



For 2 to 4 players / Ages 7 & up

OBJECT

Be the first player to defeat Gary.

WHAT AN ADVENTURE!

You need the HM 01 "Cut" from the Captain, but there's just one problem ... Gary, your old rival, is blocking your passage! Roll the dice and make your way around the decks to battle and collect Pokémon. Then, when you get to the Captain's cabin on the top deck, get ready for the ultimate battle. Gary is waiting, and if you're the first player to defeat his Pokémon — you win!

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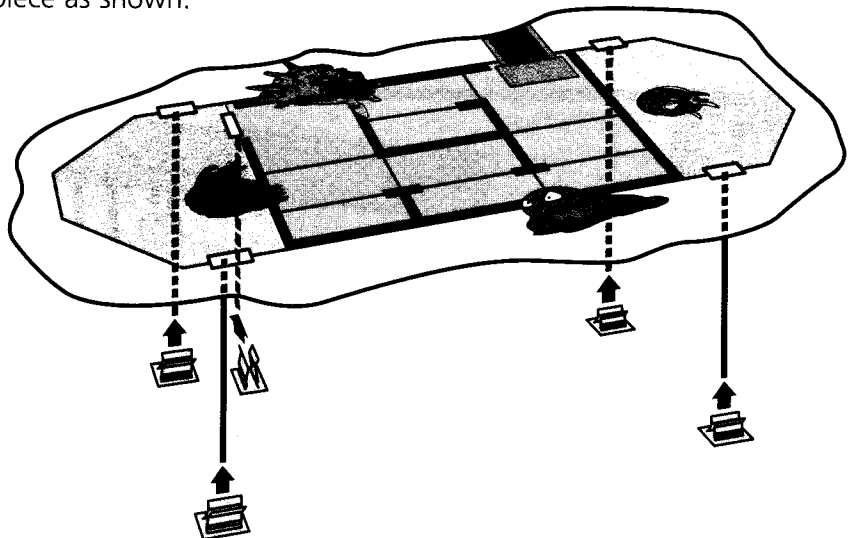
- 10-piece cardboard S.S. Anne
- 26 red Pokémon Mini cards
- 24 blue Pokémon Mini cards
- 30 Pokémon Trainer cards
- 17 S.S. Anne Encounter cards
- 5 plastic clips
- 4 battle dice
- Poké Ball label sheet for dice
- 4 cardboard Pokémon Trainer pawns
- 4 pawn stands
- 1 red-and-white numbered die
- 1 Gary card

ASSEMBLY

- Apply the Poké Ball labels to the 4 battle dice: All 6 labels with red background go on one die; all 6 labels with yellow background go on the second die; and so on.
- Slide the Pokémon Trainer pawns into the pawn stands.
- Assemble the cardboard S.S. Anne according to the following instructions and diagrams. The assembled game is shown on the back of the package.
- Each piece is clearly labeled to make assembly as easy as possible.
- Build each section by inserting the tabs of one piece into the appropriate slots of another.
- When connecting the pieces, make sure the artwork matches what's shown in the diagrams — every section needs to fit in a certain way.

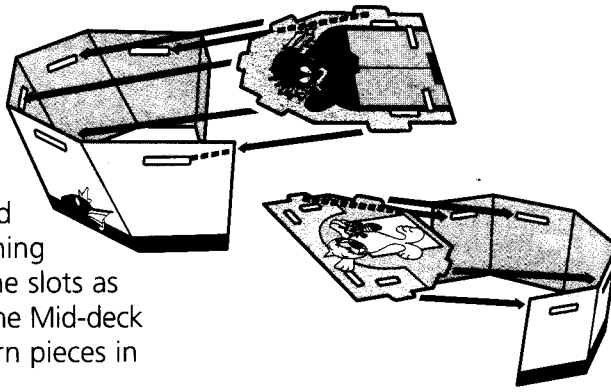
Step 1

Push the 5 white clips up through the slots in the Lower Deck (Base) piece as shown.



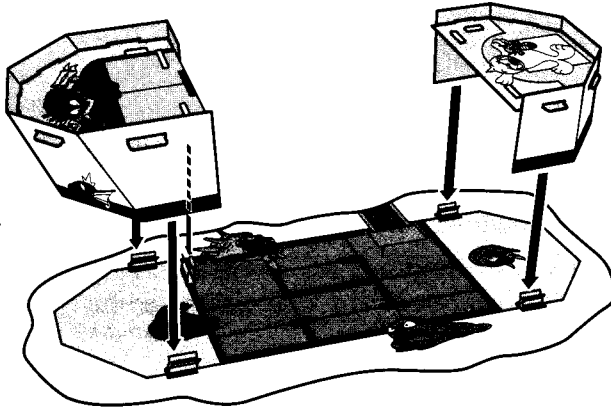
Step 2

Fold the Bow along the score lines. Assemble the Mid-deck (Bow) and Bow pieces by pushing the tabs through the slots as shown. Assemble the Mid-deck (Stern) and the Stern pieces in the same way.



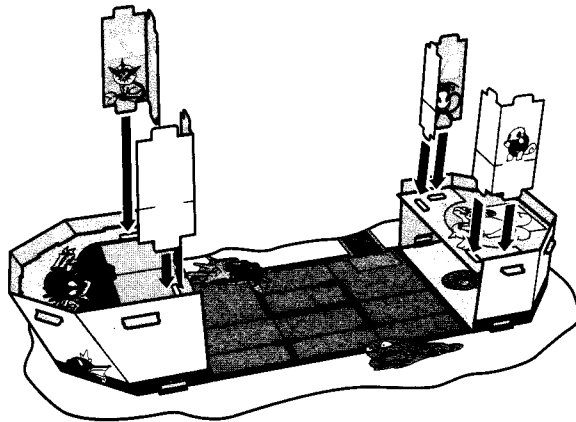
Step 3

Slide the assembled Bow into the 2 white clips in the Lower Deck. Do the same with the assembled Stern pieces.



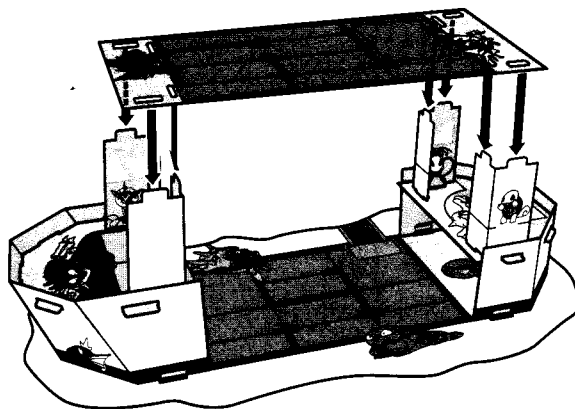
Step 4

Fold the Front and Rear Wall pieces along the score lines. Push the bottom four tabs into the slots on the Mid-decks as shown.



Step 5

Slide the Upper Deck slots onto the Wall pieces as shown.







SETUP

- Place the assembled S.S. Anne in the middle of the playing surface.
- Shuffle the Trainer cards and S.S. Anne Encounter cards, keeping the decks separate, and place them facedown in separate piles within easy reach of all players.
- Place the dice within easy reach of all players.
- Place the Gary card on the Captain's cabin space with his picture faceup.

PREPARE FOR BATTLE!

- Place all the Trainer pawns in the box top. Each player selects one, without looking, and places it on START.
- Now, according to this chart, take the Pokémon Mini card that goes with the Trainer you have selected:

Trainer	Pokémon Mini Card
Ash*	Pikachu (Dark blue) 
Lt. Surge*	Voltorb (Dark blue) 
Lance**	Dratini (Red) 
Sabrina**	Mr. Mime (Red) 

* If you selected Ash or Lt. Surge, draw two additional Mini cards at random, one red and one dark blue.
 ** If you selected Lance or Sabrina, draw two more dark blue Mini cards at random.

- Place your three Mini cards faceup in a row in front of you.
- Keeping the red and blue cards separate, shuffle the rest of the Mini cards and place them facedown where all players can reach them.
- Draw two cards from the Pokémon Trainer card deck and keep them in your hand, hidden from other players.

GAMEPLAY

The youngest player goes first. Play passes to the left.

ON YOUR TURN

- If you want to move, roll the red-and-white die. (See Rules for Moving, below.)
- If you want, you may play one of your Special cards (page 4).

Rules for Moving

- You may move as many spaces as you want, up to the number rolled.
- You may choose not to move.
- You cannot move onto the same space twice in one turn.
- More than one pawn can occupy a space.
- You can move past other pawns.
- If you land on an S.S. Anne space (marked by a picture of the S.S. Anne), you must draw an S.S. Anne Encounter card. (See S.S. ANNE ENCOUNTER CARDS, pages 3-4.)
- If you land on a space occupied by another player, or if you're already on an occupied space and you choose not to move, you may battle that player's Pokémon. (See Battling Another Player, next column.) If you choose to battle and you're on an S.S. Anne space, do NOT draw an S.S. Anne Encounter card.



Battling Another Player

There are three ways to battle an opponent (if you choose to):

- Land on a space occupied by another player.
- Stay in the space you're on at the start of your turn to battle another player occupying the same space.
- Draw a Teleport card. (See Teleport Cards, page 4.)

NOTE: Players may not battle on those spaces where battling is not allowed. (See THE SPACES ON THE S.S. ANNE, page 5.)

Here's how it works:

- You and your opponent each slide one of your red or blue Mini cards forward to show which Pokémon you'll battle with.
- Roll the colored dice that match the squares on your Mini card. Count the number of Poké Balls you rolled.
- Your opponent now rolls the colored dice for his or her Mini card.
- Both you and your opponent can play any number of Battle Cards. (See Trainer Cards, page 4.)
- Whoever rolls the higher number of Poké Balls wins the battle. If the score is tied, roll again.
- The winner continues battling with the same Mini card or chooses another one to battle with.
- The loser's Pokémon "faints." Fainted Pokémon cannot fight. Turn the card facedown and slide another one forward.
- Keep battling until all your or your opponent's Mini cards are facedown.
- The player whose cards are all facedown moves back to START and all his or her fainted Pokémon are "healed." (See START under THE SPACES ON

THE S.S. ANNE, page 5.)

- The winner draws 3 new Trainer cards.
- If some of your Pokémon have fainted, they must remain facedown until you return to START or use a Battle card to revive them. Then they can be used again.

See SAMPLE BATTLE, page 5, for more detail on battling.

The Colored Dice & Mini Cards

The colored dice and matching squares on the Pokémon Mini cards give the Pokémon different degrees of power:

Dice Color	Strength
Yellow	Strongest
Light Blue	Second
Dark Blue	Third
	Weakest

The stronger your Pokémon, the higher your possible score when you roll, and the better your chance of winning.

THE DIFFERENT KINDS OF CARDS

S.S. ANNE ENCOUNTER CARDS (17 total)

If you land on an S.S. Anne space **occupied** by another player, you may choose to battle that player instead of drawing an S.S. Anne Encounter card.

When you land on an **unoccupied** S.S. Anne space, you must draw and immediately play an S.S. Anne Encounter card.

There are three types:

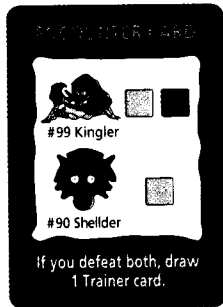
- 11 Encounter cards
- 4 Teleport Cards
- 2 Bonus Cards

After you play an S.S. Anne Encounter card, discard it faceup next to the draw pile. If the draw pile runs out, shuffle the discard pile and create a new draw pile.

Encounter Cards

You must immediately use one of your Pokémon Mini cards to battle the Pokémon on the Encounter card. Play is similar to Battling Another Player rules, except you battle the top Pokémon first and work down:

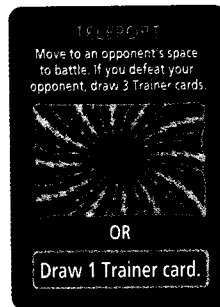
- Slide one of your Mini cards forward to show which Pokémon you'll battle with.
- Choose another player to be your "opponent." That player will roll on behalf of the Pokémon on the Encounter card.
- Roll the colored dice that match the squares on your Pokémon Mini card.
- Count the total number of Poké Balls you rolled.
- Your opponent now rolls the colored dice that match the top Pokémon on the Encounter card.
- The player with the higher number of Poké Balls wins the battle. If the score is tied, roll again.
- If you win, you can slide another one of your Pokémon Mini cards forward to battle the next Pokémon on the Encounter card, or continue with the Mini Card you're using.
- If you lose, your Pokémon faints. Turn the fainted Pokémon card facedown and choose a new one.



- If all your Pokémon have fainted, you must go back to START.
- Keep battling the Pokémon on the Encounter card in order from top to bottom until you have either defeated them or all your Pokémon faint.
- If you defeat all the Pokémon on the Encounter card, draw the number of Trainer cards shown.
- If all your Pokémon are defeated, your opponent draws the number of Trainer cards shown on the Encounter card.
- You can play any number of Battle cards to help you win (see TRAINER CARDS, next column).
- Your opponent cannot play any Battle cards when rolling for the Pokémon on an Encounter card.
- If some of your Pokémon have fainted, they must remain facedown until you return to START or use a Battle card to revive them. Then they can be used again.

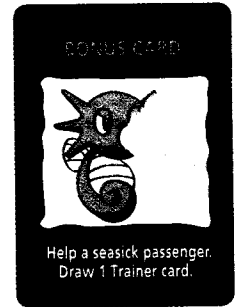
Teleport Cards

- You may immediately move to a space occupied by another player in order to battle (see Battling Another Player) -OR- you may draw 1 Trainer card.
- If you move to an S.S. Anne space to battle another player, do NOT draw an additional S.S. Anne Encounter card.
- You cannot teleport to a space where battling is not allowed. (See THE SPACES ON THE S.S. ANNE, page 5.)



Bonus Cards

If you're lucky enough to draw one of these cards, you immediately draw 1 Trainer card.



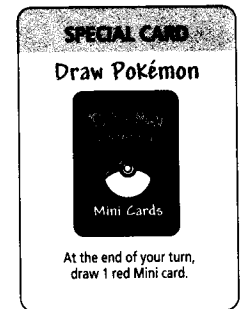
TRAINER CARDS (30 total)

Trainer cards are valuable because they give you more power — each one contains detailed instructions on how and when it can be played. You can have **up to 8 Trainer cards** in your hand. If you have 8, you cannot draw additional cards until you use ones you already hold.

There are two types:

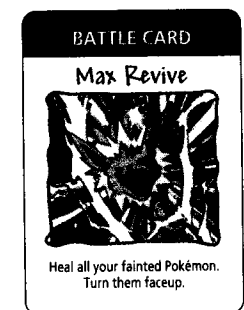
Special Cards

You may, if you choose, play one Special card at the end of your turn.



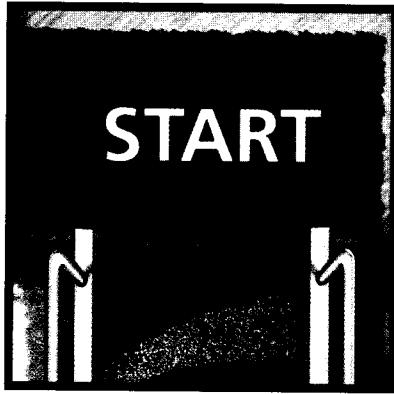
Battle Cards

Battle cards can be played only during a battle. You must have at least one active Pokémon (a Pokémon who has not fainted) to use a Battle card.



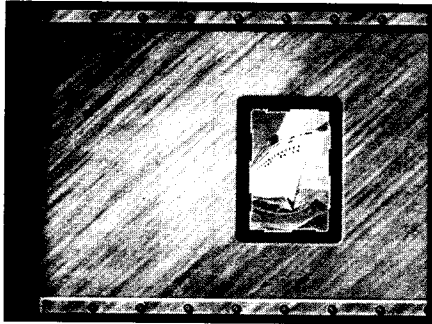
After you play a Trainer card, discard it faceup next to the draw pile. If the draw pile runs out, shuffle the discard pile to create a new draw pile.

THE SPACES ON THE S.S. ANNE



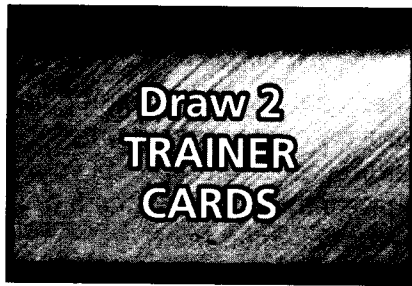
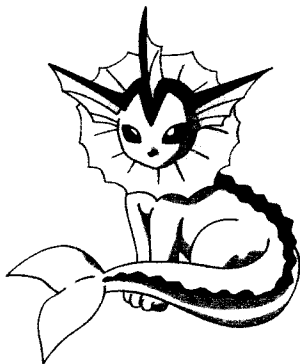
START

No one can battle here. You can heal any of your fainted Pokémon by turning their Mini cards faceup if you return to START.



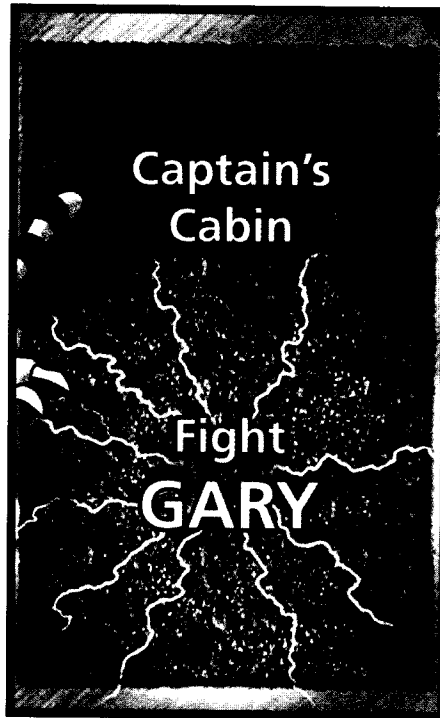
S.S. ANNE

Draw an S.S. Anne Encounter card when you land here. On your next turn, if you decide not to move, you do not draw another S.S. Anne Encounter card.



DRAW 2 TRAINER CARDS

No one can battle here. Draw 2 Trainer cards when you land here. On your next turn, if you decide not to move, you do not draw more Trainer cards.



CAPTAIN'S CABIN/FIGHT GARY

Land here and you have a chance to win the game! Give the Gary card to any other player — that player will roll for Gary. Then follow the rules for battling with an Encounter card (page 4).

- If you defeat all the Pokémon on the Gary card, you win!
- If your opponent defeats you, your opponent draws 3 Trainer cards and you move your Trainer pawn to START. Return the Gary card to the Captain's cabin.

HOW MANY POKÉMON CAN YOU CATCH?

Even though certain Special cards let you draw more Pokémon, **you cannot hold more than 6 Mini cards at one time.** If you play a card that allows you to catch a seventh Pokémon Mini card, draw the new Pokémon, then return one card so you only have 6. Place the discarded card facedown on the bottom of the Mini card deck.

WINNING

The first player to reach the Captain's cabin and successfully defeat all the Pokémon on the Gary card wins the game.

SAMPLE BATTLE

Pamela lands on a space with a boat symbol on it, so she draws an S.S. Anne Encounter card. It's an Encounter card with 2 Pokémon: Kingler and Shellder. She chooses Brad to roll for the Encounter card. Pamela has 3 Pokémon Mini cards: Wartortle, Poliwhag, and Voltorb. She pushes the Wartortle card forward. Wartortle's card has red and light blue squares, so Pamela chooses the red and light blue battle dice and rolls 3 Poké Balls total. Now Brad rolls for Kingler, the top Pokémon on the Encounter card. Kingler uses the yellow die and the dark blue die, and Brad rolls 1 Poké Ball with them. Wartortle has a higher total (4 to 1), so Wartortle wins. Pamela must now battle Shellder, the next Pokémon on the Encounter card. She could slide another Mini card forward now, but she decides to stay with Wartortle. She rolls 2 Poké Balls with the red and light blue dice this time. Now Brad rolls a total of 3 Poké Balls for Shellder, who

uses the yellow die. Shellder has a higher total (3 to 2), so Shellder wins. This means Wartortle faints, so Pamela turns the Mini card over. She now plays a Battle card (Revive), which allows her to heal any fainted Pokémon. She turns over the Wartortle Mini card and slides it forward to battle again. This time, she rolls a total of 5 Poké Balls for Wartortle, and Brad rolls a total of 2 Poké Balls for Shellder. Pamela wins the overall battle because she defeated all the Pokémon on the Encounter card. She then draws 3 Trainer cards.

PLAYING ALL 3D EXPANDING ADVENTURE SERIES GAMES

If you purchase the 2 additional 3D Expanding Adventure Series Games — "Pokémon Tower" and "Silph Co." — you can play them all together! Just follow the instructions for the 3 games with these additional rules:

- All players begin on the S.S. Anne START space.
- If you're on a START space during the game, you may move your Trainer pawn to any other START space before you roll.
- Shuffle the Trainer cards for all 3 games together.
- The first player to defeat 2 of the 3 main villains wins.

The 3 main villains are:

- Team Rocket in the Pokémon Tower.
- Giovanni in the Silph Co.
- Gary in the S.S. Anne.

Note: It's possible for 2 or more players to defeat the same villain.

After defeating a main villain, move your Trainer pawn to any START space. If you're already on a START space at the beginning of your turn, you may move your Trainer pawn to any other START space.

RESTORAGE

For long-term storage, you may disassemble the S.S. Anne and put the pieces back into the box. However, the S.S. Anne will last longer if you leave it assembled and ready to play.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.



PROOF OF PURCHASE



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