**Rules:**

To begin, each player selects one of many squishy organic beings known as Pokemon to participate in a physical enrichment exercise. Side effects may (or will) include loss of squishiness and death.

Each Pokemon has four battle moves to choose from for attacking. While each attack has a specific amount of power, the actual damage caused to the opponent can be variable based on each Pokemon’s stats such as Attack and Defense.

Moves can also range in damage based on what type each move and Pokemon has. For example, if the player is using Pikachu (an electric type Pokemon), the move selected is Thunderbolt (an electric type attack), and the opponent has foolishly chosen Squirtle (a water type), then not only will the attack get a bonus for Thunderbolt matching Pikachu’s type, but it will also do more damage against Squirtle, because water type Pokemon are weak against electric attacks.

Each player takes turns choosing a move until the repeated rounds of damage forces one to succumb to the unfortunate side effects.

Once one Pokemon’s loss of squishiness and death has been fully achieved, the surviving player wins.