

Battle Stadium™ Cards



*Use a fine tip permanent marker to fill in HP Meter.

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U.S. Patent Pending

Sound Bus™

REGISTERED TRADEMARK FROM

INNOVISION
research & technology

MADE
IN CHINA

567969.0000

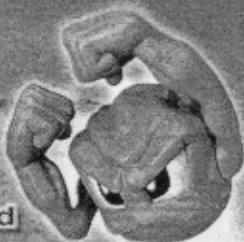


THINKChip™
protective system

Pokémon™
Gotta catch 'em all!

Computerized

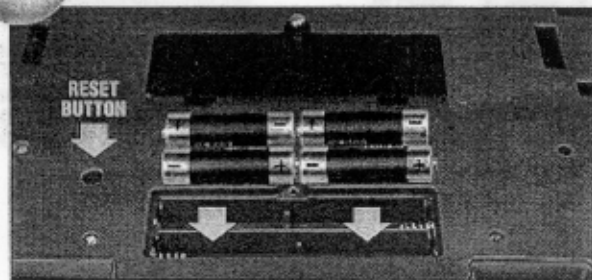
Battle Stadium™ Instruction & Strategy Booklet



AGES 6 & UP



Installing Batteries



CAUTION: To avoid battery leakage: 1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions. 2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable batteries. 3. Always remove exhausted or dead batteries from the product.

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference. (2) This device must accept any interference received, including any interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio or television communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: (1) Reorient or relocate the receiving antenna. (2) Increase the separation between the equipment and receiver. (3) Consult the dealer or an experienced radio/TV technician for help.

Troubleshooting

If game is not working:

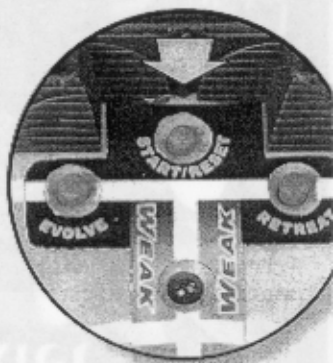
- Make sure batteries are in toy. (4 AA Batteries required.)
- Make sure batteries are inserted correctly.

If game is not working properly:

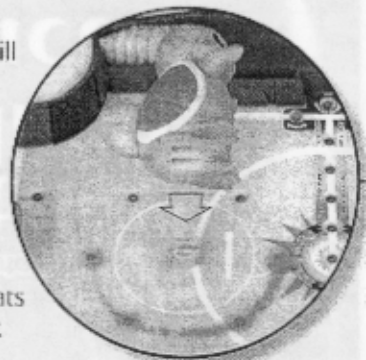
- Turn stadium over and press the RESET button with a pen.
- Replace batteries with fresh batteries.

1 Begin a match with one THINKChip™ Pokémon figure for each trainer.

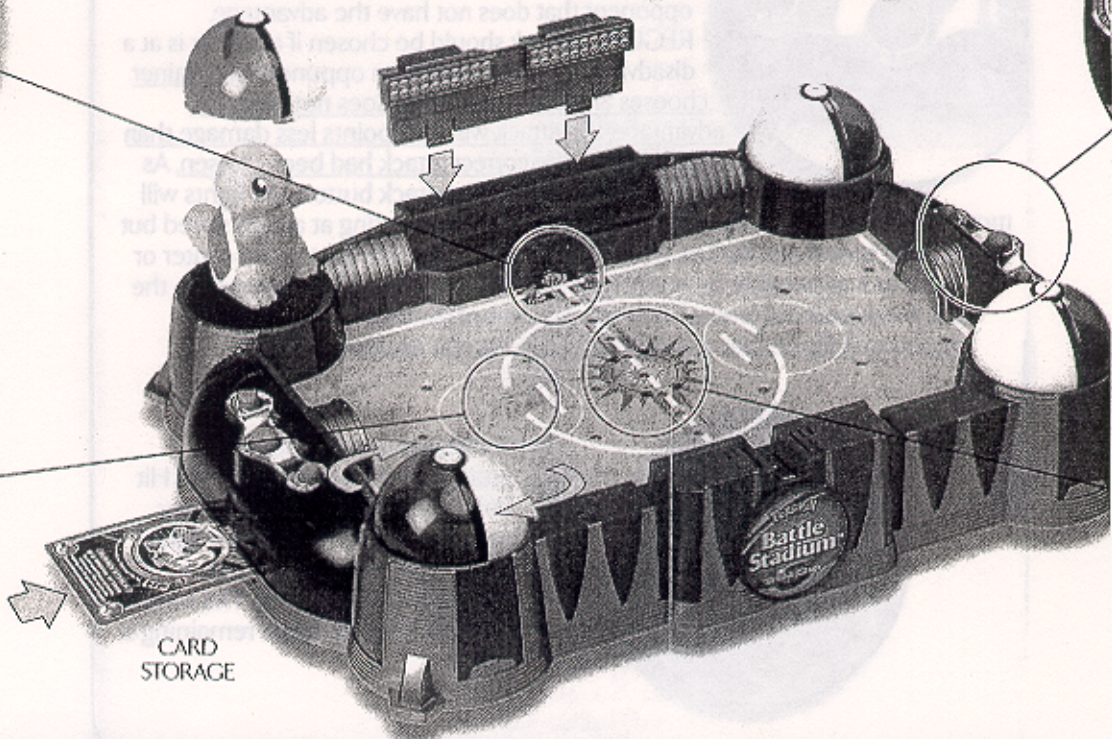
Start the match by pushing the START/RESET button.

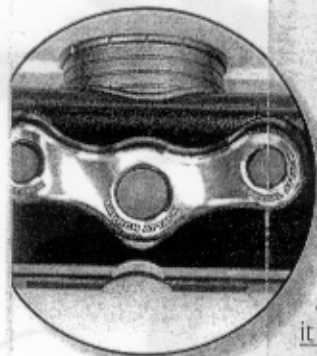


2 The lights on the Stadium's floor will choose the trainer who will start the match. The trainer plugs a figure on the connector and the announcer will call out that figure's Hit Points. The Stadium then repeats this for the other trainer.

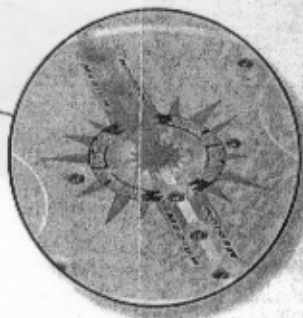


Basic Battle





3 Once the figures are in place, a trainer must choose either a **REGULAR** or **SPECIAL** attack. If a trainer has the type advantage over an opponent, **SPECIAL** attack should be chosen. This attack will do an additional 2 points of damage to an opponent that does not have the advantage. **REGULAR** attack should be chosen if a trainer is at a disadvantage or equal with an opponent. If a trainer chooses **SPECIAL** attack, but does not have the advantage, the attack will do 2 points less damage than it would have if the correct attack had been chosen. As soon as the trainer presses the attack button, the lights will move back and forth across the center of the stadium, starting at a high speed but decreasing speed quickly. The trainer then tries to stop the light in the center or as close to it as possible, by pushing the **LAUNCH** button. The place where the light is stopped determines how many points of damage is done to the opponent's figure. (See the Attack Point Chart for details.)



4 Trainers take turns launching attacks until one of the figure's Hit Points equals zero. Either trainer may check how many Hit Points a figure has remaining by pressing the center **LAUNCH** button during a turn. The trainer whose figure still has Hit Points remaining is the winner!

COMBAT CHART

DEFENSE

ATTACK

	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON
NORMAL													D	X	
FIRE		D D		A A								A D			D
WATER		A D	D D						A				A		D
ELECTRIC			A D	D D					X A						D
GRASS		D A		D				D A	D			D A			D
ICE		D D		A D				A A					A		A
FIGHTING	A				A		D		D D	D	D	D A	X		
POISON				A			D D					A D	D		
GROUND		A		A D			A		X			D A			
FLYING				D A		A						A D			
PSYCHIC							A A				D				
BUG		D		A		D			D A					D	
ROCK		A			A D			D A		A					
GHOST	X									A					
DRAGON															A

"A" means attacking type has the advantage.

"D" means attacking type has the disadvantage.

"X" means attacking type has little hope of winning.

ATTACK POINT CHART



	PASS 1-3	1	2	3	4	15	4	3	2	1
FAST	PASS 1-3	1	2	3	4	15	4	3	2	1
	PASS 4-6	1	2	5	6	10	6	5	2	1
	PASS 7-9	1	2	6	7	8	7	6	2	1
	PASS 10-12	1	2	4	5	7	5	4	2	1
	PASS 13-15	1	2	3	4	6	4	3	2	1
SLOW	PASS 16-24	0	1	2	3	5	3	2	1	0

PASS=THE LIGHTS PASSING BACK & FORTH

*If using special attack correctly, 2 points will be added to the attack



Advanced Battle

Battling with up to six THINKChip™ Pokémon™ Figures per trainer

To begin, the two trainers decide how many figures will be used for the match. Both sides should be equal and no more than six figures per trainer should be used during a match.

In order to battle with multiple THINKChip figures, a trainer must learn all about how and when to EVOLVE and RETREAT.

Evolve

During a turn, a trainer can do more than just attack. After having attacked twice with a figure, a trainer can EVOLVE it to the next level (provided they have the appropriate evolution figure of the character being evolved). At the beginning of a turn, the trainer may push the EVOLVE button and the announcer will say, "Evolve Pokémon." The trainer then replaces the original figure with the correct evolution figure and launches the next attack. If an incorrect figure is chosen, the announcer will say "Wrong Pokémon." If a trainer tries to EVOLVE a figure that has only attacked one time, the announcer will say, "Cannot Evolve."

For a 2nd Level or 3rd Level figure to play with its full Hit Points (HP) they must be "evolved up to" from a Basic Level figure. If a 2nd or 3rd Level figure is not



"evolved up to" from a Basic Level figure, it plays with the Hit Points of a Basic Level figure. For example, if a trainer starts a match with a Wartortle (who is a 2nd Level figure with 95 Hit Points), it will play with the Hit Points of a Basic Level figure (65 Hit Points). However, if a trainer starts with a Squirtle and attacks twice, the Squirtle figure can then EVOLVE up to a Wartortle figure. Now the Wartortle figure will play at its full Hit Point level of 95. (Wartortle will really be at 95 HP minus any damage that Squirtle received in battle.)

A figure does not lose the additional Hit Points it has gained. For example, a trainer may have earned 10 additional Hit Points for a Wartortle, which would mean Wartortle has 105 HP. If the trainer plays this figure without having evolved up to it, it will play at a Basic Hit Point Level (65 HP) plus the additional points it had earned (10 HP). Wartortle would begin battle with 75 HP. (65 HP + 10 HP) This means there will be times in a battle that a trainer may not need to evolve up to a 2nd or 3rd Level figure for it to be very effective in a match. (See INCREASING A THINKChip POKÉMON'S HP LEVEL section.)

Retreat

If a trainer does not have the correct figure to EVOLVE a character OR a trainer wishes to gain the "type" advantage over an opponent, they can RETREAT the figure and replace it with a different one. A RETREAT can be done only at the beginning of each turn. When the RETREAT button is pressed, the announcer will say "Retreat Pokémon," and call out how many retreats the trainer has remaining. The trainer may then switch the figure for a different one and then attack. Each trainer can retreat only 4 times during a match. If a



trainer tries to RETREAT when they have no retreats remaining, the announcer will say "Cannot retreat," and the trainer must continue the match with that same figure.

Retreat Strategies

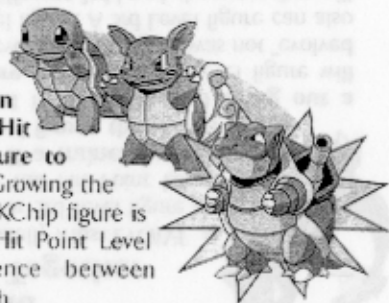
The main reason to RETREAT a figure is to gain the "type" advantage over an opponent's figure. For example, a WATER type figure has the advantage over a FIRE type figure, but a WATER type would be at a disadvantage against an ELECTRIC type figure. (See Combat Chart for detailed information OR reference the figure's Battle Card.)

A trainer may also choose to RETREAT a figure to replace it with a figure with a higher Hit Point Level. For example, if playing with a figure with 65 HP, a trainer may choose to RETREAT it and bring out another figure that has a HP Level of 75. This gain of 10 Hit Points will help the trainer last longer in a match.

Another reason to RETREAT is to be able to use a 2nd or 3rd Level figure at its full HP Level without having to evolve up to it. (See HOW EVOLVE AND RETREAT WORK TOGETHER section.)

Evolving and Hit Points

Evolving a Pokémon will give a trainer more Hit Points and allow a figure to last longer in a match. Growing the Hit Point Level of a THINKChip figure is important since a high Hit Point Level can make the difference between winning and losing a match.



THINKChip Pokémon figures have 3 different Hit Point Levels that relate to their level of evolution:

Basic Level Pokémon™	range of 65 to 105 Hit Points
2nd Level Pokémon™	range of 95 to 135 Hit Points
3rd Level Pokémon™	range of 125 to 165 Hit Points

The low number is the amount of Hit Points a figure has when purchased, the high number is how strong a trainer can make a THINKChip figure through winning matches and training. (See the HOW TO INCREASE A THINKChip FIGURE'S HIT POINT LEVEL section.)

Damage from Attacks

Damage done to a figure by an opponent, during a battle, carries on to the next figure used. This is true even if the original figure EVOLVES or RETREATS. For example, a trainer may start with a figure that has 65 Hit Points. After two attacks, the damage against it has reduced its HP by 20, leaving it with a total of 45 HP. The trainer can choose to EVOLVE to a 2nd Level figure that has 95 Hit Points. However, due to the damage done to the previous figure, the 2nd Level figure will have its Hit Points reduced by 20 and come into the match with only 75 Hit Points. (95 HP minus the 20 points of damage.) Evolving achieved a 30 Hit Point increase, despite the damage.

Winning a battle requires a trainer to knock out all the Hit Points of an opponent. However, once the match is over, all damage is removed and figures return to their usual Hit Point Level for the next match.

