POKéMON

SEASONS

ARRIVALS

RULEBOOK

a stand-alone expansion for **LEGENDS OF SINNOH**

TABLE OF CONTENT

INTRODUCTION

Welcome to Pokémon: Seasons!
Seasons is a stand-alone expansion of the Tabletop Simulator game 'Pokémon: Legends on Sinnoh' and welcomes you to the Paldea region!

This expansion is focused on gameplay automation and enhanced map interactions to offer you a whole new way of experiencing 'Legends of Sinnoh' games.

This expansion is set to release multiple waves of new content every few months to add campaigns, update the quality-of-life features and improve your gameplay experience every single time.

Whenever you feel like giving us feedback or just want to have a chat with us, feel free to join us on the 'Legends of Sinnoh' discord!

discord.com/invite/J9CUvSD93T

More information and an up-to-date collection of gameplay data of Pokémon, moves, items can be viewed on our official website:

seasons.lucioss.io

We hope you have a great time!
~ Lucioss

RELEASE SCHEDULE

Past
PRE-RELEASE
November 2024

Current
SEASON 0 - ARRIVALS
August 2025

Nova Academia campaign	Larger Table
Improved Encounters	Pokémon Traits
Major Rebalance	QOL Overhaul

Next
SEASON 1 - DAYBREAK
approx. November 2025

| 2 new campaigns | Legends: Z-A Pokémon |
| Reworked Nodes | Improved Item Storage |

BASE GAME RULEBOOK

The content of this rulebook is built on the base of the base game 'Legends of Sinnoh' rulebook. When there is no explicit entry about an interaction and ruling found in this book, the rule(s) from the base game apply.

SETUP

1. Ensure all players have selected a seat. Players may use the color cards found in the storage area to change their seat color. Each color has a corresponding player token.
2. Select your campaign and configure the various campaign settings to your liking. All settings have an information text and tooltips for more information. Once setup, click the 'Start Campaign' button to start the campaign.

3. Wait for the table to finish the setup of the table for you. The length and content of this varies between campaigns. The table chooses a starting player at random.
4. Select your starting Pokémon from the generated options in your player area. Depending on your campaign settings, you may choose to keep multiple starter Pokémon. Use the provided Poké Balls for your chosen starter(s) and discard the rest of the Pokémon cards.
5. Sort your starting items into your personal storage areas to your liking.
6. See the campaign specific page in the rulebook for further instructions for the setup.

ON YOUR TURN

At the start of every turn, your stats trackers in your player area are updated with your current movement speed, hand size and maximum amount of Star Pieces you can own.

The movement speed shown <u>at the start of your turn</u> is the number of tiles you may move this turn. Temporary changes of movement take effect immediately, <u>permanent changes</u> like the increase of your base movement speed or the acquisition of movement speed bonuses <u>do not take effect until your next turn</u> (when the trackers update your stats).

You may interact with all token on the map while standing on their tile:

When you are next to another player, you can freely trade with them <u>or</u> challenge them to a battle (if they are outside of any settlement, the challenge cannot be denied). You may also trade with other players if both of you are on (any) City tokens.

All moveable objects in your player areas are tradeable, if not explicitly mentioned otherwise. To trade move or ability cards, players are required to use an Infused Stew.

Whenever you want to interact with tokens on the map, you use your personal Discovery Tablet to do so. Your tablet generates the appropriate interaction for you and you follow the instructions and choices provided. See Discoveries (page 15).

TURN TRACKER

Every player area is setup with a Turn Tracker token on top of the resource bag. These trackers automatically keep track of the current players turn(s) and change between a Sun and a Moon token, depending on the turn state.

When players end their turn, the table runs various scripts and functions and starts the next turn afterwards automatically.

During gameplay, players might interact with "after your turn" interactions. All of these happenings are automatically run and resolved between turns.

ARENA SHORTCUTS

The battle arena has been expanded in size to accommodate 2 one-on-one battles at the same time. Additional buttons have been added to each quadrant of the arena to make battle and dice interactions easier to track.

Quick Return and Discard buttons for wild encounters

Buttons to toggle added or removed dice for your next roll.

Added dice are added to your normal dice roll.

Removed dice will take away the applicable dice from your roll.

ITEMS

The following categories of items exist:

Resources - all Apricorns, Journey Points and the newly added Star Pieces are considered resources. While they have a physical object representing the item, they are usually stored in the player bags and seen as resource trackers in the player area.

A new type of Apricorn, the Peach Apricorn has been added to allow new trade and world interactions. Peach Apricorns cannot be acquired from Apricorn Trees and are only available via trades in settlements or randomly found during events.

Peach Apricorns are considered the most valuable Apricorn and do not have a "Tier" for all tier-based Apricorn interactions.

In addition to this, the 'Star Piece' resource has been added. Star Pieces can be exchanged for specific items or bonuses from the crafting book in the player areas. These are acquired from Shrines, Fallen Stars or randomly found during events.

The maximum amount of Star Pieces a player can own at any given time is limited. This limit can be increased during gameplay.

Consumables – Brown items are consumables. These held items have a one-time use effects and are discarded after usage.

Battle Items – White items are battle items. If not mentioned otherwise, players cannot equip more than one copy of a battle item to Pokémon in their party.

On Demand Items – Pink items on demand items. These items have a on-time use effect (outside of battle) that can be used during a player's turn.

Artifacts – Golden items are artifacts. Unlike the base game, artifacts are not held items anymore. Players may use and activate found artifacts in a designated place in the player area for a permanent buff effect.

Poké Balls – Used to capture and store Pokémon. Seasons add a selection of rare Poké Balls to the table that cannot be crafted. These Poké Balls are found during events or in trades.

Keepsake Items – Every item (or card) with a green tone is considered a Keepsake item. These follow their own special rules but cannot be traded with other players.

Held items may enter different states during battle. Depending on the state of the item, various interactions may work a little differently.

Disabling a held item

The held item is unusable (and flipped) until the 'disabled' effect falls off. If no condition for this is set, the held item is disabled for the rest of the battle, but usable again afterwards.

Pokémon with disabled held items are treated as 'not having a held item' if not explicitly mentioned otherwise.

Discarding a held item

If a player is promted to discard a held item (usually consumables), the item is removed from the game and either deleted or put into the discard bag in the battle arena.

TRADES

When interacting with settlements on the map or during random event occurrences players will encounter trade offers.

The costs of the trades are randomly generated. If not specified otherwise, players may accept every trade offer as often as they like.

When interacting with settlements on the map or during random event occurrences players will encounter trade offers.

Some trade offers contain Unique trades, indicated by the **U** icon. These trades can only be accepted once, and the corresponding trade item is spawned on top of the trade panel. This is the case for On Demand items, artifacts and rare Poké Balls and consumables.

HIDDEN SPOTS

The content of Hidden Spots has been rebalanced and during gameplay, new Hidden Spots might appear.

The following Hidden Spots have been added or adjusted:

Apricorn Stashes – The amount of Apricorns found in stashes has been decreased overall, but players can still find stashes with 1, 2 or 3 Apricorns.

Berry Piles – Players gain any 2 common different berries. The player who found this token can freely choose what berries to get from the storage.

Ability Capsule – Draw 3 abilities. The player may teach one of them to their Pokémon and the rest is discarded. Players can use the draw panel in the storage area to draw the abilities.

Bronze Bottle Cap – Draw 3 attack cards. The player may teach one of these moves to their Pokémon and the rest is discarded. The draw panel can also be used for this.

Fallen Stars – You gain 2 Star Pieces. This token is placed in a designated place in the storage area after the player's turn. All players gain a permanent buff for every 2 collected Fallen Stars.

Special Hidden Spots still contain Alpha Pokémon and Artifacts. In addition to those, the follow Special Hidden Spots have been added:

Tera Raid Pokémon – A forced battle against a Strong Pokémon with an alternative type. Tera Raid Pokémon are similar to Alpha Pokémon encounters.

Team Star Ambush – A forced 3v3 battle against an NPC team. If players are victorious, they gain an assortment of Apricorns and Journey Points.

If players run into these tokens, they can use their Discovery Tablet to interact with them. The corresponding encounter is generated automatically.

Anomaly Disaster– Finding an anomaly event forces the player to click on the token immediately. This cannot be avoided. When clicked, an anomaly spawns on the map. See Anomalies (page 24).

Changes made to Alpha (and Tera Raid) Pokémon
Unlike the base game, Alpha (and Tera Raid) Pokémon are not considered Legendary Pokémon and will flee the battle after defeating one Pokémon. In this case, the battle is finished and the Hidden Spot stay on the map, face-up.

The same rule applied when players lose again a Team Star Ambush. The Token is left on the map, face-up until the battle is won.

Hidden Spots are automatically cleaned up at the end of the turn. This includes the collecting of Fallen Star tokens. Players to not have to discard the Tokens manually, <u>except</u> Special Hidden Spot encounters.

NODES
A special variant of Hidden Spots are the new Node Tokens.

Nodes stay on the map once found and provide players with either an additional interaction or a permanent effect to the game.

Players are able to pick up and storing Nodes on their bag for a fee of 3 Journey Points, but each player may only carry one Node Token at any given time. During a player's turn, they may place the Node Token on the tile their player token is occupying, if no other token is placed there.

RUINED TREASURE CARDS

Ruined Treasure cards replace the Change of Fate cards from the base game. These cards work similar to the Fate cards and are held in the player's hands.

Instead of being able to play 1 or 3 cards of the same type, Ruined Treasure cards can be <u>assembled</u> to use an alternative effect.
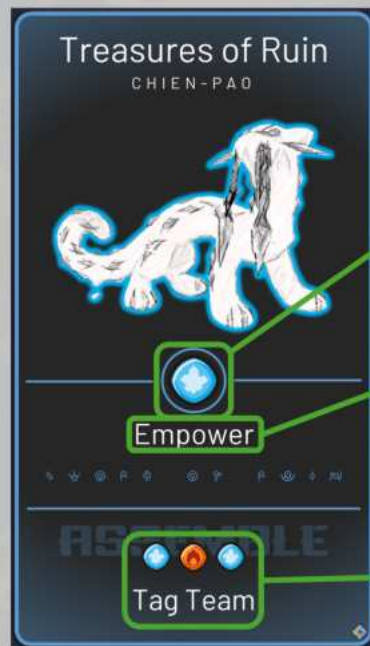
The symbol this card provides for Assemble effects.

Use this card on its own to use the 'Empower' effect.

You may use the 'Tag Team' effect if you discard one additional Fire and Ice symbol next to using this card.

The amount of Ruined Treasure cards you can hold depends on your Hand Size. The limit can be increased during gameplay. When a player gain more cards than their hand size allows, the player must discard cards immediately (and cannot use them) until they have the allowed number of cards in their hand. The player may discard any card(s) of their choice.

Usage Restrictions

Ruined Treasure cards can only be used during a player's turn or while they are actively participating con battle with their own party. There is no limit to how many cards a player can use during their turn, but the following restrictions apply:

1. Each (participating) player may only use 1 Empower and 1 Imbalance effect per dice roll.
2. Players may only use 1 Navigate effect per turn.
3. Players may use the Pickpocketing effect during other player's turns.

Opposing to these restrictions, the following use cases are valid examples:

- Players may use multiple Bargain effects when they have to spend Apricorns to be able to afford the requested costs.
- Players may use the Imbalance effect on an opponent's roll during battle.
- Players may use multiple Recall effects on the same discovery.
- Players may use the Empower effect during capture attempts.

RUINED TREASURE EFFECTS
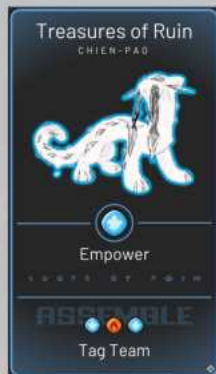
Chien-Pao

Empower – After an attack or capture roll in battle, you may roll and add 1 additional dice to the roll.

Tag Team - When attacking an opponent, you may use any move from a non-fainted Pokémon in your party.
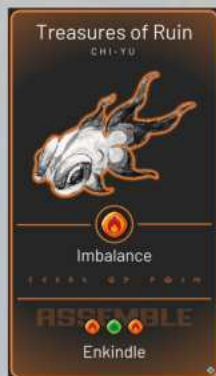
Chi-Yu

Imbalance – After any initial roll, you may change up to 2 regular hits into status symbols or vice versa.

Enkindle – During your turn in battle: Roll two status dice and inflict the results on the target simultaneously, if possible.
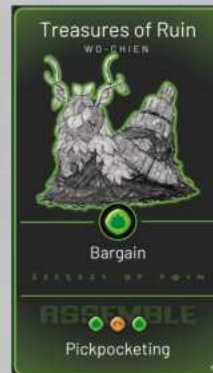
Wo-Chien

Bargain – When having to spend an Apricorn, you may replace it with 2 other kinds of Apricorn from the same tier or one tier lower.

Pickpocketing - When another player won a battle against an NPC party, you may choose and take one of the battle rewards (move or ability card). In this case, create a copy of said card for yourself.

Ting-Lu

Navigate – You may move 3 additional tiles this turn. Found Special Hidden Spot encounters (Alpha Pokémon, Tera Raid Pokémon, Team Star Ambush, etc.) are not triggered this turn but flipped face-up.

Recall – You may reroll your current discovery up to three times (if the 'Reroll' option is present).

Some special Ruined Treasure cards may be available in specific campaigns or in other situations.

Treasure of Area Zero
TERAPAGOS

Brilliance

ASSEMBLE
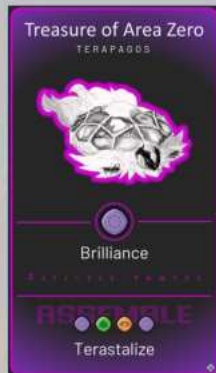
Terastalize

Terapagos

Brilliance – After attacking (or a capture roll), if no critical hits were rolled, change one rolled dice into a critical hit.

Terastalize – Relocate your player token to the Terastal Cave and discover it. Afterwards, return your player token to your previous position.

Absolute Order
ZYGARDE

Outburst

ASSEMBLE

Reversion

Zygarde

Outburst – After rolling your attack in battle, you may deal up to 2 of the calculated damage to any Pokémon the opponent's party instead.

Reversion – For the remainder of this battle: All type-effectiveness is flipped for both parties. Only one Reversion may be played in battle.

The Beginning
ARCEUS

Origin

ASSEMBLE
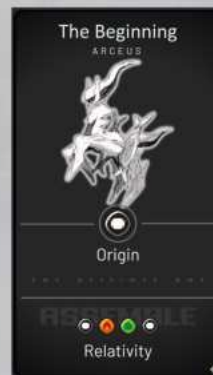
Relativity

Arceus

Origin – After drawing attack or ability cards from their decks, you may discard them (without teaching any) and draw the same amount again. Cannot be used for Golden Bottle Caps.

Relativity – Search the discard decks for any not fully evolved Weak or Moderate Pokémon. You may obtain this Pokémon if you pay its evolution cost. You may use any Poké Ball you own for this Pokémon.

HABITAT MAP

The following list displays the tiles (colors or pattern) for every encounterable habitat in Seasons and Legend of Sinnoh in general. All tiles on the map matching the shown color or pattern will generate Pokémon of the corresponding habitat.

Ocean

Warm Ocean   Temperate Ocean   Cold Ocean

Plains

Warm Plains   Temperate Plains   Cold Plains

Forest

Warm Forest   Temperate Forest   Cold Forest

Mountain

Warm Forest   Temperate Forest   Cold Forest

Space

Legendary Pokémon and a small amount of other Pokémon have the Space Habitat. These Pokémon have special encounter requirements and cannot be found in only one specific location or tile pattern.

SEASONS POKÉMON CARDS

The Pokémon cards in Pokémon: Seasons have been redesigned to offer a more compact design and make space for abilities.

Pokémon Type(s)

Learnable Types

Bulbasaur

Habitat

Encounter Tier

Evolve Cost

Pokémon Stats

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6

ABILITY

Ability Slot

Vine Whip   2

When the target next attacks, remove 1 regular hit from the roll.

Signature move
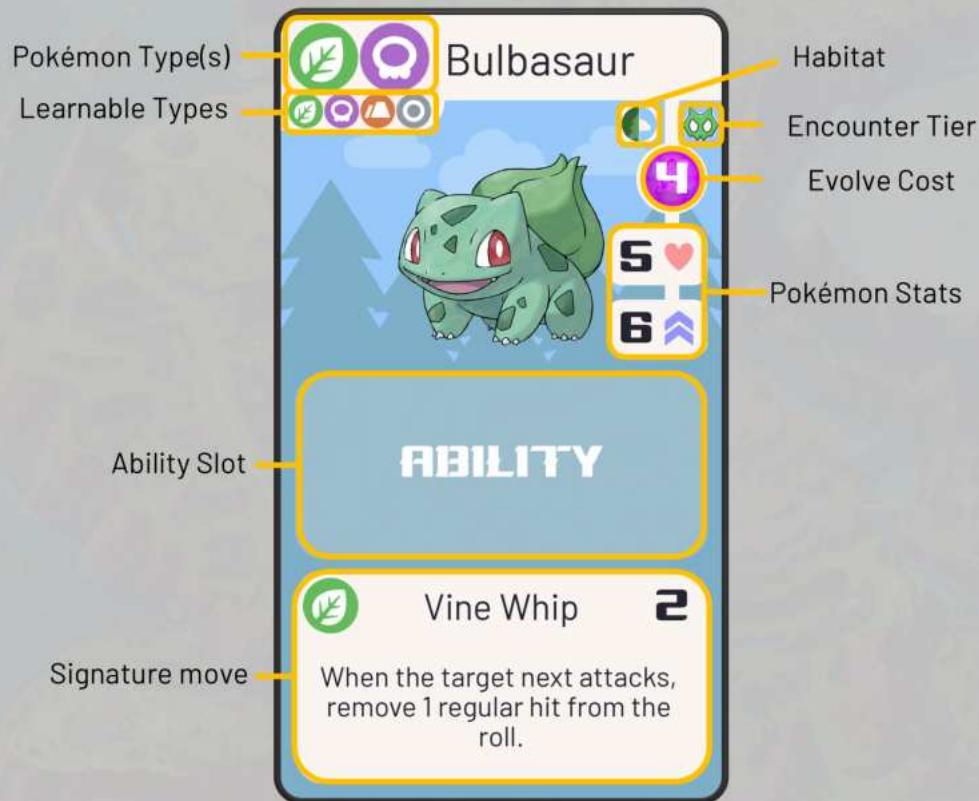
TERASTAL POKÉMON

A special phenomenon in this expansion are the local Terastal Pokémon that live and thrive all over the Paldea Region.

Terastal Pokémon have a different Pokémon type and are always treated as that type instead of their regular ones. In additional, these Pokémon are treated as <u>Terastal</u> for various interactions on the table and their Terastal-type is added to the learnable types of the Pokémon.

Sableye

7 ♥

7

ABILITY

Memento   1

Increase the battle fatigue of the target by 3.
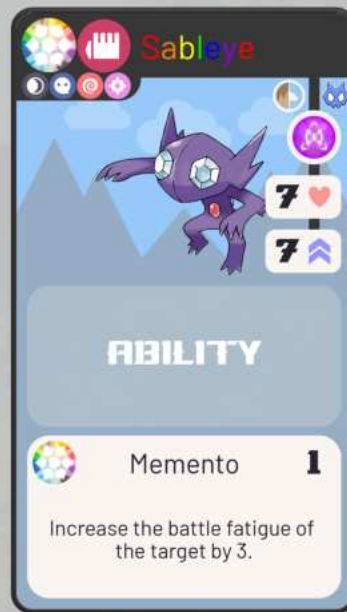
The signature move of Terastal Pokémon is always treated as the Pokémon's Terastal-type (except Typeless moves).

When a Terastal Pokémon evolves or changes forms, it inherits the Terastal-type.

When a wild Terastal Pokémon faints or a Terastal Pokémon is evolved, the type of the move returns to its base type.

Example
This Sableye has the Fighting Terastal-type and it's signature move Memento is treated as a Fighting-type move .It's learnabled types also include the Fighting-type.

MOVE CARDS

All moves have been sorted into encounter tiers and match the tiers of Pokémon that have these moves as signature moves. The move tier is visible on the back side of Pokémon cards as well.

To ensure a well-balanced experience in this expansion, the following rules apply when trying to teach a Pokémon a new move:

1. The Pokémon has to have the move type as learnable type.
2. All Pokémon may learn Typeless moves (except if the Pokémon cannot learn any moves at all, like Ditto).
3. Pokémon may only learn moves that are up to 1 tier higher than the Pokémon itself.
   Therefore, Weak Pokémon cannot learn Strong and Legendary moves and Moderate Pokémon cannot learn Legendary moves.

Trick-Or-Treat 2	Milk Drink 1	Hidden Punch 4	Resolute Blade 4
This move ignores resistances.	Heal 4 damage. If the user is inflicted with a status effect, only heal 2 damage instead.	Choose any learnable type of the user as the type of this attack.	If you have the least Black Apricorns of any player (ties count), attack strength is increased by 2.

LEGENDARY MOVES

Players may encounter Legendary Pokémon and Legendary moves during gameplay, since NPC parties could generate with them or they run into a roaming Legendary Pokémon as examples.

Unless otherwise specified, players may only teach Legendary moves to their Pokémon through the following two means:

1. The player defeated a wild Legendary Pokémon and uses the Teach functionality in the battle arena for the cost of 1 Peach Apricorn. In this case, a copy of the signature move of the Legendary Pokémon is generated which can be taught to one of the player's Pokémon.

   When a wild Legendary Pokémon is in an alternative form when defeated, it is returned to its base form before the move can be acquired.

   The usage requirements for this varies between campaigns and are visible on the Teach button as tooltip.

2. The player has used a Golden Bottle Cap On Demand item which generated a Legendary move. In this case, this move is allowed to be taught to one of the player's Pokémon.

If an NPC party generated a Legendary move on their Pokémon, this move cannot be taken as battle reward (or as Pickpocketing reward).

ABILITY CHIPS

In addition to moves, Pokémon: Seasons has also added abilities in form of Ability Chips to the table. Every Pokémon may have an ability next to having up to three moves learned.

Abilities are placed on top of the Pokémon card onto the ability slot.

In order for a Pokémon to learn an ability, one of the two ability types has to match a learnable type of the Pokémon. Abilities with the Terastal type can be learned by all Terastal Pokémon.

Teravolt
The target's and all abilities in the parties cannot be activated.

Protosynthesis
Increase the base health or intiative by 1, whichever base value is higher. On tie, choose when first equipping this ability. Cannot be disabled.

If not specified otherwise in the effect, abilities only affect the Pokémon they are taught to and are only active while the holder is the active Pokémon in battle.

Some abilities are persistent. The name of persistent abilities is underlined, and the effect of those abilities are 'always active', even when then Pokémon is not in the owner's party or when the Pokémon is fainted.

If an ability is used up or disabled in battle, it is flipped around.

A handful of Pokémon have an attached passive ability engraved onto the Pokémon card. These abilities follow the same rules as other abilities and can be replaced, if wanted.

To replace a passive ability, players can place a different ability chip on top of the passive ability. If a taught ability is discarded, the passive ability is used again.

Nincada

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4

Living Husk
When the user evolves, you may keep all evolutions. Additional Pokémon may be stored in any Poké Ball from your bag.

Sticky Web 2
When the target next attacks, status symbols deal -1 damage.
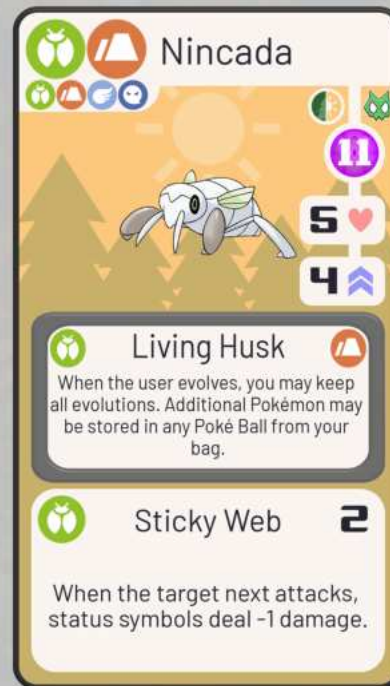
TRAITS

Every Pokémon card can be enhanced with a trait. The trait is visible in the top-right corner of the card and can be hovered with the mouse to see the effect of the trait.

Traits have a huge variety of different effects and over 60 traits are available in this expansion. From increasing the Pokémon stats, to adding more learnable types to finding random resources at the start of the player's turn – a lot of options to pick from.

Traits can either be acquired by using a <u>Mint</u> On Demand item on a Pokémon directly to apply a specific or a random trait (depending on the Mint type) or players can run into wild encounters that already spawn with a trait.

Snivy

S

S ♥

S ⏫

ABILITY

🍃 Vine Whip **2**

When the target next attacks, remove 1 regular hit from the roll.

Traits are sorted into three major categories:

- **Battle** – These traits either improve the stats of a Pokémon, unlock new learnable types or status immunities or give them additional advantages in battle, such as immunity to ability disabling effects and many more.
- **Economy** – These traits either generate items or resources for the players, and some traits improve the rate of encountering specific events and reward resources or items.
- **Misc** – All other traits that don't fit in the battle or economy area are considered miscellaneous traits. Misc traits can improve player stats such as movement speed or hand size, increase the capture success of wild Pokémon and various other effects.

Chance-based effects of traits are automatically registered and considered by the table. The Pokémon do not have to be in the player's party for the trait to take effect. The traits of Pokémon in the player's PC are also valid.

Most traits can be replaced with other traits, but some traits are restricted from either being <u>replaced</u> (once applied, the Pokémon cannot get rid of these traits anymore) or from being <u>minted</u> (can be replaced but cannot be turned into a Mint to give it to another Pokémon).

DISCOVERY TABLET

Every player area is equipped with its own discovery tablet to interact with the map in Pokémon: Seasons. Whenever a player wants to check out a specific token or tile in the region, they use the tablet to 'discover' the tile their player token is standing on.

The tablet can generate sceneries and interactions for all tokens on the map and replaces all other manual overworld interactions except player-to-player content like trades or battles.
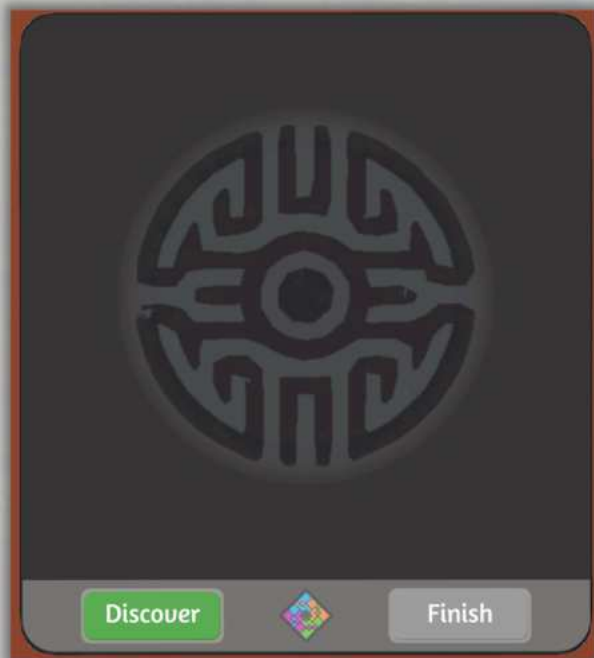
The following pages explain and describe all types of discoveries available in this expansion. Some discoveries are only available in specific campaigns.

DISCOVERY RULES

Before diving into discoveries and their possibilities, it is important to understand and follow these rules for a fair and easy game flow:

1. A discovery does not end a player's turn. When a player moves onto a tiles they want to interact with, they can use the tablet to 'discover' the tile.
2. Players may only discover one Shrine tile every turn. This includes Legendary Shrines and other variations of shrines that might appear during specific campaigns.
3. Players may only discover one settlement tile every turn. This includes Villages, Ports and City. Campaigns may add additional tiles to the map that are considered settlements.
4. When players turn over Special Hidden Spots and are faced with an encounter (Alpha Pokémon, Tera Pokémon, Team Star Ambush) they must discover this token, unless they are allowed to ignore these (by using a Navigate effect this turn for example).
5. If players get into a battle during a discovery, their remaining movement steps are voided, and they cannot move anymore after the discovery. They may still interact with their party and items but no longer move or discover this turn.
6. Players may only use the fast-travel feature of Cities and/or Ports once per turn.
7. You may only discover an empty tile if you end your turn on one.

DISCOVERY ROUTINE

All types of discovery follow the same process:
- A player moves their player token onto a tile they want to interact with.
- The player clicks the Discover button of the tablet.
- The tablet generates the discovery matching the player's position.
- The player interacts with the tablet until the discovery is done.
- The player finishes the discovery (either automatically or by using the Finish button)
- The player moves on (if they have movement steps left and did not get into a battle).

Some discoveries allow the player to reroll the content, such as generated wild encounters or trade offers in settlements.

For this, an Alluring Stew has to be crafted (or the Recall effect was used). If the player is eligible to reroll a discovery, they click the provided Reroll button and the tablet re-generates the content.
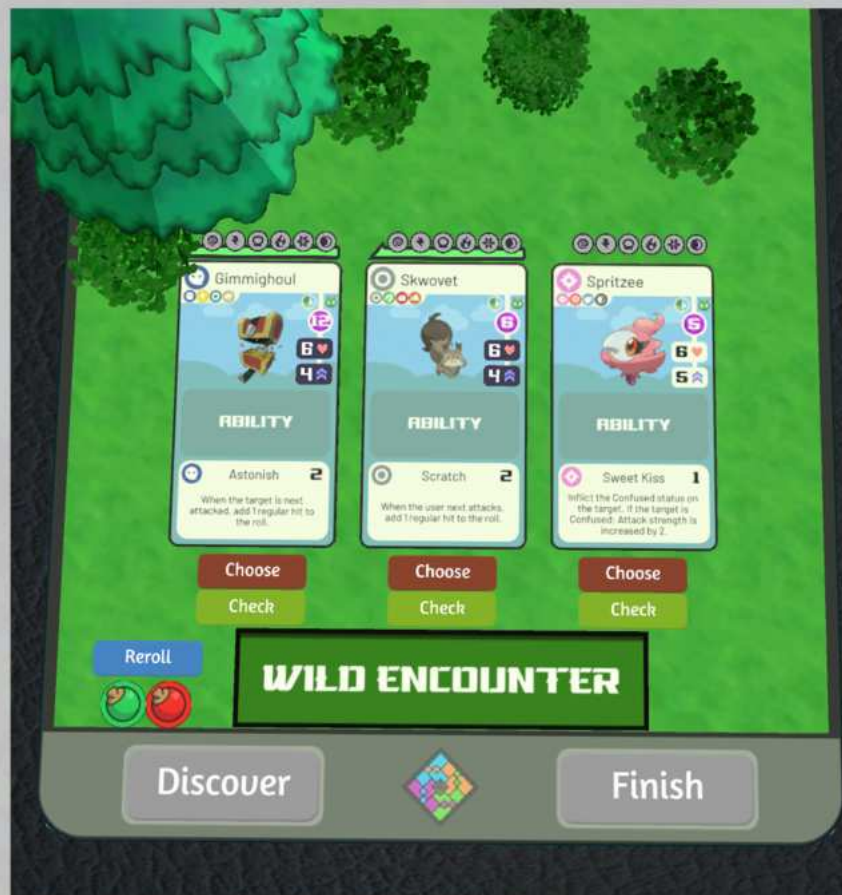
WILD ENCOUNTERS

TYPE	Encounter
TILES	Apricorn Tree / Reef
REROLL	Generated wild Pokémon

Discovery

Wild encounters generate 1-3 random wild Pokémon from the habitat of the discovered tile. The amount of generated Pokémon depends on many factors such as the campaign itself (settings, progression), active events on the overworld and more.

When discovered, the player has to choose to battle against one of the generated wild Pokémon or reroll the encounters. The discovery cannot be canceled though. The player has the option to **check** Pokémon to view the evolutions of the generated encounters, if applicable.

Once an encounter is chosen, the player can decide their approach for this wild Pokémon. They can either engage it directly in battle in the arena, let the table simulate a battle against the Pokémon vs. their left-most party member (all effects, such as moves, items and abilities are ignored in this) or can attempt to use the auto-catch feature to try to capture the Pokémon without battling it.

Wild encounters may generate with a trait. When a wild encounter is chosen, it may receive a consumable and an ability. If the wild Pokémon is defeated and the consumable was not used, the player receives the

consumable. If the wild Pokémon had an ability and is defeated, the player may teach either the move <u>or</u> the ability to a valid Pokémon. The other card is discarded.

SHRINE EVENTS

TYPE	Shrine	
TILES	normal Shrine	
REROLL	-	
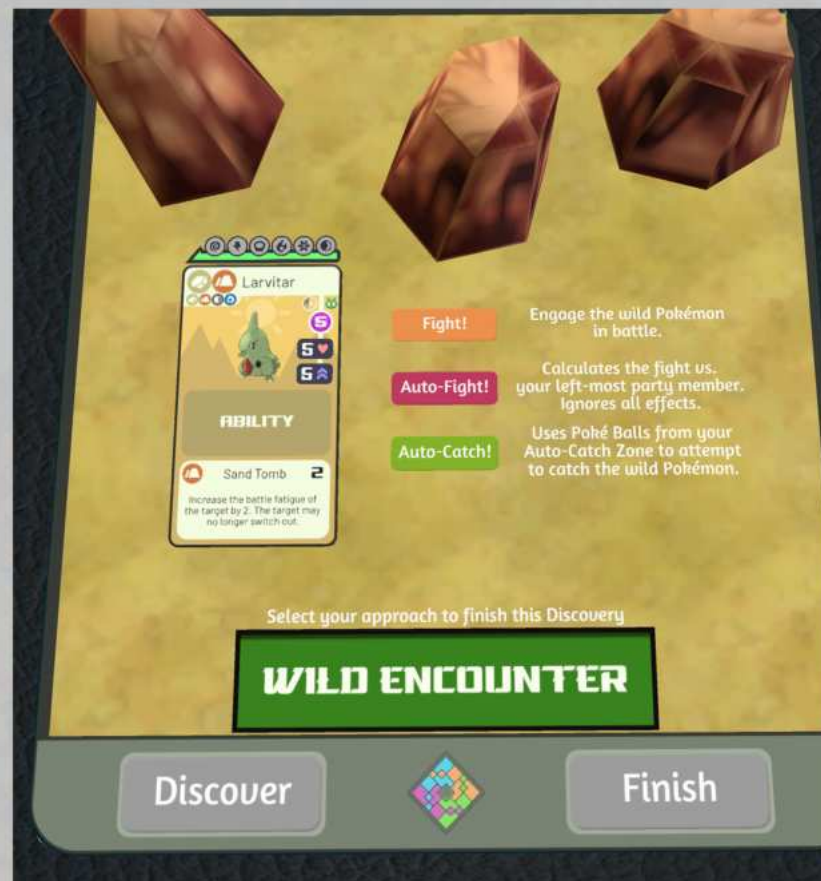
Discovery

<u>Before</u> any Shrine tile is discovered, the player has to offer (and discard) an Apricorn to determine the tier of their shrine reward. Peach Apricorns cannot be offered.

Once the discovery is generated, the player is given a shrine event to take and the option to add up to 2 additional options to the shrine for 2 Journey Points each.

The player must take one of the generated shrine events and resolves the effect of the event based on the offered Apricorn tier.
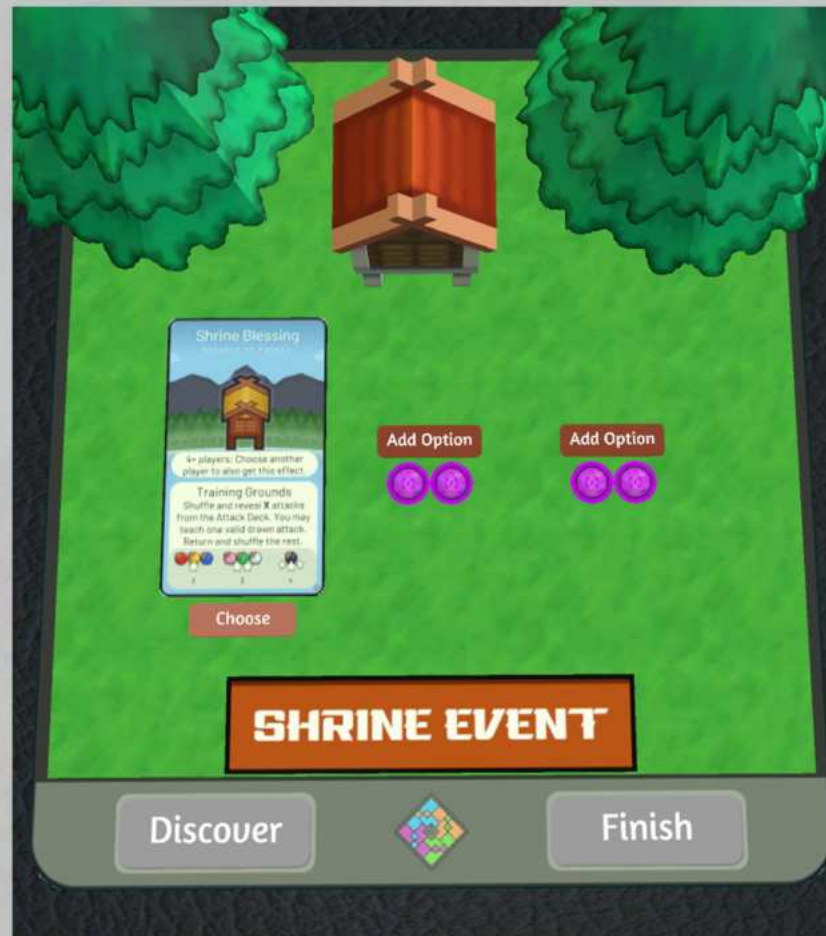
LEGENDARY SHRINE EVENTS

TYPE	Shrine
TILES	Legendary, Paradox and Wormhole Shrine
REROLL	Generated Legendary encounter

Discovery

Legendary Shrines have a 1/6 chance to generate a Legendary wild encounter to battle and either defeat or capture a Legendary Pokémon. If a Legendary encounter is generated, it cannot be skipped.

Every Legendary Shrine (9 total) has two preferred types of Legendary Pokémon that can appear and the available options to choose from differ between the campaigns.

If no Legendary encounters were generated, a normal Shrine Event is generated, following the same rules.

In either case, the player must offer an Apricorn before the discovery. If a Legendary encounters is generated, the Apricorn is not refunded.

The Shrine events on these tiles are more likely to generate Imbalance and Rumor cards (see next page).
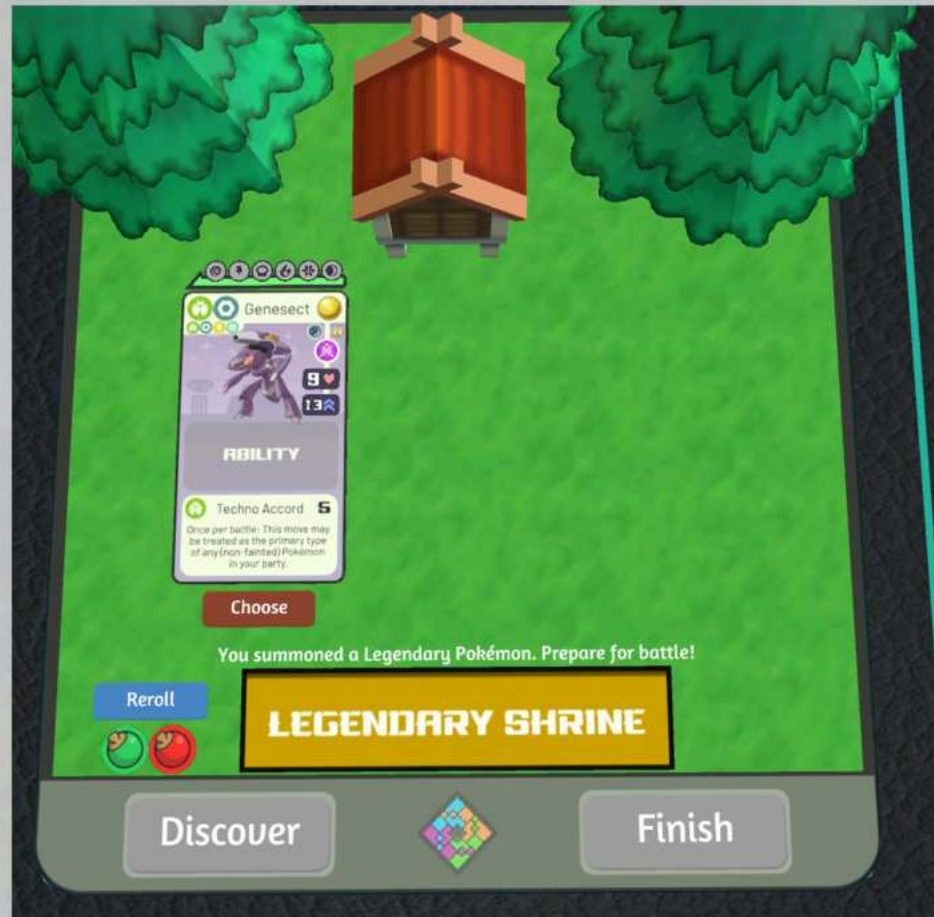
IMBALANCE SHRINE EVENTS

During shrine discovery, black colored Imbalance cards might generate. Whenever these cards appear, their effect <u>must be resolved</u>.

Second effects of Imbalance events are automatically processed by the table in-between turns; The primary effect has to be resolved by the affected player and scales with the amount of collected Fallen Stars.

Once the 'Resolve' button is clicked for these events, a new shrine event is drawn for free.

SHRINE RUMOR EVENTS

With a very rare chance, players might run into rumor cards during shrine events. These cards resolve like normal shrine cards, but the effect is processed and applied by the table and not a manual action by the players.

These cards can have very powerful and helpful effects and generate more often during Legendary shrine events.

!Shrine Blessing?
Imbalance of Paldea

Resolve this effect when revealed and draw a new card.

Breaking Seals
You lose any **X** Apricorn(s). Once resolved, at the end of your turn, all players gain 2 Ruined Treasure cards.

0-3	4-7	8
0	1	2

Shrine Rumor

4+ players: 2 additional Hidden Spots appear.

Meteor Shower
If this event is chosen, 4 new Hidden Spots appear. At least **X** will be nearby.

1	2	3

VILLAGES

TYPE	Settlement
TILES	Village
REROLL	Trade offers

Discovery

Villages are minor settlements that generate trade offers and allow players to <u>Join</u> the village for an additional permanent effect that differs between all available villages.

Settlement Rules

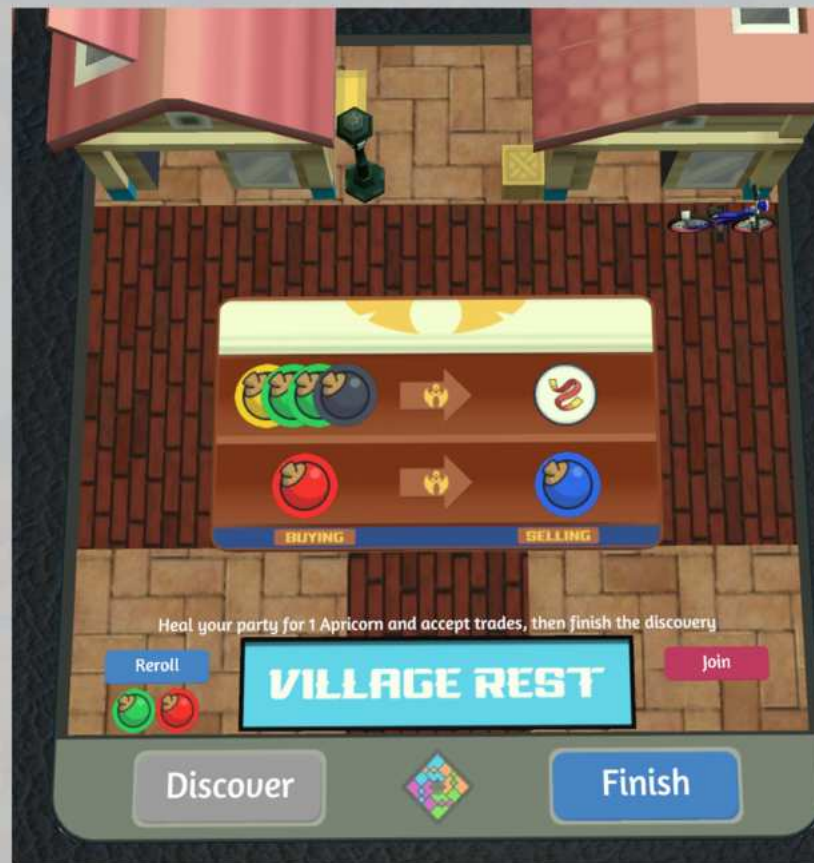**TRADES** — 2 slots. Likely to generate Peach Apricorns and common On Demand items, but can generate all trade offers.

HEALING — Restore your party for 1 Apricorn.

SPECIAL — Players can change their village standing to gain a permanent buff.

BUYING   SELLING

Heal your party for 1 Apricorn and accept trades, then finish the discovery

Reroll   **VILLAGE REST**   Join

Discover   Finish

CITIES

TYPE	Settlement
TILES	City
REROLL	Trade offers

Discovery

Cities are major settlements that allow players to heal their Pokémon for free, but the trade offers are usually lacking. Players may fast-travel between cities after the discovery. Requirements for this differ between campaigns.

Settlement Rules

TRADES 2 slots. Can only generate common trades such as Apricorns, low tier Poké Balls and common berries.

HEALING Restore your party for free.

SPECIAL Players may fast-travel to other city tiles after the discovery by discarding 1 Apricorn.

Fast-Travel Requirements

NOVA ACADEMIA – Players may only fast-travel to cities they own the gym badge of, but fast-traveling to Mesagoza is always allowed. Players may fast-travel to Area Zero Base Camp after acquiring 3 Titan Badges.

Heal your party, accept trades and/or challenge the gym, then finish the discovery

Reroll

CITY ACTIVIES

Discover   Finish
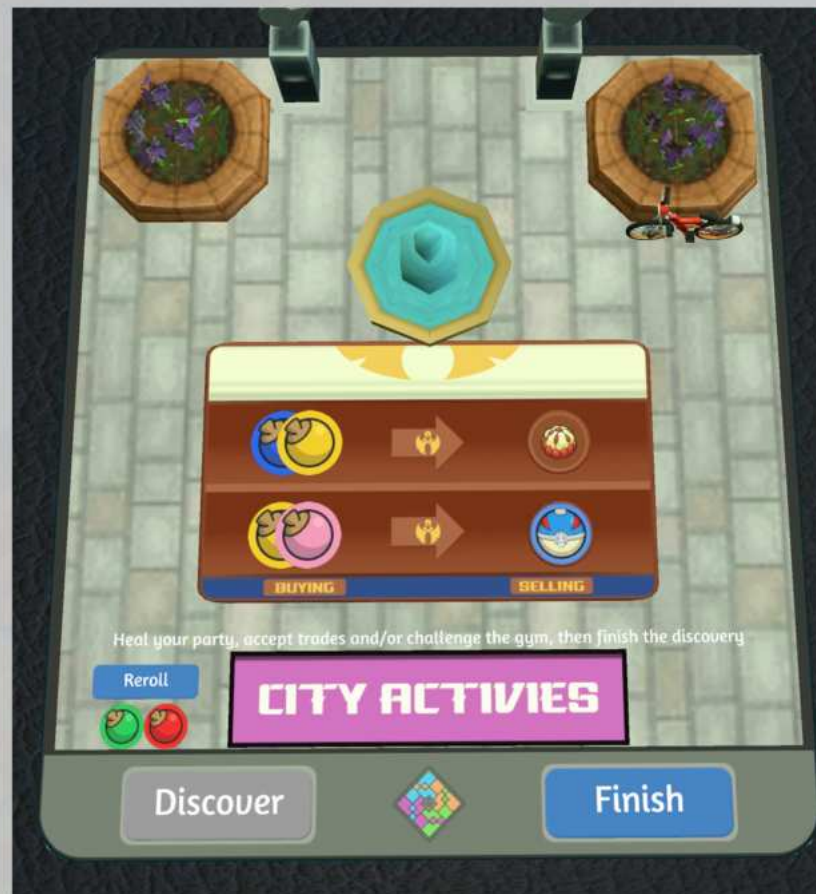
PORTS

TYPE	Settlement
TILES	Port
REROLL	Trade offers

Discovery

Ports are located on shorelines and have the best trade offers. Players may fast-travel between ports after the discovery.

Settlement Rules

TRADES 3 slots. Can generate all trade offers but rare Poké Balls, consumables and On Demand items are very likely. Can rarely offer artifacts too.

HEALING Restore your party for 1 Apricorn.

SPECIAL 3 trade slots. Players may fast-travel to other port tiles after the discovery by discarding 1 Apricorn.
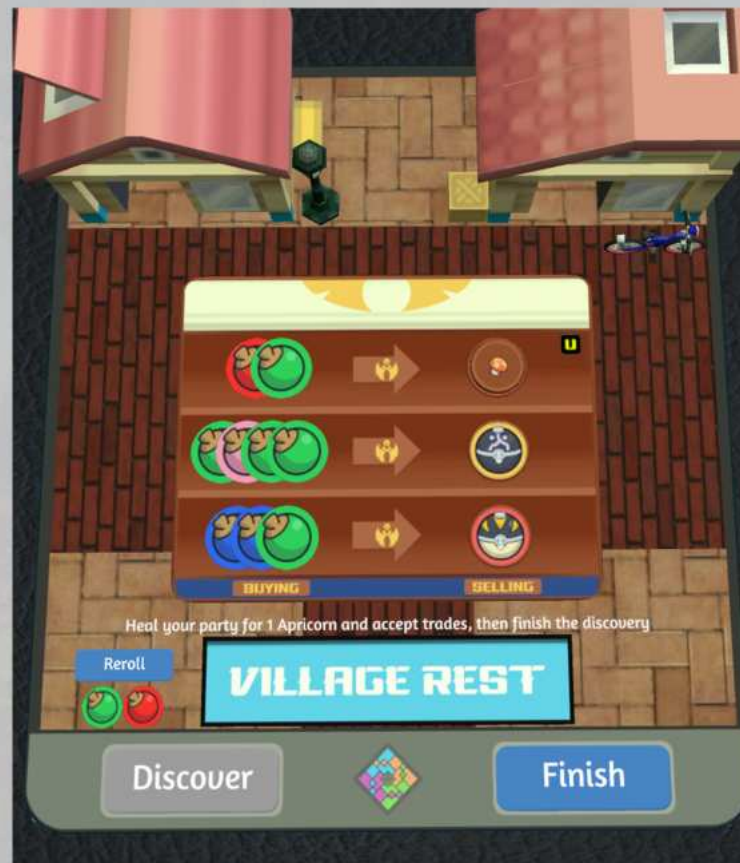
ANOMALIES

TYPE   Anomaly
TILES   any Anomaly
REROLL   -

Discovery

The map contains 4 Sealed Cave tokens that may turn into active anomaly tiles during gameplay. This can either happen by players finding Anomaly Disasters in Special Hidden Spots or with an Imbalance event during shrine events.

Whenever a new anomaly spawns, one of the four Treasure of Ruin Pokémon is placed on top of a Sealed Cave and turns it into an anomaly.

While an anomaly is active, all players suffer from the negative effects of the anomaly. The effect differs between every anomaly type.

Players can close an anomaly by fulfilling the specific anomaly requirements.

Rift Anomaly
Requirements – Deliver and offer a Pokémon with a specific type. This Pokémon is discarded and the anomaly closes.
Active effect – Wild encounters are less likely to have traits or abilities.

Glitter Anomaly
Requirements – When spawned, 3 new Nodes are added to the map and all placed Nodes are shuffled. One of the spawned Nodes is a Glitter Key that has to be delivered to this anomaly to close it.
Active effect – Bonus events are less likely to happen during discoveries.

Greed Anomaly
Requirements – The anomaly requires 3-4 different consumables as offering to be closed. The consumables have to be delivered to the anomaly to close it.
Active effect – Rare trade offers are less likely to appear.

Distortion Anomaly
Requirements – Wild Pokémon may generate with the Distortion trait. Players muss deliver a Pokémon with the distortion trait to this anomaly to close it and to replace the trait with a new one.
Active effect – Wild encounters might generate less options to choose from.

When an anomaly is closed, players are prompted with the choice to battle the corresponding Treasure of Ruin Pokémon. This is optional.

TERASTAL CAVE

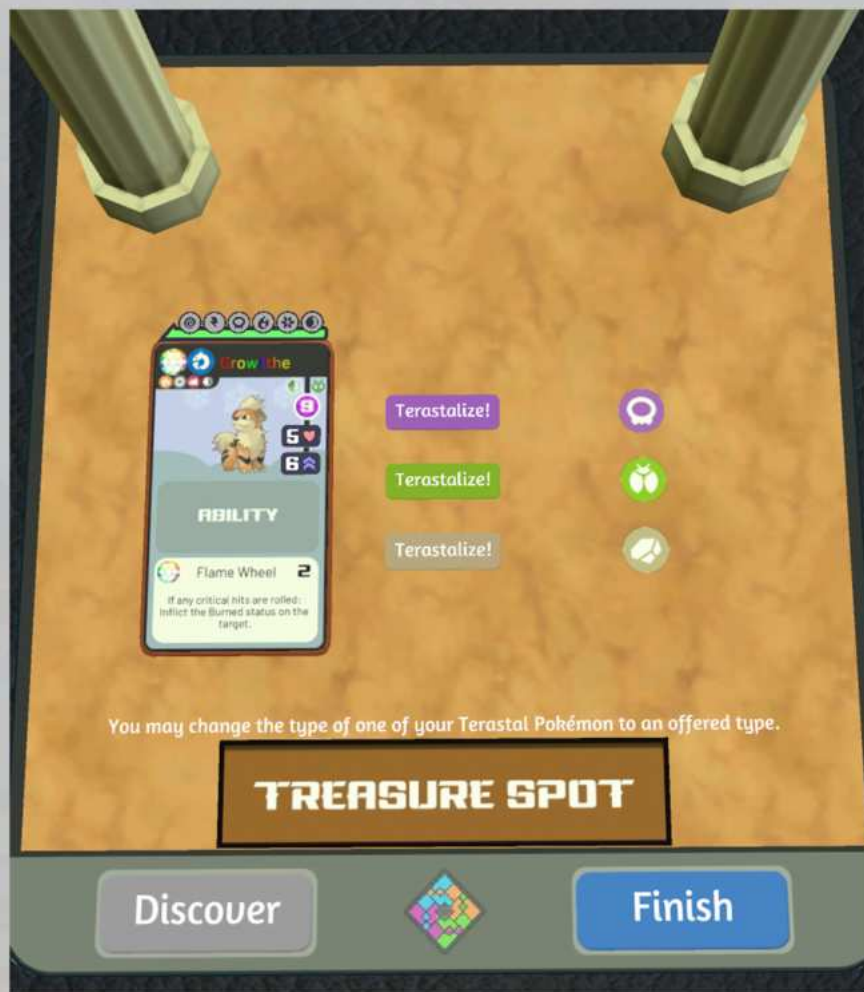|	
TYPE	Terastal Cave
TILES	Terastal Cave in Area Zero
REROLL	-

Discovery

During discovery, players may choose to change the Terastal-type of one of their Pokémon to a different one from 3 generated types. Whenever this tile is discovered, a different selection of types is offered.

Players may only discover this tile once per turn.

BONUS DISCOVERIES

During discovery, players might generate a Bonus Event that provides them with an additional interaction. These events always generate <u>before</u> the actual discovery and are followed-up with the expected content.

Bonus events vary between free items to take, additional (optional) battles to fight or Legendary Pokémon swooping by.

If a player chooses to take on an optional battle during a Bonus Event, normal discovery rules apply, and they cannot move anymore after the discovery.

Bonus Events are identified by the <u>Bonus</u> tile generated in the bottom-right corner of discoveries. When this event is finished, the normal discovery is generated.

Some map tiles are unable to generate Bonus discoveries.

AUTO-CATCH ZONE

Setup Battle Party 0

0/5

Restore all Pokémon

0 0 0 0
0 0 0 0

CRAFTING RECIPES

ARTIFACTS

? ? ? ? ?

Free Free Locked Locked Locked

ITEM STORAGE

BERRY MIXER

3 consumables needed

Add berries for analysis

WEATHER FOLKLORE EVENT STANDINGS PLAYER INBOX

MOVEMENT 4

HAND SIZE 5

2 4 6

GYM CHALLENGE

GYM CHALLENGE CARD

Total Badges 0 Badge Panel

KEEPSAKE ?

4 3

CARD ACTIONS

Return

Discard

ITEM SLOT

Evolve

Discover Finish

AUTO-CATCHING

During wild encounters, players may attempt to auto-catch a wild Pokémon instead of battling it directly.

The discovery tablet will grab Poké Balls stored in this auto-catch zone to simulate capture attempts.

The auto-catch routine will use the lowest tier Poké Ball first and will at most use 5 Poké Balls before the wild Pokémon escapes.

If a wild Pokémon escapes from a capture attempt, no Apricorns are awarded from the Apricorn Tree/Reef if the auto-catch fails.

An auto-catch attempt counts as the player participating in a battle.

POKÉ BALL STORAGE

Players may craft and store their Poké Balls in this designated area. The additional slot can be used for other non-craftable Poké Balls.

BAG / RESOURCE TRACKERS

Like the base game, players can control their resources via the provided trackers for all Apricorns, the Journey Points and the newly added Star Pices.

If players acquire a resource item, dropping it onto the bag at the top adds it to the trackers.

Next to having the turn tracker placed on top of the bag, players have the option, to quick-heal their party with the Restore button.

If players are getting into a battle with a limit to usable Pokémon, the Battle Party button sets up the selection panels to pre-select their party for the battle.

EVENT TRACKERS

During gameplay, various temporary events can occur that affect the interactions and discoveries on the map. These trackers are used for a quick overview of all ongoing events.

CRAFTING RECIPES

The crafting recipe book provides the players will all possible crafting interactions available in this expansion (except Poké Balls which can be found in the Poké Ball storage).

Stews

Players may craft and <u>use each stew once per turn</u>.

Star Piece Exchange

The recipe book lists all available exchanges for Star Pieces. If players have the required amount of Star Pieces, they can click on the costs of the exchange to automatically subtract the required Star Pieces and receive their exchange goods.

Battle Items

Players may hover over the costs of battle items to see their effects. Clicking on the costs spawns the corresponding battle item. Apricorns are not subtracted automatically.

Custom Star Piece Exchange

Campaigns and table interactions might add permanent or temporary additional Star Piece exchange options to the recipe book. These are found on the <u>Custom</u> page.

CRAFTING RECIPES

STAR PIECE EXCHANGE - 1
Click on the Star Piece costs to exchange your Star Pieces for the chosen reward

Apricorn Wish	Sealed Wish	Mighty Wish	Clever Wish
You gain 1 random Tier 2 Apricorn.	You gain 2 Ruined Treasure cards.	You draw 3 cards from the Attack Deck. You may teach one of them to your Pokémon.	You draw 3 cards from the Ability Deck. You may teach one of them to your Pokémon.

BATTLE ITEMS - 1
Hover over the costs to see the item effect. Click on the costs to spawn the battle item.

Blast Crystal	Star Shield	Lucky Egg	Eviolite
x5 x5 x5	x5 x3	x5 x3	x5 x5 x3

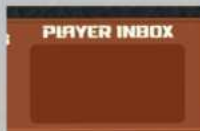## PLAYER INBOX

The player inbox is the zone where all automated items are delivered too. This includes shrine events, trait bonuses, event-based items, Star Piece exchange goods and many other opportunities to get items.

STATS / BOON TRACKER

The stats tracker display the current movement speed and hand size of the players. These tracker update at the start of every turn and during this turn, the shown numbers are the stats for the player.

If players increase or decrease their stats permanently, those changed to not activate until the next turn.

The small boon trackers next to this display the temporary bonuses applied to a player and only last this turn. These effects are either from On Demand items or shrine rumor events.

CAMPAIGN PANEL

The content of the campaign panel differs between all campaigns. See the campaign specific chapter to learn more.

KEEPSAKE PANEL

Players store their selected Keepsake in this panel for the duration of the campaign.

The buttons at the top are used to update the corresponding Keepsake effects permanently by spending the required resources.

CARD ACTION PANEL

The card action panel is a multi-tool for players to manage their cards.

Return & Discards

This panel is used to return and discard all possible cards, when applicable. This includes Pokémon cards, move cards, ability chips and Ruined Treasure cards.

Evolution

Players can use this panel to evolve the provided Pokémon. All possible evolutions will appear next to the panel and can be return (with the panel), if necessary.

On Demand Items

The item slot on the panel is used to activate the effect of On Demand items and can also be used to discard them (like Flight Feathers or Rare Dolls). Some On Demand items require a Pokémon to be provided.

Poké Ball Slot

To make the organization easier, a Poké Ball slot was added for players to move their whole Pokémon setup onto this panel by placing its Poké Ball in the slot.

ITEM STORAGE

A designated area for players to store and sort their items. 8 slots are marked with the icons of the common berries for easy access and organization.

ARTIFACT SLOTS

Up to 5 artifact slots are available to players to use and activate their acquired artifacts. An activated artifact instantly applies its effects.

The available slots and slot unlocks differ between campaigns.

Players may freely activate artifacts during their turn of they have available slots, but players may only remove artifacts while they are in a settlement discovery and outside of battle. Players must discard a Black Apricorn to remove an artifact from its slots.

PARTY / PC SLOTS

All players are provided with a total of 12 Pokémon slots in their player areas. The 6 party slots (in the upper area) may not be fully unlocked at the start of campaigns and unlock over time or after specific milestones are reached.

Check the campaign-specific chapter for more information.

The PC slots are all unlocked from the start of the campaign and can be used to store additional Pokémon. Players may freely teach new moves and abilities to Pokémon in the PC and evolve them during their turn.

When a new Pokémon is obtained, players may move a Pokémon from the party to an unused PC slot to add the new Pokémon to their party.

Otherwise, players may only swap Pokémon between their party and the PC while they are in a settlement discovery and outside of battle.

BERRY MIXER

The Berry Mixer is a curious apparatus that converts your unwanted consumables into new items and resources.

Players may put any 3 consumables into the Berry Mixer and start the process. Over the course of (usually) 3 turns, the provided berries are turned into other useful goodies.

Depending on the types of consumables provided, different results are more likely to occur. Detailed information about this can be found on the next page.

The lower display of the Berry Mixer previews the expected result by analyzing the flavors of the consumables. By default, the Berry Mixer supports the 5 common Pokémon flavors: Spicy, Dry, Sweet, Bitter and Sour. By offering rarer consumables, more flavors might be added to the result.

If too many common flavors are found, the Berry Mixer displays Balanced as an indicator, that every type of result could happen when those 3 consumables are mixed.

BERRY MIXER

3 consumables needed

Add berries for analysis

BERRY MIXER

Mix Berries

Sweet
Sour

BERRY MIXER

Mixing Berries..
3 turns left

Sweet
Sour

Common Flavors

SPICY – Likely to generate rare berries
DRY – Likely to generate rare Poké Balls
SWEET – Likely to generate resources (Apricorns, Journey Points and Star Pieces)
BITTER – Likely to generate On Demand items
SOUR – Likely to generate Mints to apply traits to Pokémon

A balanced result has the same odds of all rewards listed above.

Flavor Modifiers

EXOTIC – High chance to increase the rarity and quantity of the reward
MUSHY – Randomized the result. All rarities and rewards have equal odds of appearing.
SALTY – Chance to yield double rewards.
RIPENED – Guarantees that the reward is one of the provided flavors.

Players can experiment with rare consumables to find which of them provides what modifier to the Berry Mixer.

Common Berry Flavors

Oran Berry
Spicy, Dry

Lum Berry
Sweet, Bitter

Liechi Berry
Dry, Bitter

Razz Berry
Sweet, Sour

Enigma Berry
Spicy, Sweet, Bitter

Wiki Berry
Dry, Sweet, Sour

Rowap Berry
Spicy, Dry, Sour

Salac Berry
Spicy, Bitter, Sour

If and what flavors rare consumables have is currently unknown and is still being studied at Mesagoza academy. Players are encouraged to experiment themselves.

The academy recommends to use the Berry Mixer regularly to generate additional resources for the played campaign. Berry are easily accessible and should be obtained to process them into other goodies.

SWITCHING IN BATTLE

Additionally, to the normal rules for switching out Pokémon in battle (when the opponent faints or a move effect is used), players are allowed to use their battle turn to manually swap to a different Pokémon from their party.

If not specified otherwise, all NPC parties are able to switch Pokémon during their turn and after a player's Pokémon is defeated.

The turn order does not reset when a manual swap happened. The opponent gets to use their turn next after a player (or NPC party) switched their Pokémon.

BATTLE KEYWORDS

This expansion uses a few specific battle keywords to highlight and standardize interactions in battle. These include:

Calculated Damage
When calculated damage is mentioned, this refers to the damage that a Pokémon would deal to the currently active opponent. If an effect in battle redirects or changes calculated damage, then this is updated from the damage the active opponent would have taken.

Initially Rolled
Initially rolled dice or damage is the rolled result of dice before any dice are added, removed or changed.

Switch Into Battle
Whenever a Pokémon in a player's party enters the battle arena, it is 'switched into battle'. This also occurs when a player first sends a Pokémon into the battle arena at the start of battles.

Cannot Be Copied
Some moves (and abilities) allow the usage of other moves and abilities. Cards with this keyword are not allowed to be chosen by those effects.

If Possible
A lot of effects have been extended by this condition. The effect only works, if it can be applied. For instance, it is (usually) not possible to inflict the Drowsy status on a Dark-type Pokémon, so this would not be possible.

Then
This keyword is used to indicate a follow-up effect. If the first part of the effect failed (due to not being possible for instance), then the secondary effect is ignored.

BATTLE FATIGUE

Unlike the base game where all battle effects happen simultaneously, in Pokémon: Seasons, the battle fatigue damage has priority over all other effects that affect the Pokémon suffering from battle fatigue.

The battle fatigue damage is taken first (after attacking), then other effects may apply.

CHANGES TO STATUS EFFECTS

Since this expansion plays on a different power level in battle than the base game or other expansions, the following adjustments have been made to the status effects from the base game:

🌀 **Confused** – Now also deals 3 damage to a Pokémon if they use a second move in the same turn, in addition to the usual effect. Does not stack.

❄️ **Frozen** – Attack strength bonus against a Frozen Pokémon has been reduced to 1. Frozen is already a very good status effect with 2 powerful effects, this change was made to adjust for the lower power level of Pokémon Seasons.

🌙 **Drowsy** – Has been changed to: The Pokémon may not use the effect(s) of their held item(s). When the Pokémon attacks, battle fatigue increases by an additional 1.

Additionally, the following status as been added as an event-exclusive status effect. This effect cannot be applied in battle and is used for campaign specific opponents.

🌈 **Dazzling** – The Pokémon is immune to other status effects and does not take damage from battle fatigue. The held item(s) and ability of the Pokémon cannot be disabled.

Wild Pokémon with the Dazzling status effect cannot be captured.

CAPTURING POKÉMON

Capturing has been made more interactive and tactical. The base capture rare of all wild Pokémon has been increased but differ between campaigns.

The following rules apply:
- 🌕 Add 1 regular hit to capture rolls for every inflicted status effect on the target.
- **3** Roll an additional dice during capture rolls if the target has 3 health (or less) remaining.
- 🍍 If a capture roll failed, every equipped Razz Berry (on either active Pokémon) adds 1 regular hit to the roll.
- 🍑 Pokémon with the Sweet Trait roll an additional dice during capture rolls if their battle fatigue is 1 (or higher)
- 🦉 Some traits on wild Pokémon increase the required base capture rate.
- 🌸 Specific milestones reaching in campaigns might decrease the base capture rates of wild encounters.

BLACKOUTS

If you blackout during your travels (= all Pokémon in your party are defeated), you relocate to the closest City tile and restore your party.

If you blackout outside of a City, gain 1 Star Piece after restoring your party.

BATTLE MODE

All battles are single battles.

The battle arena is split into two parts to allows two (single) battles to happen at the same time. There is no plans to add Double battles to Pokémon: Seasons for now.

PVP RULES

Players are free to challenge other players during their turn of their player tokens are on the same tile or adjacent to each other, ignoring altitude differences on the map. Players on City tiles are allowed to refuse the challenge.

All PvP battles are 3v3 battles, using the battle party system to setup their parties before the battle begins.

The following rules apply:
- Players may not challenge the same target to a PvP battle on two consecutive turns
- The defeated player is relocated to the closest City token (choose, if multiple options are available)
- The victorious player may take a reward from the other player. This reward may only be an artifact or an On Demand item.
- Currently activated artifacts and the 'Box of Treats' and 'Beyond Mark' On Demand items cannot be taken as reward.

BATTLE PARTIES (3V3 BATTLES)

PvP battles and various campaign-specific battles are run as 3v3 battles which requires players (including the ones controlling the npc parties for PvE battles) to setup their battle party before the battle begins and select the 3 Pokémon they want to use in battle. If a party contains 3 or less non-fainted Pokémon, all of them will participate.

The encounter generators and all player areas (in the bag area) are equipped with a Setup Battle Party button. This button toggles between 3 different states:

SETUP – Spawns 6 panels for the party. Players can secretly choose which Pokémon will participate in battle. Players may either use the Context Menu or change the state of the panel to their choice.

SELECTING ... → SELECTION MADE

REVEAL – Once a selection has been made for all eligible Pokémon, clicking this button reveals the selection. 3 Pokémon should be marked as 'in Battle'.

SELECTION MADE → IN BATTLE
SELECTION MADE → NOT IN BATTLE
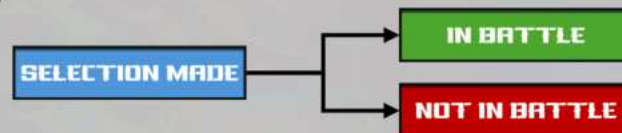
RESET – After the battle, the third click on the button removes all panels until they are needed again.

NPC BATTLES

The encounter generators are found beyond the battle arena on the west end of the table.

Whenever players get into battles with a full NPC party, the matching encounter generator (north or south side) is automatically tasked to randomly generate the battle encounter for the player.

The encounter generated created the Pokémon party, assignable held items and (in specific circumstances) NPC-only battle effects called Battle Boons (see next page).

Players may rearrange their own parties before the NPC party is generated, but cannot adjust them anymore once the encounter generator is tasked to create a battle opponent.

The player controlling the NPC party adds the held items to the NPC Pokémon before the battle begins. Poké Balls are automatically assigned to the generated Pokémon.

The encounter generator is tasked to create a fitting opponent on the level of the player's current campaign progression and can generate normal and Terastal Pokémon and give them fitting moves, abilities, Poké Balls, held items, traits and Battle Boons.

The logic of the generator contains a smart encounter generator in which specific battle parties do not generate useless move or ability combinations, if applicable.

Players can use the buttons on this tool to manually choose and generate specific encounters. These encounters also scale automatically with the player's progression.

BATTLE REWARDS

Defeating any NPC party generated by an encounter generator allows the corresponding player to take one battle reward from the generated team.

One of the following rewards can be taken:
- A Pokémon card to teach the signature move of a generated Pokémon to an own Pokémon
- A move card to teach this move to an own Pokémon (except Legendary tier moves)
- An ability to teach it to an own Pokémon

Players may not take:
- Poké Balls
- Held items
- Battle Boons
- Legendary tier moves (or Legendary tier signature moves)
- A Pokémon to keep that Pokémon itself. Pokémon cards may only be taken to use their signature move

Other players may use the Pickpocketing effect to take one of the battle rewards as well. In this case, a copy of the wanted card is created and given to the player. The rules above apply to Pickpocketing as well.

BATTLE BOONS

NPC battle parties might generate with Battle Boons that enhance the party to counter the usage of Ruined Treasure cards by the players and other advantages.

The player controlling the battle party may use these effects whenever they want. Some boons affect the initial setup of the generated party and do not provide any additional effects afterwards.

Battle Boons can be flipped to indicate that the effect has been used.

Effect Roller
Once per battle: Add 1 status symbol to your next move.

Fast Revocery
Whenever one of your Pokémon switches into battle: Heal 1 damage from that Pokémon.

Great Potential
Your party generated with two additional traits (If all Pokémon had traits, up to two are replaced with better traits).

EVENT STATES

The table supports 4 different kinds of temporary (and permanent) changes to the map interactions and players, called Event States.

The conditions of the event states are visible in the top-left area of the player area. The first three states are global, while the fourth one is player specific.

The following states exist:

Weather

Affects the encounter rate of specific Pokémon team. Each weather increases the likelihood of encountering two types of Pokémon and Pokémon of a specific habitat are more likely to be Terastal. The weather might change due to the effect of an Imbalance shrine event.

Folklore

Affects the interactions on the map with and around shrine tiles. Various folklore events change tiles on the map to offer new types of discoveries. The folklore might change due to the effect of an Inbalance shrine event.

Event

Events are a collection of random interactions for the currently played campaign. These vary from trade changes to extra items and bonus loots from discoveries. Events change randomly at the start of new turns.

Standing

A player specific buff that can be changed during village discoveries. Every village offers a different buff to affect various content of the game, ranging from generating items to manipulating wild encounters.

Players can hover over village tokens to learn more about their effects. The first time a player changes their standing, they can do it for free. Afterwards, the standing change increases in cost every time it is changed.

FALLEN STARS

The amount of maximal available Fallen Stars has been increased from 8 to 10, but at the start of campaigns, only 6 Fallen Stars are randomly placed on the map. The others are added later on when new Hidden Spots are added to the map.

Whenever a Fallen Star is found, the corresponding player obtains 2 Star Pieces.

All players gain a permanent buff for every 2 Fallen Stars collected.

2 ✷ >	Star Pieces may appear as reward during Random Event discoveries.	
4 ✷ >	All middle symbols are wildcards for Assemble effects.	
6 ✷ >	Players gain 1 Star Piece at the start of every other turn.	
8 ✷ >	All middle symbols are no longer required for Assemble effects.	
10 ✷ >	Players now gain 1 Star Piece at the start of every turn.	

KEEPSAKES

Keepsakes replace the Trainer Cards from the base game and can be enabled (for all main campaigns) as optional modifier in the campaign settings.

Keepsakes can change the personal game flow, team building and/or approach to the game card campaign progression in general but are fun additions to shuffle your usual gameplay around.

Each Keepsake comes with a corresponding held item that players use right away. All other effects and board interactions must be unlocked first later on.

KEEPSAKE CARD

Passive overworld effects

Start or game flow changes

KEEPSAKE

Your starter Pokémon is Partner Eevee.

FLUFFY TAIL

You are more likely to find Pokémon matching the type of Partner Eevee's signature move and Strong wild encounters offer 3 options to choose from.

Once per turn: Reroll a Strong wild encounter for free.

You gain the Fluffy Spice held item.
Hand size and movement speed are increased by 1.

EVOBOOST

Eevium V increases the base health and initiative of the holder by 2 for every other Eevee and evolution of Eevee in your party (max 2).

If the holder of Eevium V faints, increase the initiative of the next Pokémon switching in by 2 for the rest of the battle.

CHARGED EFFECT

During your turn outside of battle: You may discharge your Keepsake to change Partner Eevee to a different form to change it's signature move.

4 Charged effect currently unavailable

EEVIUM V

Keeper: Lucioss (Developer)

Charge time (in turns)

Charged effect

Active battle effects

Keeper of the Keepsake

KEEPSAKES EFFECTS

Every Keepsake is split into 3 main effects that will accompany the players during the campaign.

The left (overworld) effects are passive effects that change your interaction with the map, discoveries and your Pokémon directly. Effects that mention map or encounter interactions are automatically applied by the table once unlocked.

The right (battle) effects improve the stats of your Pokémon and update your Keepsake held item. Held item updates are automatically applied. Some battle effects can permanently alter the interaction between specific Pokémon and types in battle.

The charged effect at the bottom of the Keepsake can be used by the owner whenever it is fully charged. Every Keepsake comes with a charge time (in turns) and whenever the required turns have passed, the effect can be used.

A fully charged Keepsake changes to a yellow card flare to indicate that the effect is ready to be used.

UNLOCKING EFFECTS

Once a Keepsake is in use, the update costs for either side of the Keepsake are displayed above the card. These differ between campaigns but are the same for all players. Different Keepsakes do not have different unlock costs.

Whenever a player spends all required resources, the effect on that side of the Keepsake permanently unlocks (starting from the top effect). After the first effect is unlocked, the second effect on the same side can be unlocked for an increased cost.

The overworld effect requires Journey Points, the battle effect requires Star Pieces. The second effect unlocks on each side require Peach Apricorns.

INTERACTIVE EFFECTS

Some overworld effects unlock an interactive display on the Keepsake panel. Players may interact with them during their turn.

KEEPERS

If a Keepsake was designed for a specific player and is officially added to the expansion, that player is specified as the Keeper of that Keepsake in the bottom-right corner of the card.

A keeper is allowed to use their own Keepsake instead of a randomly assigned one at the start of a game.

GAME SETTINGS

All campaigns share the same general game settings. The effect of those might differ between campaigns but can be viewed in detail in-game before starting a new campaign.

Game Modes
COOP – All seated players share their campaign progression. NPC battles and progression requirements are slightly harder.
PVP – All seated players compete against each other during the campaigns. Players are encouraged to try to hinder each other to stop the progression of other players.
GROUPS – All seated players are split into the north group and the south group and compete against each other in a mix of Co-op and PvP settings.

Game Lengths
STANDARD – The recommended game length (usually in turns) to play the selected campaign.
SHORT – A shorter length (usually in turns) to create faster games and progression.
FREEPLAY – No turn limit. The win conditions might differ from a Standard game.

MODIFIERS

Modifiers indirectly affect the campaign flow and are designed to let players approach the game in a slightly different way. While some modifiers are available for every campaign, others are only available in single campaigns. More information about those in the campaign specific chapter.

General Modifiers
SYNC PLAY – The two players seated opposite of each other play at the same time. The turn tracker(s) are adjusted to have two players play and is recommended to be used when playing with 4+ players. During Sync Play, regular Hidden Spots can be taken by both players, Special Hidden Spots give priority to the player closer to the token. If other players are the same distance, 3 typeless dice are rolled by both players to determine the priority.
QUICKSTART – Players gain additional resources, items and movement speed at the start of the campaign for faster turns. Players may choose and keep a second starter Pokémon.
OUTBREAK – 2 starter Pokémon are Terastal Pokémon. All wild encounters are more likely to be Terastal.

NUZLOCKE RULESET

For people who thrive for an additional hardmode, the Nuzlocke rulesets are available during the campaign setup. Each setting makes the life as a trainer in Paldea slightly harder.

The following settings are available:

SPOILED HABITATS – (1,2 or 3) Enable to have Apricorn Trees/Reefs spoil after discoveries. Completely spoiled trees/reefs are not discoverable anymore. Set how many discoveries are needed to fully spoil the tree/reef. Partly spoiled trees/reefs rewards less Apricorns.

SEALED AWAY – Toggle to disable the acquisition of various battle content. R = Ruined Treasure Cards. Whenever you would receive any, you gain 1 Star Piece instead. B = Battle Items. You cannot craft them or find them in trade offers or random events. RB = Both.

EQUALIZER – Enable to make Hidden Spots and Shrine Events more predictable. New Hidden Spots will generate in a pre-set pattern, Shrine discoveries will always generate an Imbalance event on the third card.

GENERIC TRADES – Trade offers in settlements are more streamlined. Cities always offer a berry and a Poké Ball, Villages always offer Peach Apricorns and On Demand items. Ports offer a common trade, a rare item and an On Demand item.

CARETAKING – (1,2 or 3) Whenever your Pokémon is defeated in battle, the Poké Ball is marked with a decal. When a Pokémon reaches the configured amount of defeated marks, it is discarded from your party.

Remaining moves and abilities may be moved to another owned Pokémon. Set how many defeated marks a Pokémon can take before it is discarded.

How to run Caretaking

The table offers a decal for "Nuzlocke Faint" to mark your own Poké Ball (not the Pokémon card !!) with it. When the set number of decals is reached, the Pokémon is discarded after the battle. The owner may keep the attached moves and ability (not the signature move) and teach them to another owned Pokémon.

CHALLENGE RULESET

Challenge Rulesets differ between campaigns and add additional challenges to the campaign specific progression. See the campaign-specific chapter for more information.

INTRODUCTION

Welcome to the Paldean Academy here in Mesagoza! You and your fellow students are tasked to travel the region and make as many exciting discoveries as possible. Reveal the secrets behind the roaming Titan Pokémon, help Team Star to construct and build up their bases and battle your way through the gym challenges in the local cities to earn as many badges and knowledge as you can. Your journey is evaluated every step of the way. Can you prepare yourself well enough for the final examination at the end of the year?

OVERVIEW

Campaign Length
- 3h per player (on Standard length)

Starting Rules
- 3 movement speed
- Each player starts in a village of their choice.
- Players may only use Pokémon up the to Moderate tier in battle.
- An Unidentified Titan Shard is added to the starting items of all players.
- All players are deal 3 random gym challenge cards. Choose a card to keep (and put into your gym challenge slot), discard the other two.
- All starter Pokémon have the Companion Trait and a random ability.

General Rules
- The base capture rate of wild encounters is set to 3, 7, 11 and 13.
- Player party may only contain 1 Legendary Pokémon

Objective
- Use the provided turns to build your best possible team. Throughout the campaign, your progression will be evaluated and graded three times. At the end of the turn limit, you will be put to a final battle based on your grades. Win this battle, to win the campaign in the grade you have archieved.

Alternative Objective (in Freeplay Length)
- Acquire all badges to be eligible for the final battle. Win the final battle to win the campaign.

CAMPAIGN SETUP

At the start of the campaign, the following additions and adjustments are made to the table:

- All 18 badges (one for each type) are randomly assigned to 8 gyms, 5 Titan Pokémon and 5 Team Star Captains
- 8 Cities (all except Mesagoza and Area Zero Base Camp) are assigned a random gym badge type.
- 5 Titan Caves (and 5 Titan Pokémon figurines) are added to the map. Each Cave and the corresponding Titan Pokémon have a random titan badge type assigned. <u>Titan Pokémon move automatically up to 2 steps from their current position every turn</u>.
- 5 Team Star Hideouts are added to the map. Each Hideout has a random star badge assigned.
- 6 Unidentified Knowledge Shards are added as Hidden Spots on the map
- Unidentified Knowledge Shards are added to Village and Port trades.

PROGRESSION

Players are free to explore and discover the Paldea region with no set order of progression and are tasked to get the best team possible before the Finals start.

After a set number of turns (depending on the chosen length of the campaign), all players will undergo evaluation and receive a grade based on their current campaign success and progression. This happens three times during the campaign and the combined grade of these evaluations will determine the difficulty (and campaign grade) for the individual players. Each player is graded independently, even in Co-op and Group mode.

During evaluation, the table scans and rates everything found in the player areas to give players an appropriate rating of their gameplay. It is recommended to not have On Demand items or artifacts stacked.

Players are adviced to gather as many bagdes are possible to increase their evaluation score.

In Freeplay mode, the evaluations do not happen players are instead tasked to obtain all available badges as part of their progression.

GYM BADGES AND CHALLENGES

Almost every City in the region has a gym battle that players can participate it when the requirements are met.

To be eligible for a gym battle, players must complete one of the two available challenges on their provided Gym Challenge card.

All players begin with a selecting of 3 gym challenge cards at the start of the game and choose to keep one of them.

Whenever a player completes an objective (even if partly) on their challenge card, they can use the corresponding decal to track the progression. If an objective is completely fulfilled, the player instantly receives all listed rewards for that specific challenge.

Listed rewards for Ability Capsules and Bronze Bottle Caps allow the player to instantly draw 3 ability/move cards at the draw panel in the storage area and teach one drawn cards to a valid Pokémon.

When a gym battle is won, the player receives their gym badge and the gym reward listed on their challenge card. When playing in Co-op or Groups mode, all players (or all group members) receive their gym reward.

After every gym battle, players are given the choice of three new challenge cards to choose one from in preparation of the next gym battle. All other affected players in Co-op and Group mode are dealt 3 new random gym challenge cards to their hands. They each choose 1 to keep, the other two are discarded.

All gym battles are an all-vs-all battle between the full party of the player and the generated gym party.
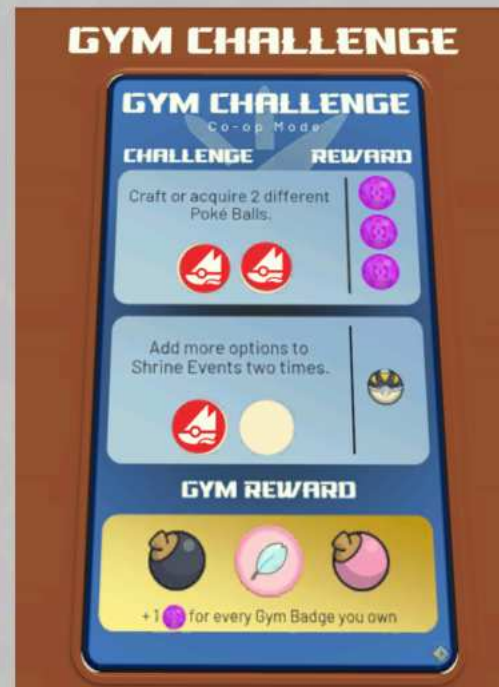
TITAN BADGES

In order the gain a Titan Badge, players must gather Knowledge Shards matching a Titan Pokémon's type and deliver them to the Titan Pokémon as offering to battle them. Titan Pokémon must be captured to get the badge.

When Titan Pokémon are generated after the required Knowledge Shards are offered, they gain the Titan Trait – a dynamic trait that scales with the campaign progression of players. The trait applies the Dazzling status to the Titan Pokémon and increases the base health as well as determines the capture rate of the Titan Pokémon.

Players are tasked to defeat the first phase of the Titan Pokémon which causes it to reset its health and battle fatigue and removes the Dazzling status. After the first phase is over, players must use their remaining team and skill to capture the Pokémon.

Titan Pokémon cannot be capture while they have the Dazzling status effect.

When a Titan Pokémon is successfully captured, the trait is replaced with the Lesser Titan trait and players receive a Journey Point and Star Piece reward.

TITAN CAVES

When the Titan Pokémon first spawn at the start of the campaign, they also spawn a corresponding Titan Cave token with them. These caves are generating wild encounters that are explicitly the type of the cave (or have the matching Terastal type).

IDENTIFYING SHARDS

During the campaign, players will get their hands on Unidentified Knowledge Shards. These can be identified using the card action panel in the player areas to receive a random available Knowledge Shard that matches a Titan Pokémon's type. These are required to challenge the Titan Pokémon to a battle.

Knowledge Shards can be obtained from gym challenges, in random item drops during discoveries and from trade offers in villages and ports.

STAR BADGES

Star Badges are obtained from defeating Team Star Captains <u>in a 3v3 battle</u>. Before these battles are available, players must first visit and improve the various Team Star Hideouts around the map.

Each hideout spawns with a set of required resources to upgrade them into full Team Star Fortresses. <u>Star Fortresses are considered settlements for the discovery limit of 1 settlement per turn</u>. Once a Fortress is created, the Captain can be challenged when players offer Team Star Emblems as tribute.

Hideouts only have to be improved by one player and that player is rewarded with additional resources an extra emblem to use for the Captain battles.

Players may acquire Team Star Emblems from Team Star Ambushes in Special Hidden Spots, from gym challenge rewards and as trade offers in Star Fortresses.

<u>Captain battles are a 3v3 battle</u>. Players should use the Battle Party (see page 41) buttons in their player area and near the encounter generators to set their party.

BADGE REWARDS

Every acquired badge gives a minor boost to the player. In addition, specific types and number of badges unlock more content to strengthen a player's party.

General Rewards
- Players unlock an additional party slot after acquiring 2, 4 and 6 badges

Gym Badges
- Players receive the listed gym rewards from the challenge card after defeating a gym battle.
- Every acquired Gym Badge increases the chance for wild Pokémon to have traits and abilities slightly.

Titan Badges
- Players gain additional Journey Points and Star Pieces after capturing the Titan Pokémon.
- Every Titan Badge decreases the base capture rate of wild encounters by 1. In addition, Titan Badges add additional options to wild encounters and 2 Titan Badges allows players to learn moves from defeated Legendary Pokémon for a Peach Apricorn.
- Players may fast-travel to the Area Zero Base Camp with 3 Titan Badges.

Star Badges
- Players gain a Flavour Mint On Demand item with an economy-based trait.
- Every Star Badge increases the chance for rare trade offers to appear.
- Additional rare trades are added to trade offers after acquiring 2 and 4 Star Badges.
- Rare Trade offers are cheaper after acquiring 3 and 5 Star Badges.

EVALUATION REWARDS

After each of the three evaluations during the campaign, players unlock new content and gain additional rewards.

Evaluation I
Players may use Strong and Legendary Pokémon in their party now.

Evaluation II
Players may use the Beyond Limits Trait effect during battle to use the Mega or Gigantamax Form of a Pokémon.

Evaluation III
Players gain additional items in preparation for the upcoming finals.

CAMPAIGN MODIFIERS

In addition to the general modifiers, the following campaign modifiers are available during setup:

Nova Academia Modifiers
LOCKOUT – Enable to limit the amount of badges available to 1 each. With 4+ players, every badge can be acquired by 2 players instead.
UTOPIA – Enable to have a random chance for the Weather and Folklore to change between turns.
SUMMER SALE – Enable to spawn 2 additional Ribbon Stand Nodes at the start of the campaign.

CHALLENGE RULESETS

The following Nova Academia challenge rules are available to bring the players to their limits.

Nova Academia Challenges
ACE STUDIES – (C, B, A or S) Everyone is looking up to you. As an honorary student of the academy, you are expected to get good grades. If any of your evaluations fails to reach the set grade, you do not get evaluation rewards anymore. To be eligible for the Academy finals, your final grade must be at least the set grade. Freeplay Mode is not affected.
STAR MANIACS – Cannot trust Team Star. Improving Star Bases does not reward a Star Emblem. All trade offers in Villages and Ports are more expensive if there are Star Hideouts on the map. The campaign starts with 3 additional Team Star Ambushes.
TITAN FRENZY – Titan Pokémon have one less option to choose from and their base health is slightly increased. Tiles near Titan Pokémon tokens are disturbed. Wild encounters have less options to choose from and Bonus Events cannot happen. Trade Offers in nearby settlements are unavailable.
LATE SURGE – The campaign starts on turn 3, but you get an additional starter Pokémon.
MASTERY – (1, 2 or 3) Every tier of Mastery decreases your Star Piece limit, Hand Size and max. amount of artifact slots by 1. Additionally, 2 PC slots are unavailable for every Mastery tier (up to 5).

COOP / GROUPS MODE RULES

Since players have an easier time completing objectives when playing in Co-op or Groups mode, the following additional rules and changes are in effect to improve the co-operation aspect:

- To challenge a gym, all players (or all group members) must have completed 50% of their combined gym challenges. For example: in a 3-player Co-op game (or a 3-player group), 3 gym challenges must be completed in total between them. In Co-op, you may only challenge one gym per turn (in case of Sync Mode).
- After a gym battle is won, all group members receive their listed gym rewards and are dealt new gym challenge cards to choose from.
- The additional Journey Point and Star Piece reward from captured Titan Pokémon is reduced but all group members receive them.
- Won battles against Star Captains awards all group members with an Economy Trait Mint. Players cannot receive the Alchemy Trait this way when playing in Groups or Co-op mode.
- Players require 1 additional item (Shard or Emblem) to challenge Star Captains and Titan Pokémon.
- If multiple badge battles are happening during the same turn (in Sync Mode), do not run them simultaneously. Wait for the other attempt to complete before generating your badge battle.

ACADEMY FINALS

When the turn limit is over (or all badges are acquired by a player in Freeplay Mode), remove all player tokens from the map.

Players may discover the Challenger Plateaus tile (north-west of Mesagoza) to view their final grade. Within this discovery, players can challenge their Academy Finals opponents once their party is setup.

This should be done one-by-one. All players who beat their finals win the campaign in their grade and are eligible to compete in the post-game competition (next page).

POST-GAME COMPETITION

After all players have finished their academy finals battle, the victors will move onto the post-game competition to see who can win the secondary objective. This objective changes depending on the chosen game mode

Coop

All victorious players build a party of 6 Pokémon using their combined teams. Usual party restrictions are voided (except held items). Once the party is setup, players can use the Encounter Generator to generate the Academy Champion encounter. This is a 6v6 battle. If the party is victorious, they have fulfilled their secondary objective.

PvP

All victorious players are put (by you) in an order from best to worst (based on the received grades). On ties, you should be able to judge who was ahead the most. The players will compete against each other in a 6v6 battle to determine the winner.

The base ruling for this is that players are grouped up for battle based on their scoring order. The best player will compete against the lowest ranked player and whoever is defeated is out of the competition. If during any round an uneven number of players is left, the highest rated player will automatically advance to the next round, and the rest compete.

Groups

All victorious players build a party (within their groups) of 6 Pokémon using their combined teams. Usual party restrictions are voided (except held items). These two teams will be used to battle each other to determine the winning group.

STAMPS

The available stamps for this campaign are (from top-left to bottom-right):

- Close an anomaly
- Defeat a Team Star Ambush
- Play an Assemble effect
- Acquire one of each badge type (gym, titan, star)
- Acquire four different battle items
- Have 6 different traits on your Pokémon
- Have 3 artifacts activated
- Have 7 different types of Apricorns at once
- Acquire a Peach Apricorn from discoveries
- Capture a Terastal Pokémon
- Capture a Legendary Pokémon