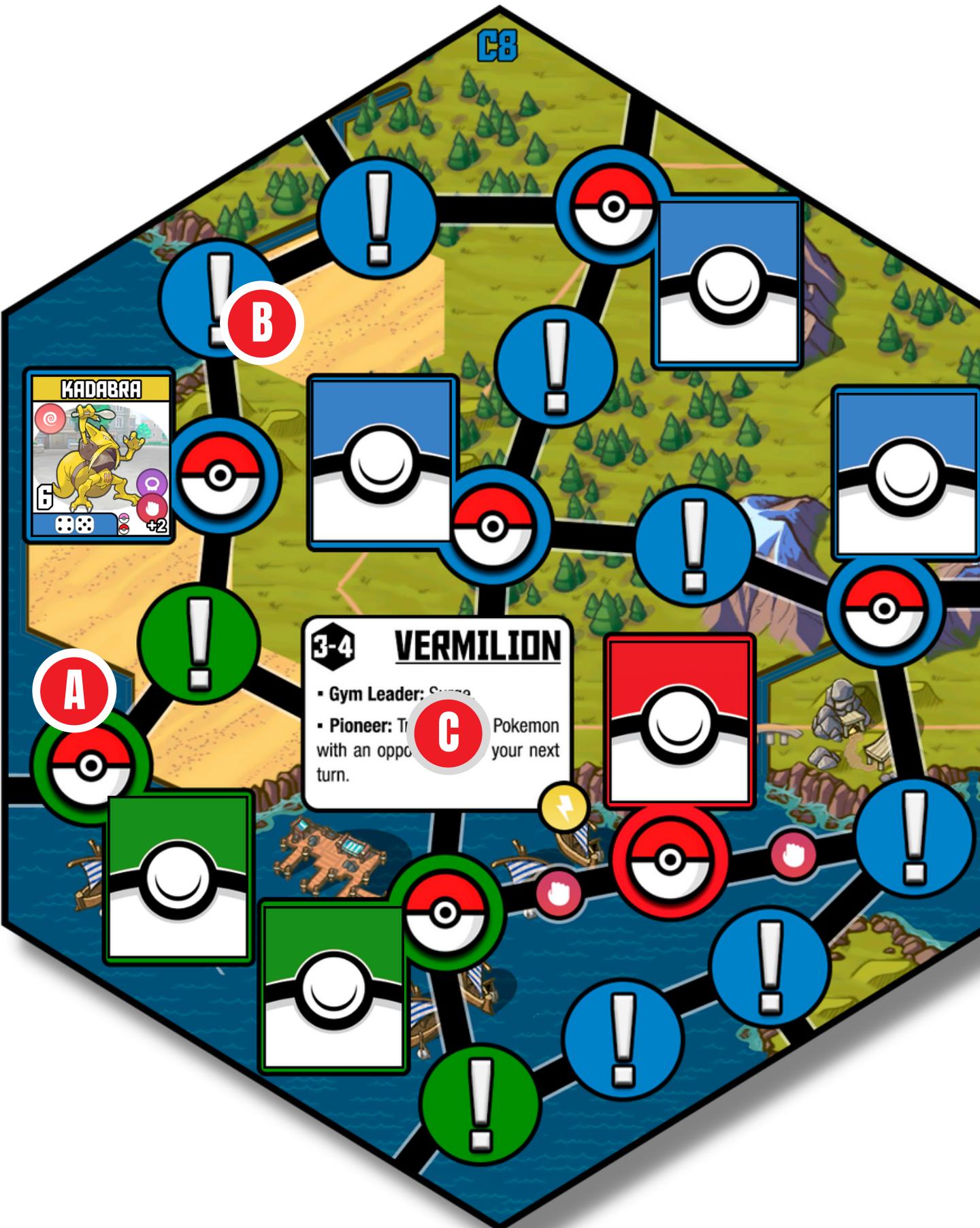
Multiple players can occupy the same space on the board with no problems.

A



Reveal the adjacent Pokémons and try to capture it. If you succeed, take it for you and place another random Pokémons (of the same color) there with its face down.

If you fail, keep the Pokémons face-up and add a Weakened Token to it.



B



Draw an **Event Card** and activate it. Read its effects out loud or show the text to other players so everyone knows what's happening. After that, place the Event in the discard pile.

C

This is a **City** space. **You can always stop at a city, you don't need to roll the exact number on a dice to stop there.**

The space displays the name of the city, the badge, the Gym Leader name and its type and any special effects you get by visiting it.

There are two possible effects on a city - **pioneer** and **first visit**:

Pioneer: that effect is only applied to the first player to reach this city.

First visit: that effect is applied to every player when they first stop here.

Whenever you land on a city you can instantly **fight its Gym Leader**, you don't need an extra turn for that. You can also stay at a city you're already in and use your turn to fight the Gym Leader again if you were defeated on the previous turn.

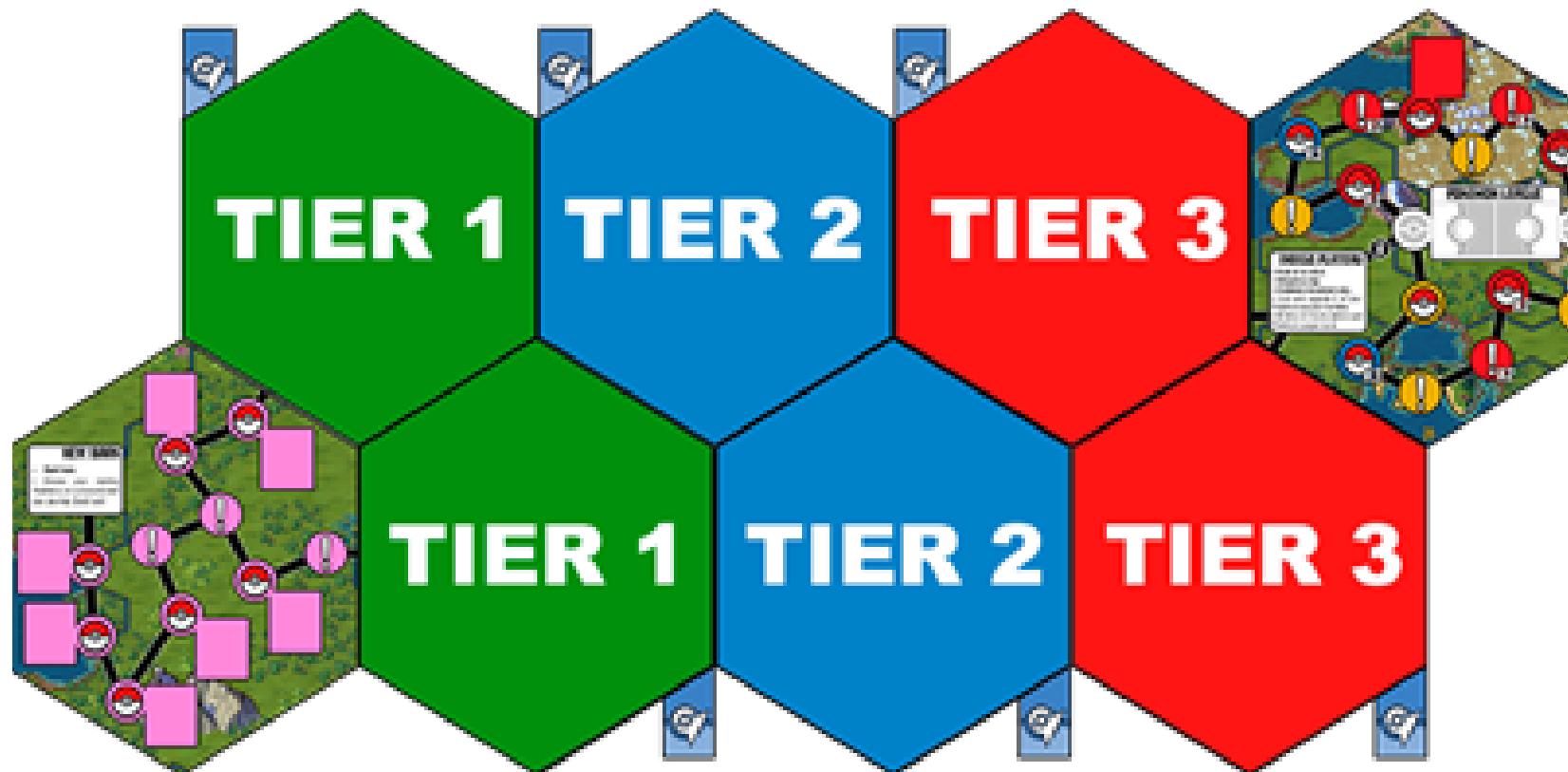
You can also use your turn to take the magnet train and travel to a city you've already visited instead of rolling the dice to move on the board.

3. [THE BOARD]

THE HEXAGONS

The board is divided in **EIGHT HEXAGONS**.

The first (lower left) and last (top right) are always the same, but in every game the six in the middle are randomized. They are tiered as shown below:



In the tier 1 Hexagons you will find weaker Pokémon and Gym Leaders. They will get stronger and more challenging in the next tiers.

You are, however, free to explore the board in whatever order you want.

SPECIAL PASSAGES

Type Passages:

These are the passages with a type icon, like pictured on the right.

You can only go through them if you have a Pokémon of that type. In that example you can only access the area if you have a Ground Pokémon on your team.

They work like any other spaces, so movement past them cost the same dice numbers as any other.



Item Passages:

Whenever you pass by or are in a space adjacent to a Item Passage, you can discard the amount of Item Cards shown there to go to that space.

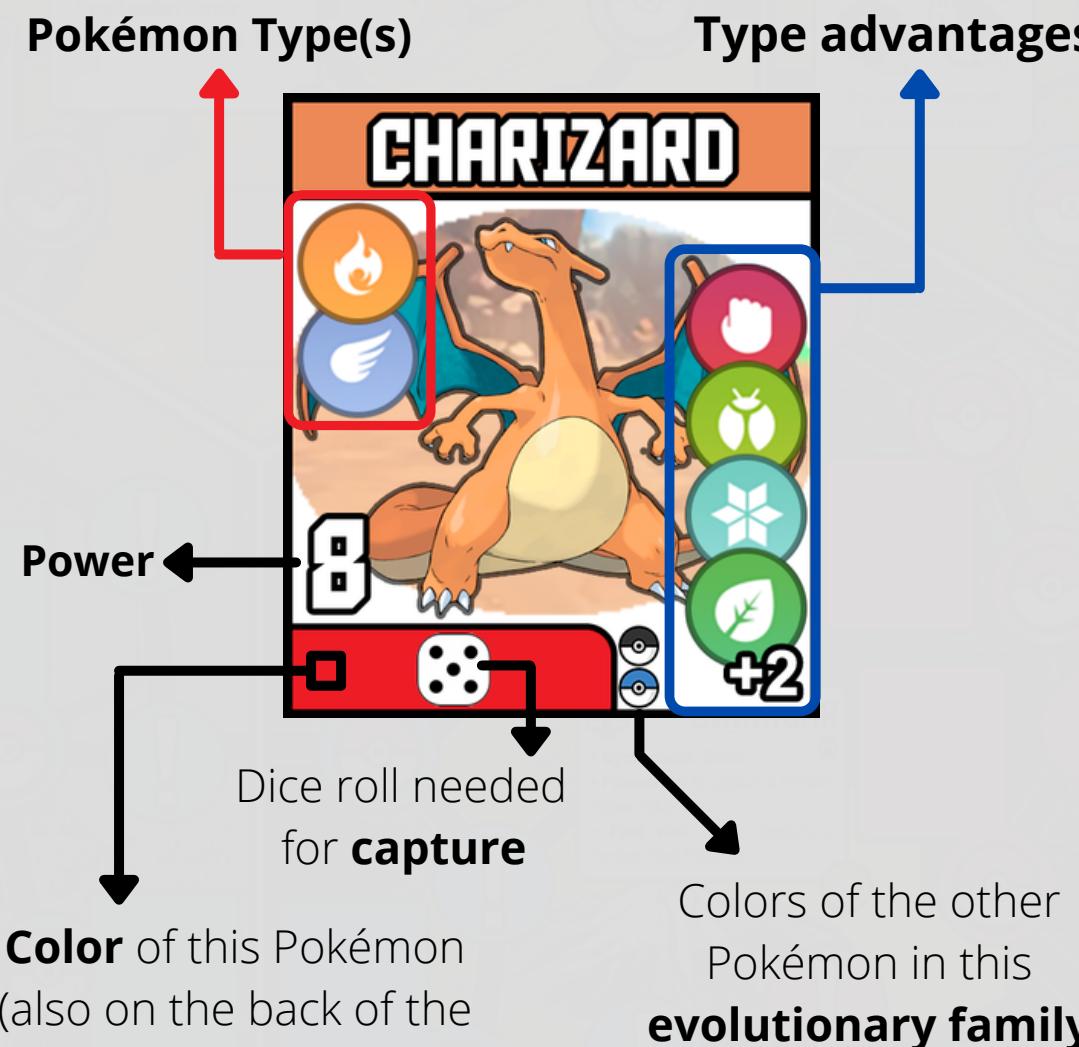
You don't need to roll an exact number on the dice to access it. And you only need to "pay the Item price" in the direction of the arrow (so you do not get stuck inside).



• Gym Leader: Janine.

Pioneer: draw

4. [POKÉMON CARDS]



The colors in the back of the Poké Ball cards show how strong/rare this Pokémon is. Pink Poké Balls are the weaker and easier to capture, getting stronger as shown below:



(The dark grey back is used for Starter Pokémons).

CAPTURING POKÉMON

You will need to capture many Pokémons to build a strong team. Doing that is simple:

- 1) When you land on a space with a Pokéball on the board, **reveal** the adjacent Pokémon if he's face down.
- 2) Check the dice symbols in the Pokémon Card. **Roll a six-sided dice** and match the result to one of these numbers to capture the Pokémon. Stronger and Rare Pokémons will be harder to capture.

- 3) You can use **Poké-Ball Item Cards** to make a capture easier. You gotta announce you're using the Item **BEFORE** you roll your dice. These Items will allow you to add to or subtract from the number you roll. Discard them after use.



- 4) Check your **Trainer Card**. Some of them will help you with your capture.

- 5) **If you capture** the Pokémon: just grab the Card and place with the rest of your team, face up in your personal pad. Don't forget to replace the captured Pokémon on the board with another random, face-down Pokémon Card of the same color.

- 6) If you **failed** in the capture: leave the Pokémon revealed on the board and place a **Weakened Token** on it, as shown in the image to the right. Weakened Pokémons are easier to capture - you can **add or subtract 1** to the dice roll when capturing them. This can **stack** with Item and Trainer cards. Pokémon Cards can't have more than one Weakened Token on them, so multiple failures on the same Pokémon will not make a difference. (Yellow/Legendary Pokémons do not get weakened).



4. [POKÉMON CARDS]

EVOLVING POKÉMON

Pokémon become stronger as they evolve, so if you collect Pokémons from the same evolutionary family, they will get an evolution bonus to their power.

There are Pokémons that evolve once (set of two) and twice (set of three):

Set of Two (+2): If you capture two Pokémons that belong in the same family, **add 2 to the power** of the more evolved. This bonus will also work if you have only two Pokémons from a family of three, even if they're not the direct sequence (like an Abra + Alakazam).

Set of Three (+4): If you capture three Pokémons that belong in the same family, **add 4 to the power** of the more evolved.



Set of Two (+2)

Raticate's new power: **7**

Set of Three (+4)

Alakazam's new power: **12**



Evolving Eevee: Eevee can evolve into many different Pokémons. Because of that there is more than one Eevee Pokémon Card in game. However, Eevee is still treated as a set of two (**+2**) evolution, even if you have more than one of his evolutions. You can, of course, keep these different evolutions to use in battles, planning according to their advantages.

TRADING POKÉMON

One of your opponents got a Pokémon you want?

You are free to offer a Pokémon trade to an opponent in your turn, if you want to, in any terms you want. You may offer Item Cards as part of the deal or maybe even swap Trainer Cards - it's up to you.

Trades can also happen by other means, like Event or Super Event Cards. In some of those cases you will be **forced** to trade Pokémons with your opponents, but you can check the Event Guide for more info on that.



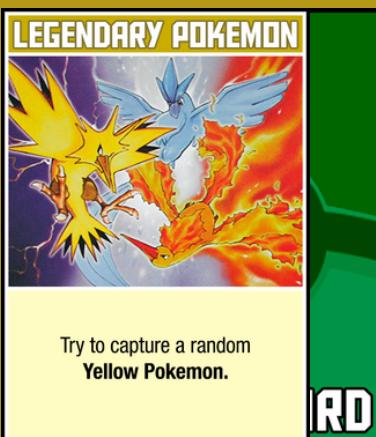
LEGENDARY POKÉMON

The Pokémons with yellow backs are the Legendary Pokémons - the strongest and rarest among them all.

You can only find them through rare Event Cards or late in the game, inside the Indigo Plateau.

A Yellow Pokémon will not get weakened if you fail to capture it.

Don't forget that you need 4 Badges in order to use Yellow Pokémons in battle - more info about that on section **6. [GYM LEADERS AND BADGES]**.



5. [BATTLING]

Pokémon battles will happen many times in the game - be it through Event Cards, Gym Leader battles or in the Pokémon League.

At the start o the game you can **only use** Pink, Green and Starter Pokémon in battle. As you get Badges by defeating Gym Leaders, stronger Pokémon will also obey you (more info about that on section **6. [GYM LEADERS AND BADGES]**).

BATTLE GUIDE

- 1)** Both players **choose** their Pokémon and send them to battle simultaneously.
- 2)** Check the base **power** of each Pokémon. It's the big white number.
- 3)** Check for **type advantages** and see if it applies against the opponent's type. The advantage grants +2 to the resulting power. If you have an advantage against the enemy's both types, these bonus stack and you get +4 power.
- 4)** Check the **Trainer Cards**. Some Trainers add power to Pokémon.
- 5)** Set an **Item Card**. Many Item Cards can be used in battle to increase the power of a Pokémon. Announce you will use an Item to your opponent and place them face-down in the battle arena. You can only use one Battle Item at a time. You can also bluff and place a non-battle Item, however it will still be discarded by the end of the battle.
- 6)** Both players **roll a dice**.
- 7)** Now **add** (dice roll) + (base power) + (type advantages) + (item bonus) + (trainer bonus). The highest number wins.
- 8)** The losing player can use a **Potion** Item Card and reset the battle, discarding any Item Cards previously used.
- 9)** In case of a **draw** both Pokémon faint and the players gotta send another to battle.

BATTLE EXAMPLE

1) Player A **chooses** Growlithe. Player B sends Butterfree.

2) Growlithe's **base power** is 4, while Butterfree's is 6. Let's consider the players do not have any evolutions.

3) Growlithe is a Fire Pokémon, with a +2 **type advantage** against Bug, which is one of Butterfree's types.

4) Player A has the "Blaine" **Trainer Card**, who adds +1 power to Fire Pokémon. Player B's "Hiker" has no effects in battle.

5) Player B sets the **Item Card** "Vitamin". Player A chooses not to use any Item Card in this battle. Butterfree receives +2 power from that.

6) **Dice rolls** are made. Player A rolls a 3. Player B rolls a 1.

7) **Adding everything**, Player A has a total of **10** (4+2+1+0+3), while B has a total of **9** (6+0+0+2+1). Player A and his Growlithe are the winners.

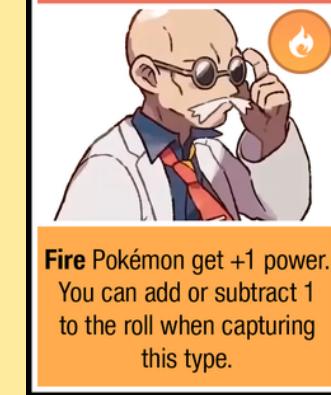
PLAYER A



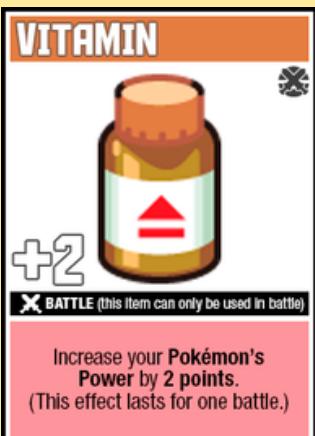
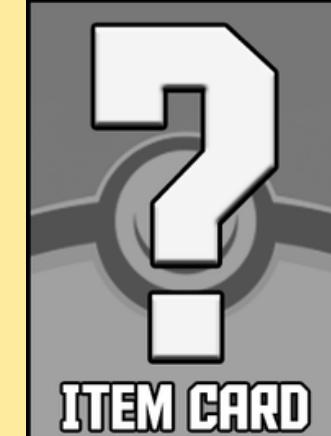
PLAYER B



BLAINE



HIKER



5. [BATTLING]

STADIUM

There is a scripted battle Stadium to the right of the main board that can be used for battle.



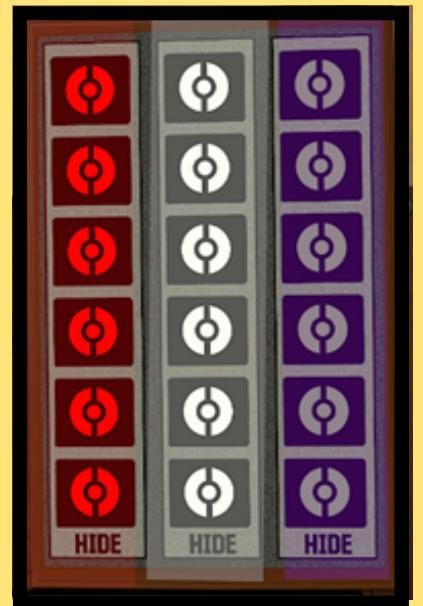
The blue and red counters can help you with keeping track of the powers of the Pokémons involved. Clicking it will increase the number displayed. A right-button click will decrease it.

Placing Pokémons (or Gym Leaders) on the slots on the stadium also will bring their 3D Models to the battle arena.

HIDDEN ZONES

There are also hidden zones for each player, where you can place up to 6 Pokémons. Pokémons placed there will be only visible to the player of that respective color.

These zones are useful when preparing to battle, specially for the Pokémon League. Players can place their main Pokémons there and send them face-down to stadium straight from there.



FAINTED POKÉMON

After a battle, a fainted Pokémon is automatically revived. You **don't need** to stop on a City's Pokémon Center or spend any healing items on them.



DUEL EVENTS

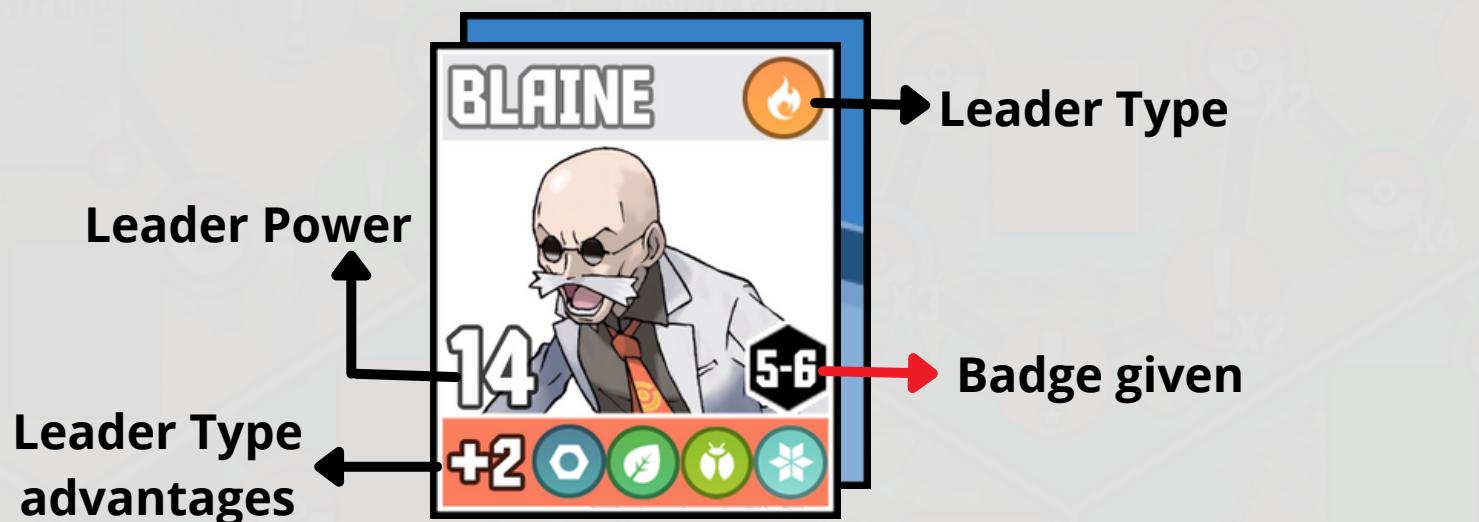
There are some **Events** that will force you to battle one of your opponents. These battles work almost like any other, but they happen in places that are better for some Pokémon Types.

In the middle of the card there are 3 types that get +1 power and 3 other types that get -1 power.

Also, there are good prizes for winning those battles, displayed on the bottom of the Event Card.



6. [GYM LEADERS AND BADGES]



PREPARATION

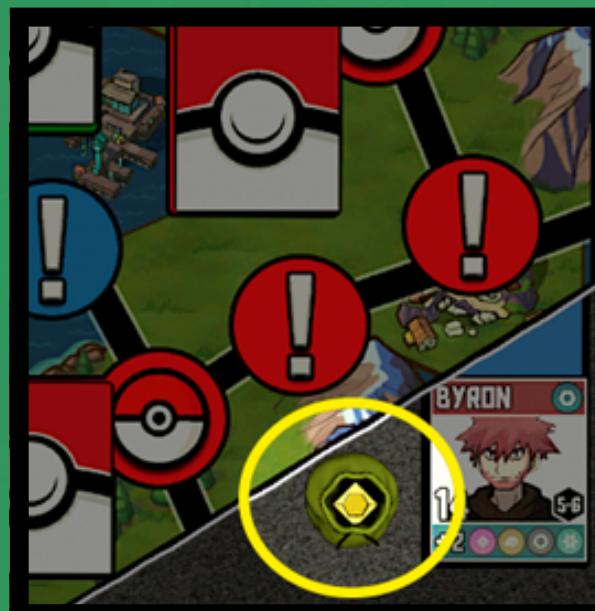
To become the best you will need to win the Pokémon League, and to compete in the League you will need to fight 6 Gym Leaders and get their badges.

The Gym Leader cards are the ones with blue back, and are placed automatically by the script in the spaces near their respective Hexagons.

The badges are inside colored bags near the Gym Leader, as shown in the yellow circle in the picture in the right.

The Leaders get stronger in higher tiered Hexagons. That can be checked by looking the numbers inside the little hexagon in the Cities and in the Leader Card itself.

So we have **1-2, 3-4 and 5-6** Leaders (Blaine, shown below, is a 5-6), meaning you always have two possibilities to earn the first of these badges. Plan according to your strengths against the Leader's types.



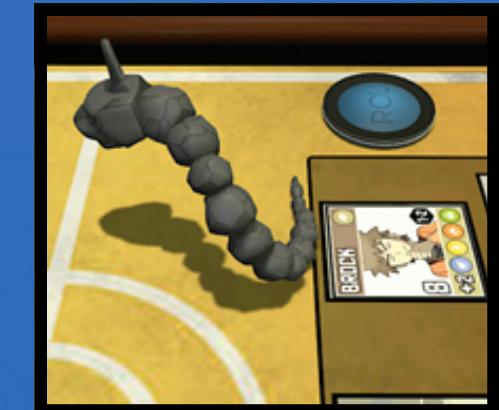
GYM BATTLE

One per turn, you can end your turn battling a Gym Leader when you're on a City Space. The fight against a Leader is a little different than the usual: The Gym Leader won't roll a dice, his power is static, displayed in the white number.

They also have a +2 type effectiveness bonus, shown in the lower part of the card.

The player side of the battle is normal: rolling a dice, adding Trainer Cards, Items and everything. The only difference is: **in case of a DRAW, the player wins**.

As shown in the picture: you can put Gym Leaders on the Stadium and their Pokémon 3D Model will be brought up.



Some Leaders will have **DUAL battles**. On those cases, the player will send **TWO Pokémon** to battle, and will roll **ONE dice**. You can also use up to two items (one for each of your Pokémon). Type effectiveness applies on each of the two Pokémon. Below is an example of a dual battle where a player defeats Gym Leader Erika:



6 (+2 against Grass) + **7** (+4 from Item) + **3** (dice)
Total: 22

17 (+2 against Water)
Total: 19

6. [GYM LEADERS AND BADGES]

BADGE REWARDS

If you win a gym battle, **grab a badge** from the bag near the Leader you faced and place on your personal pad above the correct number (like in the image below).

Also, **draw an Item Card** whenever you win a Gym Leader.

Every badge will also give you a special reward, shown in the icons on the personal pad. They are:



Blue Pokémon will now **obey** you, so they can be used in battle.

Red Pokémon will now **obey** you, so they can be used in battle.

Get a **free**, random, unrevealed **Blue Pokémon**.

Yellow Pokémon will now **obey** you, so they can be used in battle

Get a **free**, random, unrevealed **Red Pokémon**.

Lock and upgrade a Pokémon evolutionary family (explained in the next panel).

LOCKING AND UPGRADING POKÉMON

The icon to the right can be seen as a 6th badge reward and inside the Indigo Plateau. It means: lock and upgrade a Pokémon evolutionary family, by adding a **+1 marker**.



So when winning the 6th badge **and** when arriving at the Indigo Plateau for the first time you can choose one of your Pokémon evolutionary family and make them stronger (meaning you can have two upgraded families by the end of the game).

These Pokémon families will receive a **+1 permanent bonus to their power** and will be **untradeable** (through Events or any other means). That protection from trades covers the whole evolutionary family.

Example: You have a Growlithe and an Arcanine and decide to lock this family when you earn your 6th badge. Now Arcanine will get +1 power (stacking with the +2 from evolving) and both Growlithe and Arcanine are protected from trades.

You can also lock a Pokémon you still have no evolutions for, if you'd like. As soon as you get another Pokémon from the same family, it will get the protection from trades (Example: you lock a Dragonite and later manage to capture a Dratini - both will be untradeable).



There is a **+1 Token** you should add to your upgraded Pokémon (as shown in the picture). There is a bag with those Tokens in the lower left corner of the board. You can use the *Attach* funcion in TTS to snap the token to the Pokémon Card.

7. [INDIGO PLATEAU AND POKÉMON LEAGUE]

After winning the 6 Gym Badges you can go to the final hexagon and compete in the Pokémon League in order to **become the next Pokémon Master and win the game.**

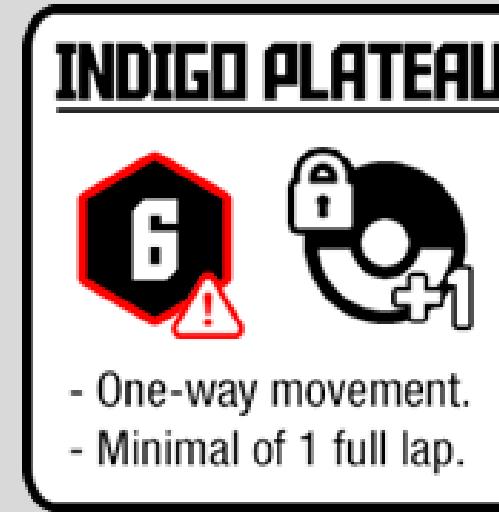
You **must** stop in your first visit to the Indigo Plateau space, and can only do that in possession of all 6 badges. The Indigo Plateau space works like any City space in the board (you can stop there whenever you want without rolling the exact dice number and can use your turn to travel via magnet train to previously visited cities).

In this first obligatory stop you must also **upgrade** one of your Pokémon evolutionary families (like after earning the 6th badge, as explained on **Section 6. [GYM LEADERS AND BADGES]**).

After that you can enter the last Hexagon. While there, you can only move **in the direction of the arrows**. Other than that, movement here is normal.

The Pokémon League starts when someone stops in the "**Start the League**" space. However, the League will only start if the player landing there has finished at least one full loop inside this last Hexagon. If you stop there before finishing a loop draw an Item Card.

Also, there are **special spaces** in this Hexagon, as shown to the right.



LEAGUE FORMATS

The players must decide on the format of the League. There are two of them and they will be further explained in the next pages.

- Head-to-Head Format:** players will battle with each other until only one remains, being crowned the Pokémon Master (the default mode for this game, more similar to the anime).

- Elite 4 Format:** players challenge the Elite Trainers. The first one to defeat two of them is the Pokémon Master (more similar to the original Pokémon Master Trainer boardgame).



Draw a **Super Event** card.



Draw **2 Event Cards** and **pick one** of them to be activated.



Draw the next **2 Red Pokémon** (or weaker) from the pile and try to capture one of them.



Draw the next **3 Blue Pokémon** (or weaker) from the pile and try to capture one of them.



Draw the next **4 Green Pokémon** (or weaker) from the pile and try to capture one of them.



Start the League (or draw a Item Card if you still don't have a full lap).

7. [INDIGO PLATEAU AND POKÉMON LEAGUE]

HEAD-TO-HEAD LEAGUE FORMAT

This format will change depending on **how many players** are playing the game. The league will start even with players that still do not own all 6 badges. They, however, will not get the benefits of the badges they have not earned yet.

6 PLAYERS

When a player stops at the "Start the League" space, the first round of battles will happen.

The **pioneer on the Indigo Plateau** and **the player with most captures** (not counting the plateau pioneer) are already qualified to the semifinals.

The other 4 players battle among themselves (randoming the duels). 2 of them qualify to the semifinals. **Winners** of battles on the League **draw 3 Item Cards**.

Semifinals

Semifinals starter } Finalist 1 ✓
Chosen opponent }

Remaining Player 1 } Finalist 2 ✓
Remaining Player 2 }

Now the 2 finalists go back to the Indigo Plateau space and play 3 turns each, then battle each other. The winner is the new PokéMaster.

1st Round

Indigo Plateau pioneer ✓

Player with most captures ✓

Player A } Winner 1 ✓
Player B }

Player C } Winner 2 ✓
Player D }

5 PLAYERS

When a player stops at the "Start the League" space, the first round of battles will happen.

The **the player with most captures** is already qualified to the semifinals.

The other 4 players battle among themselves, with the Indigo Plateau pioneer choosing his opponent.

Winners of battles on the League **draw 3 Item Cards** are qualified to the semifinals. The 2 losers battle each other and the winner here is also qualified to the semifinals.

The semifinals and finals work the same as with 6 players, check there.



Battles on the League are **3 Pokémon vs 3 Pokémon** (more on that later in this chapter). And don't forget that **every time you win a battle against an opponent in the League you draw 3 Item Cards!**

7. [INDIGO PLATEAU AND POKÉMON LEAGUE]

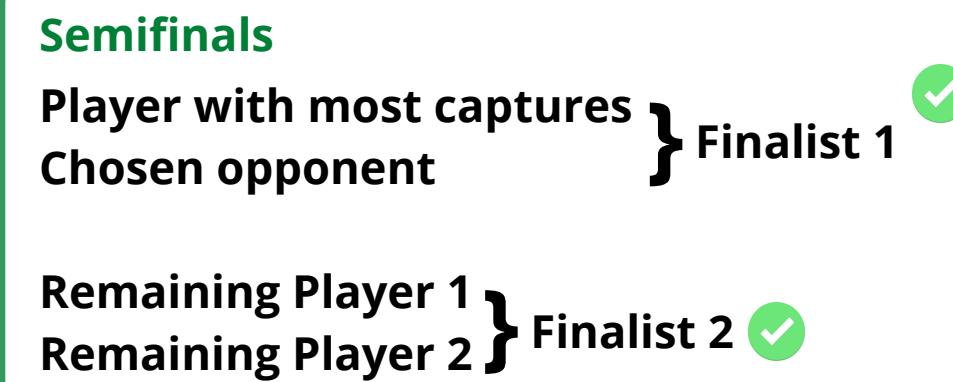
HEAD-TO-HEAD LEAGUE FORMAT

This format will change depending on **how many players** are playing the game. The league will start even with players that still do not own all 6 badges. They, however, will not get the benefits of the badges they have not earned yet.

4 PLAYERS

When a player stops at the "Start the League" space, the semifinals will happen.

The player with most captures chooses his opponent, and the remaining 2 players battle each other. Winners qualify to the semifinals. Don't forget that winners of battles on the League draw 3 Item Cards.



Now the 2 finalists go back to the Indigo Plateau space and play 3 turns each, then battle each other. The winner is the new PokéMaster.



Battles on the League are **3 PokéMon vs 3 PokéMon** (more on that later in this chapter). And don't forget that **every time you win a battle against an opponent in the League you draw 3 Item Cards!**

3 PLAYERS

When a player stops at the "Start the League" space, he battles a random opponent. Winners draw 3 Item Cards.

After each battle, all players return to the Indigo Plateau and walk again on the League hexagon, until someone stops at the "Start the League" space again. If the player stopping there has already **won** a battle, he battles the player he hasn't beaten yet. If he still have no victories, he battles a random player.

The first player to **win both of his opponents** in this way is crowned the new PokéMaster and wins the game.

2 PLAYERS

When anyone stops at the "Start the League" space, the players will battle each other.

After each battle, both players return to the Indigo Plateau and walk again on the League hexagon, until someone stops at the "Start the League" space again.

The first player with **2 victories** is the new PokéMaster and wins the game.

7. [INDIGO PLATEAU AND POKÉMON LEAGUE]

HEAD-TO-HEAD LEAGUE - BATTLES

Battles in the League are done with multiple Pokémons: **3 versus 3, one at a time**.

Both players should send their first Pokémons **at the same time**. To help with that, they should place their 6 better Pokémons on the **Hidden Zones** near the Stadium and play them from there.

Every Pokémon stays active in the field **until defeated**.

Battle Items last for only one duel in the whole battle (meaning they get discarded after the roll, as usual – so you can use one Item Card in every single fight in this 3v3).

In case of a **tie** both Pokémons are knocked down - if one of the players already lost their 3 Pokémons after a tie he is defeated. If both players still have Pokémons to use they both send their next Pokémons at the same time. If a tie happens when both players already lost their 3 Pokémons, they get an extra round with a 4th Pokémon.

The winner will also draw **3 Item Cards** as a prize.

To the right is an example of a League Battle, where Player B (Alakazam, Gengar and Nidoking) beats Player A (Dragonite, Blastoise and Gengar).

		PLAYER A	PLAYER B
DUEL 1		✓ ✗	✓ ✗
DUEL 2		✗ ✓	✓ ✗
DUEL 3		✗ ✓	✓ ✗
DUEL 4		✓ ✗	✓ ✗
DUEL 5		✗ ✓	✓ ✗

7. [INDIGO PLATEAU AND POKÉMON LEAGUE]

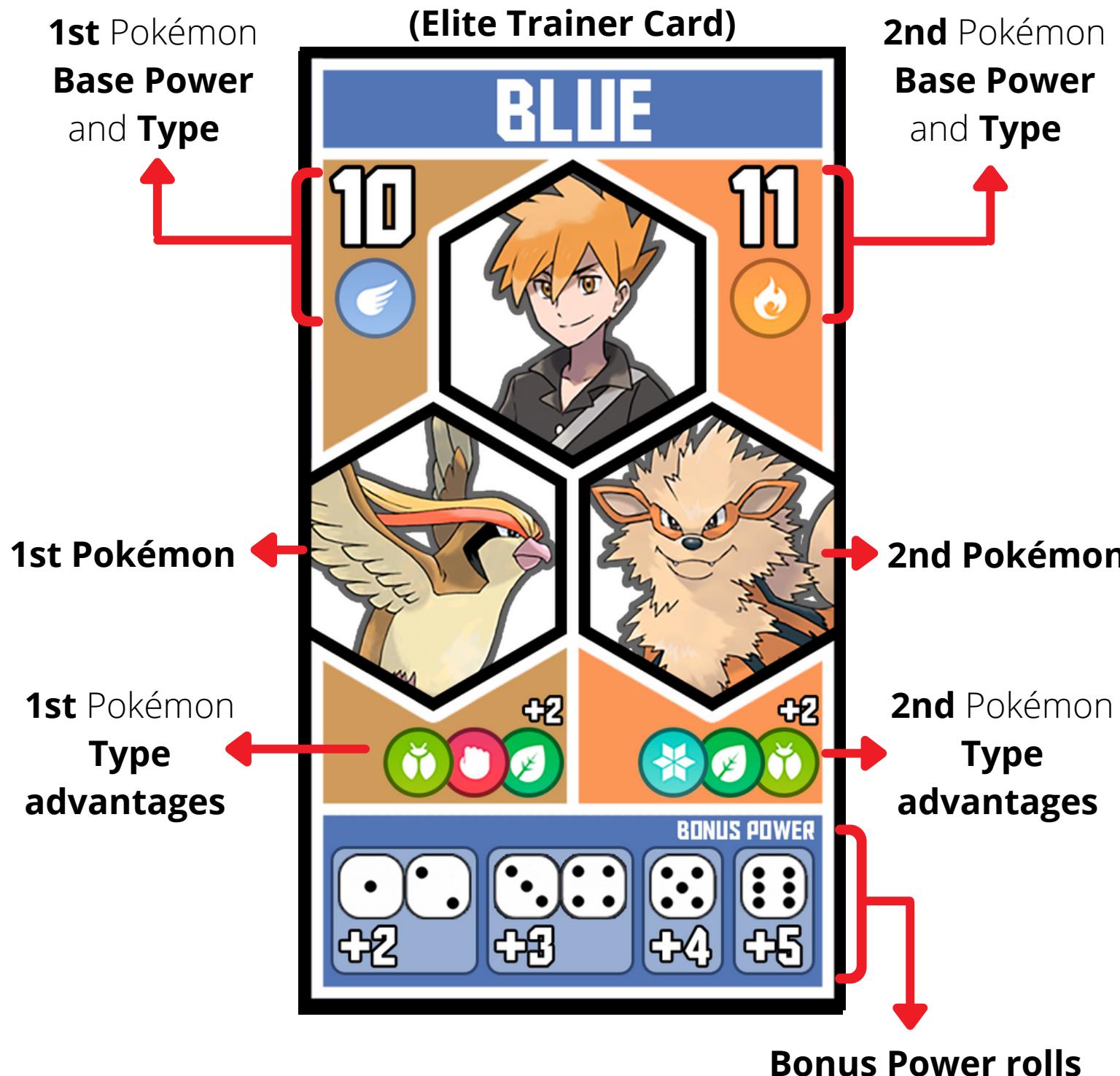
ELITE 4 LEAGUE FORMAT

In this mode players will need to fight the **Elite Trainer Cards**. This mode is more similar to the endgame of the original 1999 boardgame.

Gameplay will be the same until entering the Indigo Plateau. Once there, players will travel until they land on the "Start the League" space. When a player lands there, **shuffle the Elite Trainer Deck** (located in the upper left corner if the table, near other "Optional Content") and **draw a Card** from there. The player will battle against this Elite Trainer.

If the player beats the Elite Trainer, draw 3 Item Cards and keep that Elite Trainer Card with you. If the player loses the battle, return the Elite Trainer Card to the deck and shuffle it again.

In order to win the game and become the next Pokémon Master, a player must **beat TWO Elite Trainers**.



THE BATTLES

The battle against the Elite Trainers work similar to League Battles with other players (as seen in the previous page), but with **2 Pokémon against 2, instead of a 3 vs 3**.

Every Elite Trainer has 2 Pokémon. Players will first face the one on the left side of the Card and, after beating that, battle against the one on the right side of the card.

The Elite Trainers, unlike Gym Leaders, roll a dice when battling and will get Power Bonuses as if using Item Cards. The image to the left details the components of an Elite Trainer Card.

The player will send his Pokémon, roll and use Battle Item Cards like in any battle (as seen in **Section 5. [BATTLING]**)

The power of each Elite Pokémon is calculated by adding: **Base power + Type advantages + Dice roll + Bonus Power roll**.

8. [ITEM GUIDE]

These are items to help you in your journey, acquired through many ways. You can only keep up to 6 Item Cards in your hands. Discard any excess at the end of your turn.

There are **3 types** of Item Cards - the difference between them is the moment they are usable. You can check with type of Item it is by checking the icon on the top-right of the Item Card or in the black banner across it.

1) Common Item: this can only be used in your turn.

2) Quick Item: this can be used at any moment.

3) Battle Item: this can only be used in a battle.

Now, for more info on each individual Item:



BICYCLE

You can use this card to play an extra turn after your current turn. You can use more than one bicycle in the same turn.



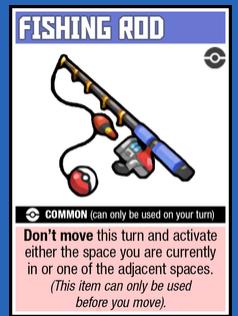
ESCAPE ROPE

Use it when walking on the board. You can add or subtract 1 or 2 to the result of the dice you rolled to move.



EXP. SHARE

This card can be activated whenever one of your opponents activates an Event or Super Event Card. Resolve that Event and then copy any effects to you as if you were the one drawing it.



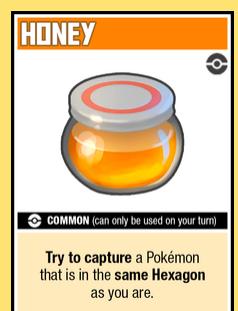
FISHING ROD

You can use this card to use your turn not to move, but to activate either the space you're currently in or one of the adjacent spaces in the board. You can't use this Item and then move in the board after that.



FLY

Move your pawn to any space on the hexagon you are currently in. Activate the space after getting there. Using this Item must be your only action in your turn.



HONEY

This card can be used to try to capture a Pokémon that is on the same hexagon as you are.



LURE MODULE

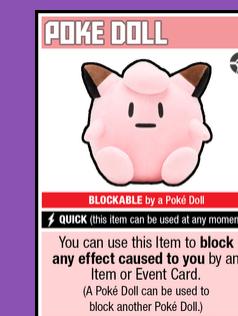
Swap the positions of two Pokémon of the same color in the board. They may be revealed or not.



POKÉ BALLS

These cards help you capture Pokémon. You gotta announce you will use them **before** rolling the capture dice. They can add or remove from the result. There are Great Balls, Ultra Balls and Master Balls.

Check "Capturing Pokémon" in Section **4. [POKÉMON CARDS]** for more info on captures.



POKÉ DOLL

This Item can block any direct effect caused to you, be it from another Item, Event or any effect caused by a city space.

It's always useful to keep one with you to block an unwanted trade or avoid any effects you don't want to face right now. It can be used to block another Poké Doll.

8. [ITEM GUIDE]

POKÉ FLUTE



You can use this card whenever an Event Card is activated. Cancel the Event, draw another and have that one being activated.
This effect can be blocked by a Poké Doll.

POKENAV PLUS



This item forces a player to discard his Trainer Card and draw two other Trainer Cards. This can be used to change your own Trainer Card.
This effect can be blocked by a Poké Doll.

POTION



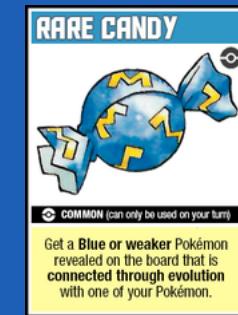
This card can be used when you lose a battle. Just revive the Pokémon that lost and restart the battle. This card is a good counter to high Power Bonuses, because if they were used in battle, they are discarded, and the battle resets without them.

POWER BONUSES



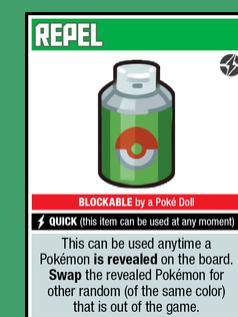
These Items increase the Power of your Pokémon for a single battle.
There are +2 and +3 bonuses, that can be used on any Pokémon, and +4 bonuses that can only be used on Pokémons of the type shown in the card.

RARE CANDY



You can use this card when there is a revealed Pokémon on the board that is Blue or weaker and of the same evolutionary Family as any of your Pokémon.
Just get this Pokémon, you don't need to roll capture dices.

REPEL



You can use this item whenever a Pokémon is revealed on the board. Just swap the revealed Pokémon with the next Pokémon of the same color from the pile. Don't forget to shuffle the Pokémon pile afterwards.
This can be blocked by any Poké-Doll.

ROCKET ATTACK



Choose an opponent and just steal a random Item Card from their hand. This can be blocked by a Poké-Doll.

TIME TRAVEL



This item forces a reroll of any dice. This can be used anytime after any roll of the dice made by you or an opponent.
This effect can be blocked by a Poké Doll.

9. [EVENT GUIDE]

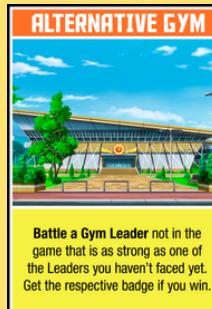
The world of Pokémon is full of people, places and events that you can find at any time. These cards are drawn **whenever you land on the '!' space on the board.**

When buying one of these, **read and activate the command on the card.**

Most of the Event Cards are pretty simple and reading the card itself will be enough. Because of that, this guide will only detail some Events.

Another general rule is: whenever an Event Card targets a player meeting some condition and more than a player meets that condition (example: an event that benefits the player with most captures and two players have the same amount of captures), the player who drew the Event will choose who is affected by it.

ALTERNATIVE GYM



You can battle your next Gym Leader with this card, from wherever you are on the board.

You will choose the adversary among the Gym Leaders not in the game that give the same badge as the one you want to face (1-2, 3-4 or 5-6).



BLOCKED ROUTE

You can get a Blue or weaker Pokémon that is on your hexagon for free. That Pokémon can be revealed or not.

If there are no Blue or weaker Pokémon on your hexagon, you can **try** the capture of any Pokémon there.

After that, skip your next turn. A Poké-Doll can block the that turn skip.



CHAIRMAN ROSE

With this event you get a free Blue Pokémon. Get the next Blue Pokémon from the pile out of the game and add them to your team for free.

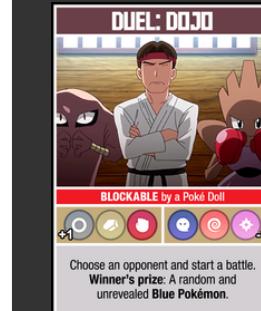


DELIBIRD'S GIFT

With this event you get a free Pokémon from the same color as the space from where you activated this event.

You can pick from the revealed Pokémons on the board or a random face-down Pokémon.

If you activate this Event from a City, just check the tier of the hexagon for the color (Green/Blue/Red). If you activate this Event from the Indigo Plateau you can choose any color (not Yellow).

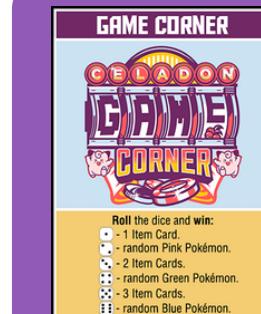


DUEL

This Event forces a battle between you and an opponent you choose.

Some types will get +1 and others -1 in battle, depending on the Duel Event.

The prize is also different for every Duel Event.



GAME CORNER

Any Pokémon you get with this Event has to be random (face-down in the board or out of the game).



GS BALL

With this event you get a free Pink Pokémon. Get the next Pink Pokémon from the pile out of the game and add them to your team for free.

That Pink Pokémon, however, gets a +1 permanent token similar to the ones for locked/upgraded Pokémons (as shown in "Locking and Upgrading Pokémons" in section **6. [GYM LEADERS AND BADGES]**). That Pokémon, however, is not protected from trading.

Remember to remove this Event from the game after using it.

9. [EVENT GUIDE]

HEAVY STORM

This event affects the hexagon where the player who activated it was standing. Remove every Pokémon chip in the area to the pile, shuffle it and re-fill the hexagon with face-up Pokémons.



Remove from play every Pokémon on the hexagon this Event was drawn. After that fill the Pokémon slots of this hexagon with face-up Pokémon.

IMPOSTER OAK

You and an opponent you choose will discard all your Item Cards and draw only 2 Items after that. That effect can be blocked by a Poké Doll.



You and an opponent you choosing discard all your Item Cards. After that, both of you draw 2 Item Cards.

JIRACHI'S WISH

Draw 3 Event Cards and assign them to 3 different players. You can target yourself for one of the Events. Nobody can activate more than 1 Event through this card (so, if you only have 2 players left, only 2 of those 3 Events will be assigned.)



Draw 3 Event Cards. Assign them to 3 different players (you can target yourself).

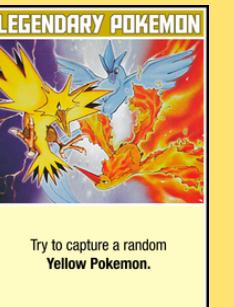
KIMONO SISTERS

When you draw this event, name a Pokémon Type and a Color (Pink, Green, Blue or Red – up to the color of your current space).



Pick a type and color of Pokémon (the color can't be higher than the space you are in). Search the Pokémon out of the game. The next Pokémon with the chosen type and color is yours for free.

Now check the Pokémon Pile of the chosen color and get the next Pokémon of said type. If there are no results, choose another color and type.



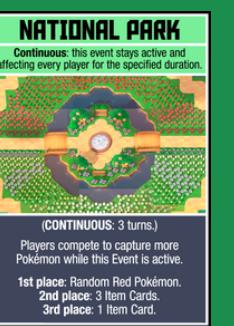
Try to capture a random Yellow Pokémon.

LEGENDARY POKÉMON

Try to capture a random Yellow Pokémon.

NATIONAL PARK

This is a continuous event, which means that it will keep affecting every player for 3 turns.



CONTINUOUS: this event stays active and affecting every player for the specified duration. Players compete to capture more Pokémons while this Event is active. 1st place: Random Red Pokémon. 2nd place: 3 Item Cards. 3rd place: 1 Item Card.

The player with more captures while this Event is active wins the prize (a random Red Pokémon).

In case of **ties**, check the sum of the power of the captured Pokémons. The highest number wins.

POKÉ FANS

You can swap your Trainer Card with any opponent, after that, both of you will draw 2 Item Cards.

That effect can be blocked with a Poké Doll. If it is blocked, neither will draw Item Cards.

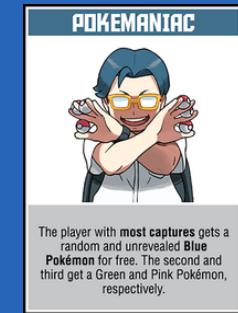


Choose an opponent and swap your Trainer Cards. Both players draw 2 Item Cards afterwards.

POKÉMANIAC

The top three players with most captures will get, respectively, a Blue, a Green and a Pink Pokémon for free. The Pokémons will be random and unrevealed, from the pile.

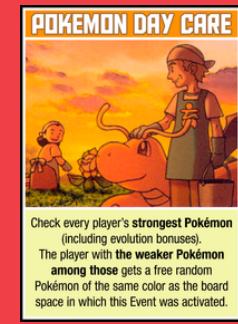
In case of a draw in the number of captures, whoever activates this Event will decide on who gets what.



The player with most captures gets a random and unrevealed Blue Pokémon for free. The second and third get a Green and Pink Pokémon, respectively.

POKÉMON DAY CARE

Check the strongest Pokémons. Every player owns (including evolution bonuses). Whoever owns the weaker among those gets a free random Pokémon of the same color as the board space in which this Event was activated. In case of a draw whoever activated this Event chooses who will get the free Pokémon.



Check every player's strongest Pokémons (including evolution bonuses). The player with the weaker Pokémons among those gets a free random Pokémon of the same color as the board space in which this Event was activated.

9. [EVENT GUIDE]



POKÉMON EGG

With this event you get a free Pink Pokémon. Get the next Pink Pokémon from the pile out of the game and add them to your team for free.



POKÉMON FOSSIL

With this event you get a free Green Pokémon. Get the next Green Pokémon from the pile out of the game and add them to your team for free.



PREPARE FOR TROUBLE

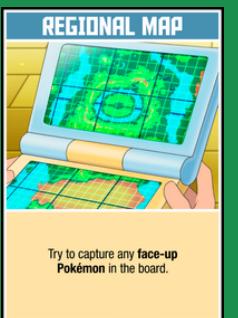
This is a continuous event, which means that it will keep affecting every player for 2 turns.

When this is active, every player – except for whoever activated this event – can only move 1 space on the board, no matter their dice roll or Trainer Card (if a player has Hiker, for instance, they will still only be able to move 1 space).



PROFESSOR BIRCH

If two or more players are tied as “the player with fewer Item Cards”, whoever activated the Event chooses who gets the benefit.



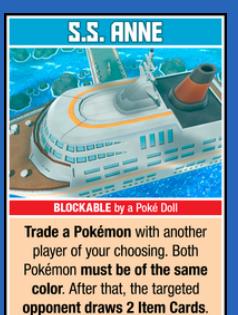
REGIONAL MAP

You can try to capture any face-up Pokémon on the board. If there are no face-up Pokémon anywhere this event will have no effect.



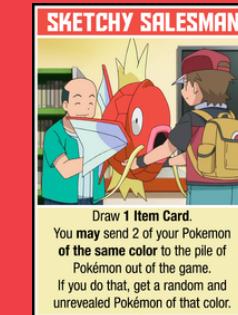
ROCKET BRIBE

Until your next turn, every Event Card (or Super Event Card) one of your opponents draw will have its' effects copied to you, as if you were the one drawing it. Then, if you successfully copied at least one Event, skip your next turn.



S.S. ANNE

Check the Event "Trade".



SKETCHY SALESMAN

The secondary effect on this event is **optional**. You may send two of your Pokémons of the same color to the Pokémons Pile out of the game and draw one Pokémon from that pile.

That is more useful later in the game to recycle Pink or Green Pokémons that do not contribute to your main evolution families.



TEAM AQUA STRIKES

Every player in the game must discard their Item Cards. After that, everyone draws the same number of Items that they discarded. This effect can be blocked by a Poké Doll.



TEAM MAGMA STRIKES

Every player in the game must discard their Trainer Cards. After that, everyone draws another Trainer Card from the pile. This effect can be blocked by a Poké Doll.

9. [EVENT GUIDE]



TEAM ROCKET STRIKES

First, everyone draws an Item Card. Then, everyone must steal a random Item Card from the hands of the player to their right.



TRADE

This Event **forces** a Pokémon Trade. Both Pokémon involved on a Trade gotta be of the same color.

This is a very strong Event Card, since you can use it to make your team more complete or you can also make an enemy weaker, disrupting an evolutionary family.

(You only trade 1 Pokémon for 1 Pokémon, even if it has evolutions).

Also, after reaching the 6th Badge and the Pokémon League, players can name Pokémon families that become untradeable (check "Locking and Upgrading Pokémon" in section **6. [GYM LEADERS AND BADGES]**).

This effect can be blocked by a Poké Doll.

10. [SUPER EVENT GUIDE]

These work just like Event Cards, but are stronger. Drawn whenever you land on the yellow "!" space on the board, they're only found in the Indigo Plateau, right before the Pokémon League starts, but in rare occasions you might just bump into one of them.

AQUA OPERATION

Every one of your opponents will discard one Item Card to a pile.

Then, you might check those discarded Items and draw up to 3 combined Items from them and the Item Card pile. So, for instance, you could get one of the discarded and two from the pile.

The discarding can be blocked by a Poké-Doll.



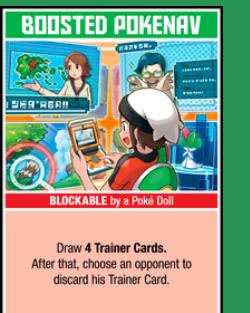
ARCEUS' WISH

Draw 2 Super Event Cards. Assign them to 2 different players. You can target yourself for one of the Super Events.



BILL'S MACHINE

Reveal a Pink, a Green, a Blue and a Red Pokémon on the board. After that you can try to capture two among those four.



BOOSTED POKÉNAV

Draw 4 Trainer Cards from the pile. After that target a player to discard his Trainer Card.

Remember you can only keep one Trainer Card active, so you gotta discard unused Trainers by the end of your turn.



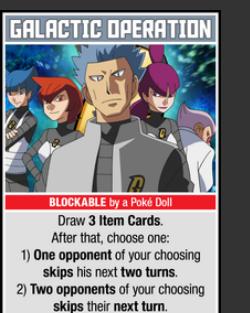
EGG INCUBATORS

With this event you get 3 free Pink Pokémon. Get the next 3 Pink Pokémon from the pile out of the game and add them to your team for free.



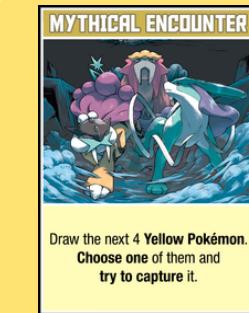
FOSSIL EXPERT

Reveal the next 3 Green Pokémon from the pile out of the game. You can choose two of them and add them to your team for free.



GALACTIC OPERATION

Draw 3 Item Cards. After that choose one of the two options: one opponent skips his next two turns or two opponents skips their next turn.



MYTHICAL ENCOUNTER

Draw the next 4 Yellow Pokémon out of the game, choose one of them and try to capture it.



MAGMA OPERATION

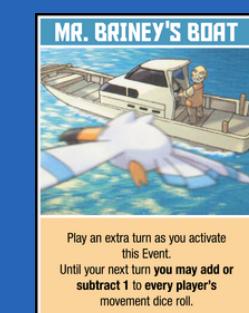
Every one of your opponents will discard their Trainer Cards to a pile. Then, you might check those discarded Trainers and swap your Trainer Card with one of them.

The discarding can be blocked by a Poké-Doll.



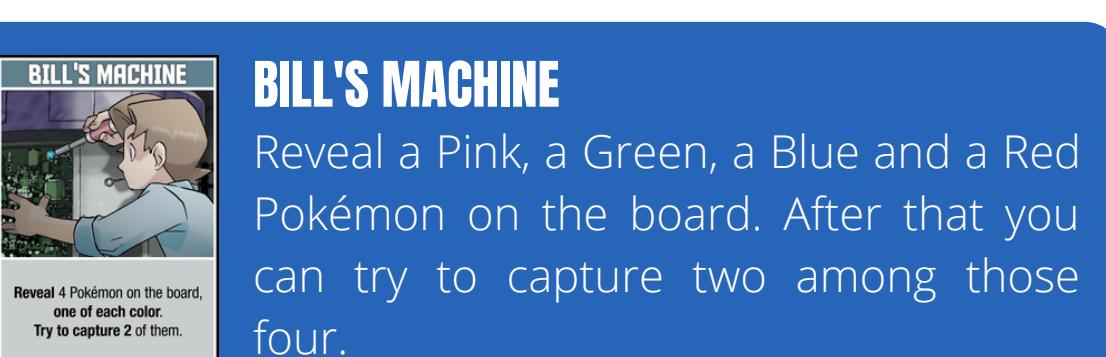
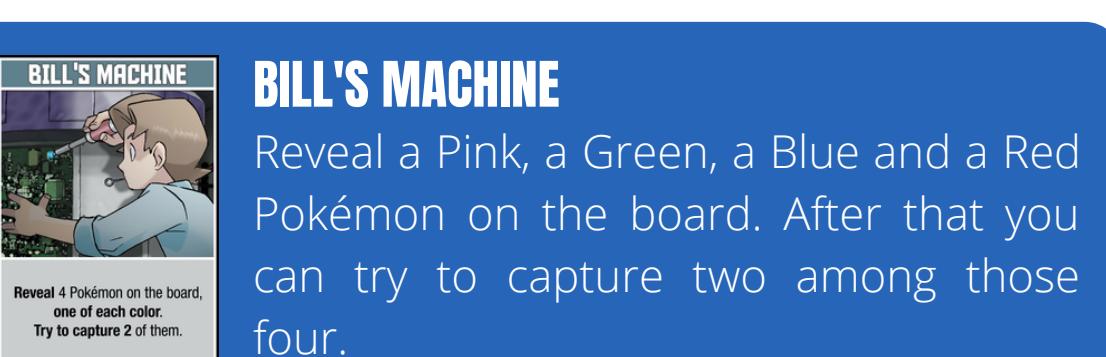
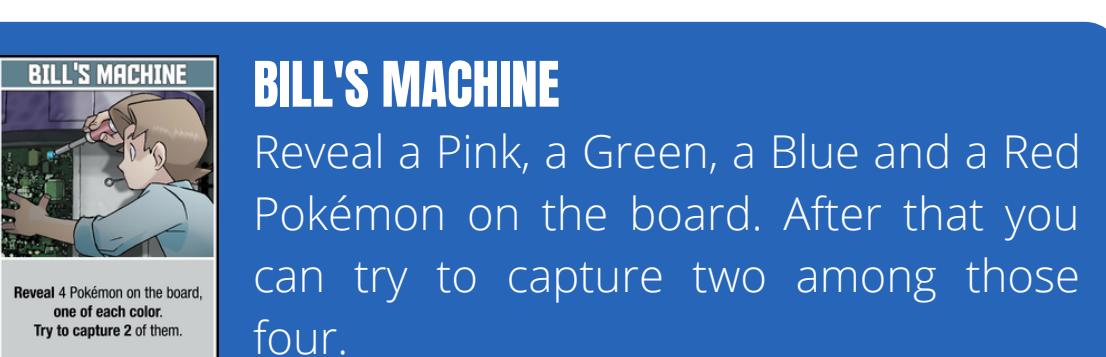
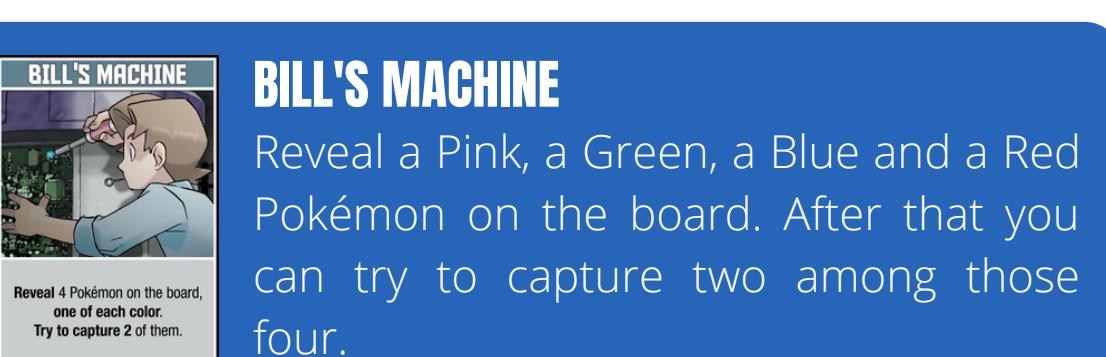
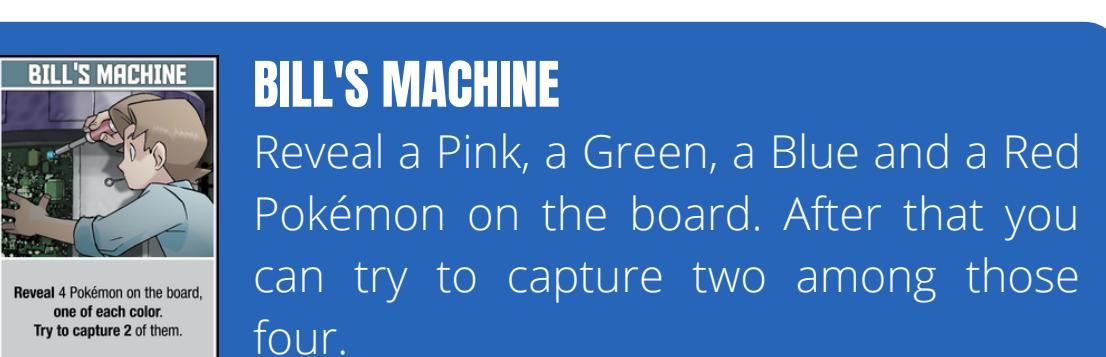
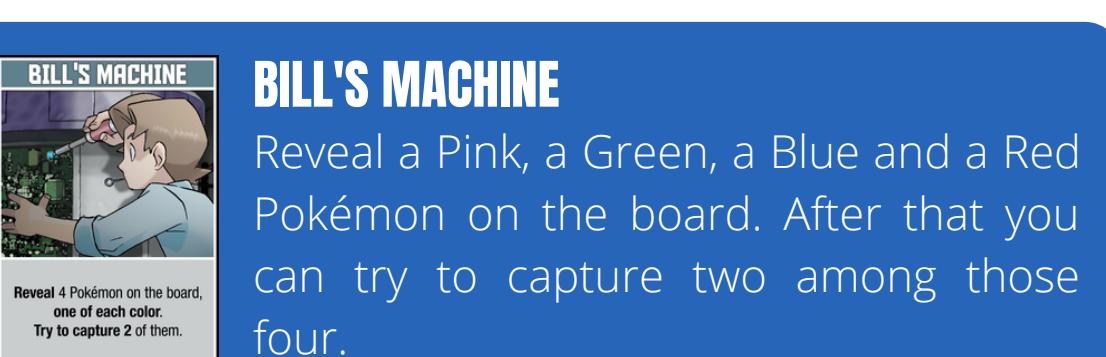
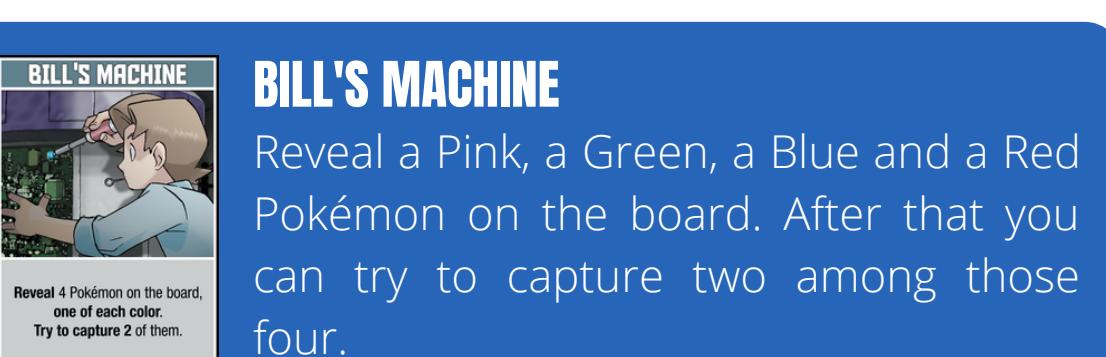
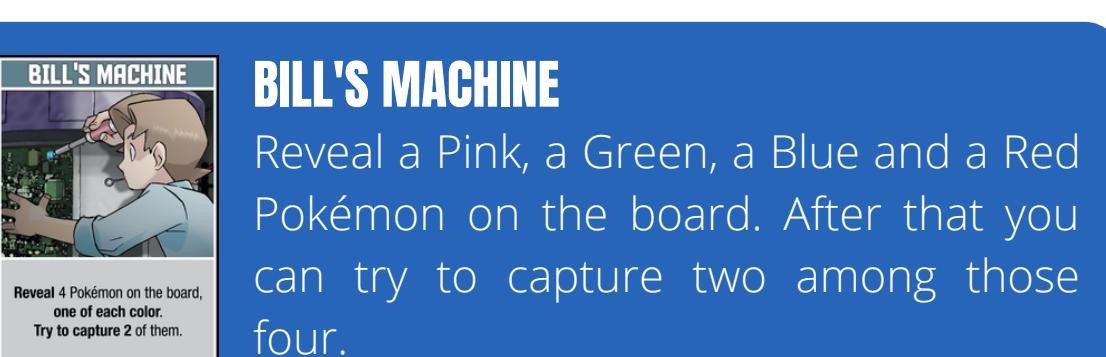
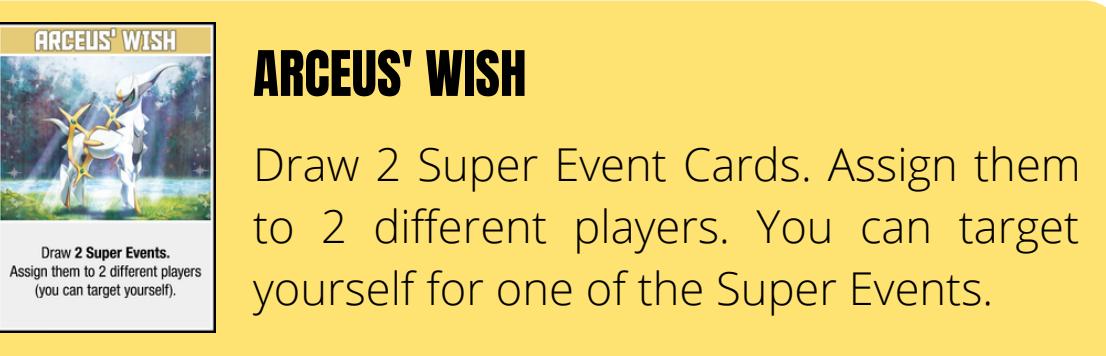
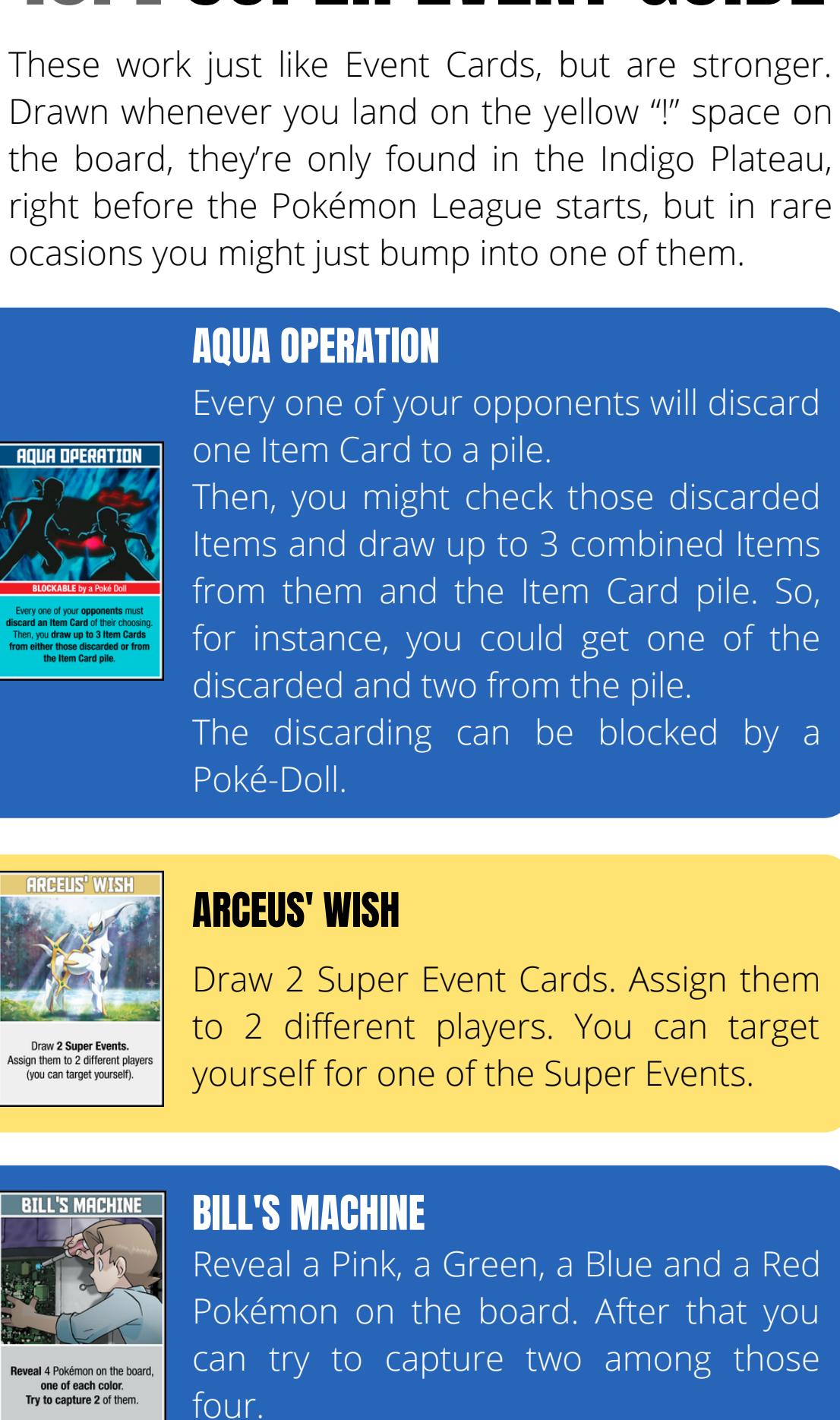
MISSINGNO

Draw 2 Item cards and get a free random and unrevealed Blue Pokémon for free.

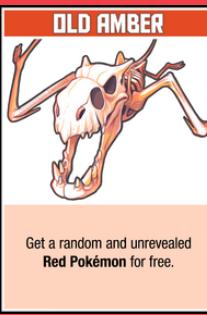


MR. BRINEY'S BOAT

After drawing this Super Event, play an extra turn. Until your next turn you can add or subtract 1 to the movement dice roll of every player on your hexagon. That includes you in your extra turn.



10. [SUPER EVENT GUIDE]



OLD AMBER

With this event you get a free Red Pokémon. Get the next Red Pokémon from the pile out of the game and add them to your team for free.



OAK'S RESEARCH

Works the same as "Kimono Sisters", check that on the Event Guide.



POKÉMON MUSEUM

Draw four Item Cards.



ROCKET OPERATION

You must choose one of the two options the card gives you. Either steal one item from two players or two items from one player.

This effect can be blocked by a Poké Doll.



TRADE

This Event **forces** a Pokémon Trade. Both Pokémon involved on a Trade gotta be of the same color.

This is a very strong Event Card, since you can use it to make your team more complete or you can also make an enemy weaker, disrupting an evolutionary family.

(You only trade 1 Pokémon for 1 Pokémon, even if it has evolutions).

Also, after reaching the 6th Badge and the Pokémon League, players can name Pokémon families that become untradeable (check "Locking and Upgrading Pokémon" in section **6. [GYM LEADERS AND BADGES]**).

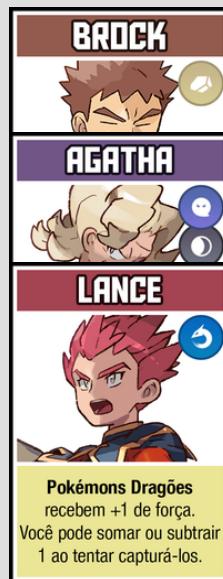
This effect can be blocked by a Poké Doll.

11. [TRAINER GUIDE]

These cards represent your specialty as a trainer and grant you **passive bonuses**. There is a space on every player's pad for it.

You draw one of them at the start of the game and **every player has one trainer card active at all times**.

There are Events and Items that will cause drawing of new Trainer Cards or trading of Trainer Cards between players. **Players must discard any inactive Trainer Cards at the end of their turn.**



TYPE SPECIALISTS

There are 14 type specialist Trainer Cards. They add +1 power in battle to Pokémons of the specific types shown on the card.

Also, they have a bonus when rolling for a capture on their specific types – that bonus can be stacked with Poké-Ball items.



ALDER

Every Pokémon you own will get +1 power. However, you can only hold up to 3 Item Cards on your hands.



BACKPACKER

With that Trainer you can keep 8 Item Cards on your hands.



BLUE

Whenever you catch a Pokémon, draw an Item Card. Note that this effect is also applied for Pokémons obtained through Events or Badge rewards.



CYNTHIA

Whenever a player in the same hexagon you are in fails a capture roll, you can roll for capture if you want. If the Pokémon was not weakened, your roll will take place before placing the weakened Pokémon token on it.

You can use Poké-Ball Item Cards on your attempt.



ETHAN

Blue Pokémons get +1 power in battle. That only applies if you send the Blue Pokémons as active (so a Blue Pokémon that evolves into a Red Pokémon won't get the bonus if you send that Red Pokémon as active).



GREEN

You can roll 2 dices before moving on the board and pick one of them as the result.



HIKER

You can move one or two spaces on the board instead of rolling a dice.



LYRA

If you want to, you can skip your turn and draw 2 Item Cards.



MAY

Green Pokémons get +2 power in battle. That only applies if you send the Green Pokémons as active (so a Green Pokémon that evolves into a Blue/Red Pokémon won't get the bonus if you send that Blue/Red Pokémon as active). Also, you can discard this Trainer to copy the effects of any Event (or Super Event) an opponent activates.

11. [TRAINER GUIDE]



RED

Whenever you try to capture a Pokémon, you can roll 2 dices instead of the usual 1.



SILVER

Whenever roll a 1 on **any** dice roll you can draw an Item Card.



WALLY

Before you draw any number of Item Cards, you may discard up to 1 Item from your hand and draw 1 extra Item Card.

12. [OPTIONAL CONTENT]

ELITE 4 LEAGUE

Check Section **7. [INDIGO PLATEAU AND POKÉMON LEAGUE]** for this optional League format.

BATTLES ON THE SAME SPACE

If you want more battles you can force players to battle other players **whenever they land on the same space** (except inside the first or the last Hexagon, since there are too many encounters there).

That optional rule, however, makes the game last longer.

ACHIEVEMENT MODE

(By **JoeRow** - check his "Pokémon Let's Go Adventure" on the Steam Workshop - its really good)

For this mode grab the **Achievements Cards** and present them all to the players.

On the top part of the card is the requirement for the achievement (for Engineer, as an example, it is "catch 4 Electric Pokémon from different families").



On the bottom part of the card we have the rewards. In some achievements the reward will involve getting a specific Trainer Card (like Surge, in Engineer). In this case you can get that Trainer from the Trainer Card pile, from the discard pile or from another player (if you get it this way they must draw a new Trainer Card).

Whenever you meet the requirement for an Achievement, take the Card for you and keep it on the table area next to your gamepad. Only the first player to achieve something gets the respective reward.

It's important that every player can check the Achievement Cards still available. Tabletop Simulator's table can be expanded (on the opposite side to the Stadium), that will make enough space to display every Achievement.

13. [APPENDIX: BALANCED ROSTER]

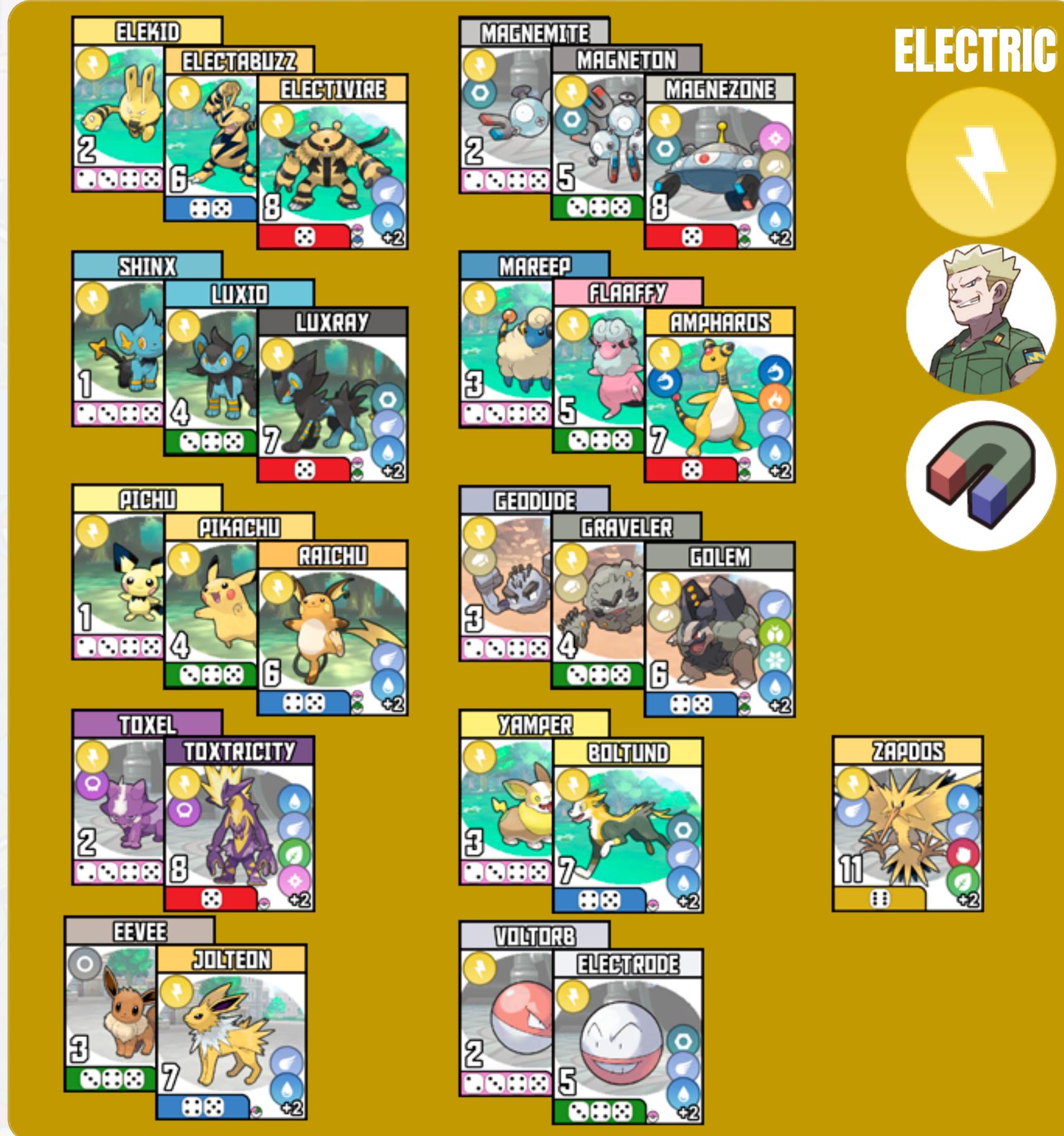
DARK+GHOST

GASTLY	HAUNTER	GENGAR
3	5	8
•	•	•
LITWICK	LAMPENT	CHANDELURE
1	3	7
•	•	•
DREEPY	DRAKLOAK	DRAGAPULT
2	4	6
•	•	•
PANCHAM	PANGORO	
4	8	
•	•	
HOUNDOUR	HOUNDOOM	
4	7	
•	•	
LARVITAR	PUPITAR	TYRANITAR
3	5	8
•	•	•
DUSKULL	DUSCLOPS	DUSKNOIR
3	5	6
•	•	•
SANDILE	KROKODOK	KROOKODILE
2	4	6
•	•	•
EEVEE	UMBREON	YVELTAL
3	7	11
•	•	•
SHUPPET	BANETTE	ABSORB
2	6	8
•	•	•

DRAGON

DRATINI	DRAGONAIR	DRAGONITE
3	6	8
•	•	•
GIBLE	GABITE	GARCHOMP
2	5	8
•	•	•
HORSEA	SEADRA	KINGDRA
2	5	7
•	•	•
MAREEP	FLAAFFY	AMPHAROS
3	5	7
•	•	•
DREEPY	DRAKLOAK	DRAGAPULT
2	4	6
•	•	•
GOOMY	SLIGGOO	GOODRA
1	4	6
•	•	•
RAYQUAZA		
11		
•		
SWABLU	ALTARIA	
2	7	
•	•	
TYRUNT	TYRANTRUM	
3	8	
•	•	
DRUGGIGON		
6		
•		

13. [APPENDIX: BALANCED ROSTER]



13. [APPENDIX: BALANCED ROSTER]

FIRE

CHARMANDER **CHARMELEON** **CHARIZARD**

CHIMCHAR **MONFERNO** **INFERNAPE**

MAGBY **MAGMAR** **MAGMORTAR**

GROWLITHE **ARCANINE**

EEVEE **FLAREON**

NUMEL **CAMERUPT**

LITWICK **LAMPENT** **CHANDELURE**

LARVESTA **VOLCARONA**

HOUNDOUR **HOUNDOOM**

TORKOAL

MOLTRES

FLYING

DRATINI **DRAGONAIR** **DRAGONITE**

ZUBAT **GOLBAT** **CROBAT**

CATERPIE **METAPOD** **BUTTERFREE**

SWABLU **ALTARIA**

NATU **XATU**

AERODACTYL

CHARMANDER **CHARMELEON** **CHARIZARD**

PIDGEY **PIDGEOTTO** **PIDGEOT**

ROOKIDEE **CORVISQUIRE** **CORVIKKNIGHT**

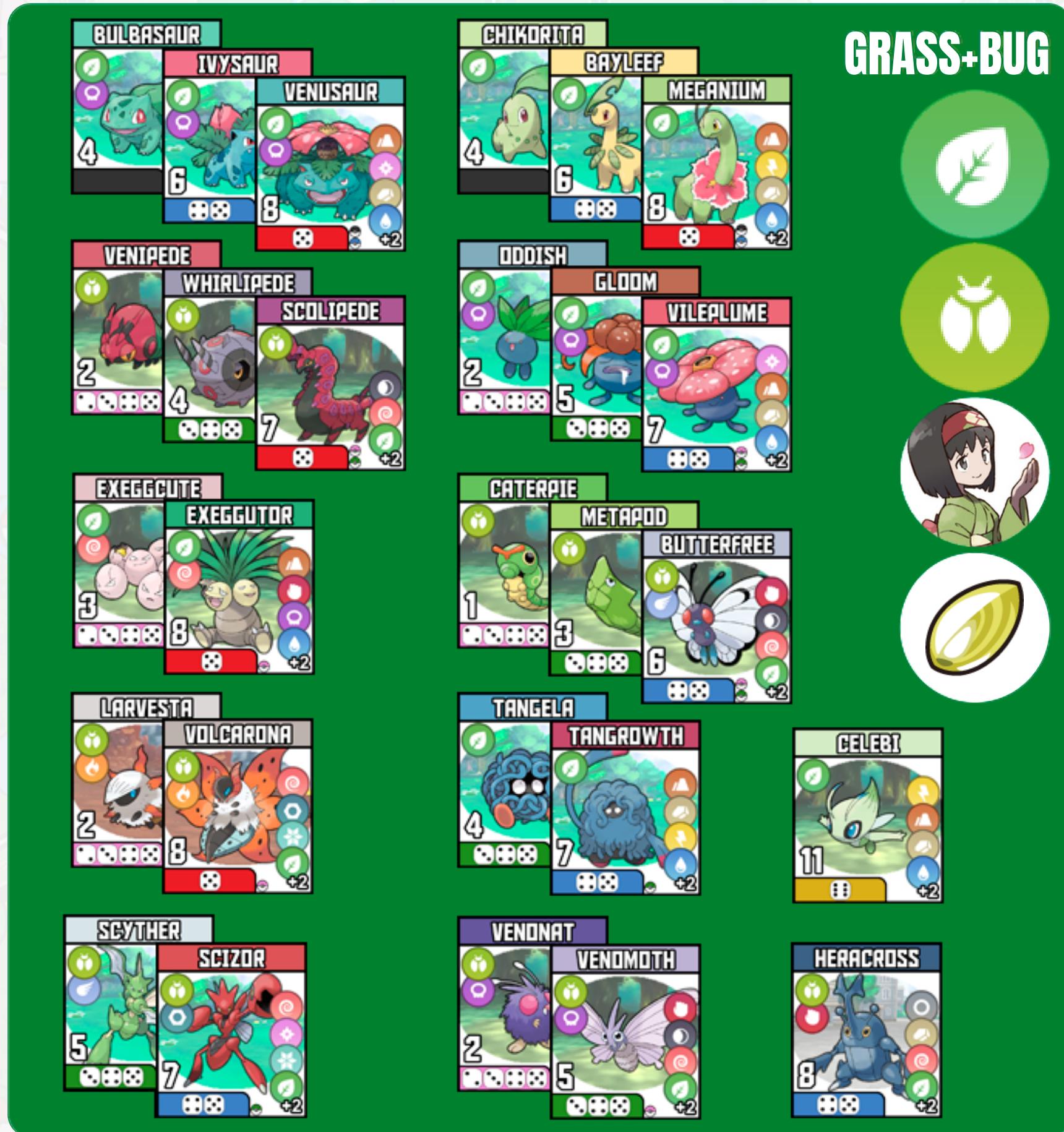
ARTICUNDO

ZAPDOS

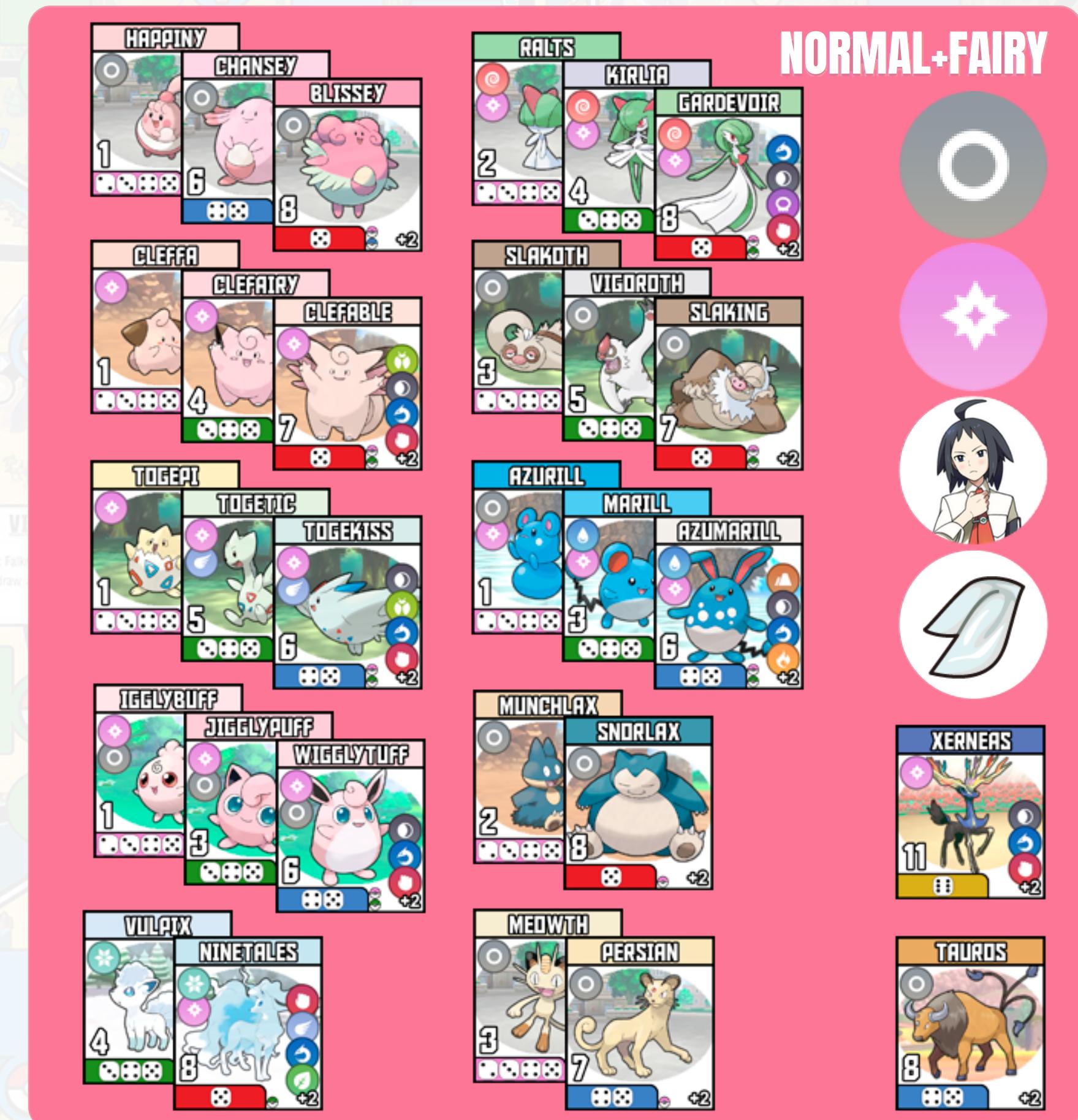
MOLTRES

* First visit: you may discard an Item Card and draw an Event Card.

13. [APPENDIX: BALANCED ROSTER]



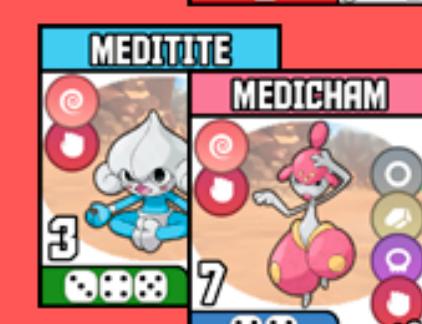
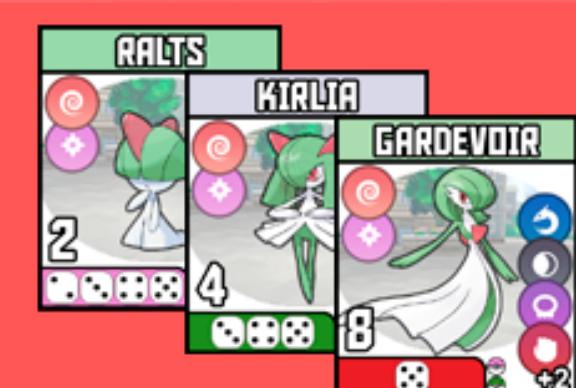
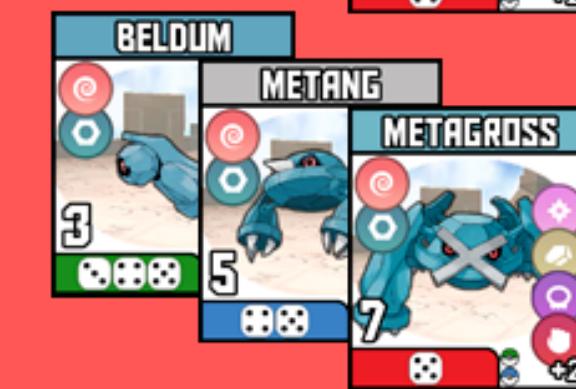
13. [APPENDIX: BALANCED ROSTER]



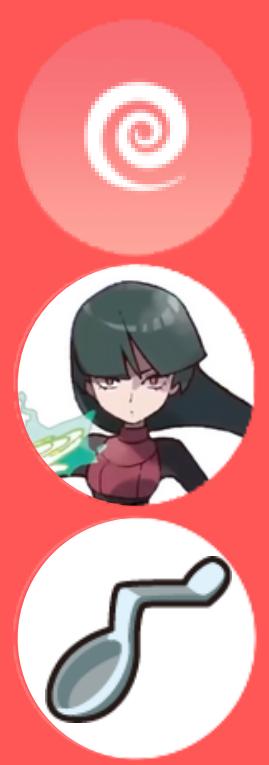
13. [APPENDIX: BALANCED ROSTER]



POISON



PSYCHIC



• First visit: you may discard an Item Card and draw an Event Card.

13. [APPENDIX: BALANCED ROSTER]

ROCK

LARVITAR	PUPITAR	ARON	LAIRON	AGGRON	GEODUDE	GRAVELER	GOLEM	TYRUNT	TYRANTRUM	RHYHORN	RHYDON	RHYPERIOR	ROGGENROLA	BOLDORE	GIGALITH	REGIROCK	KABUTO	KABUTOPS	BONSLY	SUDOWOODO	AERODACTYL	
3	5	3	5	8	3	4	6	3	8	5	6	7	2	4	6	11	4	8	1	7	8	8
6	8	6	8	8	6	8	8	6	8	6	8	8	8	8	8	8	8	8	8	8	8	8
+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2

WATER

SQUIRTLE	WARTORTLE	BLASTOISE	HORSEA	SEADRA	KINGDRA	SLOWPOKE	SLOWBRO	AZURILL	MARILL	AZUMARILL	SHELDER	CLOYSTER	KYOGRE	TENTACOOL	TENTACRUEL	LAPRAS
4	6	8	2	5	7	4	8	1	3	6	2	7	11	3	6	8
6	8	8	5	7	8	8	8	3	5	8	4	7	11	3	6	8
+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2