

POKEMON GO-GO-GO

Saturday, April 12th 3:00–5:00 PM

Auburndale Park

Meet at Picnic Areas 3 & 4



Object of the Game:

1. Use the map and search the park and find and “catch” as many of the Pokémon characters as you can.
2. Once you’ve found all of the characters, or as many as you care to find, come back to the Pokémon training gym for friendly training battles with other participants to evolve your Pokémon characters. Sample battles may include who can balance on 1 foot the longest, who can toss a ball the furthest, who can solve a puzzle in the fastest time, etc. You can battle again and again for as many times as you need to until you evolve your character.
3. Win Pokémon themed prizes for each character you evolve.
4. Our goal is for everyone to have fun. Sportsmanship, fair play and encouraging each other to keep trying will allow everyone to have a fun day. All teams get prizes for evolving their characters, regardless of whether they are the first to win a battle or the last to win a battle.

Teams and Play:

1. Teams can have up to 4 players which must include at least 1 adult.
2. All teams arrive at 3:00 PM for an informational briefing, then head out and use the map to search the park to locate and catch the Pokémon characters.
3. Once you’ve found the characters, come back to the picnic area. Stations will be set up for each Pokémon character with battle challenges for you to participate in against other teams to evolve your characters.
4. Each character has 2 challenges to fully evolve that character. For example, for the character Pichu, the first battle challenge will evolve Pichu to Pikachu and the second battle challenge will evolve Pikachu to Raichu.
5. When it’s time to battle, select 1 person from your team to participate in the battle.
 - a. If the person wins the battle, use your game sheet to mark that your character has evolved to the next stage and move on to the next battle.
 - b. If the person doesn’t win the battle, they can try again against another team. You can choose the same or a new team member to battle against another team.
6. Keep participating in battles until all of your characters have evolved or you have had enough fun for the day and are ready to leave.
7. Visit the prize station to collect your prize for each of the characters you have evolved. 1 prize is awarded for each character that you evolve. Example: if your team has evolved 12 characters, your team will get 12 prizes and can split those up amongst your team members.

Safety Notes:












- 1. Teams must include at least 1 adult who is responsible for their team members.
- 2. Trails may have rocks, roots or uneven terrain, but in general are stroller friendly. Many of the characters will be near trails to make them easier to “catch”.
- 3. Be respectful of other park users by giving people personal space and keeping your voices at an appropriate level.
- 4. If you get separated from your group or are looking for a group member, come back to the picnic area to re-connect with your group.

Bring a Picnic:

The event ends at 5:00 pm, but families can bring a picnic and stay until 6:00 PM if they would like. Picnic areas 3 and 4 will be available for families until 6:00 PM. Feel free to bring your Pokémon cards to show or trade with others with parent permission.

Can you Catch ‘Em All?

Sample Evolution Play Card:

START WITH	EVOLUTION 1	BECOMES	EVOLUTION 2	FULLY EVOLVED
Pichu 		Pikachu 		Raichu 
Bulbasaur 		Ivysaur 		Venusaur 
Jigglybuff 		Jigglypuff 		Wigglytuff 
Pidgey 		Pidgeotto 		Pidgeot 