

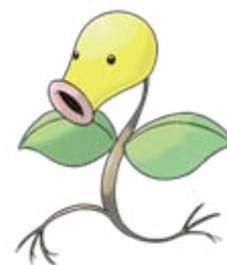
## How to Play the Pokemon TCG

The following are the basic rules, set by Nintendo, on how to play the Pokémon Trading Card Game. They apply to all previous sets and cards.

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### Starting the Game

1. Flip a coin to decide who goes first. The person who gets heads has to go first.
2. Shuffle your deck and draw a starting hand of 7 cards. Put the rest of your deck face down in front of you.
3. You and your opponent each choose a Basic Pokémon card from your hands and put them face down. These will be your starting active Pokémon.
4. If you don't have any Basic Pokémon, show your hand to your opponent, shuffle it back into your deck, and draw 7 new cards. Your opponent can then choose to draw an extra card. If you still don't have any Basic Pokémon cards in your new hand, you repeat this process, but your opponent can draw an extra card each time!
5. Each player may, if he or she wishes, choose up to 5 Basic Pokémon cards from his or her hand and put them face down on his or her Bench (this is where Pokémon wait when they're not Active Pokémon).
6. Each player has put down his or her Basic Pokémon, put the top 6 cards of your deck face down in front of you. These are your Prizes, which you take when your opponent's Pokémon are Knocked Out. You can't look at a Prize Card until you take it.
7. Flip over all Active and Bench Pokémon that have been put on the table.



### Let's Play!

1. Draw a card (if you go first, you do not draw a card).
2. Now do any of these you want in whatever order you want.
  - Put Basic Pokémon cards on the Bench (as many as you want up to 5).
  - Evolve Pokémon (as many as you want, but not during your first turn).
  - Attach 1 Energy card to 1 of your Pokémon (once per turn.)
  - Play Trainer cards (as many as you want, but only one Stadium and one Supporter card per turn, and if you go first, you cannot play a Supporter).
  - Retreat your active Pokémon (only once per turn).
  - Use Poké-Powers (as many as you want.)

### ATTACK!

1. Check to make sure you have enough Energy attached to your Active Pokémon to attack.
2. Check Weakness and Resistance of your opponent's Pokémon.
3. Attack your opponent.
4. Place damage counters on your opponent's Pokémon.
5. Check to see if you Knocked Out your opponent's Pokémon.
6. If you knocked out your opponents Pokémon, take a prize. If the Pokemon you knocked out is a Pokemon-ex, take two prizes instead.
7. Your turn is now over.

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## **Special Conditions**

Special Conditions cause the Defending Pokémon to be Asleep, Burned, Confused, Paralyzed, or Poisoned. If you retreat a Pokémon to the bench or evolve it, all Special Conditions that Pokémon has are removed. So, this means that only Active Pokémon can be affected by a Special Condition.



### **Asleep**

If a Pokémon is Asleep, it can't attack or retreat. As soon as a Pokémon is Asleep, turn it sideways to show that it's Asleep. After each player's turn, flip a coin. On heads, the Pokémon wakes up (turn the card right back up), but on tails it's still Asleep, and you have to wait until after the next turn to try to wake it up again.

### **Burned**

If a Pokémon is Burned, place a "Burn Marker" on it to show that it is Burned. As long as it's still Burned, flip a coin after each player's turn. If tails, place 2 damage counters on it, ignoring Weakness and Resistance. If an attack would Burn a Pokémon that's already Burned, it doesn't get doubled Burned; instead, the new Burn condition replaces the old one.

### **Confused**

If a Pokémon is Confused, you have to flip a coin whenever you try to attack with that Pokémon. Turn a Confused Pokémon with its head pointed toward you to show that it's Confused. A Confused Pokémon can retreat to the Bench normally, where it loses all Special Conditions. When you attack with a Confused Pokémon, you flip a coin. On heads, the attack works normally, but on tails your Pokémon receives 3 damage counters. (Only apply Weakness and Resistance for actual damage, not damage counters.) The Active Pokémon receives 3 damage counters even if its attack normally doesn't do damage (like Treecko's Poison Breath attack)

### **Paralyzed**

If a Pokémon is Paralyzed, it can't attack or retreat. Turn the Pokémon sideways to show that it's Paralyzed. If an Active Pokémon is Paralyzed, it recovers after its player's turn. Turn the card right side up again. What this means is that if your Pokémon gets Paralyzed, it will be out of action on your next turn, and then it will be okay again.

### **Poisoned**

If a Pokémon is poisoned, put a "Poison marker" on it to show that it's poisoned. As long as it's still poisoned, place a damage counter on it after each player's turn, ignoring Weakness and Resistance. If an attack would Poison a Pokémon that's already Poisoned, it doesn't get double Poisoned; instead, the new Poison condition replaces the old one.

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## **New Nintendo Playing Rules**

If you are returning back to the Pokemon TCG, this section is for you! The following are the new Nintendo rules on how to play the Pokemon Trading Card Game. They apply to all previous/current sets and cards. Take note that these are rules that were changed from Wizards of the Coasts'.



### **New Rules**

- If you have no Basic Pokemon cards in your hand when you first draw your 7 cards, you draw a new hand of 7 and your opponent MAY choose to draw 1 card.
- When you start a new game, the player who goes first DOES NOT draw a card from their deck.

- The person who goes on the first turn of the game cannot use a Supporter card.
- The Special Condition, Confused, now only affects a Confused Pokemon when it attacks. As it attacks, flip a coin as usual, but on tails, the Confused Pokemon receives 30 damage instead of the previous 20 damage. Confused Pokemon can also now retreat normally.
- You can now only retreat a Pokemon once per turn instead of as many times as you want.
- Darkness and Metal Energy are now easier to play! They still count as special energy, giving their special effects only to Pokemon of the matching type. As they give effects strictly to those Pokemon, the other drawbacks to those energy types have been removed.
- Players can now only play one stadium card per turn.
- When a Pokemon-ex card is knocked out, the player who knocks it out gets to draw 2 prizes instead of the usual 1.

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### **2-on-2 Battles**

A new style of playing the Pokemon TCG is 2-on-2 Battling. Below are guidelines on how to play in this format.

#### **Starting the Game**

You and your opponent will each need your own deck of 60 cards. If you have at least 2 Basic Pokemon cards when you draw a starting hand of 7 cards, put 2 Basic Pokemon into play as your active Pokemon. You can also start the game with only 1 basic Pokemon in play, and still play 2-on-2 Battle, if that is the only Basic Pokemon in your hand. When a player has 2 Active Pokemon, he or she may put up to four Basic Pokemon on their bench.



#### **Only 1 Active Pokemon?**

You can still play 2-on-2 battle with one basic Pokemon. During anytime of the game, you may choose a Benched Pokemon to go into battle with your other Pokemon, making it 2 on the field.

#### **Attack!**

During 2-on-2 battle, you choose one of your own Active Pokemon to attack, and then select the attack you want to use. You then choose one of your opponent's Pokemon and attack it normally. Attacks that refer to "each Defending Pokemon" will affect both of the Defending Pokemon for that player.

#### **Retreat!**

As in the basic game, you can only retreat once per turn, even if you have two Active Pokemon in play. Choose wisely!

#### **Pokemon with Special Conditions**

Just like in the regular game, all rules apply to a Pokemon that becomes effected by a Special Condition. But during 2-on-2 battling, if one of your Pokemon becomes effected by a special effect (ex. Paralyzed), you can still use your other Active Pokemon to attack.

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### **TCG Term Glossary**

The following are common terms used in the Pokemon Trading Card Game, as well as their definitions.

- **Active Pokémon:** Your Pokémon that is in front of all your other Pokémon. Only the Active Pokémon can attack.



- **attach:** When you take a card from your hand and put it on one of your Pokémon in play.
- **attack:** 1) When your Active Pokémon fights your opponent's Pokémon. 2) The text written on each Pokémon card that shows what it does when it attacks (a Pokémon can have several attacks written on it.)
- **Attacking Pokémon:** Your Active Pokémon, as it fights your opponent's Pokémon.
- **Baby Pokémon:** There are a special type of Basic Pokémon card. They can evolve into other Pokémon. If a Baby Pokémon evolves into a Basic Pokémon, it is treated as an Evolved Pokémon, not as a Basic Pokémon card. Cards that refer to Basic Pokémon refer to these cards as well.
- **basic Energy card:** Basic Energy cards are the Grass, Fire, Water, Lightning, Psychic, and Fighting type cards.
- **Basic Pokémon card:** A card that you can play directly from your hand on your turn to put a Pokémon into play. See Evolution card.
- **Bench:** Where your Pokémon go that are in play but aren't actively fighting. They're ready to come out and fight if the Active Pokémon retreats or is Knocked Out. When Benched Pokémon receive damage, do not apply Weakness or Resistance.
- **Burn marker:** What you place on a Pokémon to remind you that it's Burned. A marker goes away if the Pokémon is benched or evolved. See counter, damage counter.
- **counter:** Something some cards tell you to place on a Pokémon as a reminder (for example, a Char counter). A counter does not go away when you Bench the Pokémon, but it does not go away if the Pokémon evolves (damage counters are a special exception to this rule.)
- **damage:** What usually happens when one Pokémon attacks another. If a Pokémon has total damage greater than or equal to its Hit Points (HP), it is Knocked Out.
- **damage counter:** A counter placed on your Pokémon to show it has taken damage. It stays on your Pokémon even if the Pokémon is Benched or Evolved. Each damage counter counts as 10 damage. See counter, Poison marker.
- **Defending Pokémon:** Your opponent's Active Pokémon during your attack.
- **discard pile:** The pile of cards you have discarded. These cards are always face up. Anyone can look at these cards at any time.
- **Energy card:** The type of card that powers your Pokémon and makes them able to attack. See basic Energy card.
- **Evolution card:** A card you can play on top of a Basic Pokémon card (or sometimes on top of another Evolution card) to make it stronger.
- **Hit Points (HP):** A number every Pokémon has, telling you how much damage it can take before it's Knocked Out.
- **in play:** Your cards are in play when they're on the table. Basic Pokémon cards, Evolution cards, and Energy cards can't be used unless they are in play. (The cards in your deck, discard pile, and Prizes are not in play, but your Benched Pokémon are.)
- **Knocked Out:** A Pokémon is Knocked Out if it has any damage greater than or equal to its Hit Points. That Pokémon goes to the discard pile, along with any cards attached to it. When one of your opponent's Pokémon is Knocked Out, you take one of your Prizes.
- **Pokémon:** These are the Pocket Monsters that fight for you in the Pokémon Trading Card game. They are represented in the game by Basic Pokémon and Evolution cards.

- **Pokemon \*:** These are Pokemon that have the symbol \* after their name. Examples of such Pokemon are Mudkip \*, Latios \*, etc. You can only have one Pokemon \* in your deck.
- **Poké-Body:** A Poké-Body is an effect on a Pokémon that is always active, as soon as that Pokémon is in play. The effect of that Poké-Body lasts until the Pokémon leaves play.
- **Poké-Power:** Poké-Powers are usually once-per-turn powers on Active and Benched Pokémon, that you must choose to use. If that Pokémon is effected by a Special Condition, you can't use its Poké-Power until you remove that Special Condition.
- **Pokémon-ex:** Pokémon-ex are a stronger form of Pokémon, with a special drawback: when your opponent defeats your Pokémon-ex, he or she gets to draw two Prize cards, instead of one.
- **Poison marker:** What you place on a Pokémon to remind you that it's Poisoned. A marker goes away if the Pokémon is Benched or Evolved. See counter, damage counter.
- **Pokémon Power:** A special ability some Pokémon have. Pokémon Powers are divided into two categories: Poké-Power and Poké-Body. These are written in the same place attacks are, but they always have the words "Poké-Power" or "Poké-Body" in front of them so that you can tell they're not attacks.
- **Pokémon Tool:** These are a special kind of Trainer card that you can attach to your Pokémon to help you. Each Pokémon can only have 1 Pokémon Tool attached to it at any time.
- **Prizes:** The 6 cards you put face down at the start of the game. Every time one of your opponent's Pokémon is knocked out, you take 1 of your Prizes into your hand (or 2 Prizes, if it was a Pokémon-ex). When you take your last Prize, you win!
- **Resistance:** If a Pokémon has Resistance, it takes 30 less damage when attacked by Pokémon of a certain type. Resistance is located in the lower middle of the card.
- **retreat:** When you take your Active Pokémon and switch it with one of your Benched Pokémon. To retreat, you must discard Energy from the retreating Pokémon equal to the Retreat Cost of the Pokémon. This cost appears in the lower right-hand corner of the card. You can only retreat once per turn.
- **Special Conditions:** Asleep, Burned, Confused, Paralyzed, and Poisoned are called Special Conditions.
- **Stadium card:** A kind of Trainer card that stays in play after you play it. It affects the game for as long as it stays in play. Only one Stadium card can be in play at a time, so if there's one on the table already and a new one comes into play, discard the old one. You can only play one Stadium card each turn.
- **Sudden Death:** Sometimes both players win at the same time. In this case, you play a shorter version of the Pokémon game called "Sudden Death" (using only 1 Prize each instead of 6.)
- **Supporter Card:** These are a special kind of Trainer card that you put next to your Active Pokémon to help you. Supporter cards are discarded at the end of a turn. You can play only one Stadium card each turn.
- **Technical Machine (TM):** A kind of Trainer card that you attach to your Pokémon. Each TM card has an attack on them that, when attached to your Pokémon, your Pokémon can use it as if it were its own. TM cards are discarded at the end of a turn.
- **Trainer card:** A card that you play during your turn by following the instructions on the card and then discarding it.
- **Trainers' Pokémon:** Pokémon that have trainers' names in their titles, like Brock's Sandshrew. You can't evolve a regular Sandshrew into Brock's Sandslash, and you can't evolve a Brock's Sandshrew into a regular Sandslash. Treat Sandshrew and Brock's Sandshrew like two completely different Pokémon.

- **Weakness:** If a Sandshrew has Weakness, it takes double damage when attacked by a Pokemon that is the same type as its weakness. Weakness is indicated in the lower left-handed corner of a Pokemon card.