HOW TO PLAY

Kanto Road Trip is a Pokémon adventure you play by listening. You turn the dial on a Yoto player, press, and the voice tells you what happens next.

1 THE FOUR CARDS

1 WALK

Walk the trail, meet wild Pokémon and people.

2 BATTLE

Gym leaders, the Elite Four and Red.

3 TOWN

Nurse Joy, the PC, the Poké Mart and evolving.

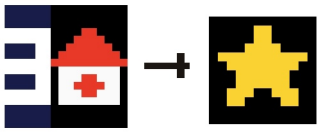
4 PACK

Poké Balls, Potions, the map and your team.

2 TURN AND PRESS

Turn the dial to a number and press. It says what you do, and then the card goes to the star by itself. The star says what happened, and what each number does now.

In a fight, one to four are your moves and five is your team. Six is a Poké Ball against a wild Pokémon, or a Potion against a trainer. To look at the Pokémon you are fighting, turn the Pack card to the Pokédex: it says what it is and what works on it.

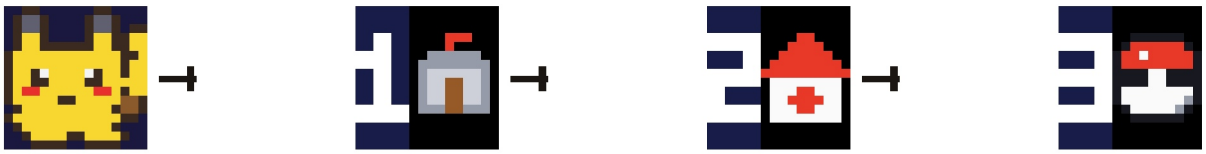


turn to 3 → the star

3 THE STAR

The star is the first stop on the dial. Every track jumps back to it. It says what happened, then where you are and what each number does now.

Its picture shows the scene, then each number with its own picture, one after another, then starts again. A Yoto only shows the picture of a track once you have turned to it, so the star teaches the numbers. If you are ever lost, turn to the star and press.



the scene → 1 a fight → 2 Nurse Joy → 3 your bag

4 WHICH CARD NEXT?

You never have to remember. The voice says "Put the Town card in" and what to do on it. If it says nothing, stay where you are. When unsure, press the star.

5 STUCK IN A FIGHT?

Put the Town card in, see Nurse Joy, and try again. A Potion in the fight helps, and Potions get stronger as you win badges. Another Pokémon from the Pack may have a better move. Leaders get a little easier each time. The game saves after every press, so you can take the card out any time.

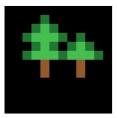
NUMBER PICTURES

The star shows a picture for each number. The same picture always means the same thing, so you can read the star at a glance.


The star: where you are


Tall grass


The path


Deeper in


A door


The gym


Nurse Joy


Go on


Go back


Travel to a town


The Town Map

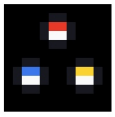

More to see

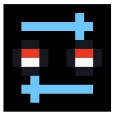

Close


A Poké Ball

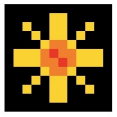

A Potion


The Pokédex


Your team


Swap Pokémon


The PC


A move (one to four)


Run away


Evolve


Keep it


Forget a move


Next


A person to meet

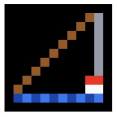

A swap or a present


Explore a cave


Climb the stairs


Over the side of the boat


Walk the beach


Cast a line


A Pokémon: pick it


Put the Walk card in


Put the Battle card in


Put the Town card in


Put the Pack card in

MORE TO FIND

Fly back: put the Pack card in and press the Pokédex. The Town Map flies you to anywhere you have been.
Celadon's games room opens with the Fourth badge. Right answers win tickets, and tickets win a Pokémon.
Now and then somebody on the road asks to swap a Pokémon. One to swap, two to keep yours.
Fishing: the Vermilion Fisherman gives you a rod. A big Water Pokémon, like Lapras, carries you on the waves.
A Master Ball always catches, and is only ever thrown at a legendary Pokémon.

Road events show their own picture, such as a sandwich, a hat or a rock. The voice always says what to do.