Quick Rules Guide

Game Set-up:

Each player shuffles their deck of cards. Players draw 7 cards as their hand of cards. If a player has no basic Pokémon in their hand, they reveal that hand to their opponent, shuffle that hand back into their deck, and draw a new 7 card hand. This is called a mulligan. For each mulligan after the first one you have to take, your opponent **may** draw a card, but they can choose not to.

Once both players have hands that they don’t need to mulligan, each player sets aside the top 6 cards of their deck face-down, without looking at them. This is your prize pool.

Each player will choose a basic Pokémon from their hand and place it face down in the active spot. Each player may then place any additional basic Pokémon from their hand face-down in their bench area.

One player flips a coin. The player who isn’t flipping calls heads or tails while the coin is in the air. The winner of the coinflip will go first. Both players turn all Pokémon they placed face-down on the table face up and the game starts

If you are going first, you can’t attack or play a supporter on your first turn. The player going second may do both of these things on their first turn.

Turn Order and Gameplay:

On your turn, the first thing you **must** do is draw a card from the top of your deck and add it to your hand. You may then do the following in any order:

play an item card from hand (as many times as you want)

play a stadium card from hand (if there is no matching stadium in play)

play a supporter from your hand (only one supporter per turn)

attach an energy from your hand onto any one of your Pokémon (only once per turn)

retreat a Pokémon from the active spot to the bench (paying the retreat cost)

play a basic Pokémon to your bench (only if your bench has fewer than 5 Pokémon)

evolve a Pokémon (only if the evolving Pokémon wasn’t played this turn)

Use an ability on a Pokémon or stadium in play

The last action you may take on your turn is attacking. After the Pokémon check-up phase, it’s your opponent’s turn.

Status Effects:

There are 5 status effects in the Pokémon TCG; paralyzed, confused, asleep, poisoned, and burned. A Pokémon can only be paralyzed, confused, **or** asleep. If another of these status effects would be added to a Pokémon, the new effect replaces its current one. Poisoned and Burned work the same way. A Pokémon can be affected by poison or burn **and** paralysis, confusion, or sleep. What each effect means is listed below:

Poisoned, indicated with a green marker. At **each** Pokémon check-up phase add 10 damage (1 counter) to it.

Burned, indicated with an orange marker. At **each** Pokémon check-up phase, add 20 damage (2 counters) to it. Then flip a coin. If the coin comes up heads, remove the burn marker (the Pokémon is no longer burned)

Asleep, turn the Pokémon to your left . This Pokémon can’t attack or retreat. At **each** Pokémon check-up step, flip a coin. If the coin comes up heads, turn the Pokémon back to its original position (it is no longer asleep).

Paralyzed, turn the Pokémon to your right . This Pokémon can’t attack or retreat. At **your** Pokémon check-up step, turn the Pokémon back to its original position (it is no longer paralyzed).

Confused, turn the Pokémon upside-down . When this Pokémon attacks, flip a coin. If the coin is heads, the attack happens normally. If the coin is tails, the attack doesn’t happen, and 30 damage (3 counters) is added to the attacking Pokémon.

You can remove status effects by retreating your Pokémon to the bench (unless asleep or paralyzed), evolving the Pokémon, or using an item or ability to heal the status effect. Effects at the Pokémon check-up phase are resolved in the order listed above.

Game End:

The game ends when one of the following is true:

Once you have claimed your last prize card, you win. A prize card is claimed whenever an opponent’s Pokémon is knocked out. Prize cards are put into your hand when claimed.

If you need to draw a card on **your** turn and can’t, you lose the game. If this happens to your opponent, you win.

If your active Pokémon is knocked out and you have no Pokémon on your bench, you lose the game. If this happens to your opponent, you win.