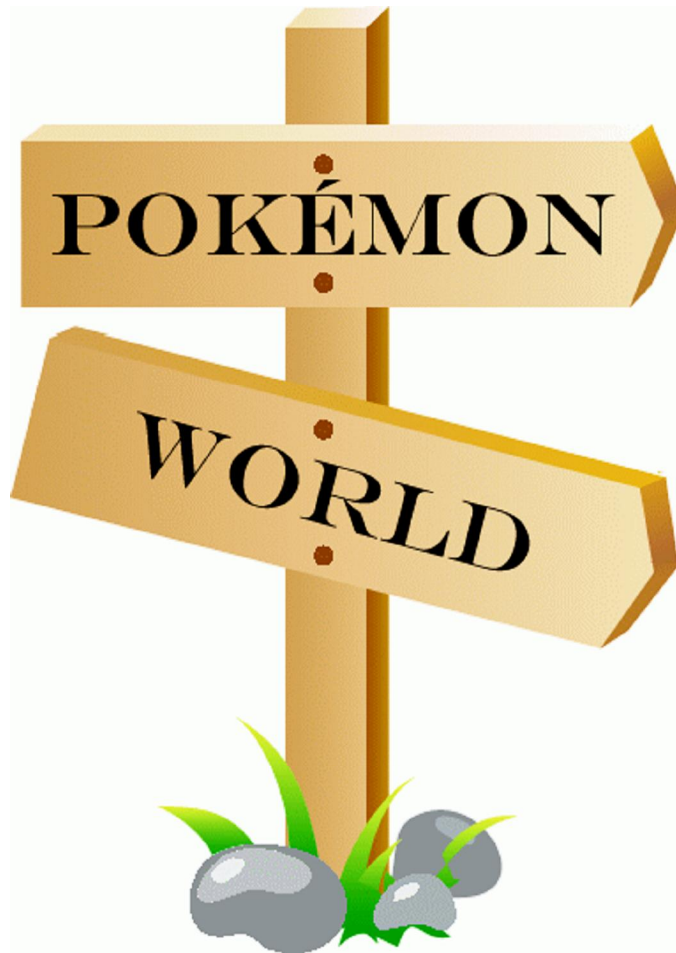


As you walk past the Tavern, you think you must be dreaming.  
Or too drunk. Or both.



Now, that sign simply *can't* be real, can it? You rub your eyes and look up at the sign, staring intently. It hasn't changed one bit. It must be real, then. You notice a leaflet on the floor and pick it up, scraping the dirt away from it with a scowl.

# Welcome to the Pokémon World!

Pokémon are a wonderful kind of creature, and they make great friends. If you train them just right you may even be able to train yourself a little in the process. But what happens when all the training is done and all your opponents are defeated? Then is when you get the chance to become the most powerful being there is!

To begin, simply print out all of the included cards. Print five of each Purchase Card, two of each Battle Card, one of each Gym Card and Starter Card, and use the first number in the title of each Adventure Card and Battle Card to determine how many copies of that card you should print.

If you want a chance to defeat enemies, gain items, and work your way through to becoming both the greatest Pokémon trainer and the strongest hero in the land, you'll first have to follow some rules.

## One

When you enter Pokémon World, your whole form changes! Your abilities are lost, your followers are left behind, and your items stay with them! To compensate we provide you with a free Starter Pokémon! Simply pick one from the pile at random, and it will follow you around the world! Each Pokémon has its own special ability. If you want to leave the Pokémon world, you must exchange your Starter Pokémon for your abilities. You will also be able to collect your items and followers, if you wish.

## Two

Round here, things aren't nearly as hectic as in the other regions! To move, simply move one space in either direction. Aim for the middle of the board, the Indigo Plateau, where you will have a chance to become the Pokémon Champion and win the game of Talisman!

## Three

Well, that's every rule you need to know. Don't forget, you're still in the world of Talisman so if you lose in combat you lose a life, unless an effect says otherwise. Also, don't carry too many items!

# Gyms

Here in the Pokémon World, we have less time to spend fighting wild creatures – although we do still find it fun! There are 6 Gyms in the Pokémon World, and you have to get past them all to get to the Indigo Plateau to become the best! They have slightly different rules to some of the other spaces in the various Talisman regions, and they shall be explained now.

In a Gym there is a strong trainer who owns either two or three Pokémon of a certain type. If you want to get past the Gym and onto the next space, you must fight them – and win.

Your followers and Starter Pokémon can't come inside any Gym with you, and so can't be used in Gym combat. I'm sure they're happy waiting for you outside!

When you land on a Gym, take a look at its card to find out whether or not it has special conditions, if any of its Pokémon have Special Attacks, and which Pokémon you are going to fight. The card will also tell you where to go if you are defeated.

You have to fight the Gym Pokémon in the order in which they are listed. If you do not beat the first one, you cannot move onto the second Pokémon. Equally, if you do not beat the second one, you cannot move onto the third. The Gym will have a sign saying what to do if you are defeated in combat.

Some of the Gyms have special conditions, and they must be paid attention to. For example, the first Gym you encounter – The Rock Gym – has the condition that you must deduct one from your combat roll. Remember to look at the area carefully!

Also, some of the Gym Pokémon have Special Attacks, much like your own Starter Pokémon. Don't forget to make a note of these, because if you don't accept their special conditions and Special Attacks, the Gym trainer wins by default!

# The Indigo Plateau

Once you've fought your way past all of the Gyms and all of the wild Pokémon, you have only the two Pokémon at the Indigo Plateau standing in your way! Your Starter Pokémon and followers are too scared to battle these Pokémon, and they will run back to the Electric Gym and wait for you if you to collect them. You may choose which order you want to fight the Pokémon in, and each one will give you an item. If you leave the space for any reason – including because you lost the combat – the item goes back into the possession of the Pokémon. If you only manage to beat one of these Pokémon, you must go back to the Electric Gym and fight that trainer again. Your followers and Starter Pokémon will run to join you there, and wait outside until you finish your battle. Once you make your way back to the Indigo Plateau, you must fight *both* of the Pokémon, even if you already defeated one of them! If, however, you had defeated both Pokémon and accepted a Champion Card, they will not appear to challenge you again. Once both Pokémon have been defeated, you are declared Pokémon Champion. Draw a Champion Card to see what kind of Ultimate Power is waiting for you!