

POKÉMON BATTLE CHESS BWバージョン

ポケモンバトルチェス™

Instruction Manual

What is Pokémon Battle Chess?

Pokémon Battle Chess is a two player game in which you use Pokémon pieces to battle your opponent. Like in chess you play by moving your pieces on the play mat, and have your pieces battle one another. Players take turns, **and the first player to defeat the other player's Victini piece is the winner!**

< Game Preparation >

Put the pieces and plus power cards on the play mat.

< Game Start >

< Move a Piece on Your Turn >

Look at the arrows on the piece and make your move!

< Battle Once You Reach An Opponent's Piece >

Battle it out with an opponent's piece lying in the path of (one of) your arrows.

< Knock Out Your Opponent's Victini to Win! >

What You Can Do on Your Turn

On your turn, you can do one of the following three things:

- 1 Move one of your pieces.
- 2 Move one of your pieces and battle an opponent's piece.
- 3 Battle one of the opponent's pieces without moving.

When you have done one of these things, your turn ends. If you cannot battle or you choose not to battle on your turn, tell your opponent that you are ending your turn. It will now be the opponent's turn.



Remember!

- ★ You can only move or begin a battle with one piece per turn.
- ★ You can't move a piece after fighting a battle.
- ★ You can't pass on your turn without doing anything.

Let's Get Ready to Play

Follow Steps ① ~ ⑥ to Set Up

- 1 Choose either the yellow or blue pieces to play with, and divide the pieces between yourself and your opponent.



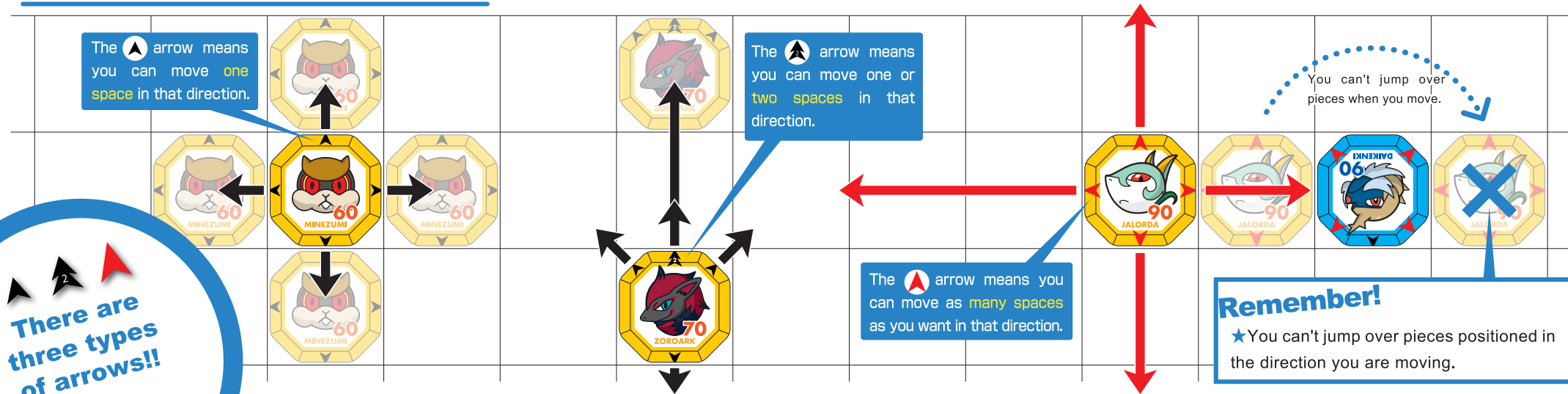
- 6 Play rock, paper, scissors or a similar game to determine the order of play. The winner goes first, and the loser goes second.



About Moving Pieces

Moving by Arrow Type

Pieces can move into the spaces their arrows ▲ point to.



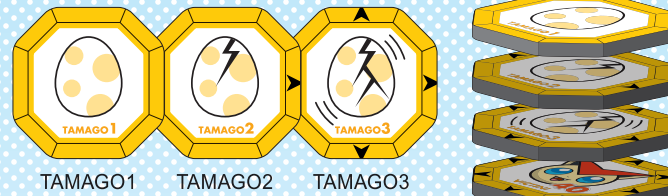
- 2 In the Play Area of the play mat there are squares with the names of the Pokémon written on them. Place each piece face up in the square with the same name. The pieces of this size are called the **Normal Pieces**.

★ Normal Piece



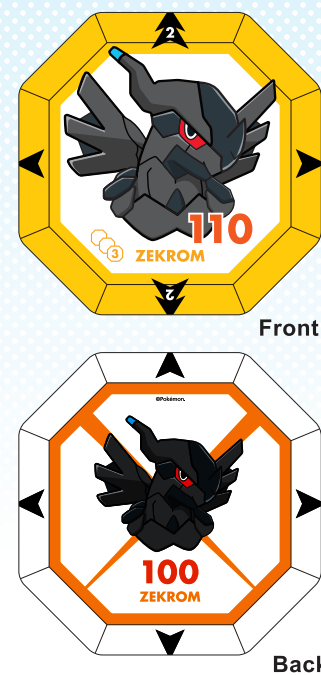
- 3 Stack the pieces with egg illustrations with TAMAGO1 on top, followed by TAMAGO2 and TAMAGO3. Place these eggs on top of the Victini piece. These three pieces are called the **Tamago Pieces**.

★ Tamago Pieces

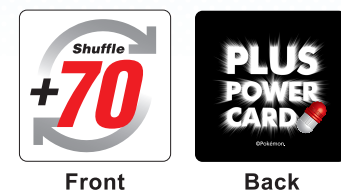


- 4 In the Legend Area, place each of the large pieces on the square with the name of the Pokémon written on it. These are the **Legend Pieces**.

★ Legend Piece



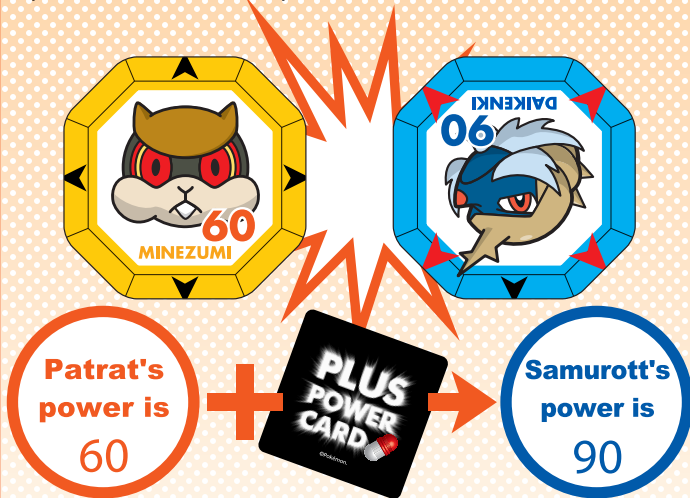
★ Plus Power Card



- 5 Shuffle the square cards that say "Plus Power Card" on them, making sure the numbers on the front side can't be seen. Stack the cards and place them in the Plus Power Area. These are the **Plus Power Cards**.

About Battles

Choose one of your opponent's pieces located in the direction of an arrow ▲ to do battle. In battles, the piece with the most power is the **winner**.



When battling, if the power of your piece is equal to or less than the power of your opponent's piece, you will always draw one Plus Power Card from the top of the deck. Add the number written on the Plus Power Card drawn to the power of your piece and battle it out.

About Plus Power Cards

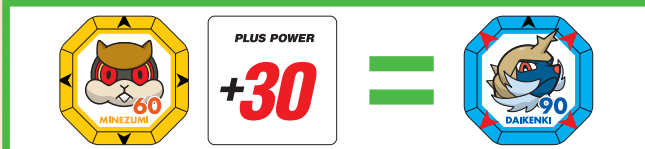
Draw a Plus Power Card and place it face up in the Plus Power Area. Plus Power Cards that have already been drawn and are face up cannot be drawn from the next turn. When one of the players draws the +70 card, gather all of the face up Plus Power Cards, turn them over, shuffle them well and replace them. Start drawing from the top card again.



If the Plus Power Card drawn is +40 or more, **you win**.



If the Plus Power Card drawn is +30, **the battle is a draw**.



If the power of your piece is the same as the power of your opponent's piece after drawing a Plus Power Card, nothing will happen to either.

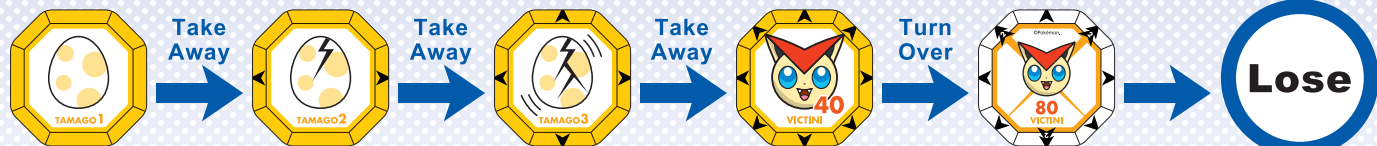
If the Plus Power Card drawn is +20 or less, **you lose**.



About Pieces that Have Lost a Battle and Winning the Game



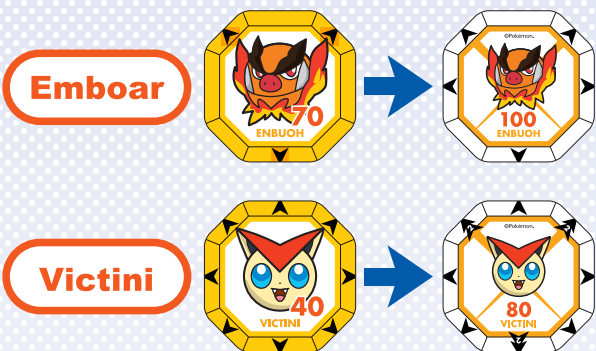
Pieces that have lost a battle get turned over. If a piece that has been turned over loses another battle, it can no longer fight. Pieces that can no longer fight are placed in your Cost Area. If you have five or more pieces in your Cost Area, stack them.



You can't use the Tamago Pieces to start a battle.

Tamago Pieces don't have a back side; when the opponent starts a battle with one, it loses straight away. Each time your Tamago Piece is defeated in battle, take the top piece off of the pile and move it to the Cost Area. Even if you have many pieces left in the Play Area, if your Victini piece loses in battle, you lose the game.

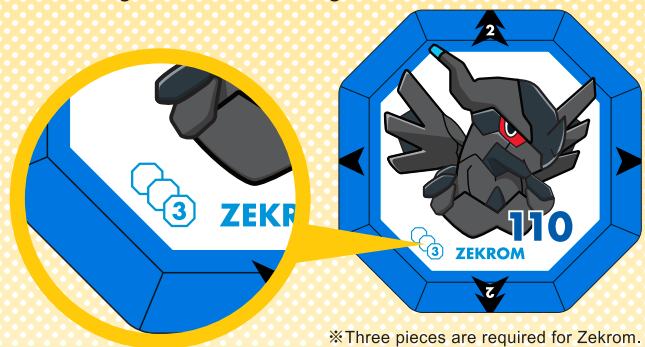
Notice!



The Emboar and Victini pieces become more powerful when they lose a battle and are turned over. Use this well in battle.

Using Legend Pieces

Legend Pieces are special pieces that can be summoned into the Play Area by using the pieces that have accumulated in the Cost Area. The number of Cost Area pieces required for summoning is written on the Legend Piece.



※ Three pieces are required for Zekrom.

If you have the required number of pieces in your Cost Area, you can summon the Legend Piece to a free space of your choosing in the Play Area.

(Be careful! You can only summon a Legend Piece if there is a **2 x 2** space area free in the Play Area)

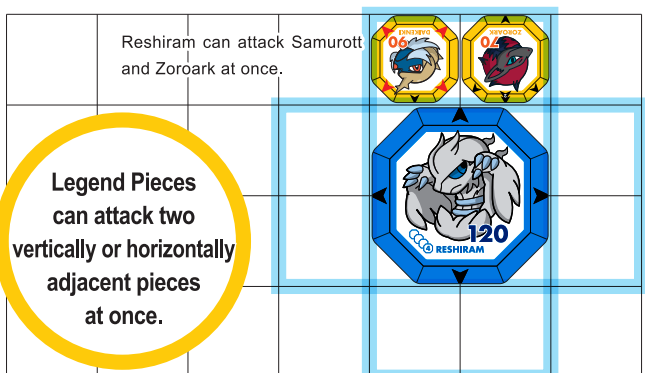
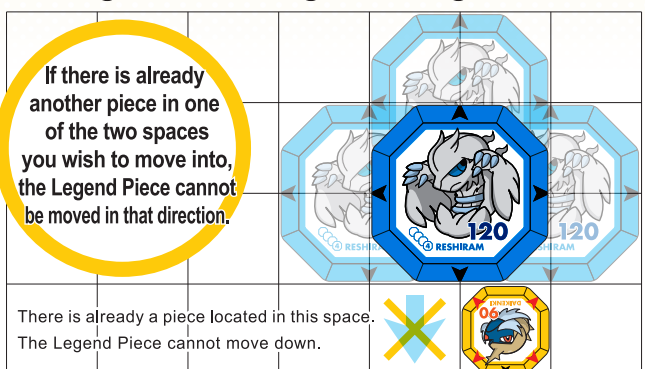
※ Tamago Pieces can also be used to summon Legend Pieces.

● Move the pieces that were used to summon the Legend Piece from the Cost Area to the place where the Legend Piece was located.

When you summon a Legend Piece, you can't move any other pieces or battle. When you summon the Legend Piece to the Play Area, your turn is over. The Legend Piece summoned can move and battle on your next turn.

● When a Legend Piece loses a battle on its reverse side, do not move it to the Cost Area; place it to the side of the Play Mat.

Moving and Battling with Legend Pieces



Pokémon Names



Set Contents

- 32 Game Pieces (16 Normal Pieces / 6 Tamago Pieces / 4 Legend Pieces / 6 Plus Power Cards)
- One Play Mat ● One Instruction Manual

Look here if you don't understand something while playing!

How to Play Q&A

- Q1. If I beat an opponent's flipped-over piece, do I advance into the space that was occupied by that piece?
- A1. You do not move until your next turn. Pieces remain in the same location after a battle as they were in when they began the battle.
- Q2. What happens to my piece if its power is less than the opponent's piece even after adding the amount written on the Plus Power Card?
- A2. Your piece is counterattacked by the opponent's piece, and loses the battle. If the piece is face-up, reverse it; if it is already reversed then move it to the Cost Area.
- Q3. Can I draw a Plus Power Card during a battle in which the power of my piece is greater than that of my opponent's piece?
- A3. No, you cannot. You only draw a card when the power of your piece is less than or equal to that of your opponent.
- Q4. If my piece has a ▲ mark on it, does that mean I can choose to battle an opponent's piece located two squares away in that direction?
- A4. No, you cannot. You can only battle an opponent's piece located in an adjacent space, regardless of the arrow type. The same is true for the ▲ arrow.
- Q5. Can the opponent initiate a battle with one of my pieces if my piece does not have an arrow pointing at the opponent's piece?
- A5. Yes. When a piece is attacked, it must battle regardless of where its own arrows point.

- Q6. Is it possible to bring pieces that have lost in battle and that have been moved to the Cost Area back into the Play Area again?
- A6. No, it is not. Pieces that have been removed from the Play Area cannot be used again.
- Q7. If during the course of the game my Normal Pieces and Legend Pieces have lost and I only have immovable Tamago Pieces left, can I pass my turn?
- A7. No, you can never pass your turn. You lose the game if you can neither move nor battle.
- Q8. I'm attacking two pieces with a Legend Piece! If I can beat one of the pieces but will lose to the other piece, can I draw a Plus Power Card?
- A8. Yes. If you lose to the other piece even after adding the value of the Plus Power Card, your piece and the opponent's losing piece get flipped over.



If you drew a +0 Plus-Power-Card when battling with Zekrom as in this illustration, you would beat Serperior, but lose to Reshiram. Your Zekrom and the opponent's Serperior would both be flipped over.