Pokémon™ Jr adventure game

INCLUDES EVERYTHING NEEDED TO PLAY!

Pokémon Emergency!

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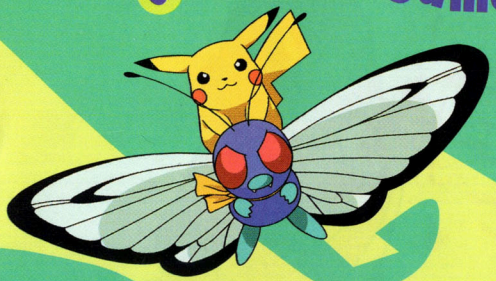
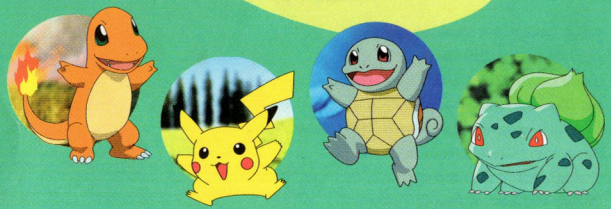
Wizards of the Coast

Pokémon Jr adventure game





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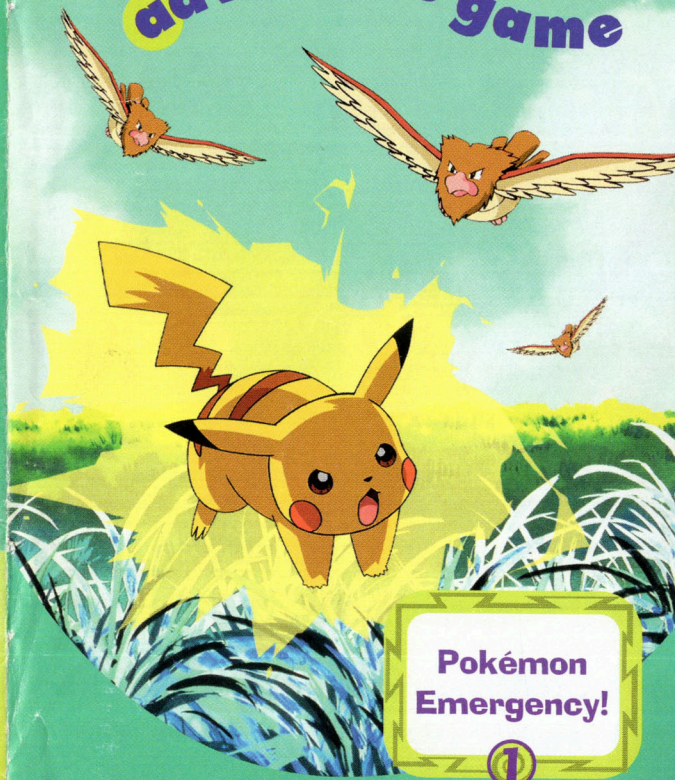
Pokémon Jr adventure game



Pokémon Emergency!

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A Note to Parents

In Pokémon Jr., you and your children tell a story together. More important, your children have an active role in determining what happens and how the story ends. Through this storytelling game your children exercise their minds and flex their imaginations. The game stresses reading and math skills as well as imagination and creativity, but it does so in a fun and exciting way. Plus, it features the popular characters from the Pokémon animated series and video games that many children know and love.

Talk with children before playing. Let them see how much they already know about Pokémon, and let them share that knowledge with you.

Encourage questions and interaction. This storytelling game works best when everyone contributes to the tale.

Praise all efforts. There are no right or wrong answers when creating a Pokémon story.

Finally, have fun. Enjoy this time with your children. It's a story—act in character and use different voices to describe the tale. It's a game—encourage involvement and don't take it too seriously.

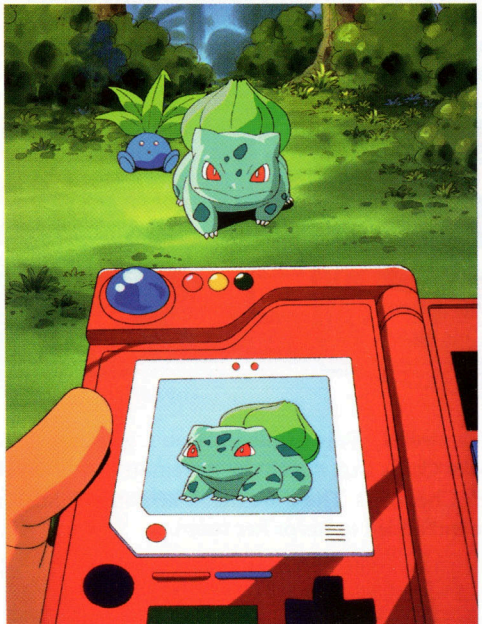


Contents

This game contains: 26 Pokémon Power Cards
6 Pokémon Trainer Checklists 1 Story Book
2 Pokécoins 48 Hit Tokens 1 Die

Object

Kids play **Pokémon Trainers**, trying to catch Pokémon and solve problems presented in each episode. A parent or other adult is the **Narrator** for each episode, using this Story Book as a guide.



Setup

1. Carefully punch out all of the Hit Tokens. Discard any cardboard waste.

2. Place the **Pokémon Power Cards**, the Pokécoins, the Hit Tokens, and the die to the side. Each Trainer gets a Pokémon Checklist in Episode 2 (see page 18).

3. The **Narrator** keeps this Story Book and follows the directions for the episode being played.

4. **If this is your first game** ... you're about to play **Episode 1: I Choose You!** Find the following six Power Cards and place them where all the Trainers can see them: Bulbasaur, Charmander, Pikachu, and Squirtle. (There are two Bulbasaur and two Pikachu cards.)



If you've already played Episode One ... give each Trainer the Power Cards that match the Pokémon they've checked on their Checklists. These are the Pokémon a Trainer has caught and added to his or her **team**.

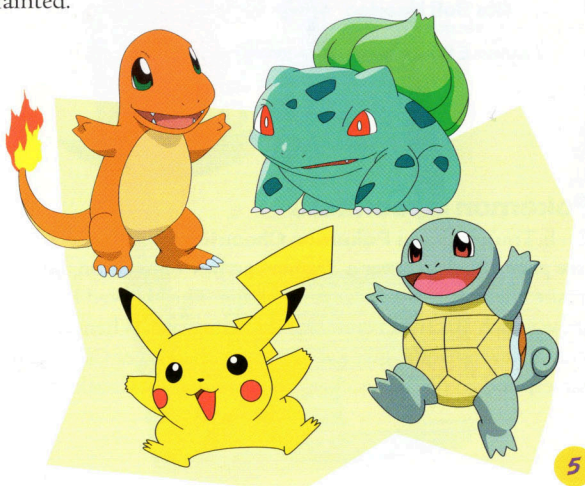
Gameplay

You're the **Narrator**. You select an episode from the Story Book and follow the directions. You read part of a story to the Trainers. The Trainers add details to the story by answering questions, describing actions, and selecting Pokémon from their teams to participate in **Pokémon Contests**.

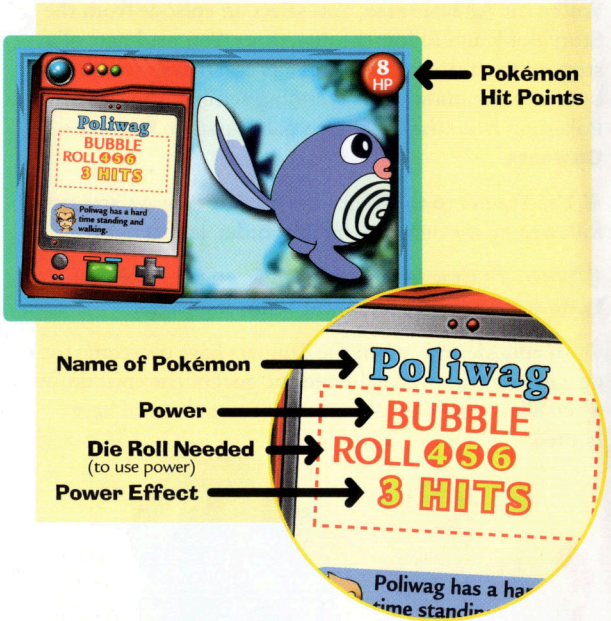
- The Trainer to the left of the Narrator always acts first, followed by the other Trainers in order, left to right.

- When it's time for a Contest, refer to the Pokémon Contest rules described on the following pages.

- An episode ends when the Trainers have overcome the obstacle or otherwise achieved the goal of the episode, or when all of the Pokémon on each Trainer's team have fainted.



Pokémon Power Cards



Pokémon Checklists

Each Trainer gets a **Pokémon Checklist** in Episode 2 (see page 18). Whenever a Trainer catches a Pokémon, he or she checks the box next to its name. The checked boxes show which Pokémon are on a Trainer's team. Whenever you start a new episode, give each Trainer the Power Cards that correspond to the boxes checked on his or her Checklists.

Pokémon Contest Rules

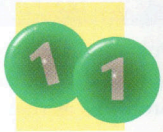
Pokémon are good at all sorts of things. They have special powers that let them fight and help their Trainers solve problems as they occur in episodes.

Whenever a Pokémon uses its special powers, you run a **Pokémon Contest**. A Contest helps determine the winner of a challenge, or is used to see if a Pokémon accomplishes some other kind of task. (You'll see examples of this in the story episodes.)

How To Run a Contest:

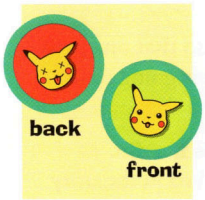
1. Each Trainer selects one **Pokémon Power Card** from his or her team. (Trainers can switch cards at the start of every round; see page 9.)
2. Each Trainer places the Power Card so that one power is **face up**. That's the power a Pokémon is going to use this round.
3. Everyone involved in the Contest **rolls the die.** (The Narrator rolls for opponents described in the story episodes.)
4. If a Trainer rolls a number listed on his or her face-up Power Card, the Pokémon succeeds.
5. Apply the power's effect. (See page 8.)
6. Play additional **rounds** (steps 1 to 5) until one side's Pokémon have all **fainted** or **run away**. (See page 10.)

Power Effects



Different Pokémon have different powers. Here are the effects these powers have:

- **Hits**—The most common power effect is a Hit. A Hit causes damage to an opponent. Use the **Hit Tokens** to keep track of damage. (Sometimes Pokémon must solve a problem by causing a certain amount of Hits. This is explained in the appropriate story episodes.)
- **Heal**—Some powers heal Hit Points. In this case, return that number of Hit Tokens to the Hit Token pile.
- **Attack Again**—If a Pokémon gets to attack again, roll the die for the power that's face up.



Using the Pokécoin

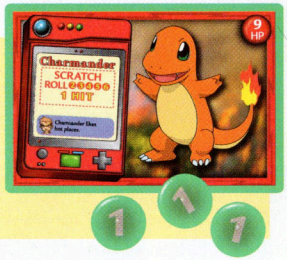
Some powers show an additional effect based on a flip of the **Pokécoin**. If a Trainer rolls a number on the Power Card and the Power Card also says to flip the Pokécoin, that Trainer **flips** the Pokécoin.

If the  lands face up, there is no additional effect.

If the  lands face up, the power's additional effect is added to the result.

The Pokécoin can also be used to determine other kinds of results. The story episodes tell you how when appropriate.

Damage



A **Pokémon Contest** usually pits one Trainer's Pokémon against another Trainer's Pokémon. In these Contests, **Hits** damage opposing Pokémon.

A Pokémon Power Card shows how many **Hit Points** the Pokémon has. When an opponent hits a Pokémon, place Hit Tokens next to the card. Place one Hit Token for every Hit received.

If a Pokémon is **Healed**, return the appropriate number of Hit Tokens to the Hit Token pile.

A Pokémon **faints** when the number of Hit Tokens it receives equals or exceeds the Pokémon's Hit Point total.

At the end of a Contest, return the Hit Tokens of any Pokémon that didn't faint back to the Hit Token pile.

Switching Pokémon

At the beginning of each round in a Pokémon Contest, a Trainer can switch to another Pokémon on his or her team. Follow these rules:

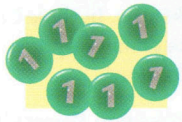
The Pokémon in play has not yet fainted;

The Pokémon being brought into play has not yet fainted;

The switch must take place at the beginning of the round.

Fainting

When a Pokémon gets hit during a Contest, it receives Hit Tokens. The Pokémon **faints** when the number of Hit Tokens it receives equals or exceeds the Pokémon's Hit Point total.



When a Pokémon faints, **return** all of its Hit Tokens to the Hit Token pile.

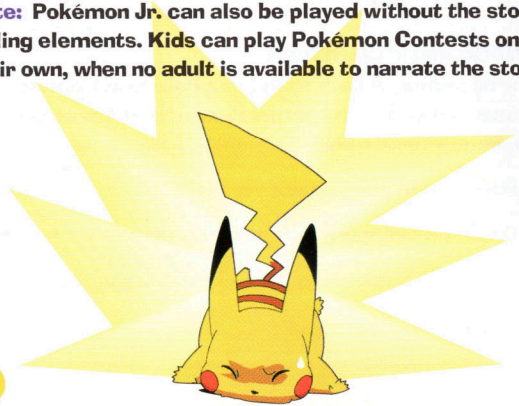
A Trainer loses a Contest if his or her Pokémon faints.

A fainted Pokémon **can't be used** until it is revived at a Pokémon Center.

Running Away

A Trainer's Pokémon **never** run away. Some of the opponents controlled by the Narrator **will** run away when the Trainers have caused a certain amount of Hits. This is explained in the episodes.

Note: Pokémon Jr. can also be played without the story-telling elements. Kids can play Pokémon Contests on their own, when no adult is available to narrate the story.



Pokémon Contest Example

Ash and Misty decide to have a practice Contest. Ash selects **Bulbasaur** (with 9 Hit Points) from his team. Misty chooses **Poliwag** (who has 8 Hit Points).

Ash decides to use **Tackle** to start, so he places the Power Card with the Tackle power face up. Misty wants to use **Bubble**, so she places that power face up.



Ash rolls the die. The card tells him he needs to roll a 4 or 5. He rolls a 3. That's a miss!

Misty rolls the die. The card tells her she needs to roll a 4, 5, or 6. She rolls a 4. That's a hit! Bubble causes **3 Hits**, so Ash takes 3 Hit Tokens and places them beside Bulbasaur's Power Card.



In the second round, both Trainers decide to use their Pokémon's other power. They flip the cards over so that the other power is face up.

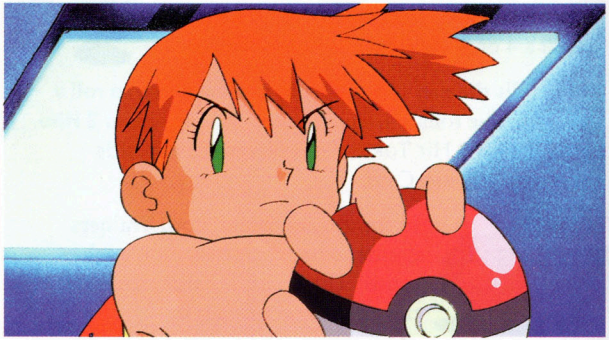
Ash rolls for the **Leech Seed** power. He needs to roll a 3, 4, 5, or 6. He rolls a 6, for 1 Hit (Misty takes a Hit Token). The card also says to flip the **Pokécoin**, so he does. It lands on the  side, so Ash **Heals** 1 Hit Point. He returns one of his Hit Tokens to the Hit Token pile.

Misty rolls for the **Water Gun** power. She needs to roll a 3, 4, 5, or 6. She rolls a 5, for 1 Hit (Ash takes a Hit Token). She also gets to flip the Pokécoin. It lands  side up, so Ash's Pokémon takes 3 more Hits.

At the end of the second round, **Bulbasaur** has 6 Hit Tokens and **Poliwag** has 1 Hit Token.

In the third round, Ash tries **Tackle** again. He rolls a 5 and delivers 4 Hits to Poliwag. Misty takes 4 Hit Tokens.

Misty liked the way **Water Gun** performed, so she uses that power again. She rolls a 4 for 1 Hit (Ash takes a Hit Token) and flips the Pokécoin. It lands side up, so there is no additional effect.



Now **Bulbasaur** has 7 Hit Tokens and **Poliwag** has 5. If Bulbasaur gets 2 more, he'll **faint**. Poliwag needs 3 more Hit Tokens to faint.

In the fourth round, Ash calls for **Tackle** again. He rolls a 3 and misses! Misty calls for the **Bubble** attack and rolls a 4. Bulbasaur takes 3 Hits!

Now Ash's Pokémon has 10 Hit Tokens. That's more than its 9 Hit Points, so Bulbasaur **faints**. Misty and Poliwag **win** this hard-fought Pokémon Contest!

Telling Stories with Pokémon Jr.

As Narrator, you get to use this Story Book to present exciting Pokémon episodes to the Trainers. Encourage the Trainers to participate and make stuff up. You follow along, make stuff up too, and have fun!

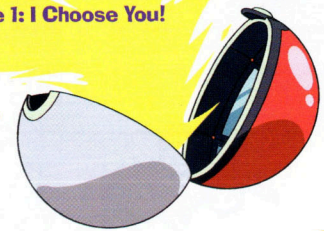
Each episode is divided into two sections: **read-alouds** and **gameplay**.

Read-Alouds **This text starts with the Narrator symbol. Read it out loud to the Trainers. Pause often to let the Trainers ask questions, provide additional details, and otherwise participate in the storytelling fun. There are no right or wrong answers to these questions. Instead, they help the Trainers imagine the Pokémon world and add to the story.**

Gameplay **This text is colored so that you know it is different from the read-aloud text. Don't read this text out loud. Instead, follow the gameplay advice it provides. It tells you when to run Pokémon Contests and describes other game-related events.**

This symbol means you've reached the end of an episode.

Whenever you and the Trainers are ready, turn the page and start playing **Episode 1: I Choose You!**



Episode 1: I Choose You!

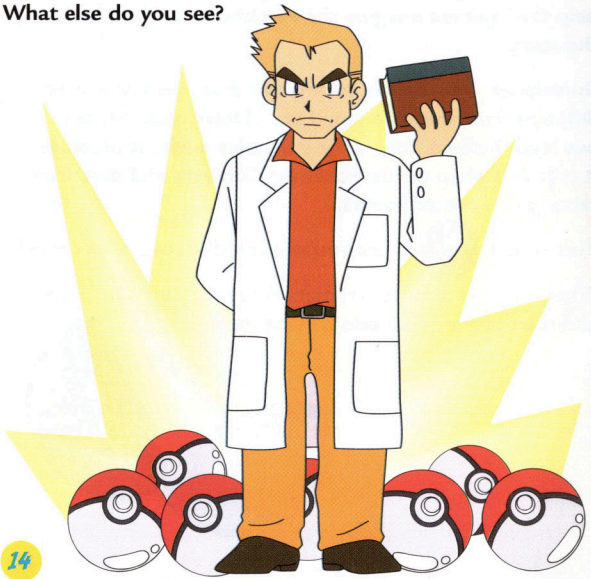


You and your friends are all 10-year-old Pokémon Trainers. You want to become the best Pokémon Masters in the world! But first you need a Pokémon.

You go to Professor Oak's lab to choose your starting Pokémon.

The lab is part of a larger building. What does the lab look like?

There are computers and machines in the lab. What else do you see?



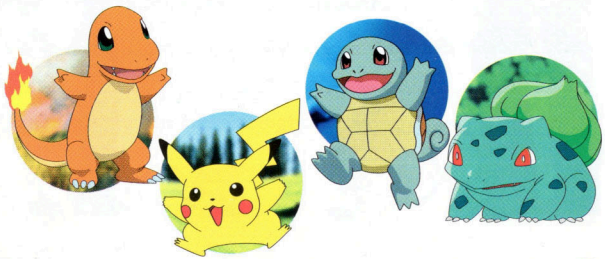
While the Trainers are describing Professor Oak's lab, **place** the following **Power Cards** where all the Trainers can see them: Bulbasaur, Charmander, Pikachu, Squirtle, Bulbasaur, and Pikachu. (There are two Bulbasaur and two Pikachu cards, so two different Trainers can select a Bulbasaur or a Pikachu.)



"Hello, my friends," Professor Oak says. "You may each select one Pokémon from among those you see here. Choose wisely, for a Trainer's first Pokémon is very special."

The Trainer to the left of the Narrator selects first, then the Trainer to the left of the first Trainer, and so on until all of the Trainers have picked **one** Power Card.

Give each Trainer the Power Card he or she selected. This is the Trainer's **first** Pokémon!



"What good selections you have made," says Professor Oak. "Before I send you out into the world, let's have a practice Pokémon Contest. Good luck, Trainers!"

Pair the Trainers off against one another to play through this **Pokémon Contest**. If there is an odd number of Trainers, you play Professor Oak. The Professor uses one of the remaining Pokémon Power Cards to face off against the Trainer who doesn't have an opponent.

See **page 7** for Pokémon Contest rules.

Let each pair of Trainers battle until one of their Pokémon **faints**. The Trainer whose Pokémon didn't faint is the winner of the training Contest. If **both** Pokémon faint in the same round, the Contest ends in a tie.



"Very good, Trainers," says Professor Oak. "You really know your stuff! Let's take your Pokémon next door to the Pokémon Center. The nurses there will revive your fainted Pokémon."

The Pokémon Center is like a hospital for Pokémon. How does the Pokémon Center revive Pokémon who are hurt or have fainted?

Pause to let the Trainers answer.

What do you do at the end of your first day as Pokémon Trainers?

Pause to let the Trainers answer.



Episode 2: Gotta Catch 'Em!

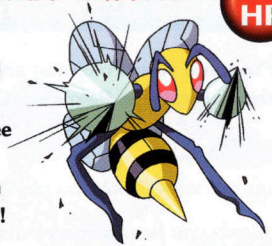
The next day, Professor Oak leads you to the edge of Pallet Town. "Wild Pokémon live in the fields of long wavy grass outside of town," Professor Oak says. "I'll watch as you go into the grass and try to catch a Wild Pokémon. But first, let me give you each a Pokémon Checklist. Use it to keep track of which Pokémon you have caught. Good luck, Trainers."

Give each Trainer one **Pokémon Checklist**. A Trainer can write his or her name at the top and **check** off the Pokémon he or she received in Episode 1.



POKÉMON CONTEST: WILD BATTLE!

6 HP

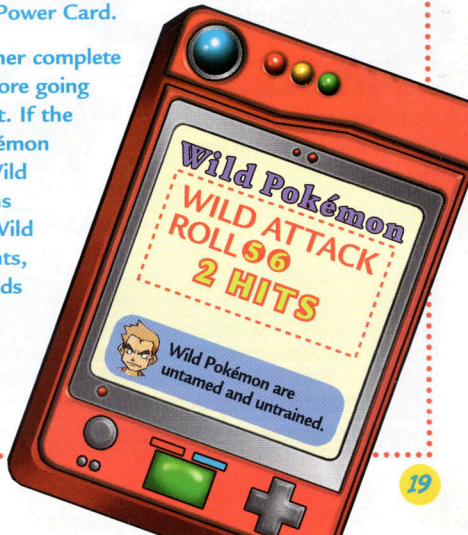


You walk into the long grass, trying to spot a Wild Pokémon. The grass tickles your legs and it's hard to see very far, but you can hear things moving nearby. Then you see it—a Wild Pokémon!

Will you send your Pokémon out to battle it?

To capture a Wild Pokémon, a Trainer must beat it in a Pokémon Contest. There are as many Wild Pokémon as there are Trainers. Let each Trainer pick a Power Card at random from the Power Deck. That's the Wild Pokémon that Trainer is trying to capture. Use the Wild Attack listed here instead of the powers listed on the Power Card.

Let each Trainer complete a Contest before going on to the next. If the Trainer's Pokémon faints, that Wild Pokémon runs away. If the Wild Pokémon faints, the Trainer adds that Power Card to his or her team.



Episode 3: Spearow Trouble!

You and your Pokémon are relaxing and having fun at the Pallet Town Pokémon Center.

What are you doing?

What are your Pokémon doing?

Suddenly you hear a scary noise outside. "Speeeeeearow!"

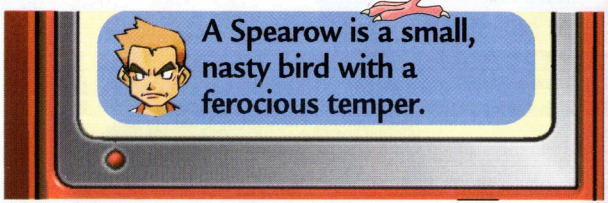
The strange cry fills the air. The people of Pallet Town run and scream and cry. A flock of Spearows dives and swoops out of the sky, pecking everyone it sees.

Does anyone know what a Spearow is?

"You, there! Pokémon Trainers!" Police Officer Jenny calls to you. "The town needs your help! Will you send your Pokémon into battle?"

Professor Oak appears beside you. "You can only use one Pokémon at a time in battle. Which Pokémon will you choose?"





POKÉMON CONTEST: OUT OF THE SKY!

15 HP

To drive off the Spearow flock, the Trainers must hurt it for a total of 15 Hits. When the flock receives 15 Hit Tokens, it flies away. (The Trainers can't capture any of the Spearows.)

The Spearow flock attacks **once** each round. If its attack is successful, **all** of the Pokémon fighting it receive 3 Hit Tokens.



After the Spearow flock has been chased away, Police Officer Jenny walks toward you. She smiles. "Thanks for helping out," she says.

What do you say to her?



"While your Pokémon are being treated at the Pokémon Center after that great battle, I wanted to tell you to be on the look-out for Pokémon thieves," Officer Jenny says. "Be careful, and take good care of your Pokémon. They're heroes here in Pallet Town!"

A little while later, Professor Oak steps out of the Pokémon Center. Your Pokémon follow him out, looking clean and refreshed. "Good work, Trainers," Professor Oak says. "I'm proud of you all."

What do you say to Professor Oak?

"Now it's time for you to head out on your own and begin your journey," the Professor says. "I'm sure you are all going to become Pokémon Masters some day. Good luck!"





Episode 4: Viridian Forest

Professor Oak points down the road. "That way leads to Viridian Forest," he says. "That's where you should begin your journey. Good-bye!"

What do you say to Professor Oak?

Then what do you do?

When the Trainers say they are heading for Viridian Forest, ask them what's around them. Remember, there are no right or wrong answers. Praise all efforts and encourage participation and imagination.

What do you see and hear in the Forest?

What kinds of animals live in the Forest?

Is it scary in the Forest? Are your Pokémon afraid?



As you travel through Viridian Forest, the sky gets dark and it starts to rain.

How does the rain feel? Is it warm or cold?

What do you do while it's raining?

The Trainers can find a place to wait out the storm, or they can continue to walk through the forest. At some point, they notice a few Wild Pokémon hiding nearby under some leaves.



Look! There are some Wild Pokémon taking shelter under those leaves. They don't seem to like the rain. They don't want to get wet.

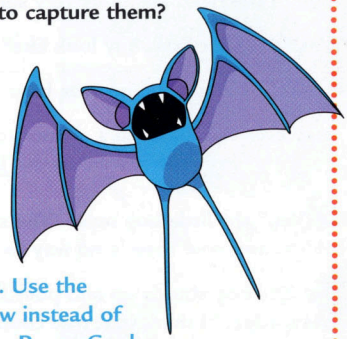
Select a number of Power Cards at random from those remaining in the Power Card deck. Draw one card for each Trainer playing this episode.

These are the Wild Pokémon the Trainers see.

POKÉMON CONTEST: BATTLE IN THE RAIN!

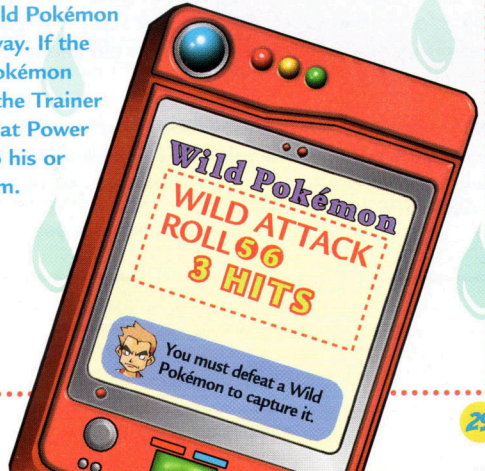
8 HP

Do you want to leave the Wild Pokémon alone? Or do you want to try to capture them?



To capture a Wild Pokémon, a Trainer must beat it in a Pokémon Contest. Let each Trainer pick the Pokémon that he or she wants to try to capture, starting with the Trainer to your left. Use the Wild Attack listed below instead of the powers listed on the Power Card.

Let each Trainer complete a Contest before going on to the next. If the Trainer's Pokémon faints, that Wild Pokémon runs away. If the Wild Pokémon faints, the Trainer adds that Power Card to his or her team.



Episode 5: The Broken Bridge!

There's a river ahead of you. A little boy sits at the edge of the river. He looks very sad.

What does the little boy look like?

What do you say to the little boy?

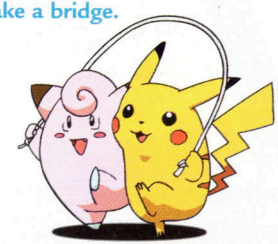
After everyone has had a chance to add details to the story, the little boy speaks to the Trainers.

"Hi," the little boy says. "The storm knocked out the bridge, and now there's no way to cross the river."

The little boy stands up and points toward a tree near the river's edge. "I think that tree could be pushed down," he says. "Then we could walk across it. Too bad I don't have any Pokémon. They could push that tree down."

He looks back across the river and sighs. "That's why I'm going to Viridian City," the little boy says. "I'm going to become a Pokémon Trainer when I'm old enough. If I can ever get there!"

Let the Trainers talk with the little boy. His name is **Bobby.** Eventually, if the Trainers don't think of it themselves, Bobby asks them to send their Pokémon out to push over the tree and make a bridge.



The Trainers each send one Pokémon out to help build the bridge. Each round, a Trainer selects one side of his or her Power Card and rolls the die.

It takes 15 Hits to push over the tree and form a makeshift bridge. Once all of the Trainers have worked together to get 15 Hits, the tree is pushed over and stretched across the river.

With the bridge complete, the Trainers can cross to find their next adventure, and Bobby can continue on his way to Viridian City.



"That was so cool!" Bobby says. "I can't wait to become a Pokémon Trainer and collect my own Pokémon team!"

He turns to leave. "Thanks for helping me," Bobby says. "Maybe I'll see you at Viridian City."

Bobby crosses the river on the tree-bridge and disappears into the forest. Now you can cross the river, too.

Episode 6: Mean Pidgey

The trip through the forest has been quiet. You haven't seen any sign of other people or Pokémon.

Around the bend, tall grass grows across the path. In the middle of the tall grass, you see a Pidgey.

The Pidgey looks mean. It squawks at you, clawing the ground and pecking in your direction. What do you want to do?



POKÉMON CONTEST: ANGRY OPPONENT!

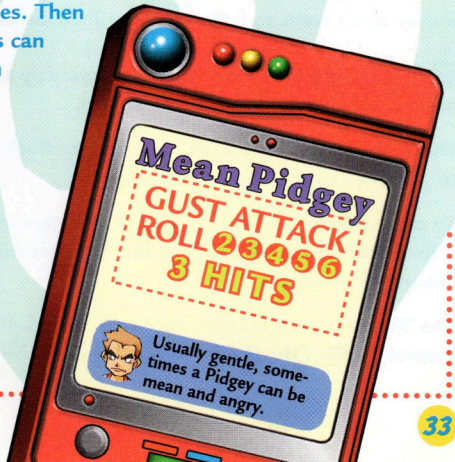
10 HP



If any of the Trainers try to walk down the path, the Pidgey pecks at them and refuses to let them pass.

The only way to get past the Pidgey is to **scare** it into running away. To do this, a Trainer's Pokémon must beat it in a Pokémon Contest. If a Trainer's Pokémon faints, another Trainer must send a Pokémon out to challenge the Pidgey.

When the Pidgey takes enough Hit Tokens to equal or exceed its Hit Point total, it flies away into the trees. Then the Trainers can continue on their way.



Episode 7: Spearow Fury!

You hear the sound of battle up ahead. It sounds like a lot of Pokémon are fighting. The path curves around a thick clump of trees. There, in the clearing ahead, a lone Pikachu battles against a flock of Spearows. It looks like the same flock you fought in Pallet Town!



The poor Pikachu falls to the forest floor, but the Spearows keep pecking and diving and clawing at the hurt Pokémon.

What are you going to do?

The Trainers should decide to help the injured Pikachu. If they don't want to help, the poor Pikachu calls to them.

"Pika?" the hurt Pikachu calls, obviously asking for your help as another Spearow pecks at him.

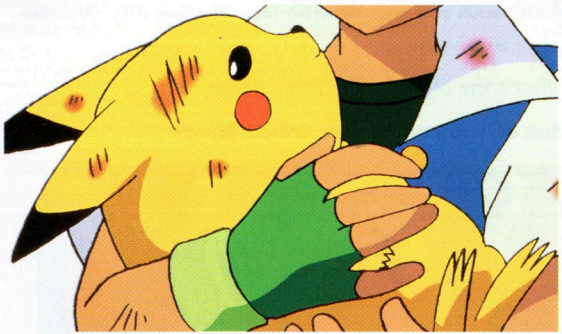
The Trainers must drive off the Spearow flock in order to get close to the injured Pikachu.

To **drive off** the Spearow flock, the Trainers must hurt it for a total of 15 Hits. When the flock receives 15 Hit Tokens, it flies away.

The Spearow flock attacks once each round. If its attack is successful, **all** of the Pokémon fighting it receive 4 Hit Tokens.

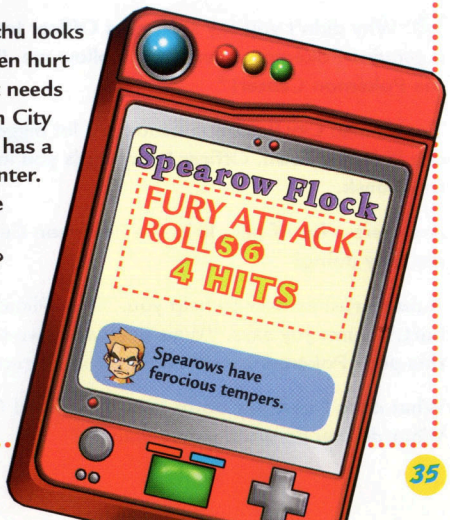
POKÉMON CONTEST: TERRIBLE WINGS!

15 HP



After the flock receives 15 Hit Tokens and flies away, the Trainers can approach the hurt Pikachu.

The Pikachu looks like it has been hurt very badly. It needs help! Viridian City is close by. It has a Pokémon Center. Will you take Pikachu to Viridian City?

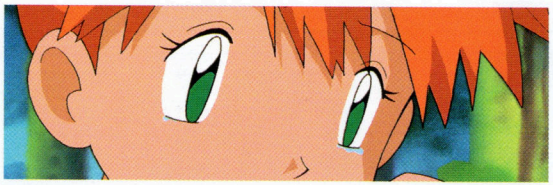


Episode 8: Pokémon Emergency!

You rush the hurt Pikachu into Viridian City. A police officer stops you.

"What's the big hurry?" Officer Jenny asks.

What do you say to Police Officer Jenny?



Give the Trainers a chance to tell Officer Jenny what happened to the poor Pikachu. Then ...

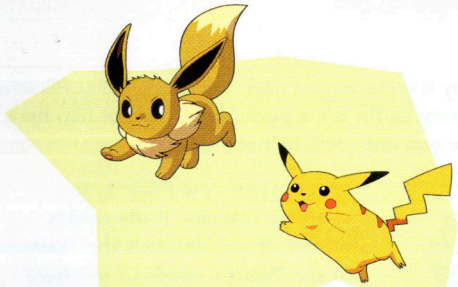
"Why didn't you say so?" asks Officer Jenny. "That's a genuine Pokémon emergency! Follow me. I'll get you to the Pokémon Center!"

The Viridian City Pokémon Center is a lot bigger than the one in Pallet Town. Officer Jenny leads you inside to the front desk.

Are there a lot of people in the Pokémon Center? What are they doing?

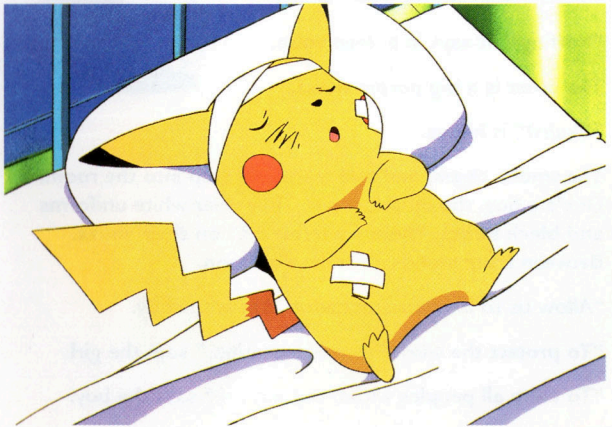
A nurse rushes over to help you. "This Pikachu is badly hurt," Nurse Joy says. "Wait here while we take care of this poor Pokémon. He'll be better in no time."

What does Nurse Joy do to help the injured Pikachu? What do you do while you're waiting?



If there is still a Pikachu Power Card remaining in the deck, then one of the Trainers gets to add this Pikachu to his or her team. To decide who gets to keep this Pikachu, have everyone roll the die. Pikachu joins the team of the Trainer with the highest roll.

If both Pikachu cards are already in play, then the Pokémon Center keeps this Pikachu.



Nurse Joy returns after a while and says, "That Pikachu was hurt pretty badly. It's a good thing you got him here as quickly as you did. He'll be fine now."



Nurse Joy gives the Pikachu to one of the Trainers, if the card is available. If not, she tells the Trainers that the Pikachu needs to rest here for a few days.



Suddenly two Poké Balls crash through the glass roof of the Pokémon Center. Clouds of thick, green smoke begin to fill the room.

Two Pokémon emerge from the smoke. The first floats in the air, and the smoke comes from its own body.

"Koffing!" it says in a deep voice.

The other is a big purple snake.

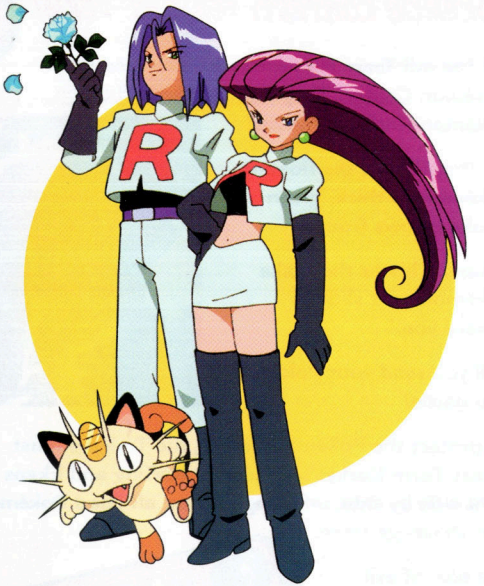
"Ekans!" it hisses.

The smoke clears, and two teenagers step into the room. One's a boy, the other's a girl. They wear white uniforms and black boots. There's a letter "R" on their shirts. Between them stands a catlike Pokémon.

"Allow us to introduce ourselves," says the boy.

"To protect the world from devastation," says the girl.

"To unite all peoples within our nation," says the boy.



"To denounce the evils of truth and love," says the girl.

"To extend our reach to the stars above," says the boy.

"Jessie!" says the girl.

"James!" says the boy.

"Team Rocket—blast off at the speed of light!"

"Surrender now, or prepare to fight."

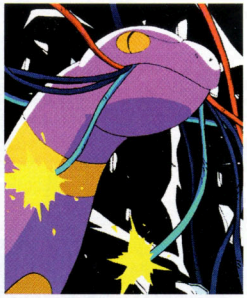
"Meowth! That's right!" says Meowth, the catlike Pokémon.

"We're here for your Pokémon," says James.

POKÉMON CONTEST: TEAM VS. TEAM!

18 HP

The evil Team Rocket has broken into the Pokémon Center! They want to steal all the Pokémon—including yours!



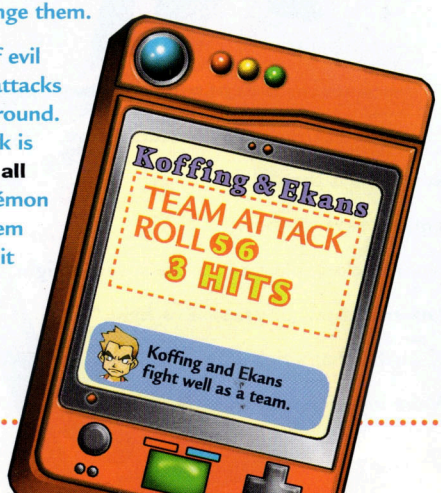
"Koffing!" says the floating Pokémon as thick, green smoke billows from it.

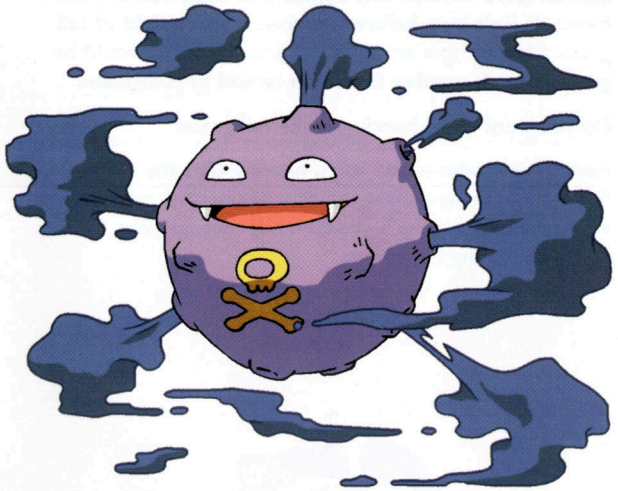
"Ekans!" hisses the snake Pokémon as it slithers toward you.

Will you send your Pokémon into battle?

To protect the Pokémon Center, the Trainers must defeat Team Rocket's Pokémon. Koffing and Ekans **fight side by side**, inflicting Hits on **all** good Pokémon that challenge them.

The pair of evil Pokémon attacks once each round. If the attack is successful, **all** of the Pokémon fighting them receive 3 Hit Tokens.





If all of the Trainers' Pokémon faint, Team Rocket steals everything but the Trainers' starting Pokémon. Erase all but one check from each Trainer's Checklist.

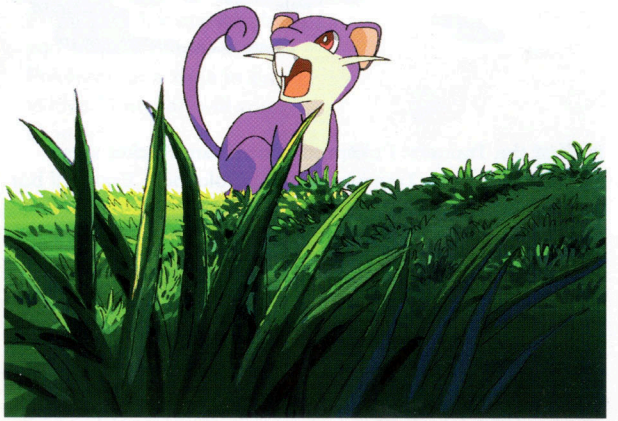
If the Trainers' Pokémon inflict 18 Hits on the evil Pokémon, Team Rocket calls them back into their Poké Balls. Then Team Rocket turns and runs away.

Episode 9: Pokémon Hunting!

You leave Viridian City behind and head out into the forest. It isn't long before you come upon a field of tall grass. Maybe there are Wild Pokémon here! It would be great to catch another Pokémon to add to your team.

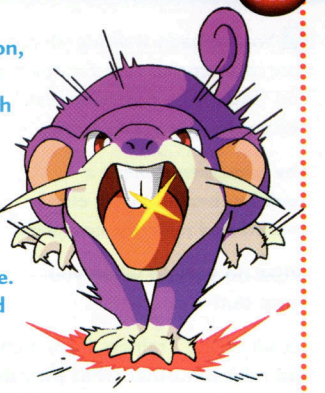
Do you want to go hunting in the tall grass?

Each Trainer who wants to go hunting flips the Pokécoin. If the side lands face up, that Trainer has spotted a Wild Pokémon. If the side lands face up, that Trainer doesn't find any Pokémon.



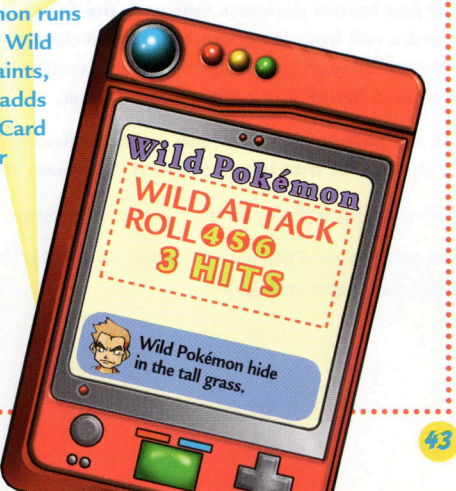
POKÉMON CONTEST: IN THE TALL GRASS!

8 HP

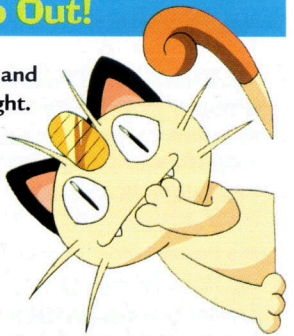


To capture a Wild Pokémon, a Trainer must beat it in a Pokémon Contest. Let each Trainer who spots a Wild Pokémon pick a Power Card at random from the Power Deck. That's the Wild Pokémon that Trainer is trying to capture. Use the Wild Attack listed below instead of the powers listed on the Power Card.

Let each Trainer complete a Contest before going on to the next. If the Trainer's Pokémon faints, that Wild Pokémon runs away. If the Wild Pokémon faints, the Trainer adds that Power Card to his or her team.



Episode 10: Camp Out!



You've been walking all day and now it is time to rest for the night. You find a nice campsite just before the sun starts to set.

The campsite is near a bubbling brook. What else is around and near the campsite?

What do you do when you camp out?

Let all of the Trainers have a chance to describe the camp and tell each other what they do to rest and relax. When everyone has had a chance, they spot a strange sight flying over the trees...

Just before darkness falls over the forest, you hear a voice call from far above you. Up in the sky, you see a strange balloon. It's shaped like that catlike Pokémon that was hanging out with Team Rocket.

As the balloon drifts by, you see that there are people in the basket that hangs below it. It's Team Rocket!

"Sleep tight, little Trainers," Jessie calls down.

"Protect those Pokémon," James says. "We'll take them from you soon enough!"



"Meowth! That's right!" says Meowth.

What do you say to Team Rocket as they drift out of sight?

Your Pokémon seem a little scared. What do you say to them so they can sleep tonight?

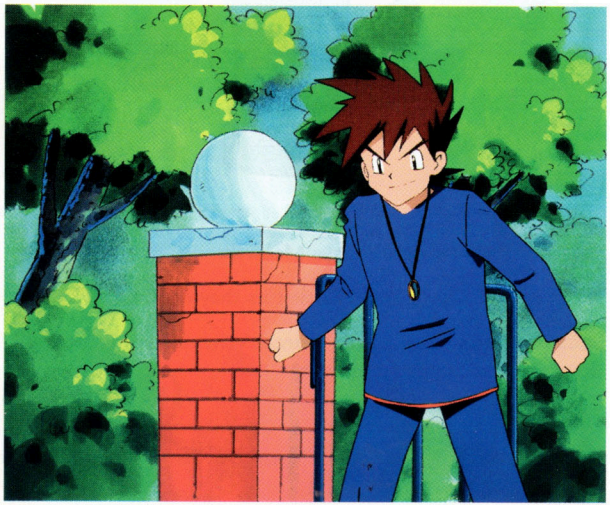
Episode 11: Gary's Challenge!

The next day Gary Oak, Professor Oak's grandson, waits for you along the forest path.

"I've been hearing a lot about you," Gary says. "I don't think you're as hot as some people say you are. Let's find out. I challenge the best among you to a Pokémon Contest!"

Do any of you want to accept Gary's challenge?

Only one Trainer can accept Gary's challenge. If more than one Trainer wants to battle him, have them roll the die. The Trainer with the highest die roll gets to participate in this challenge.



POKÉMON CONTEST: SANDSHREW ATTACKS!

9 HP



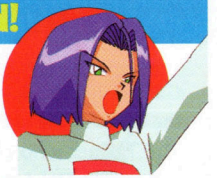
Gary only uses one Pokémon in the Contest. He uses **Sandshrew**. The Trainer who challenges him can switch Pokémon until one of his or her Pokémon faints.

If Gary wins the challenge, he says, "I knew you Trainers were losers." Then he leaves.

If the Trainer wins the challenge, Gary says, "Pretty good. I guess that what they're saying about you is true." Then he leaves.



Episode 12: Ambushed!



The forest path winds peacefully between the trees. It's a nice day.

What is this nice day like?

You continue your walk through the forest when suddenly the ground doesn't feel right. That's because you're standing over a big hole that was covered over with grass. You all fall into the deep hole! You can see Team Rocket looking down at you from the top of the hole.

"That worked splendidly!" Jessie says from up above.

"I knew it would!" says James from atop the hole.

"Hey, I bet those Trainers have lots of rare and unusual Pokémon. Meowth!" says Meowth.

"You down there," Jessie calls. "If you give us your Pokémon, we'll help you climb out of the hole."

What do you say to Jessie and James?

The Trainers probably won't give up their Pokémon to Jessie and James. They can use their Pokémon to get out of the hole, though.

Each Trainer can select **one** Pokémon. The Pokémon team up to dig handholds in the dirt wall of the deep hole. When they have worked together to get **18 Hits**, the Pokémon have dug enough handholds that the Trainers can use them to climb out of the hole. It's almost as good as having a ladder! When Team Rocket sees that the Trainers are close to escaping, Jesse, James, and Meowth run away.

Episode 13: Pokémon Galore!

POKÉMON CONTEST: IT'S A CROWD!

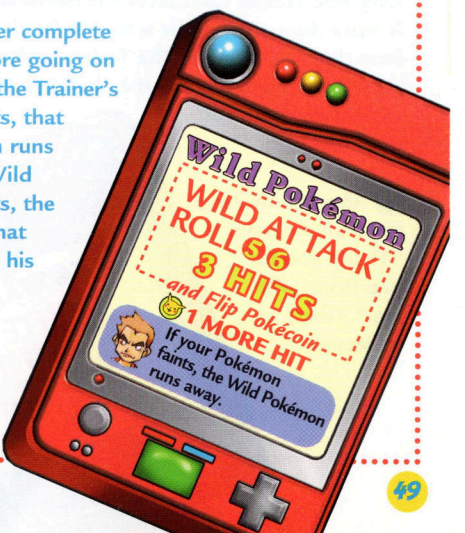
8 HP

The clearing ahead is extremely crowded. There are dozens of Wild Pokémon lying around in the sun! This is a great opportunity to add some Wild Pokémon to your teams—if you can beat them in a Contest!

Do you want to try to catch a Wild Pokémon?

To capture a Wild Pokémon, a Trainer must beat it in a Pokémon Contest. Let each Trainer pick a Power Card at random from the Power Deck. That's the Wild Pokémon that Trainer is trying to capture. Use the Wild Attack listed below instead of the powers listed on the Power Card.

Let each Trainer complete a Contest before going on to the next. If the Trainer's Pokémon faints, that Wild Pokémon runs away. If the Wild Pokémon faints, the Trainer adds that Power Card to his or her team.



Episode 14: Samurai's Challenge!

POKÉMON CONTEST: GROWLITHE ATTACKS!

8 HP

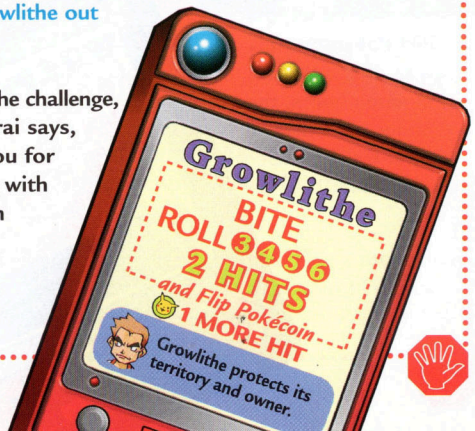


A kid dressed as a Samurai steps out of the trees. "I challenge the best among you to a friendly Pokémon Contest, one Trainer to another," he says.

Do any of you want to accept the Samurai's challenge?

Only one Trainer can accept the Samurai's challenge. If more than one Trainer wants to battle his Pokémon, have them roll the die. The Trainer with the highest die roll gets to participate in the challenge. The Samurai sends Growlithe out to battle!

After the challenge, the Samurai says, "Thank you for practicing with me." Then he leaves.





Episode 15: Pewter City Contest!

After a lot of walking through the forest, you finally reach Pewter City.

What's in this city? What kinds of stores? What kinds of restaurants? What else do you see?



The Pokémon Center is easy to find. It's a great place to rest after your long journey.

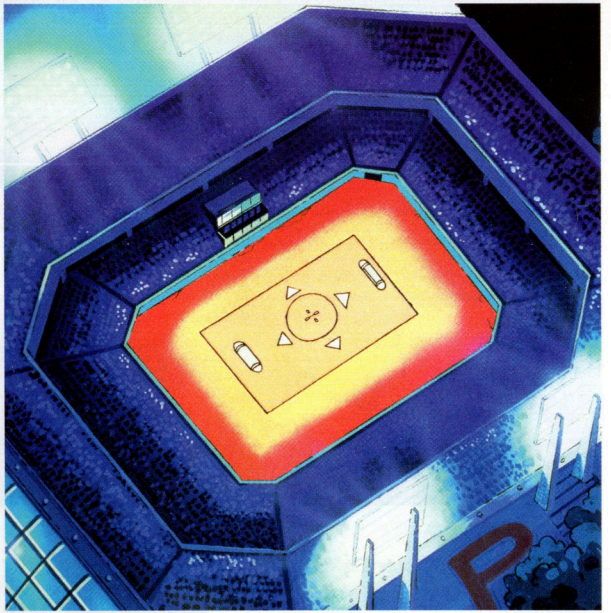
"Welcome to the Pewter City Pokémon Center," the nurse at the front desk says. "Do you have any Pokémon that need to be revived?"

Any Pokémon that fainted during the long journey from Viridian City to Pewter City can be rejuvenated here at the Pokémon Center. The nurse gladly takes any of them for treatment and healing.

While you are waiting, Nurse Joy brings you food and drink.

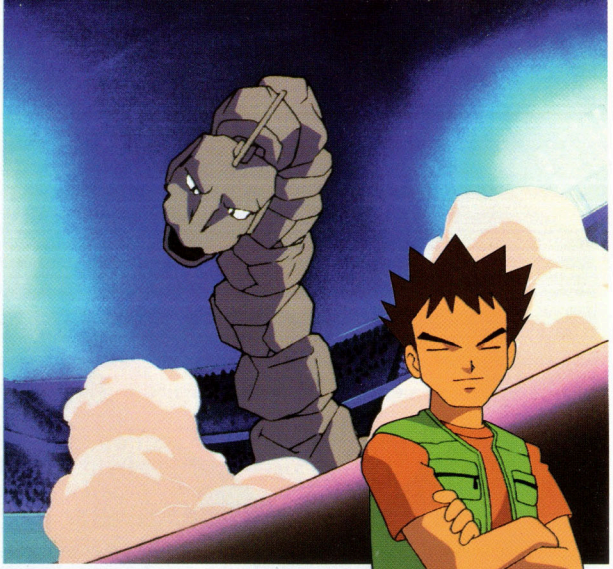
What kind of food and drinks does she bring?

"What brings you to Pewter City?" Nurse Joy asks.



After the Trainers finish telling her about their adventures, Nurse Joy has an idea.

"You should go to the Pewter City Gym," Nurse Joy says. "I bet the gym leader can teach you a lot about being Pokémon Trainers."



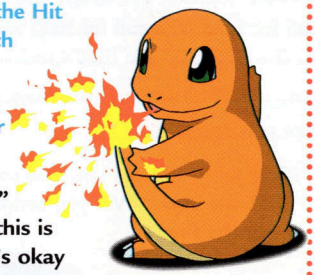
Later, at the Pewter City Gym, you meet Brock. He's the gym leader.

"Hi. Welcome to my gym," Brock says. "So you want to practice your Pokémon against my Pokémon? Okay, but you asked for it!"

POKÉMON CONTEST: ONIX ATTACKS!

12 HP

Brock allows each Trainer to challenge his Pokémon, but they must battle it **one at a time**. Brock uses Onix. After each match, Brock **Heals** Onix and returns any Hit Tokens it received to the Hit Token pile. To beat it, each Trainer's Pokémon must Hit it for a number of Hit Tokens equal to or greater than its Hit Point total.



"This is a tough Contest," Brock says. "Remember, this is just a training Contest. It's okay to lose. Every challenge teaches us something new."



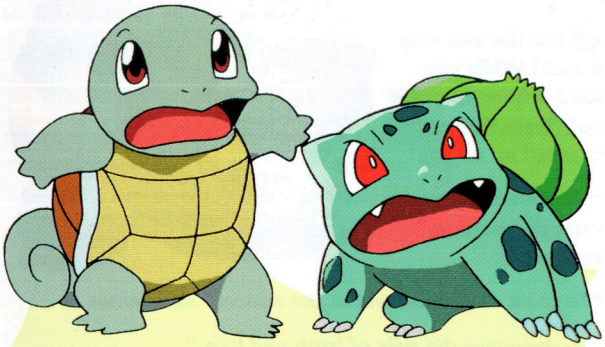
Episode 16: Fire!

After the training contest with Brock, you go back to the Pewter City Pokémon Center to rest. Your Pokémon are revived, and you get to eat and wash up. Later, you hear a call for help. The call for help comes from outside. You run to the door and see that a nearby building is on fire!

What kind of building is it? Why is fire dangerous? Are you scared?

Officer Jenny notices you and comes running over. "Hey!" she says. "Will you send your Pokémon to help put out the fire?"





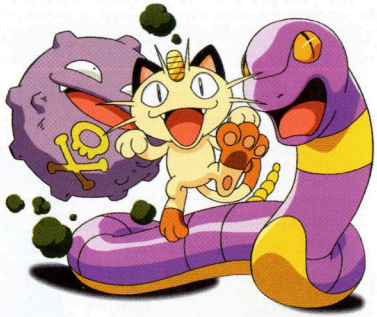
Each Trainer can select **one** Pokémon. The Pokémon team up to put out the fire. Ask the Trainers what the Pokémon are doing. Some could be tossing dirt or water on the fire, for example. This is a good opportunity to help teach the Trainers about the dangers of fire while also telling an exciting story.

When the Pokémon have worked together to get **16 Hits**, they have extinguished the fire.

However, the fire is dangerous. It's hot and smoky and **hurts the Pokémon. Every round, flip the Pokécoin. If the**  **side lands face up, each Pokémon battling the fire receives 2 Hit Tokens.**

If **all** of the Pokémon fighting the fire **faint** before the fire is put out, then Brock and the members of the Pewter City Gym arrive to save the day.

The fire was only a trick! While you were helping to put it out, Team Rocket has sneaked up on you!



"To protect the world from devastation," says Jessie.

"To unite all peoples within our nation," says James.

"To denounce the evils of truth and love."

"To extend our reach to the stars above."

"Jessie!"

"James!"

"Team Rocket—blast off at the speed of light!" says Jessie.

"Surrender now, or prepare to fight!" says James.

"Meowth! That's right!" says Meowth.

"This is your last chance," James says, pulling a Poké Ball from his belt.

"We want your Pokémon," Jessie says, holding a Poké Ball of her own.

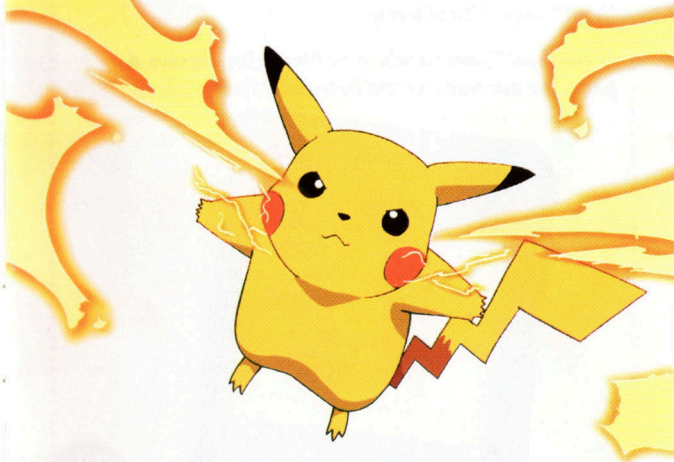
"And we'll take them by force if necessary," says Meowth as Jessie and James toss their Poké Balls.

"Koffing!" says the first Pokémon to emerge in a cloud of thick, green smoke.

"Ekans!" hisses the second as it slithers from its Poké Ball.

"Meowth!" says Meowth, leaping to join them.

Will you send your Pokémon into battle?



POKÉMON CONTEST: TEAM ROCKET ATTACKS!

22 HP

Koffing, Ekans, and Meowth fight side by side, inflicting Hits on **all** Pokémon that challenge them.

The trio of evil Pokémon attacks **once** each round. If the attack is successful, **all** of the Pokémon fighting them receive 3 Hit Tokens.

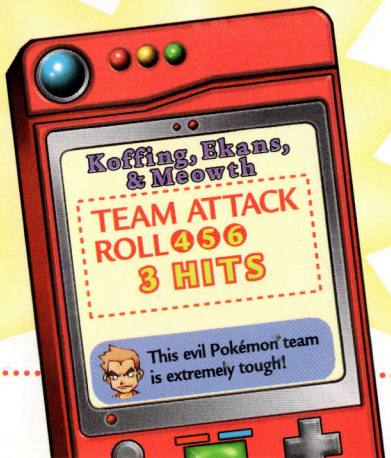
If all of the Trainers' Pokémon faint, Team Rocket steals everything but their starting Pokémon.

If the Trainers' Pokémon inflict 22 Hits on the evil Pokémon, Team Rocket calls them back and runs away.

"We'll be back," Jessie and James say as they run away.

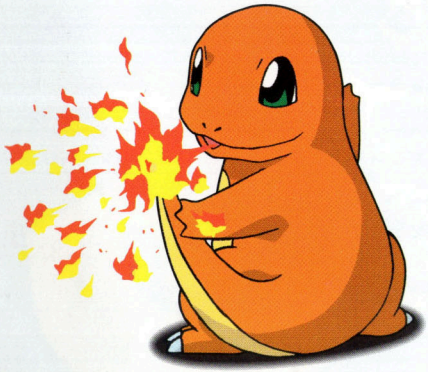
"Yay!" says Officer Jenny.

"Good job!" says Brock. And Nurse Joy throws a party for everyone at the Pokémon Center!



THAT'S ALL FOR NOW

Credits



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Thanks to our expert production staff
Thanks To: Jon Schindehette, Jayne Ulander, Rick Arons, Cindi Rice, Robert Gutschera, Jonathan Tweet, Michele Carter, Joe Fernandez

Episodes based on the popular TV show!

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Pokémon Jr Checklist



Trainers, the Pokémon in red can be caught in **Pokémon Emergency.**

Trainer: _____

1. **Bulbasaur** ☐
2. **Ivysaur** ☐
3. Venusaur ☐
4. **Charmander** ☐
5. **Charmeleon** ☐
6. Charizard ☐
7. **Squirtle** ☐
8. **Wartortle** ☐
9. Blastoise ☐
10. **Caterpie** ☐



11. Metapod ☐
12. Butterfree ☐
13. Weedle ☐
14. Kakuna ☐
15. Beedrill ☐
16. **Pidgey** ☐
17. **Pidgeotto** ☐
18. Pidgeot ☐
19. **Rattata** ☐
20. **Raticate** ☐
21. Spearow ☐
22. Fearow ☐
23. Ekans ☐
24. Arbok ☐
25. **Pikachu** ☐
26. **Raichu** ☐
27. Sandshrew ☐
28. Sandslash ☐
29. Nidoran♀ ☐
30. Nidorina ☐
31. Nidoqueen ☐
32. **Nidoran♂** ☐
33. Nidorino ☐
34. Nidoking ☐
35. **Clefairy** ☐
36. **Clefable** ☐
37. Vulpix ☐
38. Ninetales ☐
39. Jigglypuff ☐
40. Wigglytuff ☐
41. **Zubat** ☐
42. Golbat ☐
43. Oddish ☐
44. Gloom ☐
45. Vileplume ☐
46. Paras ☐
47. Parasect ☐
48. Venonat ☐
49. Venomoth ☐
50. **Diglett** ☐
51. Dugtrio ☐
52. Meowth ☐



53. Persian ☐
54. Psyduck ☐
55. Golduck ☐
56. Mankey ☐
57. Primeape ☐
58. Growlithe ☐
59. Arcanine ☐
60. **Poliwag** ☐
61. Poliwhirl ☐
62. Poliwrath ☐



63. Abra ☐
64. Kadabra ☐
65. Alakazam ☐
66. **Machop** ☐
67. **Machoke** ☐
68. Machamp ☐
69. Bellsprout ☐
70. Weepinbell ☐
71. Victreebell ☐
72. Tentacool ☐
73. Tentacruel ☐
74. Geodude ☐



75. Graveler ☐
76. Golem ☐
77. Ponyta ☐
78. Rapidash ☐
79. Slowpoke ☐
80. Slowbro ☐
81. Magnemite ☐
82. Magneton ☐
83. Farfetch'd ☐
84. Doduo ☐
85. Dodrio ☐
86. Seel ☐
87. Dewgong ☐
88. Grimer ☐
89. Muk ☐
90. Shellder ☐
91. Cloyster ☐
92. Gastly ☐
93. Haunter ☐
94. Gengar ☐
95. Onix ☐
96. Drowzee ☐
97. Hypno ☐
98. Krabby ☐
99. Kingler ☐
100. Voltorb ☐
101. Electrode ☐
102. Exeggcute ☐
103. Exeggutor ☐
104. Cubone ☐
105. Marowak ☐
106. Hitmonlee ☐
107. Hitmonchan ☐
108. Lickitung ☐
109. Koffing ☐
110. Weezing ☐
111. Rhyhorn ☐
112. Rhydon ☐
113. Chansey ☐
114. Tangela ☐
115. Kangaskhan ☐
116. Horsea ☐
117. Seadra ☐
118. Goldeen ☐
119. Seaking ☐
120. Staryu ☐
121. Starmie ☐
122. Mr. Mime ☐
123. Scyther ☐
124. Jynx ☐
125. Electabuzz ☐
126. Magmar ☐
127. Pinsir ☐
128. Tauros ☐
129. Magikarp ☐
130. Gyarados ☐
131. Lapras ☐
132. Ditto ☐
133. **Eevee** ☐
134. Vaporeon ☐
135. Jolteon ☐



136. Flareon ☐
137. Porygon ☐
138. Omanyte ☐
139. Omastar ☐
140. Kabuto ☐
141. Kabutops ☐
142. Aerodactyl ☐
143. Snorlax ☐
144. Articuno ☐
145. Zapdos ☐
146. Moltres ☐
147. Dratini ☐
148. Dragonair ☐
149. Dragonite ☐
150. Mewtwo ☐

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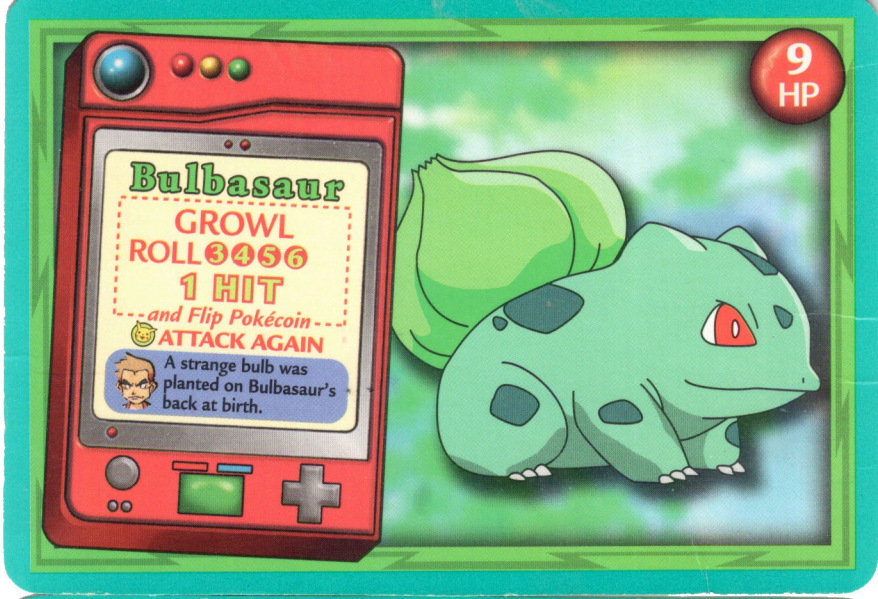
9
HP
Bulbasaur
GROWL
ROLL 3 4 5 6
1 HIT
and Flip Pokécoin
ATTACK AGAIN
A strange bulb was planted on Bulbasaur's back at birth.


10
HP
Ivysaur
POISON POWDER
ROLL 6
5 HITS
and Flip Pokécoin
2 MORE HITS
Ivysaur has two elements: Grass and Poison.
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9
HP
Bulbasaur
TACKLE
ROLL 5 6
4 HITS
As Bulbasaur grows, the bulb becomes a large, leafy plant.
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10
HP
Ivysaur
TACKLE
ROLL 3 4 5 6
2 HITS
and Flip Pokécoin
ATTACK AGAIN
When the bulb on its back grows big, Ivysaur can't stand on two legs.


9
HP
Bulbasaur
VINE WHIP
ROLL 4 5 6
3 HITS
As Bulbasaur grows, the bulb becomes a large, leafy plant.
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10
HP
Ivysaur
RAZOR LEAF
ROLL 3 4 5 6
2 HITS
When the bulb on its back grows big, Ivysaur can't stand on two legs.


9
HP
Bulbasaur
LEECH SEED
ROLL 3 4 5 6
1 HIT
and Flip Pokécoin
HEAL 1 HP
A strange bulb was planted on Bulbasaur's back at birth.


10
HP
Ivysaur
LEECH SEED
ROLL 5 6
3 HITS
and Flip Pokécoin
HEAL 3 HP
Ivysaur has two elements: Grass and Poison.
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9
HP
Charmander
EMBER
ROLL 4 5 6
2 HITS
and Flip Pokécoin-
2 MORE HITS
When it rains, steam spurts from Charmander's tail.
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10
HP
Wartortle
BUBBLE BLAST
ROLL 5 6
5 HITS
Wartortle's huge ears help it balance when it swims fast.
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10
HP
Charmeleon
RAGE
ROLL 5 6
5 HITS
and 1 HIT TO CHARMELEON
Charmeleon makes the air hot when its burning tail swings.
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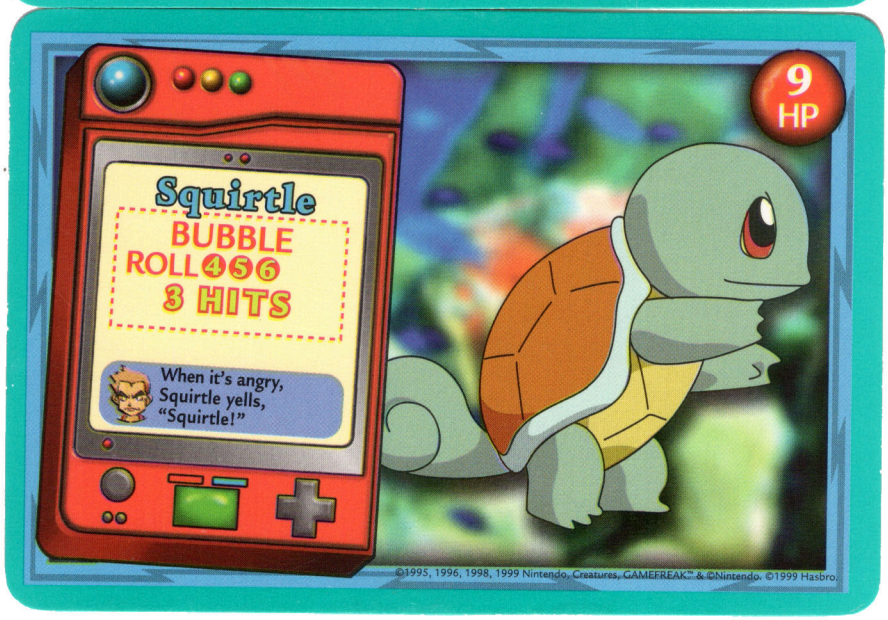
9
HP
Squirtle
BUBBLE
ROLL 4 5 6
3 HITS
When it's angry, Squirtle yells, "Squirtle!"
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9
HP
Charmander
SCRATCH
ROLL 2 3 4 5 6
1 HIT
Charmander likes hot places.


10
HP
Wartortle
DOUBLE BITE
ROLL 3 4 5 6
2 HITS
and Flip Pokécoin-
ATTACK AGAIN
Wartortle likes to hide in the water and make sneak attacks.


10
HP
Charmeleon
FLAME TAIL
ROLL 4 5 6
2 HITS
and Flip Pokécoin-
2 MORE HITS
Charmeleon can swing its burning tail.


9
HP
Squirtle
TACKLE
ROLL 2 3 4 5 6
1 HIT
Squirtle is a good first Pokémon.


8
HP
Caterpie
STRING SHOT
ROLL 2 3 4 5 6
2 HITS
Caterpie's short feet have suction pads on the ends so it can climb walls.


7
HP
Pidgey
GUST
ROLL 2 3 4 5 6
1 HIT
Pidgey flaps its wings extra hard to kick up sand and dust.


9
HP
Pidgeotto
PECK
ROLL 4 5 6
2 HITS
and Flip Pokécoin
3 MORE HITS
Pidgeotto is much fiercer than normal birds.


8
HP
Rattata
TACKLE
ROLL 2 3 4 5 6
1 HIT
Small and very quick, Rattata are very common.


9
HP
Raticate
HYPER FANG
ROLL 5 6
4 HITS
and Flip Pokécoin
2 MORE HITS
Raticate slows down if its whiskers are cut off.
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8
HP
Caterpie
WITHDRAW
ROLL 4 5 6
HEAL 2 HP
Sweet little Caterpie doesn't take long to evolve.
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8
HP
Rattata
TAIL WHIP
ROLL 4 5 6
2 HITS
and Flip Pokécoin-
2 MORE HITS
Rattata have sharp teeth and like to bite.
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7
HP
Pidgey
WHIRLWIND
ROLL 5 6
3 HITS
and Flip Pokécoin-
2 MORE HITS
Pidgey is very common in forests and woods.
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9
HP
Raticate
QUICK ATTACK
ROLL 2 3 4 5 6
2 HITS
Raticate's whiskers help it guide and balance itself.


9
HP
Pidgeotto
DIVE ATTACK
ROLL 5 6
5 HITS
Pidgeotto likes to swoop out of the sky and surprise its foes.
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9
HP
Pikachu
GROWL
ROLL 3 4 5 6
1 HIT
and Flip Pokécoin
ATTACK AGAIN
Pikachu can be moody and shy.


9
HP
Pikachu
GROWL
ROLL 2 3 4 5 6
1 HIT
Pikachu can be moody and shy.


10
HP
Raichu
THUNDER WAVE
ROLL 5 6
6 HITS
Raichu is filled with lots of electrical power.
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10
HP
Raichu
QUICK ATTACK
ROLL 4 5 6
2 HITS
ATTACK AGAIN
Raichu uses its tail as a ground to avoid shocking itself.


7
HP
Nidoran♂
POISON STING
ROLL 4 5 6
4 HITS
Nidoran's barbs on its head release a powerful poison.
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9 HP
Pikachu
THUNDER WAVE
ROLL 5 6
4 HITS
and Flip Pokécoin
2 MORE HITS
Pikachu don't like to be inside Poké Balls.
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10 HP
Raichu
THUNDERSHOCK
ROLL 5 6
3 HITS
and Flip Pokécoin
HEAL 3 HP
Raichu is filled with lots of electrical power.
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9 HP
Pikachu
THUNDERSHOCK
ROLL 3 4 5 6
2 HITS
and Flip Pokécoin
ATTACK AGAIN
Pikachu don't like to be inside Poké Balls.
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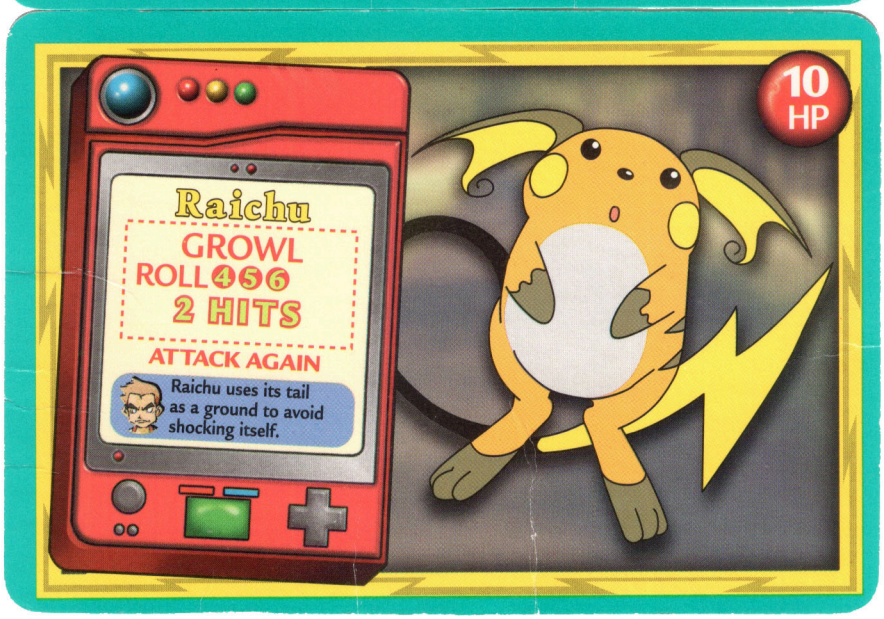
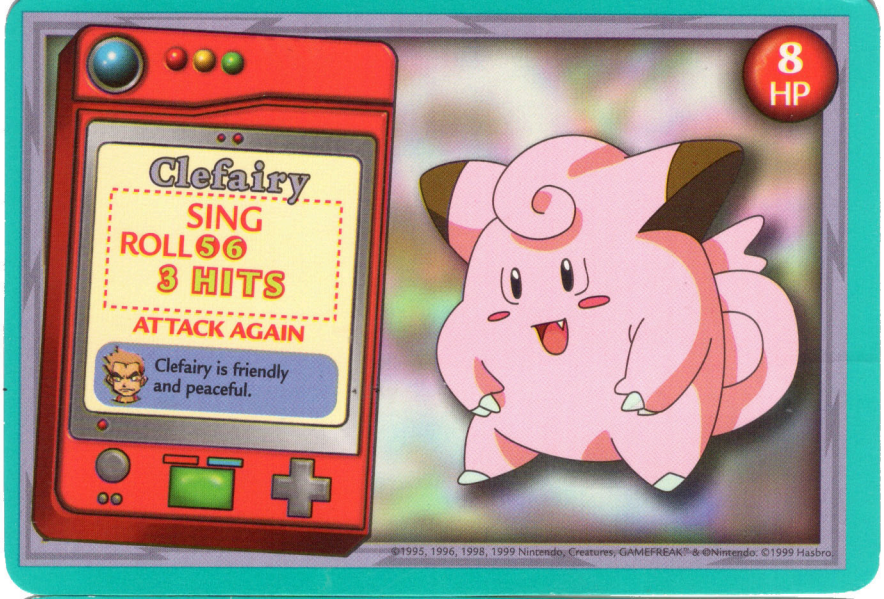
7 HP
Nidoran♂
HORN ATTACK
ROLL 2 3 4 5 6
2 HITS
Nidoran stiffens its ears at any sign of danger.


10 HP
Raichu
GROWL
ROLL 4 5 6
2 HITS
ATTACK AGAIN
Raichu uses its tail as a ground to avoid shocking itself.


Clefairy
SING
ROLL 5 6
3 HITS
ATTACK AGAIN
Clefairy is friendly and peaceful.
8 HP
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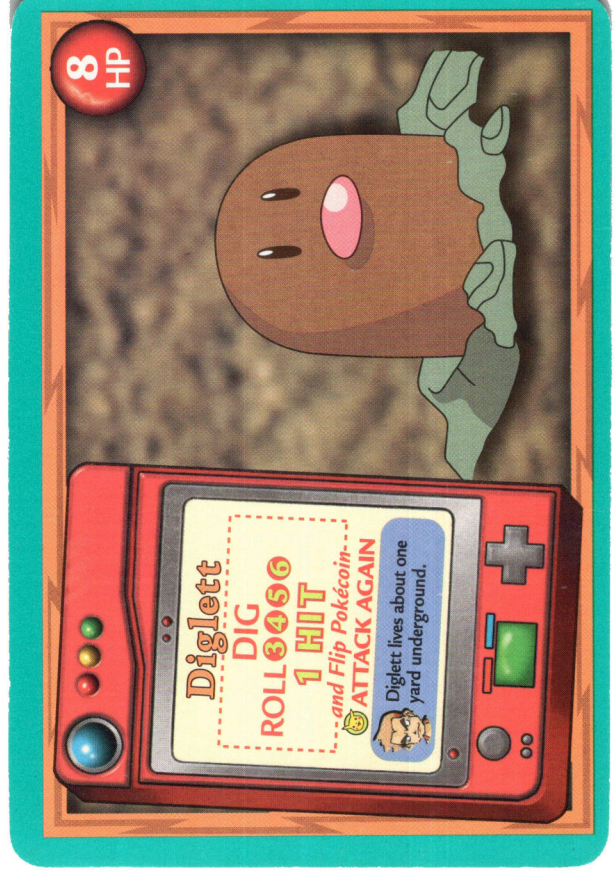
8 HP
Diglett
DIG
ROLL 3 4 5 6
1 HIT
and Flip Pokécoin-
ATTACK AGAIN
Diglett lives about one yard underground.


Clefable
DOUBLE SLAP
ROLL 4 5 6
2 HITS
and Flip Pokécoin-
2 MORE HITS
No Pokémon is more shy than Clefable.
9 HP
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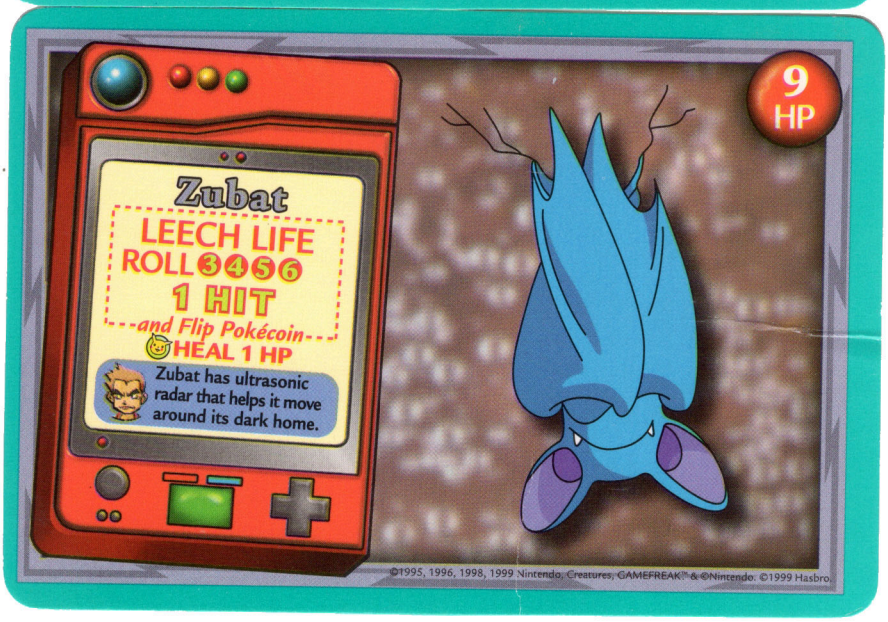
Zubat
LEECH LIFE
ROLL 3 4 5 6
1 HIT
and Flip Pokécoin-
HEAL 1 HP
Zubat has ultrasonic radar that helps it move around its dark home.
9 HP
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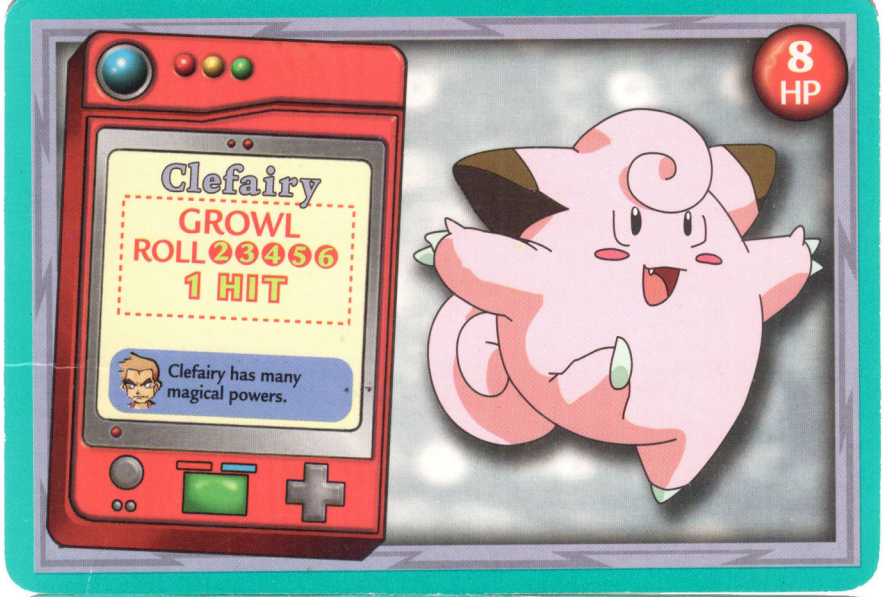
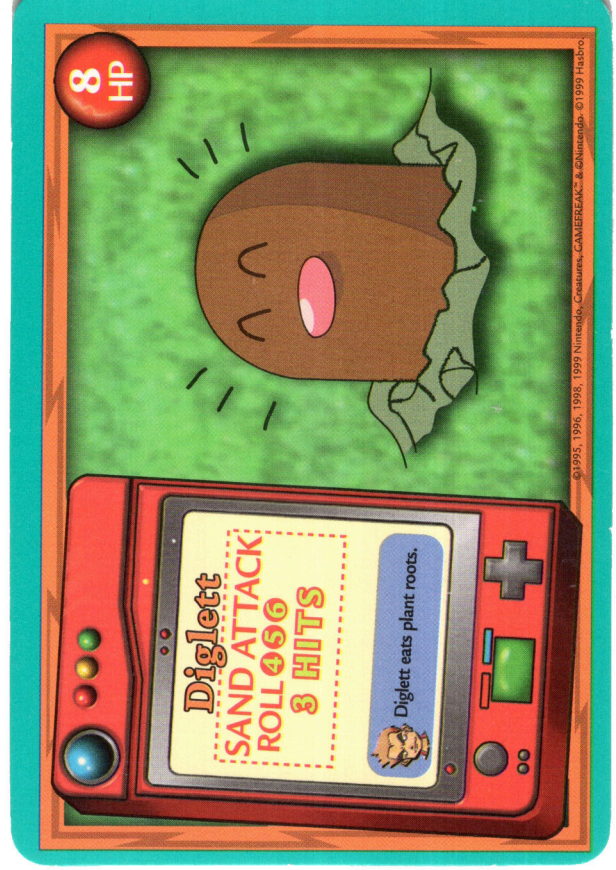

8
HP
Clefairy
GROWL
ROLL 2 3 4 5 6
1 HIT
Clefairy has many magical powers.


8 HP
Diglett
SAND ATTACK
ROLL 4 5 6
3 HITS
Diglett eats plant roots.
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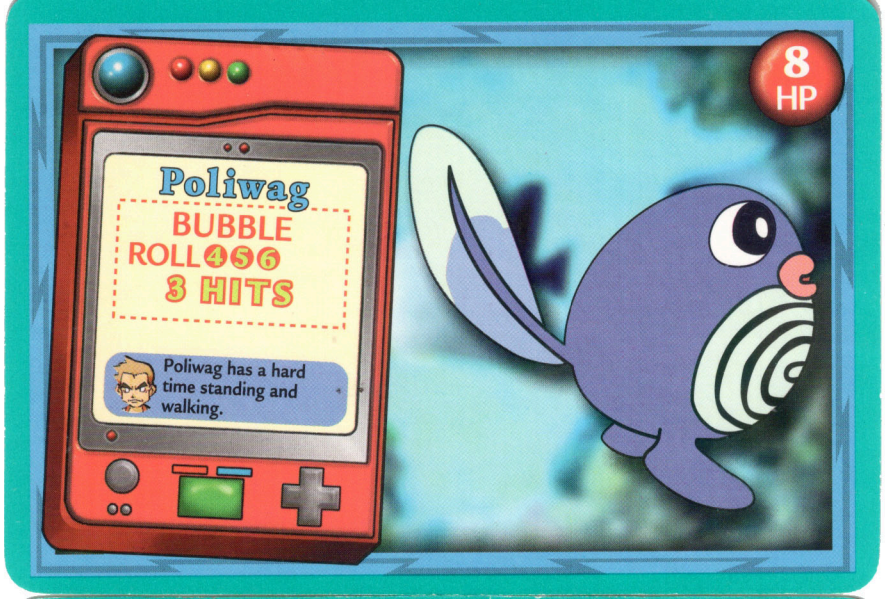
9
HP
Clefable
POUND
ROLL 3 4 5 6
2 HITS
Clefable is one of the rarest Pokémon in the world.


9
HP
Zubat
BITE
ROLL 3 4 5 6
2 HITS
Zubat lives in caves, tunnels, and other dark places.


8
HP
Poliwag
BUBBLE
ROLL 4 5 6
3 HITS
Poliwag has a hard time standing and walking.


7
HP
Eevee
SAND ATTACK
ROLL 4 5 6
2 HITS
and Flip Pokécoin--
2 MORE HITS
Eevee is the most unique Pokémon.
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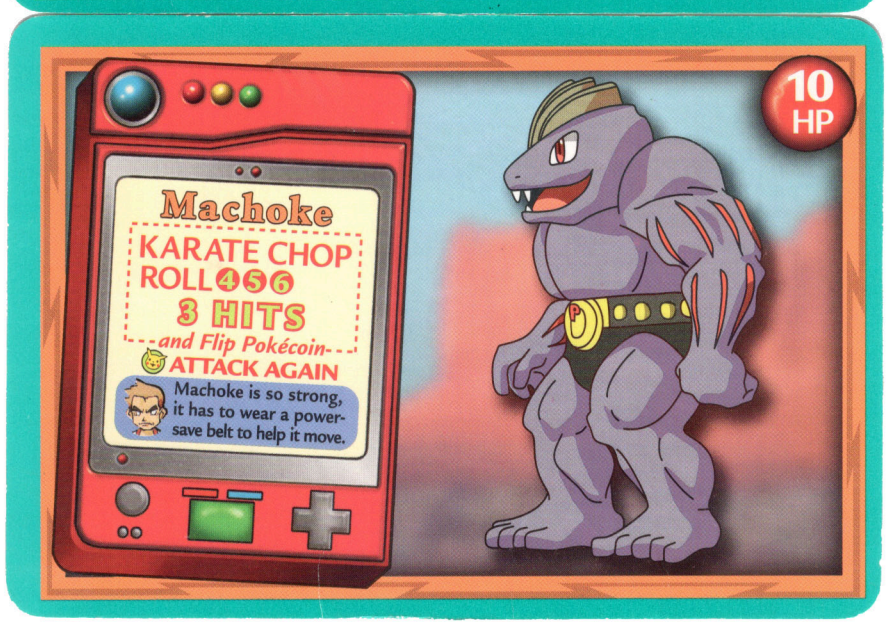
8
HP
Machop
KARATE CHOP
ROLL 4 5 6
2 HITS
Machop loves to study all kinds of martial arts.


10
HP
Machoke
KARATE CHOP
ROLL 4 5 6
3 HITS
and Flip Pokécoin--
ATTACK AGAIN
Machoke is so strong, it has to wear a power-save belt to help it move.


8
HP
Poliwag
WATER GUN
ROLL 3 4 5 6
1 HIT
and Flip Pokécoin
3 MORE HITS
Poliwag prefers to swim.
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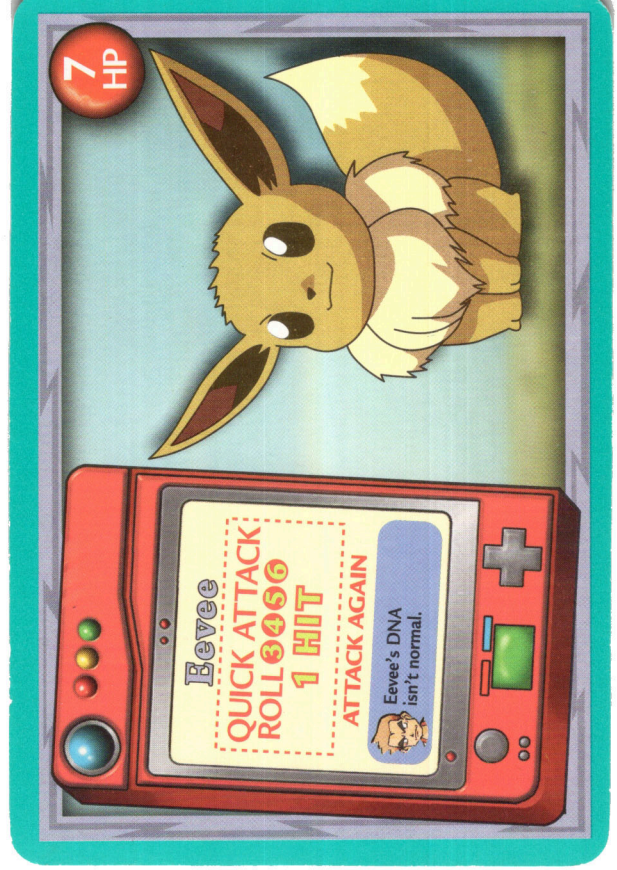
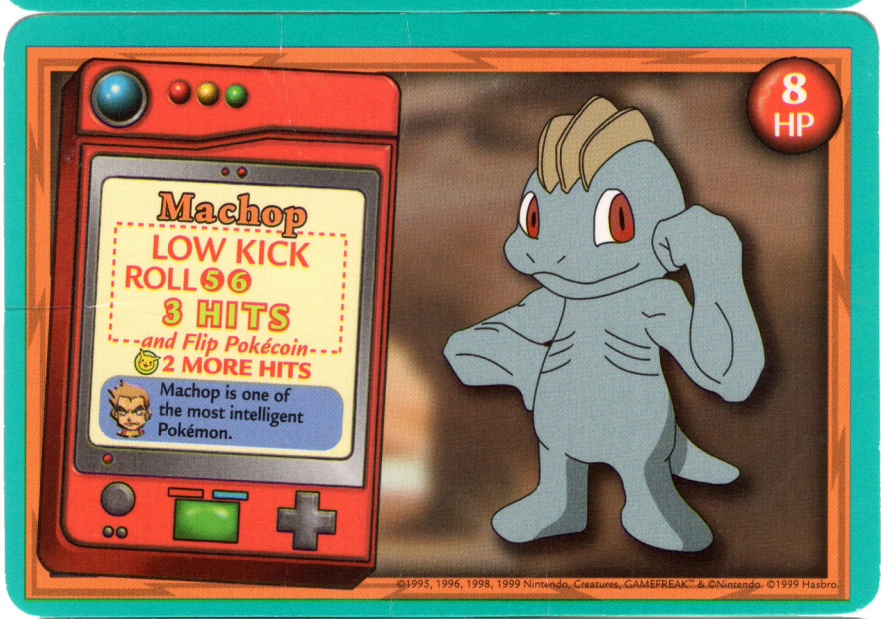

7
HP
Eevee
QUICK ATTACK
ROLL 3 4 5 6
1 HIT
ATTACK AGAIN
Eevee's DNA isn't normal.


8
HP
Machop
LOW KICK
ROLL 5 6
3 HITS
and Flip Pokécoin
2 MORE HITS
Machop is one of the most intelligent Pokémon.
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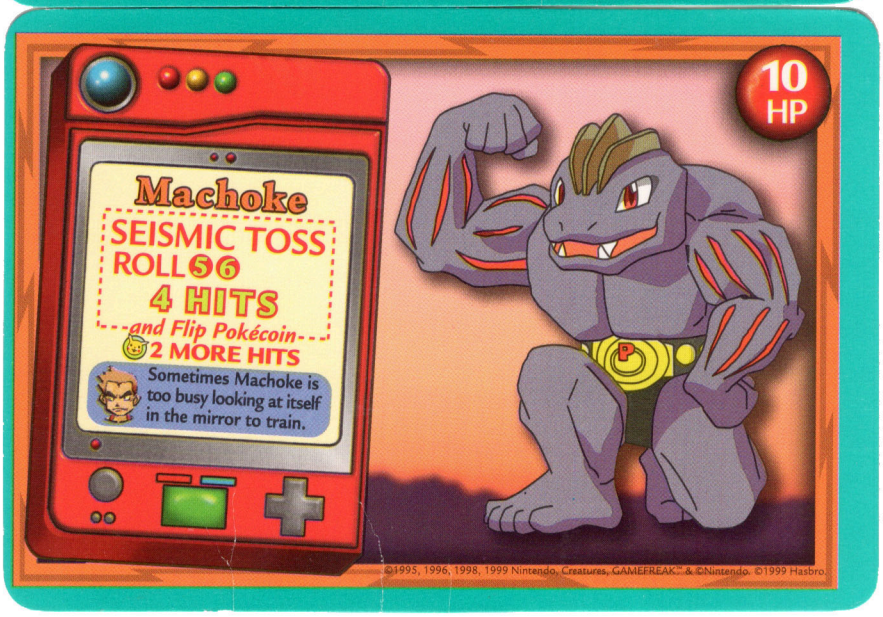
10
HP
Machoke
SEISMIC TOSS
ROLL 5 6
4 HITS
and Flip Pokécoin
2 MORE HITS
Sometimes Machoke is too busy looking at itself in the mirror to train.
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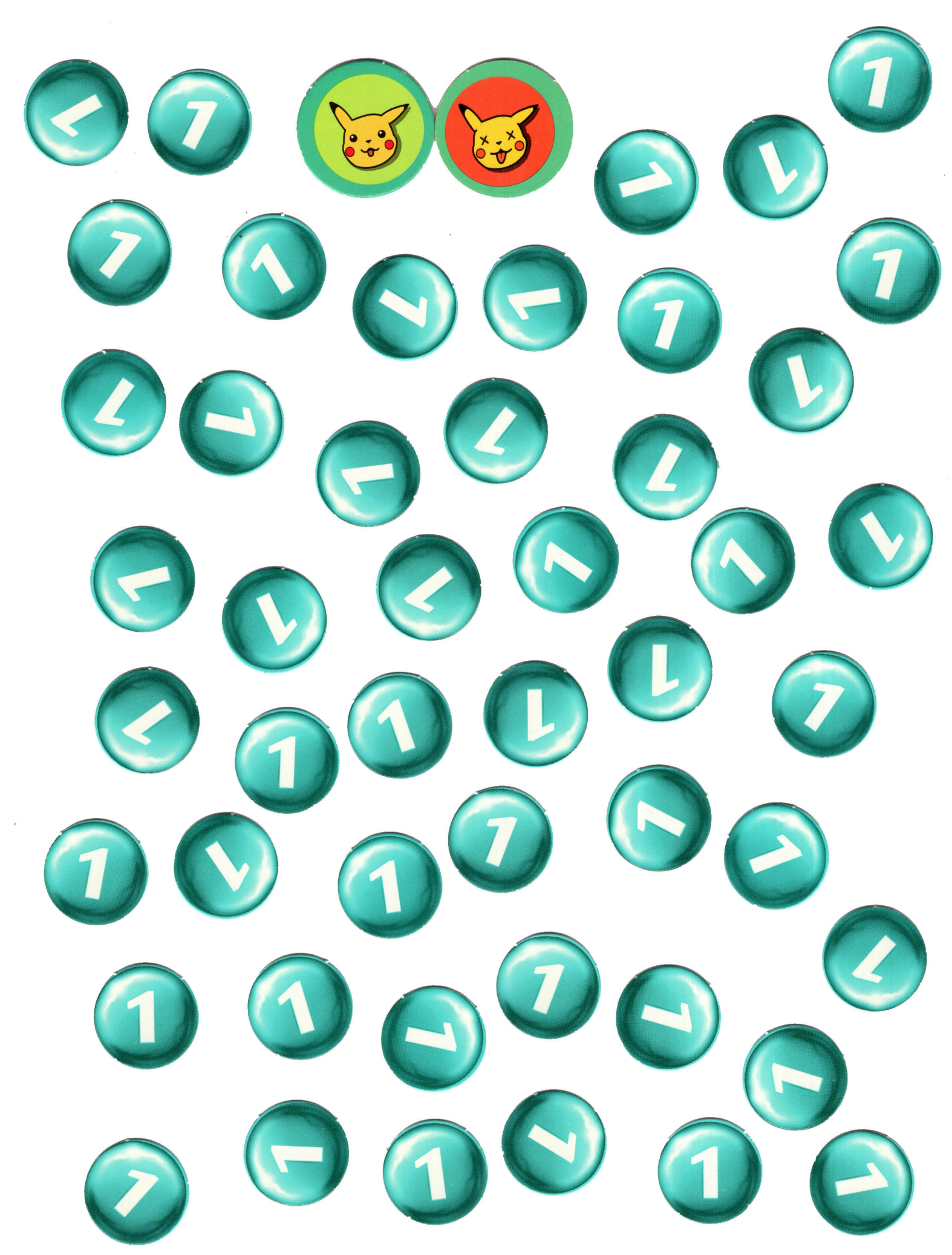

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