



## Rules Summary

When leaving settlement, each Trainer can have 6 Pokémon, 6 Revives, TMs equal to trainer level.

### Sizes

- ☉ **Tiny:** Easily carried,  $\pm 0.5$  m / 1 ½ ft
- ☉ **Small:** smaller than human,  $\pm 1$  m / 3 ft
- ☉ **Medium:** roughly human-sized
- ☉ **Large:** bigger than humans,  $\pm 2.5$  m / 8 ft
- ☉ **Huge:** way bigger,  $\pm 5$  m / 16 ft

### Abilities

- ☉ **Cut:** Can cut down bushes, trees, wood.
- ☉ **Fly:** can fly/hover, carry something of smaller size (or a human if Large-sized).
- ☉ **Surf:** can swim, carry something of equal or smaller size (or a human if Medium-sized).
- ☉ **Strength:** can push things of size cat. larger.
- ☉ **Flash:** can provide light in darkness (excl. bats)

### Pokémon Actions

**Step 1:** Pick a suitable-sounding Move.

**Step 2:** Set the Difficulty based on chosen Move.

2: easy | 3: Medium | 4: Hard | 5: Very hard

**Step 3:** Roll Move die and Attack die (or Special die instead if the Move has a ☉ symbol)

Score a hit for each result > difficulty

- ☉ More hits than misses: **success!**
- ☉ More misses than hits: **failure**, can't retry.
- ☉ Equal: **struggle** = partial success or cost

**Group Action:** multiple Pokémon do different actions, can be different difficulties. Ignore a miss for each Pokémon beyond the first.

## Battle Rules

### Trainer Battles

Vs 1 trainer: 1 Pokémon/Trainer.

Vs team: 6 Pokémon total, divided equally.

Challengers chose their starting spaces first.

Battle over once only 1 Pokémon remaining.

**Wager:** ₧1 per Pokémon times difficulty.

### Wild Battle

1 Pokémon per Trainer, can't switch.

Can catch Pokémon if it's the only one remaining.

**Retreat:** Professor rolls a d8, each Pokémon with Speed lower than result faints.

### Turn Order

Pokémon with highest Speed goes first.

In case of tie: challenger always goes last.

### Round Overview

**Step 1:** Send out replacements

**Step 2:** Pick Moves (if not Asleep/trapped)

**Step 3:** Reveal chosen Moves

**Step 4:** Actions: Move 2 spaces + Attack

**Step 5:** Apply Poison & roll for Sleep

### Moves

- ☉ **Regular Move:** roll Attack die + Move die, total = damage dealt -> deals hits for each time the damage can overtake opponent's Defence.
- ☉ **Special Move (☉):** roll Special die and Move die. If Special die > Move die, effect happens, otherwise nothing happens.

**Weakness (x2):** double number of hits taken

**Resistance (-1):** lower numbers of hits taken by 1

Can **Switch** as declared Move, happens during normal turn. Only Switch from starting location.

Spend PP after using or skipping a Move.

Pokémon can use its Trainer's compatible TMs.

### Obstacles

- ☉ **Water:** treat as free space only for Pokémon with surf, Moves can go over.
  - ☉ **Bushes:** a Pokémon with Cut can move onto them, which then removes them.
  - ☉ **Boulders:** a Pokémon with Strength can push them away if there's a free space after.
  - ☉ **Darkness:** Pokémon without Flash can only move 1 space and only affect adjacent spaces.
- Fly goes over obstacles, must land on free space

### Conditions

- ☉ **Confusion:** Next turn, instead of moving, move 1 space in a random direction (take 1 hit if unable). Must use declared Move against a possible target, then stops being Confused.
- ☉ **Poison:** Lose 1 HP at end of each round.
- ☉ **Paralysis:** Can't move this round & next round.
- ☉ **Sleep:** Set Counter to 3, can't do/pick actions. At end of round, roll d4. If result > Sleep Counter: cured, otherwise lower Counter by 1.

### After Battle

- ☉ Spend Revive to revive each fainted Pokémon.
- ☉ Each Pokémon recovers all HP.
- ☉ All conditions and effects are removed.
- ☉ Any spent PP remains spent.