

For 2 to 5 Players,
Ages 7 and up



POKÉ BALL FLIP GAME INSTRUCTIONS

Object:

To be the player with the most cards when the timer stops—about 5 minutes.

Contents:

Poké Ball paddle, 60 game cards, timer

Set Up:

Shuffle the cards and deal them out evenly, face down. Players form a stack out of their cards. Place the paddle in the center of the playing area with the Poké Ball face up.

Timer requires two batteries type AG13 (1.5V each). Batteries are included.

Note:

1. Only batteries of the same or equivalent type as recommended are to be used.
2. Different types of batteries or new and used batteries are not to be mixed.
3. Batteries are to be inserted with the correct polarity
4. Do not use rechargeable batteries
5. Non-rechargeable batteries are not to be recharged.
6. Exhausted batteries are to be removed from the toy.
7. The supply terminals are not to be short-circuited.

Timer:

When you are ready to start playing, press the timer to start. To stop/reset, press and hold for a few seconds.

Playing:

The youngest player starts, then the game moves to the left. The player turns over the top card of their stack and places it in the center of the paddle. Players look at the number on this card; it is now the "Number to beat" (If the first card played does not have a number, see "Ash and Switch Cards").

The next player turns over their top card and places it on the paddle in front of them and so on.

When a player beats the "Number to beat," they take all the cards that are on the paddle and place them on the bottom of their stack. That player starts the next round by placing their top card in the center of the Poké Ball.

When a player ties the "Number to beat," the tying players each turn over their top card to see who wins the cards on the paddle and two cards just played. If those cards tie, keep playing cards until it's won. If a player runs out of cards during this part of the game they win all the cards just played and those on the paddle.

If the round comes back to the "Number to beat" player, they turn over a second card. This player wins the cards on the paddle by tying or beating their own first card. Otherwise the game continues.

Also see "Ties and Special Cards."

Ash and Switch Cards:

Ash as the "Number to Beat" card:

The player who turned him over places the card in the center of the paddle. They have three turns to flip the card into the air so that it lands on its other side on the paddle. If they succeed they take the card and start another round. If they don't, they play another card – a new "Number to beat" – on top of Ash.



Ash During the Game:

Remove every card except the "Number to beat" in the center. The player has three turns to flip the card over to its other side on the paddle. If they succeed, they take the cards, including Ash, and turn over a card for the new round. If they don't succeed, the turn ends and the cards are put back on the paddle – anywhere but the center – in a stack. The player to the left turns over a card to be the "Number to beat".

Switch:

Switch as the "Number to beat:"

If the Switch card is turned over as the "Number to beat," players pass their stack of cards—including the Switch—to the left. The next player turns over a new "Number to beat" card.

Switch During the Game:

Players pass their cards to the left. The Switch card stays on the paddle. The next player takes their turn.

Running Out of Cards:

Two-player game: the game ends and the player still holding cards wins.

3 to 5 players: the player who runs out of cards is still in the game; a Switch card will give them a new stack of cards.

Ties and Special Cards:

Here's what happens when special cards come up during a tie-breaker:

Ash with a Pokémon:

The player who played Ash gets 3 turns to win the cards in play by flipping the Ash card successfully on the paddle. If they don't do it, the other player wins the cards.

Ash with Switch:

Pass all card stacks to the left. The player who played Ash now gets 3 turns to flip him from the center to win the cards. Otherwise the other player in the tie wins the cards.

Ash with Ash:

The younger player has 3 turns to flip their Ash card, then the other player goes. The player who has the most flips gets the cards in play. If both players have the same outcome, they each play their next top card to see who wins.

Switch with a Pokémon:

Pass card stacks to the left. Players turn over their next top cards for the tie-breaker. (Play them on top of the first cards played.)

Ending and Winning the Game:

When the timer stops, the game ends. The player with the most cards wins. (The numbers on the cards are not added.)

We appreciate your comments on Pokémon Poké Ball Flip game.

Please send your correspondences to:

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Or call our customer service line at 1-800-800-0298 from 10:00 am EST to 4:00 pm EST Monday through Friday except on holidays.

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