

Pokémon Master Trainer 5: Kalos Hell Rules

Setting Up

1. Place the character models on the start points
2. Separate the cards into the correct piles as follows: Pokémon League, Event Items, Legendaries, Pokémon, Items and Events
3. Have all players Pick two starter Pokémon. One from Chespin, Fennekin, Froakie or Pikachu, and one from Bulbasaur, Charmander, Squirtle or Eevee.

On your turn

1. Roll the dice and move that number of spaces.
2. Then you may use item cards that can be activated at this time.
3. Then identify your square and do as follows:
 - **Item** - Pick up an item card, if it's immediate, use it then, otherwise you can save it until later.
 - **Event** - Pick up an event card and follow the instructions.
 - **Catch (Level 1, 2 and 3) or L** - Pick up a Pokémon card off the top of the deck corresponding to the level of the space you're standing on, roll the dice and read the result off the following table: (If you have cards that can be played during this phase, like the time machine or great ball, you can activate them.)

	Catch Space Level 1	Catch Space Level 2	Catch Space Level 3	L
1	First Pokémon in your party faints, battle ends	First Pokémon in your party faints, battle ends	First Pokémon in your party faints, battle ends	First Pokémon in your party faints, battle ends
2	First Pokémon in your party faints, battle ends	First Pokémon in your party faints, battle ends	First Pokémon in your party faints, battle ends	First Pokémon in your party faints, battle ends
3	The Pokémon is captured and added to your party.	The Pokémon faints, battle ends	The Pokémon faints, battle ends	First Pokémon in your party faints, battle ends
4	The Pokémon is captured and added to your party.	The Pokémon is captured and added to your party.	The Pokémon faints, battle ends	First Pokémon in your party faints, battle ends
5	The Pokémon faints, battle ends	The Pokémon is captured and added to your party.	The Pokémon is captured and added to your party.	First Pokémon in your party faints, battle ends
6	The Pokémon faints, battle ends	The Pokémon faints, battle ends	The Pokémon is captured and added to your party.	The Pokémon is captured and added to your party.

- **Black** – Nothing (do not move on these spaces unless you complete certain requirements).
- **Spawn** - Your party is healed completely, and you can swap Pokémon between your PC and party.


Battling

A battle starts if you land on a square with another player on, or you get a battle event card. Whoever started the battle, has move priority. This will be important later. Each player starts with the Pokémon at the start of the party. The player with move priority attacks first, and then the turn player rolls a dice and halves that value, and adds that to their Pokémon's attack, and deal damage to the opponent equal to the difference between attack values. When the hp reaches 0, it's knocked out, and cannot attack. You can only use item cards before a turn, apart from the power core and mega keystone, which take effect immediately before the battle.

Pokémon League

When you think you are ready, you can move onto a square that says 'Go to the Pokémon League'. Firstly, you battle Lysandre, with proper battle rules. Your team is healed after that battle, and you then battle a random elite four member. You do not heal after that, and you finally battle the champion. When you beat her, you heal, and refer to notes to battle. The winner of the battle is the champion of Pokémon Hell, or Kalos, even if the player you challenged won.

Notes:

- **Evolution** - To evolve into a stage one, the Pokémon must be in the front of the party for two successful random encounter, or three more for a stage two. When a Pokémon evolves, you search the deck and discard pile for the card, and replace it with the previous evolution. If the card is unavailable, the Pokémon cannot evolve. When evolving Eevee, you may choose what evolution you want. If a starter you chose evolves, the stat boosts take place permanently for the rest of the battle. If you evolved a Pokémon rather than catching it, it gains 1 atk and hp.
- **Forms** - Aegislash can either have +2 atk and -2 hp, or -2 atk and +2 hp, and this can only be changed on your turn, before you move.
- Pokémon that faint are counted as inactive Pokémon in your party and cannot be used unless healed.
- If your team faints then all item cards are lost and placed back into respected decks and you are sent back to your spawn
- Fainting random encounters are counted and fainted Pokémon are sent to the bottom of their respected deck.
- **Mega Evolution-** When Pokémon mega evolve are marked with a special mega evolution symbol .
- **X mega evolutions** gain +2 atk +3 hp and **Y mega evolutions** gain +3 atk +2 hp; all other mega evolutions gain +2 atk +2 hp
- **Count** how many times you battle against a player, at the end of the game the person you played the most you battle after defeating the champion for the title of Pokémon master.

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C ₃	C ₃	C ₃	C ₃	C ₃	C ₃	C ₃	X	X	X	X
C ₂	I	C ₂	C ₂	C ₂	C ₃	C ₃	E	X	X	X
C ₂	C ₂	C ₂	C ₂	C ₂	E	C ₂	C ₃	C ₃	X	X
C ₁	C ₁	C ₁	C ₁	C ₂	C ₂	C ₂	C ₃	C ₃	C ₃	C ₃
C ₁	C ₁	C ₁	C ₁	C ₁	C ₂	C ₂	C ₃	C ₃	C ₃	C ₃
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