

For 2 to 4 Pokémon fans aged 7+

Author: Max J. Kobbert

Design: Chris Buckley

EN

Pokémon



Glow in the Dark

Welcome to the Pokémon labyrinth!

Two entertaining game variations await: Either play the popular and well-known standard game or try the glow-in-the-dark labyrinth. In this game variation, you begin playing in the light, but then switch the lights off in the middle of the game—and the maze begins to glow. The rules for the standard game are explained first, followed by the rules for the glow-in-the-dark labyrinth.

Contents:

- ① 1 game board
- ② 34 maze tiles
- ③ 24 Poké Ball tokens
- ④ 4 Pokémon standees

For the glow-in-the-dark labyrinth:

- ⑤ 12 Glow-in-the-dark Poké Ball tokens
- ⑥ 3 point tokens



⑥ 1 3 5



Rules for the standard game

Objective

Some of the best known Pokémon are hidden in this crazy maze, just waiting to be discovered. Set off in search of them with your own Pokémon! Skillfully shift the pathways to catch as many Pokémon as you can. The first player to find all of their Pokémon and return their Pokémon standee to their starting space wins.

Setting up the game

Before playing for the first time, carefully remove the maze tiles and Poké Ball tokens from the punchboards. Shuffle the maze tiles well and lay them face up on the empty spaces on the game board to create a random maze. One maze tile will be left over. This will be used to shift the maze pathways. Also shuffle the 24 Poké Ball tokens and distribute an equal number to each player. Place your Poké Ball tokens face down in a pile in front of you without looking at them. Each player should now choose a Pokémon standee and place it on the starting space in the same color in one of the corners of the game board. Now you're ready to get started!

How to play

The youngest player goes first, and play continues clockwise. Each player will start by trying to reach the Pokémon shown on their first Poké Ball token.

A turn always involves two steps:

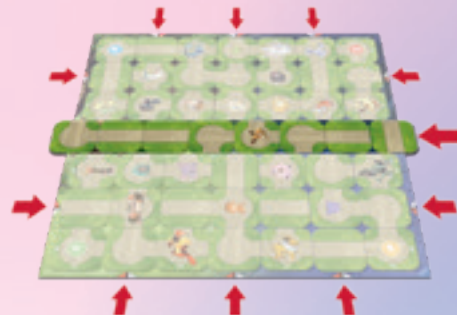
1. Shifting maze tiles
2. Move your Pokémon standee



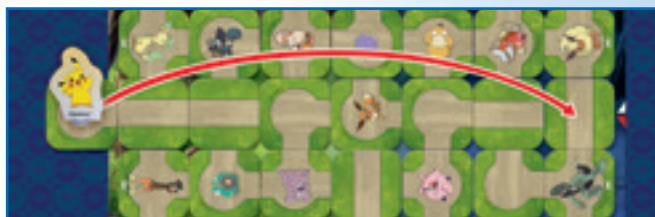
When it's your turn, try to get to the space in the maze that shows the Pokémon that features on your current Poké Ball token. To do this, you must always **first shift** one row of tiles in the maze, then **move** your Pokémon standee.

1. Shifting maze tiles

There are twelve arrows around the edge of the game board. They indicate the rows that the extra maze tile can be inserted into. The fixed maze tiles are marked with a white "X"; you cannot shift anything here. When it's your turn, choose a row and insert the extra maze tile so that exactly one maze tile is pushed out on the opposite side of the board. The only restriction: The maze tile **cannot** be reinserted in the place that it was shifted from. Leave the tile you just pushed out where it is so you remember where it cannot be used on the next turn.



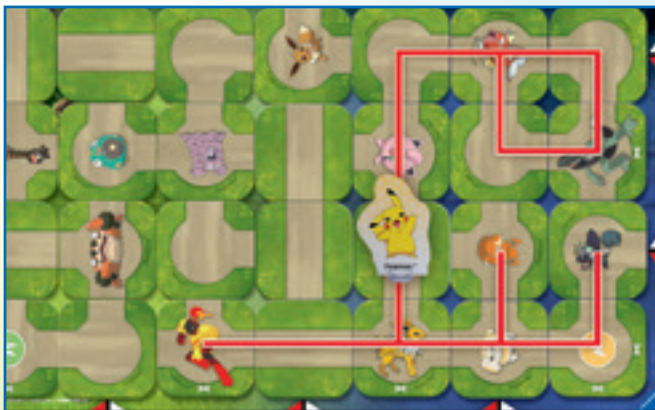
If a Pokémon standee slides off the board along with the replaced maze tile, the standee is placed on the opposite end of the board on the new tile that has just been added. This **does not count** as a move.



Note: The extra maze tile **must** always be inserted. This also applies if the Pokémon could be reached without sliding the pathways.

2. Move your Pokémon standee

After shifting maze tiles, move your Pokémon standee as far as you like along an open pathway in the maze. You can also choose to not move anywhere at all.



If you end your move on the Pokémon you're looking for, then you've found it. Place the Poké Ball token face up next to your face-down pile. You can now immediately take a look at another Poké Ball token in your pile. This shows you where to head for next.

If you can't reach the Pokémon during your turn, you should try to reach as favorable a starting position as possible for your next turn.

End of the game

The game is over as soon as someone has turned over all their Poké Ball tokens and returned their Pokémon standee to its starting position. This player has **won** the game!

Variation for younger children:

Distribute the Poké Ball tokens as usual. All players should then lay them out face up in front of them (so that the Pokémon are visible). When it's your turn, try to reach any one of the Pokémon shown. Turn your Poké Ball token over when you reach any of your Pokémon. Once you've turned all of your Poké Ball tokens over, return your Pokémon standee to the starting space as usual to win the game.

The glow-in-the-dark labyrinth

Only when it gets dark can you find the elusive glow-in-the-dark Pokémon, which are almost invisible in the light. There's also a point token to win!

The standard rules apply, along the following additional rules:

End of the game

Whoever earns the most points wins.

Setting up the game

The maze only glows when it's dark! So be sure to play the game in a room that you can darken.

First, set up the game in the light as usual.

In addition to the standard game, you'll need the **three point tokens** and the **glow-in-the-dark Poké Ball tokens** for this game variation.

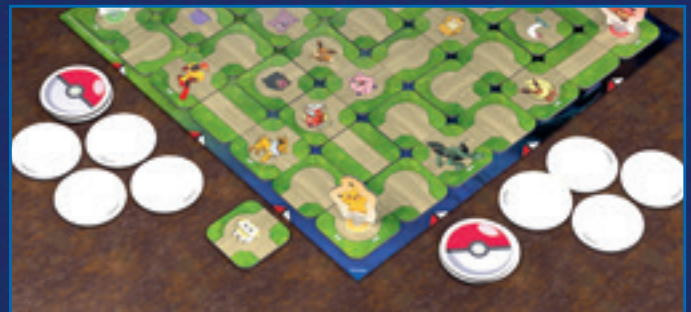
Shuffle the three point tokens and place them face down next to the game board. Be sure that nobody knows which number is on which point token.

Mix and distribute the normal Poké Ball tokens and the glow-in-the-dark Poké Ball tokens:

- 2 or 3 players: Each player gets 4 Poké Ball tokens and 4 glow-in-the-dark Poké Ball tokens
- 4 players: Each player gets 3 Poké Ball tokens and 3 glow-in-the-dark Poké Ball tokens

Return any leftover tokens to the box.

Now place all of your Poké Ball tokens face down in a pile and the glow-in-the-dark Poké Ball tokens **face up** next to each other in front of you.



Remember: For the symbols on the glow-in-the-dark Poké Ball tokens to glow in the dark, they **must** be charged by laying them out **face up** at the start of the game.



Jellicent



Mismagius



Froslass



Greavard



Shedinja



Inkay



Aegislash



Rotom



Litwick



Zubat



Ceruledege



Gengar

How to play

The game involves **2 phases**:

1. Day phase (lights on)

2. Night phase (lights off)

The shift and move rules from the standard game apply in both phases. Play the day phase first, then switch off the lights and play the night phase.



1. Day phase:

Whoever is least afraid of the dark starts.

Play as usual: The day phase ends as soon as a player has found **all** of their Pokémon during the day phase. Pokémon that haven't been found yet are no longer valid. Return these Poké Ball tokens to the box. Now take your Glow-in-the-dark Poké Ball tokens and memorize the silhouettes of your Pokémon standee. Then switch off the lights. The player to the left of the person who ended the day phase begins the night phase.

2. Night phase:

Don't worry, if you did not reach all of your Pokémon during the day phase! You can still turn things around and win the game!

When it's your turn, try to find one of your glow-in-the-dark Pokémon. The maze tiles marked with an "X" (at the edge) show where you cannot shift anything.



When you reach one of your Pokémon, place the corresponding glow-in-the-dark Poké Ball token in front of you so that it's clearly visible.

Have you found all of the glow-in-the-dark Pokémon? Then get back to your starting space as quickly as possible now.

End of the game

The game ends as soon as a player has found all of their glow-in-the-dark Pokémon and moved their Pokémon standee back to their starting space. As a reward, they can turn over one of the three point tokens and take it.

Now calculate your scores:

Each Pokémon found during the day is worth one point. Each glow-in-the-dark Pokémon found at night is worth two points. Whoever ended the game also receives the points from the point token they turned over (worth one, three, or five points).

The player with the most points wins. In the event of a tie, the player with more Poké Ball tokens is the winner. If there is still a tie, all of the tied players have won.

Tips and tricks:

Here's how to make the maze glow!

If your maze doesn't glow enough after the day phase, try the following:

1. The closer to a light source, the better: During the day phase, place something like a desk lamp on the table to charge the glow-in-the-dark paint.

2. The "whiter" the light, the better: Light sources with a high UV content (white LEDs, daylight, halogen lamps, energy-saving lamps) charge the glow-in-the-dark paint best. It takes longer to charge with incandescent bulbs or LEDs with warm yellow light.

3. The darker, the better: The room you're playing in should be as dark as possible. If you're playing with children, you can darken the room completely and then use a night light, for example. Then the darkness won't be quite as scary.

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Ravensburger North America, Inc.
PO Box 22868 • Seattle WA 98122 • USA