

POKÉMON

QUICKSHOT RULES

For 2 players
Ages 6 and up



Object:

Be the first player to hit all three of your opponent's Pokémon out of the game.

Contents:

Game base, 32 marbles, 2 shooters, 16 Pokémon pieces, 16 stands.

Set Up:

As shown in the illustration, press the two shooters into place on the sides of the game base until the center posts of the shooter snap into the holes of the part that's already connected to the base.

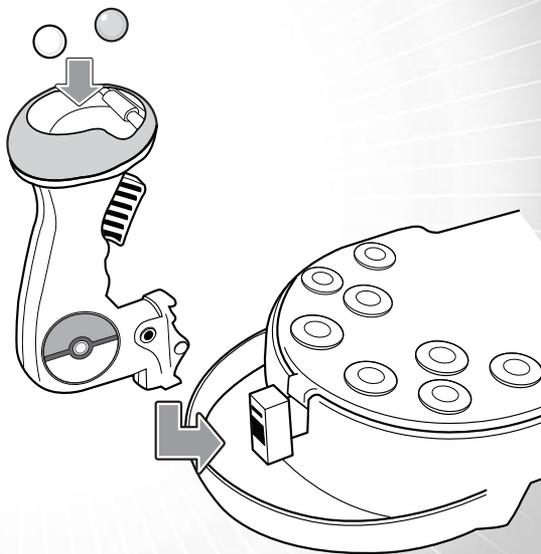
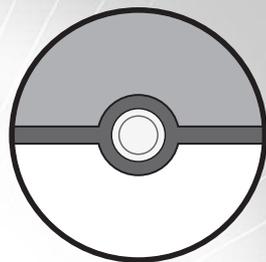
Place each of the 16 Pokémon into a stand. Each player takes 2 each of Pikachu, Chimchar, Piplup and Turtwig and places them anywhere in the 8 holes on their side of the game. The post of the bases should hang under the clear top of the game.

Divide the marbles between the two players; you can mix the colors or not because the colors don't affect game play. Each player places as many marbles as they can into the top of their shooter and puts the remaining marbles in the holding area under the shooter.

Playing:

At the count of 1-2-3 both players start shooting by pressing their trigger. The shooter also moves left and right so that you can aim for specific Pokémon.

Keep shooting, using any marbles that end up in your holding area until one player's Pokémon have all been hit out of the game.

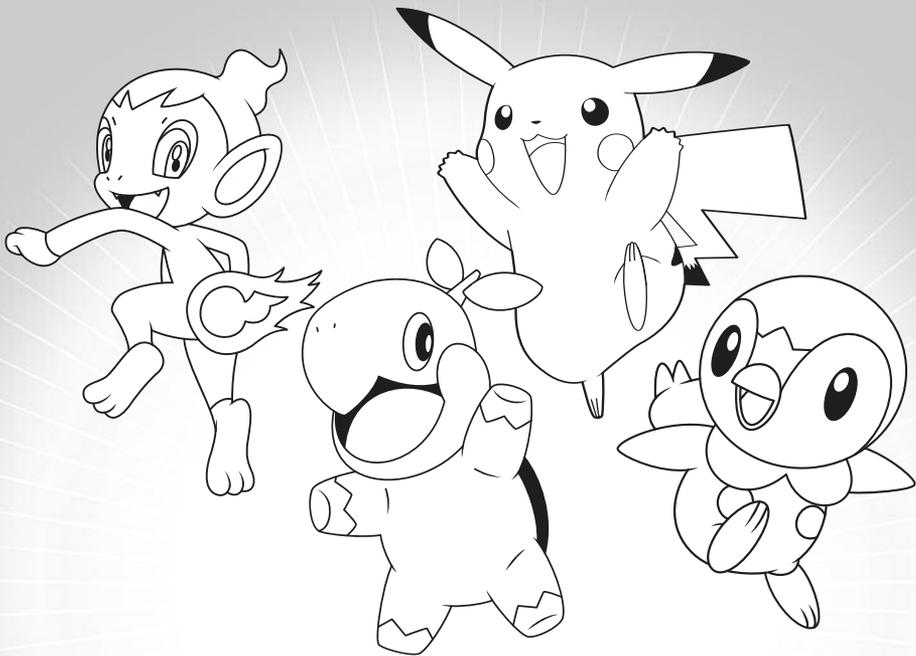


Ending and winning the game:

The player with the most Pokémon left in the game wins.

Tournament play:

Play for the best out of 3 or 5 games.



We appreciate your comments on Pokémon Quickshot.

Please send your correspondences to:

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