

# Pokémon

## Master Trainer™

For 2 to 6 Players  
Ages 7 and Up



### Gotta catch 'em all!™

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## CONTENTS

- 1 Gameboard • 150 Pokémon chips: 6 Starter, 35 Pink, 41 Green, 38 Blue, 26 Red and 4 Yellow • 6 Ash movers • 5 Rival Cards (Lorelei, Bruno, Agatha, Lance and Gary) • 1 Storage tray • 54 Item Cards
- 54 Event Cards • 2 Dice

## OBJECT

Be the first player to collect 20 Power Points worth of Pokémon, defeat a Pokémon Master, and become the World's Greatest Pokémon Trainer!

## SETUP

1. Carefully punch out all of the Pokémon chips. Discard any cardboard waste. Store each color of chips in a separate bin in the storage tray. Make sure all of the chips are facing away, so that players can't see which Pokémon the chips have on the other side.
2. Place Pokémon chips (except the 6 Starter Pokémon chips, with spiky edges) facedown in all of the big circular spaces on the board, matching the color of the chips to the color of the spaces. For example, the first spaces on the game road are all pink, so put only pink Pokémon chips in these spaces. The 4 yellow chips should be mixed up facedown and placed in the Unknown Dungeon at the bottom right of the board. (There will be chips of each color except yellow left over. For now, keep these extra chips organized by color in the storage tray.)
3. Place all 6 Starter Pokémon chips facedown next to the gameboard and mix them up. Let each trainer choose one. Trainers should then turn the Pokémon chips they have chosen over for the other trainers to see. Will it be Bulbasaur? Charmander? Squirtle? Clefairy? Meowth? Or Pikachu? You will keep your Pokémon chip "team," beginning with your Starter Pokémon, next to the gameboard near where you are sitting. If you have fewer than 6 trainers, keep any extra Starter Pokémon in the storage tray.
4. Shuffle the 5 Pokémon Rival Cards and place them facedown in the center of Indigo Plateau on the gameboard. (These cards will be used at the end of the game.)
5. Shuffle the Event Cards and place them to one side of the board.

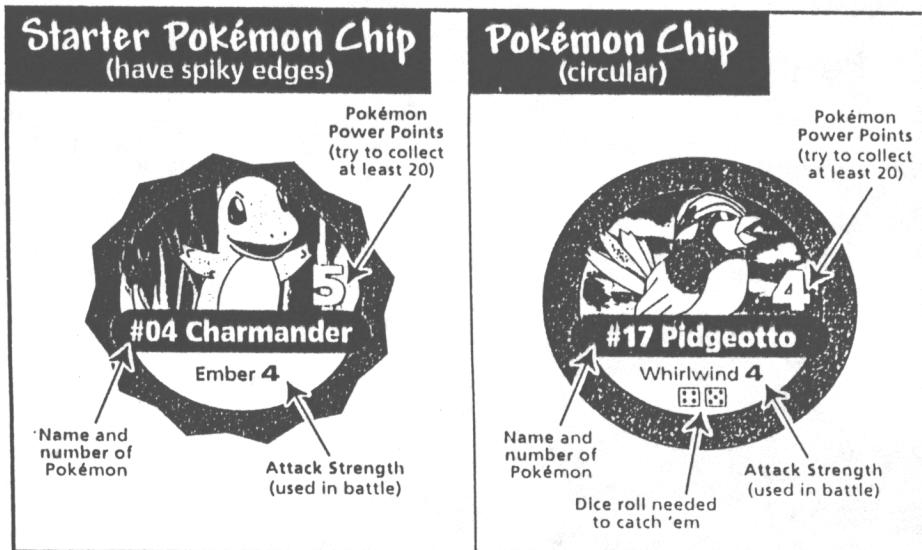


6. Shuffle the Item Cards and place them to the other side of the board.
7. Each trainer picks an Ash mover. Match its color with your Starter Pokémons, if you want.

## GAMEPLAY

Place your Ash movers in the Pallet Town space (lower left corner of the board), where the journey begins.

**DIAGRAM 1: Pokémon Chips**



### WHO BEGINS THE JOURNEY FIRST?

Look at the power of your Starter Pokémons—the large number at the top right, next to the Pokémons's picture (see Diagram 1). The trainer with the weakest Pokémons (the lowest Power Point number) goes first. If two or more trainers are tied for the weakest Pokémons, then each of those trainers rolls a die. Whoever gets the highest roll goes first. Play passes to the left.



## TRAVELING THE LAND

On your turn, roll one die. Move your Ash mover that number of spaces along the game road. (Cities count as spaces, too.)

When you leave Pallet Town, and until you reach Cerulean City, you can only travel in one direction. But when you get to Cerulean City, you'll come to a split in the road. Wander east toward Lavender Town or travel south toward Saffron City. It's your choice! Also, once you're past Cerulean City, you can move in any direction you choose for the rest of the game—for example, maybe you'll move forward toward Fuchsia City on one turn, and backward on the path toward Vermilion City on another turn.

You may not "double back" onto any space during one turn. For instance, if you rolled a 6, you may not move past Lavender Town, then reverse direction to land back on it.

**DIAGRAM 2:** Gameboard Spaces

### On the road to Indigo Plateau, there are three main types of board spaces:

#### Lavender Town

Draw 2 Item Cards

#### Cerulean City

Revive 1 Pokémon or take Dice Challenge:  
Roll 1 or 6 to revive all of your Pokémons.

2. Catch 'em!—Flip over the Pokémon chip and try to catch 'em! (We'll talk about this later in SKILL ONE—How to Catch Pokémons.)

Draw Event Card

1. City or Town—Most places let you draw two Item Cards when you land on them. Two cities have special Pokémon Centers where you can revive your knocked-out Pokémons.



3. Draw Event Card—Take the top card off of the Event Card deck. Show the other trainers this card, or read it out loud so that the others know what you are doing.



## OCCUPYING SPACES

If the die roll would have you land on a space already occupied by another trainer's Ash mover, then instead land on the next available empty space ahead on the road. (An exception is Cinnabar Island: More than one mover may occupy this space.)

However, if you pass another trainer's Ash mover—by itself on a space—during any turn, you may instead choose to stay in that trainer's space to offer a PokéMon trade or fight a Trainer Battle (to be discussed later). If there is more than one Ash mover on a space you pass, you cannot trade or fight with any of those trainers.

**Note:** If you've decided to offer a trade or fight a Trainer Battle with a trainer you are passing on a turn, you do not also follow the directions on the space. For instance, if you pass another Ash mover on your journey and you stay in that trainer's "Draw Event Card" space to make a trade, you do not also draw an Event Card. Your turn ends once the trade has taken place.

## 3 POKÉMON TRAINER SKILLS:

### CATCHING, TRADING & FIGHTING

Before you begin your quest to become the World's Greatest PokéMon Trainer, you must learn three essential skills: how to catch PokéMon, how to trade PokéMon and how to fight in a Trainer Battle.

#### SKILL ONE—How to Catch PokéMon

To become the best, you need a good team. From the moment you leave Pallet Town, you will discover wild PokéMon. Catch 'em, and they're yours!

**Here's how:**

1. When you land on a catch 'em space, flip over the PokéMon chip.
2. Look at the little dice symbols at the bottom of the chip. You must roll **one** of those numbers, using **one die**, to catch this PokéMon and make it part of your team. Note: These numbers are different than the PokéMon's Power Point number, shown at the top right of the chip, and from its Attack Strength, at the bottom of the chip. (See Diagram 1.)

#### 3. Poké Ball Item Cards

You may use special Poké Ball Item Cards to help you catch PokéMon. But you must play the card before you roll to catch 'em! Note: You can only choose **one** Poké Ball to use to catch each PokéMon, even if you have more than one.

**Great Ball**

Before rolling to catch a Pokémon, play this card to add 1 to (or subtract 1 from) your roll.

**GREAT BALL**—Adds 1 to your roll or subtracts 1 from your roll. Decide whether you want to add or subtract 1 after you roll.

**Ultra Ball**

Before rolling to catch a Pokémon, play this card to add 1 or 2 to your roll.

**ULTRA BALL**—Adds 1 or 2 to your roll. Decide how much you're adding after you roll.

**Master Ball**

Before rolling to catch a Pokémon, play this card to add 1, 2, 3 or 4 to your roll.

**MASTER BALL**—Adds 1, 2, 3 or 4 to your roll. Decide how much you're adding after you roll. Use this for a Pokémon you really must catch!

Note: these cards cannot be used to add to your regular game movement roll (to land on a certain space). These are only used with rolls when trying to catch a Pokémon.

4. If you catch 'em, take the Pokémon off the board and put it with the rest of your team's chips. (If this is your first catch, you will have only your Starter Pokémon). Keep track of the power of all your Pokémon—when you get to at least 20 Power Points worth of Pokémon, you can go immediately to Cinnabar Island.

Take a Pokémon chip of the same color from the storage tray (don't peek at which Pokémon you took) and place it **facedown** on the empty space on the gameboard. If there are none of that color left in the storage tray, the gameboard space will remain empty.

5. If you didn't roll the number you needed to catch 'em, leave the Pokémon faceup in its space on the board where you found it. Maybe one of the other trainers (or you) will want to try to catch 'em later!



## SKILL TWO—How to Trade Pokémons

Does another trainer have a Pokémon you want? If your die roll has you pass another Ash mover, you have the chance to stop in that trainer's space and offer to trade Pokémons. (You may offer additional things as incentives, such as Item Cards.) If the trainer is not interested in the trade you propose, then you continue your move and land on the space you were headed for, based on your die roll. If the trainer accepts your trade offer, exchange the proper Pokémon chips, and stay with the other trainer's space on the board; your turn ends.

### IMPORTANT NOTES ABOUT TRADING:

1. Starter Pokémons cannot be traded.
2. If you draw a Trade Pokémon Event Card, you must trade Pokémons with a trainer. (We'll talk about this later, in the Event Card section.)

## SKILL THREE—How to Fight in a Trainer Battle

### When To Fight:

If you pass another Ash mover, you can stop in that trainer's space and challenge them to a Trainer Battle. Or, if you draw a Let's Fight! Event Card, you must offer a challenge to any trainer you choose.

### In any case, the other trainer must either:

- accept this challenge, or
- stop the fight with a Poké Doll Item Card.  
(We'll talk about this later, in the Event Card section).

### How To Fight:

1. I choose you! Select a Pokémon from your team for the battle.
2. Use Attack Bonus Item Cards. You may choose to use one or two Attack Bonus Item Cards to add Attack Strength to your Pokémon. Say how many cards you will use as a bonus, but keep them secret and off to the side until after you roll.
3. Roll to attack. You and your opponent each roll one die.
4. Turn over your Attack Bonus Item Cards. Add Attack Strength + die roll + Attack Bonus Item Card(s) = battle total. The trainer with the higher battle total wins the Trainer Battle! In the case of a tie, both trainers roll again.

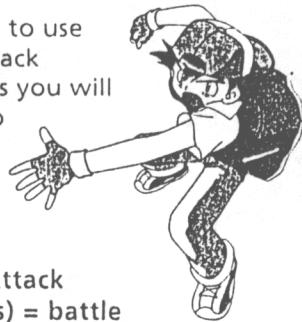
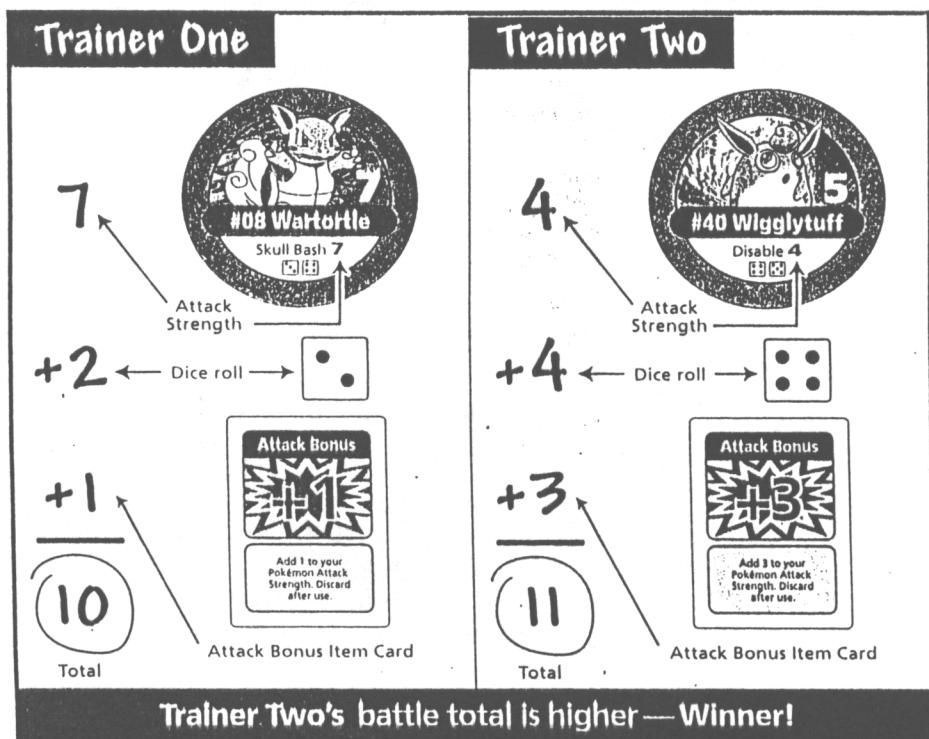




DIAGRAM 3: Trainer Battle Example



- The winner. The winner of the battle takes two Item Cards at random from the loser of the battle. Note: If the loser has only one Item Card, then the winner may draw a second Item Card from the top of the Item Card deck. If the loser has no Item Cards at all, then the winner may draw both Item Cards from the top of the Item Card deck.
- The Pokémon the loser fought with is knocked out. That trainer turns that Pokémon chip facedown. Until it is revived, this knocked-out Pokémon cannot:
  - fight, or
  - add its Power Points toward the trainer's goal of 20.

However, knocked-out Pokémon can be traded for other Pokémon during a regular trade (see SKILL TWO on page 7).



## Reviving Your Pokémon

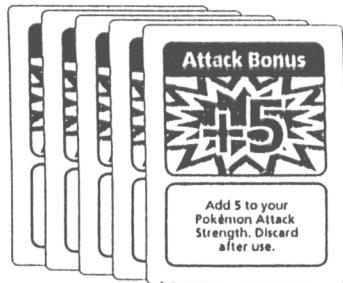
A knocked-out Pokémon can only be revived in these three ways:

1. Play a Potion Item Card, OR
2. Draw a Pokémon Center Event Card, OR
3. Land on Cerulean City or Vermilion City. When you land on either of these spaces, you have a choice:
  - You may revive one of your knocked-out Pokémons, or
  - If you have more than one knocked-out Pokémon on your team, you may take the Dice Challenge: Rolling a 1 or a 6 with one die revives all of your team's knocked-out Pokémons! If you don't roll a 1 or a 6, none of your Pokémons are revived.

**NOTE:** Remember, once a Pokémon is revived, it can again be used to fight and to add its Power Points toward the trainer's goal of 20.

## ITEM CARDS

On your journey, you will find many useful things to help you. You will win some items in Trainer Battles and you will get others when you draw an Event Card. There are many Item Cards you can use to your advantage:



**Attack Bonus:** These add 1, 2, 3, 4 or 5 to your Attack Strength during a battle, depending on which card you play. Note: these cards cannot be used to add to your regular game movement roll (to land on a certain space). These are only used with rolls when in a battle.

**Poké Ball:** See SKILL ONE—How to Catch Pokémons on pages 5 and 6 for complete instructions.



**Time Machine:** Play this to re-roll one of the dice. You must use it immediately after a die roll happens. You can use this card on anyone's roll, including your own. Example: You can play this card to re-roll the die when you roll to move, or when you try to attack, catch or revive a Pokémon. You can also play the Time Machine card to force any other player to re-roll at these times.



### Fly



On your turn, you may fly to a city or town instead of rolling the die.

### Potion



Use to revive one of your knocked-out Pokémons, then continue your turn.

### Poké Doll



Use to stop another player from battling or trading with you. Discard after use.

**Fly:** Use this to move immediately to any city or town. This card might be particularly useful if you need to get to a Pokécenter to revive your Pokémons.

**Potion:** Use to revive one of your knocked-out Pokémons.

**Poké Doll:** Use to stop another trainer from challenging you to a Trainer Battle or forcing a trade with you.

### IMPORTANT NOTES ABOUT ITEM CARDS:

- Collect Item Cards and play them when you need them.
- Use an Item Card only once, then place it facedown at the bottom of the Item Card pile.
- **You may never have more than 7 Item Cards.** If you end up with more than 7 at the end of your turn, you must immediately discard (or play) the card(s) of your choice so that you end up with only 7.
- Some Item Cards can be used in conjunction with each other, and played at the same time. Most Item Cards can only be played on your turn, but some can be played at other times during the game.
- You can use as many Item Cards as you want on your turn, but remember that you can only use a maximum of two Attack Bonus cards per battle.

## EVENT CARDS

Lots of things can happen when you set out to be the World's Greatest Pokémon Trainer. Don't forget that there are plenty of other trainers, just like yourself, who want to be the best! A variety of Event Cards can change your fate. Once you use one, place it facedown at the bottom of the Event Card pile. Unlike Item Cards, Event Cards cannot be saved.

### Unknown Dungeon Pokémons



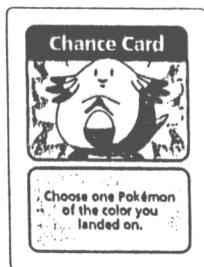
Choose one yellow Pokémons chip. Roll to catch 'em. If you fail, mix up all yellows.

**Unknown Dungeon Pokémons:** Try to catch one of these mythical Pokémons: Articuno, Zapdos, Moltres or Mewtwo. These legendary Pokémons are very strong in battles, but difficult to catch.



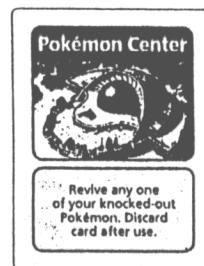
## Here's how to catch an Unknown Dungeon Pokémon:

1. Choose one yellow Pokémon chip from the dungeon. Flip it over to reveal which Unknown Dungeon Pokémon you've discovered!
2. Roll to catch it as you would with any Pokémon. Remember, if you want to use a Poké Ball Item Card to help you catch 'em, you must play the card before you roll the die!
3. If you catch 'em, congratulations! Put the Unknown Dungeon Pokémon with the rest of your Pokémon team.
4. If you did not roll the number you needed to catch 'em, too bad! Flip the chip back over and mix up all the facedown yellow chips. Better luck next time!

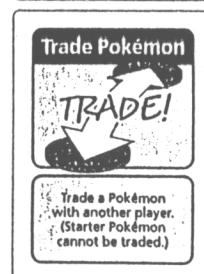


**Chance Card:** Choose one Pokémon of the color you landed on. You don't need to roll to catch 'em!  
Example: If you landed on a blue Draw Event Card space, you may take any blue Pokémon chip on the board, including blue Pokémons that are faceup on the board.

**Note:** If there are none of that color left on the board, choose any Pokémon on the board except yellow.

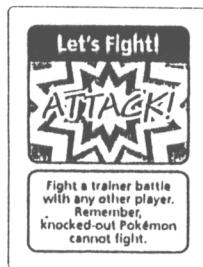


**Pokémon Center:** Revive any one of your knocked-out Pokémons.



**Trade Pokémon:** You must give one of your Pokémons to any other trainer and take any one of their Pokémons that you want (except Starter Pokémons) in return. The other trainer must accept this trade, or stop you with a Poké Doll Item Card.

**Note:** If all of the other trainers only have Starter Pokémons, the Trade Pokémon Event Card cannot be used, and is discarded. Also, if you only have a Starter Pokémon, the card cannot be used, and is discarded.



**Let's Fight!**: Challenge any trainer to a Trainer Battle. You do not have to be near them on the gameboard. The other trainer must accept this challenge or stop the fight with a Poké Doll Item Card. (See SKILL THREE on pages 7 and 8 for complete instructions on Trainer Battles.)



#### Take 1 (or 2 or 3) Item Card:

Draw that number of Item Card(s) from the top of the deck.

## EVOLUTION BONUS

Pokémon become stronger as they evolve. Some Pokémon evolve once or twice as they grow. If you collect all of the Pokémon in an Evolution Group, the highest Pokémon gets an Evolution Bonus. This Evolution Bonus will increase your Pokémon's strength in battle!

Use the game box cover for reference to see all of the Pokémon in their Evolution Groups.

**Set of Two**—If you collect both of the Pokémon in a set of two, add 3 to the more evolved (stronger) Pokémon's Attack Strength. Example: If you have a Pokémon in both of its two Evolution Group forms, such as Pikachu (#25) and Raichu (#26), then your Raichu chip gets an automatic Evolution Bonus of +3. (See Diagram 4.)

**Set of Three**—If you collect all of the Pokémon in a set of three, add 5 to the most evolved (strongest) Pokémon's Attack Strength. Example: If you have a Pokémon in all of its three Evolution Group forms, such as Bulbasaur (#01), Ivysaur (#02) and Venusaur (#03), then your Venusaur chip gets an automatic Evolution Bonus of +5. (See Diagram 4.)



#### DIAGRAM 4: Evolution Bonus Examples

##### Set of Two



Set of Two in Evolution Group



Attack Strength → 6

Evolution Bonus! → +3

Raichu's new Attack Strength → 9

##### Set of Three



Set of Three in Evolution Group



Attack Strength → 8

Evolution Bonus! → +5

Venusaur's new Attack Strength → 13

Collect each Pokémon in an Evolution Group to get extra Attack Strength with an Evolution Bonus!



## CINNABAR ISLAND

You do not need an exact roll to land on Cinnabar Island and collect 2 Item Cards. For example, if you roll a 5 but you're less than 5 spaces away, you can advance to Cinnabar Island if you choose.

**Note:** You may land on Cinnabar Island during the course of the game, but you may not continue on to Indigo Plateau unless you have the required 20 Power Points worth of Pokémons.

## INDIGO PLATEAU

When you have at least 20 Power Points worth of Pokémons at the end of your turn, you immediately move to Cinnabar Island. Follow the directions on the Cinnabar Island space. On your next turn, you can enter Indigo Plateau, roll the die, and prepare for your battle with one of the Pokémon Masters (Lorelei, Bruno, Agatha, Lance and Gary)!

Once you enter Indigo Plateau, continue to travel clockwise—in the direction of the little arrows—around and around the hexagonal track until you land on an "ENTER Final Battle" space. (Other trainers may catch up!)

If you land on a "Catch [Red, Blue or Green] Pokémons" space, choose any Pokémon chip of the matching color from the board, including ones that are faceup. Then follow the usual rules for trying to catch a Pokémon (see pages 5–6).

When a trainer lands on "ENTER Final Battle" by exact count, all the other trainers roll one die. Whoever gets the highest roll (or the other trainer, if there are only two trainers) should then draw a Rival Card from the top of the pile and secretly look at it. That trainer becomes one of the Pokémon Masters—for the duration of this battle only.

**Hint:** You'll probably need one or two powerful Attack Bonus Item Cards to beat a Pokémon Master!

## BEGIN THE FINAL BATTLE!

If you've entered the Final Battle, you must now choose a Pokémon from your team to fight with. You may also use up to two Attack Bonus Item Cards, just like in a regular Trainer Battle.

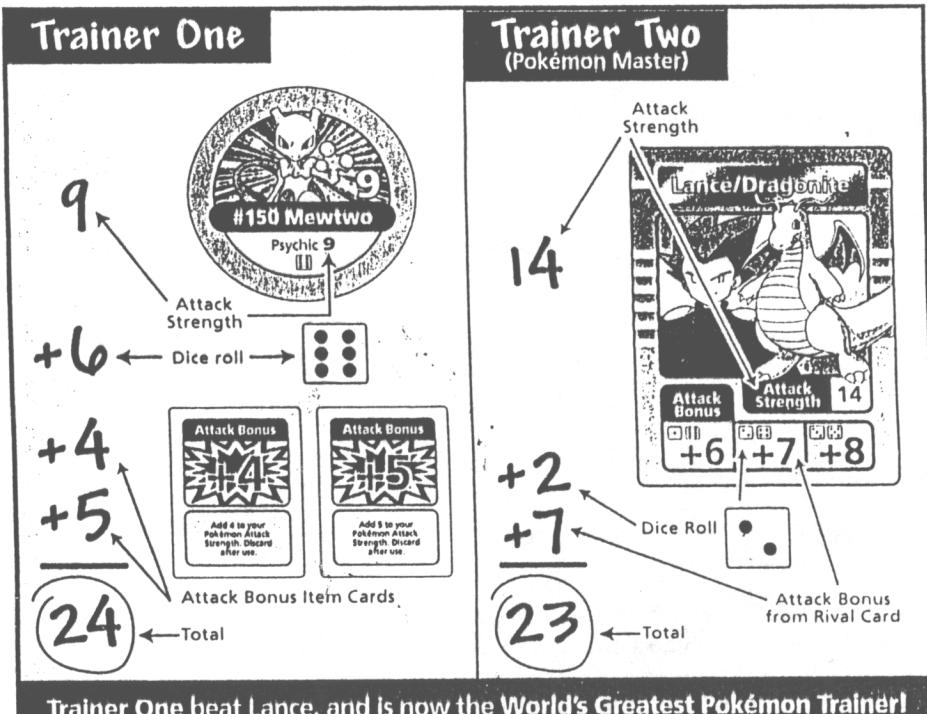
Once you have revealed which Pokémon you have chosen for battle, the other trainer shows you the chosen Rival Card so you know who you are fighting. Which Pokémon Master is it? And which Pokémon is that Master using?



Each trainer rolls one die and adds the Attack Bonus. Remember,  
**Attack Strength + die roll + Attack Bonus Item Card(s) = battle total.**

The Pokémon Master's Attack Bonus is determined by the die roll,  
 shown at the bottom of the Rival Card (see Diagram 5). For example, if  
 "Lance" rolls a 2, the Attack Bonus is 7, bringing the battle total to 23  
 (Lance's Attack Strength of 14 + Attack Bonus of 7 + roll of 2 = 23).  
**Pokémon Masters cannot use any Item Cards.**

**DIAGRAM 5:** Rival Card Example—Lance



**Trainer One beat Lance, and is now the World's Greatest Pokémon Trainer!**

In the case of a tie, both trainers roll again.

If you beat one of the Pokémon Masters, the game is over and you win!

If you lose, then the Pokémon that you chose to fight with is knocked out, and you must return to Cinnabar Island. Remember that knocked-out Pokémon do not add to your 20 Power Point target. You might have to



revive that knocked-out Pokéémon or catch more Pokéémon before you can re-enter Indigo Plateau to challenge the Pokéémon Masters once again!

The trainer who rolled for the Rival and won gets to draw two Item Cards from the deck as a reward! Then, all of the Rival Cards are shuffled and set back into the center of Indigo Plateau.

The next time someone enters a Final Battle, roll again to see who will "play" the Pokéémon Master. The game continues until one of the trainers wins a Final Battle.

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