NORMAL FIRE D D AA A D D A WATER D D D ELECTRIC Α D D X A D GRASS Α D D D D D D D A D A A A A D ICE FIGHTING A D D D D X POISON A D D Α D D D GROUND D FIYING D A A A D D Α **PSYCHIC** Α D D A D BUG D A D D A ROCK D D Δ GHOST X D D A A DRAGON D

D "A" means attacking type has the advantage.

DD

DARK

STEEL

"D" means attacking type has the disadvantage.

"X" means attacking type has little hope of winning, (same as"D")

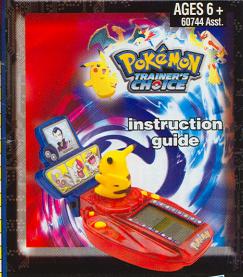
Δ

D

A

D D

A



Requires 2 1.5 V "AAA" alkaline batteries (not included). Phillips screwdriver (not included) required for battery replacement.



INSTALLING BATTERIES

Use a Phillips screwdriver to loosen screw in battery compartment door, and remove door. Remove old batteries. Insert 2 I.5 V "AAA" alkaline batteries as shown. Replace door and tighten screw.

CAUTION:

As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and, in the U.S., have the doctor phone (202) 625-3333 collect, or, in Canada, have the doctor call your provincial Poison Control Center. 2) Make sure the batteries are inserted correctly and follow the toy and battery manufacturers' instructions. 3) Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.



ENTER YOUR NAME

- Remove figure and/or cartridge from V-TRAINERS 2.0TM unit, then press ON/OFF button.
- Press the STATS button until () appears in the readout.
- Press and hold the SCROLL button until the first (()) starts flashing.
- · Press the SCROLL button to move through numbers and letters.
- Press the ENTER button to choose a number or letter.
- Follow same steps to enter all 4 letters of your Trainer Name. (You can put a space in your Trainer Name by pressing ENTER when the (—) flashes.
 Press STATS button when done entering name.

GASIC BATTLE PLAY

When you are just starting out on your Trainer's Quest, at first it will be very difficult to win. But with every battle you will gain points and experience and become a stronger Trainer, and winning battles will get easier!

- 1. Press the ON/OFF button on the V-TRAINERS 2.0 unit.
- 2. Insert a Gym Leader Cartridge on the front connector of the V-TRAINERS 2.0 unit. (To battle a friend, see Head to Head Battle section)
- Press SCROLL to choose the number of Pokémon for battle 3 versus 3 (3/53)
 versus 2 (2/52) or I versus I (II/S1). Press ENTER to make your selection.
 Notes: You cannot earn a "Trainer Beaten" until you are a
 Level 2 Trainer. Badge battle is always 3 versus 3.
- 4. When (POKKEMON) flashes on the screen, snap a Pokémon V-TRAINERS 2.0 figure onto the figure connector. Make sure the figure faces your Opponent. Your type and power level appear on the screen, then your power meter powers up.

 5. Your Opponent then chooses a
- 5. Your Opponent then chooses a Pokémon, as indicated by the flashing () at the top of the screen.6. The opposing Pokémon's type and
- power level appear on the screen, then your Opponent's power meter powers up.

- 7. The whistle will sound and a timer starts ticking, as indicated by the left power meter going down. Press SCROLL to choose an attack from the right side of the screen. Press ENTER to launch the attack before the timer runs down. If you do not launch in time, the attack will miss. Beginning Level I trainers have unlimited Scratch Attacks.Other attacks are earned as Trainer Points increase through VTRAINERS 2.0 battle. (See Trainer Level & Points Chart)
- 8. Your Opponent launches a return attack against your Pokémon, and your power meter goes down to show the damage.
- 9. Use your attacks to try and knock out the your Opponent's power meter and make their Pokémon "faint". Continue battling until one Pokémon faints and its power meter runs out. In 2 versus 2 or 3 versus 3 battle, Pokémon figures can be switched in and out of battle at any time. If your Pokémon faints, (XXXX) will show on the screen. Remove the figure and replace it with a fresh one. If your Opponent's Pokémon faints, your Opponent will switch to a fresh Pokémon, as indicated by the arrow at the top of the screen. A Pokémon that has fainted cannot be used again in the same battle

 10. The battle ends when all of one player's Pokémon are defeated.

WIN: If your Pokémon wins the battle, you become a more powerful Pokémon trainer and gain Trainer Points toward new Attacks. The V-TRAINERS 2.0 unit adds your new win and points to your battle stats.

CHOOSING AND SWITCHING POKÉMON

You can battle Pokémon I versus I, 2 versus 2, or 3 versus 3. Badge Battle is always 3 versus 3. When you battle using more than one Pokémon, you can switch them in and out on your turn to gain the advantage or replace a Pokémon that has fainted

To choose a Pokémon: Select a Pokémon figure, face it forward and snap it firmly onto the V-TRAINERS 2.0 figure connector.

To switch Pokemon figures: Remove the figure from the VTRAINERS 2.0 unit and firmly snap a new one into place.

TO RELEASE GYM LEADER CARTRIDGE: Squeeze tabs and gently pull.

TRAINER POINTS & STATS

Every Pokémon trainer knows that the key to victory is battle experience! As you battle your Pokémon against other trainers, the V-TRAINERS 2.0 keeps track of your experience and battle stats, including:

- Trainer Level (1,2,3 or Master)
- Trainer beat
- Trainer Points earned
- Attacks earned
- Number of Pokémon captured

Win or lose, every V-TRAINERS 2.0 battle increases your Trainer Points and helps you become a more powerful Pokémon trainer!

TRAINER LEVELS

Begin the Trainer's Quest as a rookie in Trainer Level I. As you earn Trainer
Points in Pokémon battles, you can advance all the way to Trainer Level 4 and
become a Pokémon Master. (See Trainer Level & Points Chart)

TYPES OF BATTLE

There are lots of fun ways to battle with a V-TRAINERS 2.0 unit:

- Battle a Gym Leader Cartridge (Training, Basic, or Badge)
- · Battle a friend Head-to-Head

BATTLE A GYM LEADER

Battles to gain the experience and Trainer Points needed for Badge Battle.

Level 2, 3 and 4 V-TRAINERS 2.0 players combat Pokémon Gym Leaders in Badge Battle to beat that trainer type.

Defeating Trainer Types. Defeat the same Gym Leader 3 times in Badge Battle to win their Badge. With each victory, a bar appears next to the Gym Leader's Badge. When you get all 3 bars, you've beat the trainer.

TO VIEW A FIGURE'S STATS.

- Place V-TRAINERS 2.0 Pokémon figure onto the figure connector so that it faces forward.
- Press the STATS button to view the Pokémon's Type, Power Level, and Figure Number.
- A V-TRAINERS 2.0 Pokémon figure can be Power Level I, 2, or 3.

HERD TO HERD BRITLE

TO BATTLE A FRIEND:

1. Line up the front connectors on both V-TRAINERS 2.0 units. Press together

- gently until they click into place and (3/53) appears on both screens. The opponent whose screen is flashing will enter the number of Pokémon agreed upon for the battle (to enter a number, press the SCROLL button, select a number, then press ENTER)
- 2. Each opponent selects a V-TRAINERS 2.0 Pokémon figure and snaps it onto the connector so that it faces forward.
- 3. Battle begins when the whistle blows.

EARNING ATTACKS

Level I Trainers start off with an unlimited number of Scratch Attacks. All other Pokémon attacks are earned as battle experience and Trainer Points increase. It is possible to earn up to three of each different kind of attack, but each earned attack can be used only once within a single battle.

Number of bars shows how many of each type of attack can be used in battle.

(indicates 3 Tackle Attacks)

POKÉMON TYPE ABBREVIATIONS		
NORM = Normal	ICE = Ice	PSYC = Psychic
FIRE = Fire	FTG = Fighting	BUG = Bug
WTR = Water	PSN = Poison	GHO = Ghost
ELEC = Electric	GRD = Ground	DRAG = Dragon
GRS = Grass	FLY = Flying	DARK = Dark

ADVANTAGE IN BATTLE

For a Pokémon battle, it is important to understand which types of Pokémon have the advantage over other types. Each Pokémon has its own power level, and its own special type. Before battle begins you can find out the power level and type of your Pokémon by placing it on the V-TRAINERS 2.0 figure connector and pressing the STATS button.

TO INCREASE YOUR BATTLE ADVANTAGE:

- Choose a Pokémon that has the same or greater Power Level as your Opponent's.
- Choose a Pokémon that has a type advantage over your Opponent's Pokémon. (See Combat Chart)

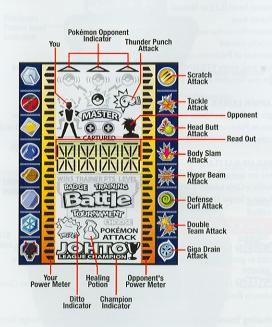
If the ① icon on the right appears during battle, then your Opponent's Pokémon has the type advantage. If the ① on the left appears, then your Pokémon has the advantage. If neither appears, then the two Pokémon are evenly matched. If both ② signs appear, then each Pokémon has an advantage when attacking.

HEALING POTION

Using a Healing Potion during battle will restore some power to your power meter when your Pokémon is in danger of fainting. Healing Potion will be available after you have reached a certain number of Trainer Points. (See Trainer Level & Points Chart)

To Use Healing Potion during battle:

 Press SCROLL to move through your available attacks until the Healing Potion lcon is flashing on the screen and the readout says HEAL (HEPL). Press ENTER to select. Some power will return to your power meter, then attack as usual.



TRAINER LEVEL & POINTS CHART

TRAINER POINTS	UNLOCKED	
0	TRAINER LEVEL 1	
0	SCRATCH ATTACK - UNLIMITED	
100	TACKLE #1	
200	TACKLE #2	
400	HEAD BUTT #1	
600	TACKLE #3	
800	HEAD BUTT #2	
1000	ACHIEVE TRAINER LEVEL 2	
1100	BODY SLAM #1	
1500	HEAD BUTT #3	
2000	BODY SLAM #2	
2500	HYPER BEAM #1	
2500	ACHIEVE TRAINER LEVEL 3	
2700	RECEIVE HEALING POTION EVERY THIRD BATTLE	
3000	BODY SLAM #3	
3500	TACKLE ATTACK BECOMES UNLIMITED	
4000	ACHIEVE MASTER LEVEL	
4100	RECEIVE HEALING POTION ONCE EVERY OTHER BATTLE	
4500	HYPER BEAM #2	
5000	HYPER BEAM #3	
5500	RECEIVE HEALING POTION ONCE EVERY BATTLE	
7500	HEAD BUTT BECOMES UNLIMITED	

V-TRAINERS 2.0™ BATTLE PACKS

Battle All Of The Gym Leaders.



More Battle Packs Coming Soon...

Winona™ with Pichu™ & Dragonite™

V-TRAINERS 2.0™ UNIT



EACH SOLD SEPARATELY

LOCK INTO POKÉMON BATTLE 3 DIFFERENT WAYS!





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) Reprient 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.



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