

DEALS & TRADES

You can buy, sell, or trade locations and wild Pokémon with rival Trainers at any time.

Locations and wild Pokémon can be traded for Poké Balls, other locations, other wild Pokémon, and/or Get Out of Jail Free cards. The amount is decided by the Trainers making the deal.

HELP! I CAN'T PAY!

1. Try to earn Poké Balls.

If you owe Poké Balls and can't pay, try to earn Poké Balls by selling locations back to the Bank for the amount on their board spaces or to a rival Trainer for an agreed-upon price. You may also try to sell wild Pokémon to rival Trainers for an agreed-upon price.

2. If you're still in debt, you are bankrupt and out of the game!

Do you owe a rival Trainer?
Give them all your wild Pokémon and any Get Out of Jail Free cards.

Do you owe the Bank?
Return all your wild Pokémon to their matching sections next to the board. You've released them back into the wild!

Return any Get Out of Jail Free cards to the bottom of the Adventure deck.

The remaining Pokémon Trainers keep playing until one Trainer is the first to collect at least one of each type of wild Pokémon to complete their Pokémon tracker mat or there is only one Trainer left in the game. That Trainer is the winner!



HOW MANY OF THESE WILD POKÉMON WILL YOU CATCH?

<ul style="list-style-type: none"> #0074 GEODUDE #0075 GRAVELER #0095 ONIX #0112 RHYDON #0248 TYRANITAR #0744 ROCKRUFF 	<ul style="list-style-type: none"> #0363 SPHEAL #0460 ABOMASNOW #0473 MAMOSWINE #0478 FROSLASS #0613 CUBCHOO #0875 EISCUE 	<ul style="list-style-type: none"> #0004 CHARMANDER #0037 VULPIX #0059 ARCANINE #0078 RAPIDASH #0126 MAGMAR #0324 TORKOAL
<ul style="list-style-type: none"> #0056 MANKEY #0068 MACHAMP #0106 HITMONLEE #0448 LUCARIO #0701 HAWLUCHA #0760 BEWEAR 	<ul style="list-style-type: none"> #0065 ALAKAZAM #0079 SLOWPOKE #0196 ESPEON #0202 WOBBUFFET #0282 GARDEVOIR #0575 GOTHORITA 	<ul style="list-style-type: none"> #0100 VOLTORB #0135 JOLTEON #0181 AMPHAROS #0239 ELEKID #0523 ZEBSTRIKA #0835 YAMPER
<ul style="list-style-type: none"> #0001 BULBASAUR #0103 EXEGGUTOR #0254 SCEPTILE #0511 PANSAGE #0722 ROWLET #0928 SMOLIV 	<ul style="list-style-type: none"> #0007 SQUIRTLE #0129 MAGIKARP #0183 MARILL #0258 MUDKIP #0458 MANTYKE #0658 GREINJA 	<ul style="list-style-type: none"> #0001 BULBASAUR #0103 EXEGGUTOR #0254 SCEPTILE #0511 PANSAGE #0722 ROWLET #0928 SMOLIV

PUTTING THE GAME AWAY

Gameboard, Pokémon Tracker Mats, all Cards, Game Guide

Wild Pokémon Chips

Poké Balls

Pokémon Tokens

Dice

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Fast-Dealing Property Trading Game

MONOPOLY



RACE TO CATCH THE WILD POKÉMON!

You're a Pokémon Trainer adventuring through a vast land with your Pokémon partner! Explore vibrant locations, catch different types of wild Pokémon to add to your Pokémon tracker mat, and battle rival Trainers to collect Poké Balls! If you're the first Trainer to complete your tracker mat or you're the last Trainer with Poké Balls, you win!

8+

2-4

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CONTENTS: Gameboard • 4 Plastic Pokémon Tokens • 4 Pokémon Tracker Mats • 16 Location Cards • 16 Adventure Cards • 16 Challenge Cards • 4 Reference Cards • 1 Numbered Die • 1 Catching Die with Labels • 48 Cardboard Wild Pokémon Chips • 90 Cardboard Poké Balls

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WHAT'S DIFFERENT ABOUT MONOPOLY: POKÉMON?

IT'S A WILD ADVENTURE!

At the start of the game, you'll sort and place wild Pokémon chips next to their matching sections of the board. Each chip has a symbol on the back which represents one of the eight types of wild Pokémon that you, as a skilled Pokémon Trainer, will be racing to catch on your adventure. If you're the first Trainer to catch one of each type of wild Pokémon, you win!

POKÉ BALLS

Poké Balls replace money. You'll need to spend Poké Balls to explore locations that you land on but do not control. Likewise, you'll earn Poké Balls whenever rival Trainers explore locations that you do control. You can also earn Poké Balls by winning challenges!

THE CATCHING DIE

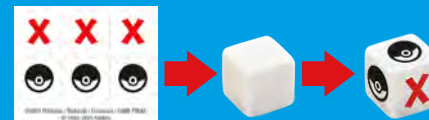
Catching Pokémon isn't easy! First, you'll need to explore a location, which might cost Poké Balls. Then you'll have to roll an image of a Poké Ball on the catching die. If you do, you may take a wild Pokémon for that location from the board and place it on your Pokémon tracker mat. If you fail, you can try again by re-rolling, but that'll cost one Poké Ball per roll—and if you run out of Poké Balls, you'll be out of the game!

TRAINER BATTLES!

When you land on a location that a rival Pokémon Trainer controls, you can either explore that location and try to catch a wild Pokémon, or battle the Trainer! If you battle, you'll each roll the numbered die and add 1 to your roll for each Pokémon on your tracker mat. The higher total wins—and if you're the winner, you'll take over control of that location from the rival Trainer!

SET IT UP!

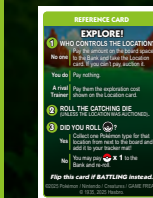
The first time you play, apply one label to each side of the catching die in any arrangement.



- Choose someone to be the Banker. The Banker's in charge of:
 - The Bank's Poké Balls
 - Location cards
 - Auctions

The Banker can play too but must keep their Poké Balls separate from the Bank.

- Each player is a Pokémon Trainer! Trainers, take a Reference card and 20 Poké Balls each.



Place the remaining Poké Balls in a separate pile as the Bank.

- Put the dice by the gameboard.

- Separate the wild Pokémon chips by type (Grass, Rock, Fire, etc.) and color. Then place each group of chips next to the board spaces that match that type and color, with the Pokémon type faceup.

- Shuffle the Challenge cards, and place them facedown here.

- Shuffle the Adventure cards, and place them facedown here.

- Each Trainer chooses a Pokémon partner and places that token on GO.

- Take your token's matching Pokémon tracker mat and place it in front of you.

PLAY!

How to win

Travel around the board exploring a vast land in search of wild Pokémon! Take control of locations, catch different types of Pokémon to add to your Pokémon tracker mat, and battle rival Pokémon Trainers along the way.

If you're the first Trainer to complete your tracker mat or you're the last Trainer with Poké Balls when all other Trainers have lost theirs, you win!

Who goes first?

Each Trainer rolls the numbered die. The highest roller starts, and play moves to the left.

On your turn

- Roll the numbered die.
- Move your token clockwise that number of spaces.
- Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.
- Your turn ends. Pass the dice to your left.

Start playing!

That's all you need to know, so begin your wild adventure! Look up the spaces as you land on them—and check out the back of this game guide for a list of all the wild Pokémon you might be able to catch!

THE BOARD SPACES

LOCATIONS

Uncontrolled Locations

When you land on an uncontrolled location, you **must** take control of it. To do so, pay the amount on the board space, and take the Location card from the Bank. Then you may try to catch a wild Pokémon by exploring that location! See EXPLORING.

Can't afford a location? Auction it!

Any Trainer can bid. The Banker starts the bidding at 1 Poké Ball, and anyone can increase the bid by as little as 1 Poké Ball. You don't need to follow turn order, and the Banker ends the auction when no Trainer is willing to increase the bid. The highest bidder pays the Bank and takes the Location card, but they may not immediately explore that location. If no one wants to bid on the location, that's fine. No one pays anything, and the Location card stays with the Bank.

Collect color sets to protect locations!



When you have taken control of both locations in a color set, it means that those locations cannot be taken from you by a rival Trainer if you are ever defeated in battle!

Note: In this game, you do not earn more with color sets.

Controlled Locations

When you land on a location that you control, you may explore that location for free! When you land on a location that a rival Trainer controls, you must pay them to explore that location or battle them (i.e., if you choose to explore, you can't battle afterward, and vice versa). See EXPLORING and BATTLING.

EXPLORING

You pay nothing to explore a location that you control. If you want to explore a location that a rival Trainer controls, you must pay them the exploration cost shown on the Location card. Then roll the catching die!

Poké Ball: If you roll a Poké Ball, it means you caught a wild Pokémon! Collect one Pokémon type for that location from next to the board and add it to your Pokémon tracker mat!

Red X: If you roll a red X, it means you caught nothing! You may end your turn or pay 1 Poké Ball to the Bank and re-roll. You may keep paying to re-roll until you catch a wild Pokémon—but don't spend all your Poké Balls or you'll be out of the game!

Note: If you land on a location where you've previously caught a wild Pokémon, you can explore that location again to catch more of that same Pokémon type. If you've already filled a space on your tracker mat with a certain Pokémon type and you catch another Pokémon of that same type, place it next to your mat—and remember to add it to your die roll when battling!

BATTLING

If you land on a location that a rival Trainer controls and you don't want to explore, you may battle that Trainer instead. Battling means you might avoid having to pay the Trainer for landing on a location they control—and you might also be able to take that location from them!

To battle, you and the rival Trainer each roll the numbered die. You may each add 1 to your roll for each Pokémon on your Pokémon tracker mat (include your Pokémon partner in that total). You may also each use any Challenge cards you have to improve your total. The higher total wins!

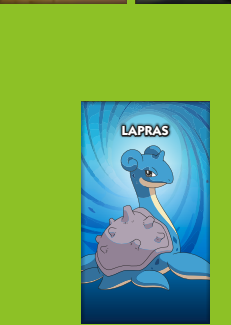
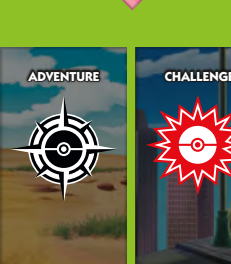
• **If you win,** you pay the rival Trainer nothing and you take the Location card from them (unless that Trainer has a complete set). Now you control that location!

• **If the rival Trainer wins,** you must pay them the battle fee shown on the Location card.

• **If there's a tie,** the rival Trainer wins, and you must pay them the battle fee!

Then end your turn. You may not explore.

ACTION SPACES



GO

When you pass or land on the GO space, collect 2 Poké Balls from the Bank.

Adventure and Challenge

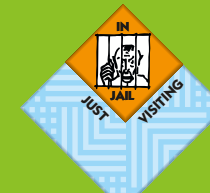
Take the top card from the matching deck, and do what it says. Some cards can be kept until you are ready to use them, while other cards must be used immediately. After use, return them to the bottom of the appropriate deck.

Lapras

When you land on a Lapras space, you may move to any space between that Lapras space and the next one. Follow the rules of the space where you land, then end your turn. If you don't want to move at all, you can stay where you are, and simply end your turn. If you pass GO, collect 2 Poké Balls from the Bank.

Free Parking

Relax! Nothing happens. It's time to rest after a busy day of exploring, and there are no rival Trainers here that you feel like battling anyway.



Just Visiting

Don't worry—if you land here, put your token in the Just Visiting section. Your Pokémon partner needs to take a nap!



Go to Jail

Move your token to the In Jail space immediately! Do not collect 2 Poké Balls for passing GO. Your turn is then over. You can still collect exploration costs, battle rival Trainers and collect battle fees, bid during auctions, and trade while you are in Jail.

How do I get out of Jail?

You have 3 options:

- Pay 1 Poké Ball at the start of your next turn, then roll and move as normal.
- Use a Get Out of Jail Free card at the start of your next turn if you have one (or buy one from a rival Trainer). Put the card at the bottom of the Adventure deck, then roll and move.
- Roll a 6 on your next turn. If you do, you're free! Use the roll to move. Do not follow the rules of the space where you land. You can use up to 3 turns to try for a 6. If you don't roll a 6 by your third turn in Jail, pay 1 Poké Ball, and use your last roll to move.

