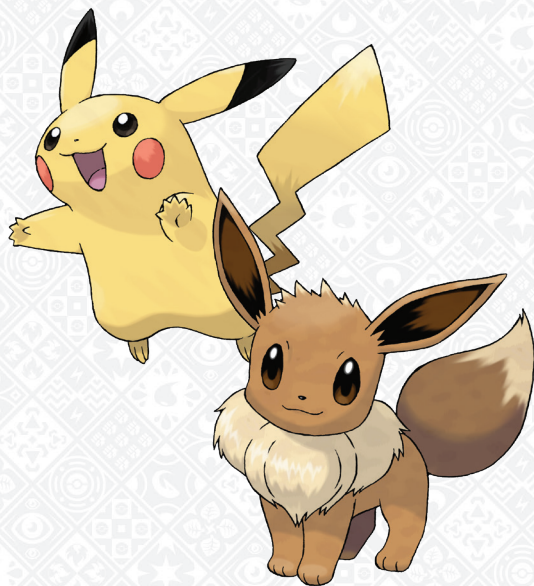


**POKÉMON**™

**TRADING CARD GAME**

**QUICK START RULES**

<b>YOU Are a Pokémon Trainer!</b> .....	4
<b>Parts of a Card</b> .....	5
<b>Before the Game Begins</b> .....	6
<b>What You Can Do During Your Turn</b> .....	10
<b>1. Draw a Card</b> .....	10
<b>2. Play Basic Pokémon to Your Bench</b> .....	12
<b>3. Attach 1 Energy Card</b> .....	14
<b>4. Switching Your Pokémon</b> .....	16
<b>5. Evolving Your Pokémon</b> .....	18
<b>6. Play Trainer Cards</b> .....	20
<b>7. Attacking</b> .....	22
<b>Weakness and Resistance</b> .....	22
<b>Knock Out</b> .....	24
<b>Winning the Game</b> .....	26
<b>Advanced Rules</b> .....	28
<b>Special Conditions</b> .....	30
<b>Credits</b> .....	34



# YOU Are a Pokémon Trainer!



You and your opponent will face off in a Pokémon battle and try to Knock Out each other's Pokémon. The first player to Knock Out 6 Pokémon wins the game!



## Parts of a Card

Evolution Stage

HP (Hit Points)

Pokémon Type

Name

Attack Cost

Attack Damage

Attack Text

Weakness and Resistance

Retreat Cost



# Before the Game Begins

## STEP 1

Each player unfolds and lays out a playmat.

Opponent's  
Playmat

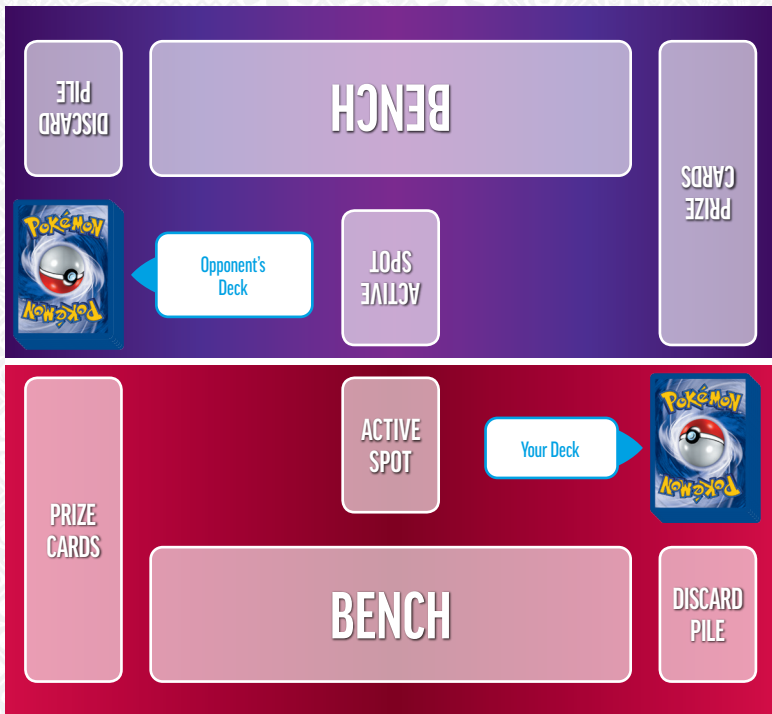
## STEP 2

Each player shuffles their deck, then places it on their playmat.

Your  
Playmat

## STEP 3

Flip a coin to see who goes first!



# Before the Game Begins

Then, both players follow these steps.

## STEP 1

- Draw 7 cards.

(▶ If you don't draw a Basic Pokémon, see page 28)

## STEP 2

Play a Basic Pokémon to the Active Spot.  
This will be your Active Pokémon when you start the game!

## STEP 3

Set aside 6 cards from the top of your deck.  
These are your Prize cards!  
You're ready to start the game!



# What You Can Do During Your Turn

## 1 Draw a card

You must do this at the beginning of every turn

➤ P. 10

## 2 Put Basic Pokémon onto your Bench

As many as you want

➤ P. 12

## 3 Attach 1 Energy card to 1 of your Pokémon

Only once per turn

➤ P. 14

## 4 Retreat your Active Pokémon

Only once per turn

➤ P. 16

## 5 Evolve Pokémon

As many as you want

➤ P. 18

## 6 Play Trainer cards

As many as you want, but only 1 Supporter card per turn

➤ P. 20

## 7 Attack with your Active Pokémon

If you cannot attack, tell your opponent your turn is over.

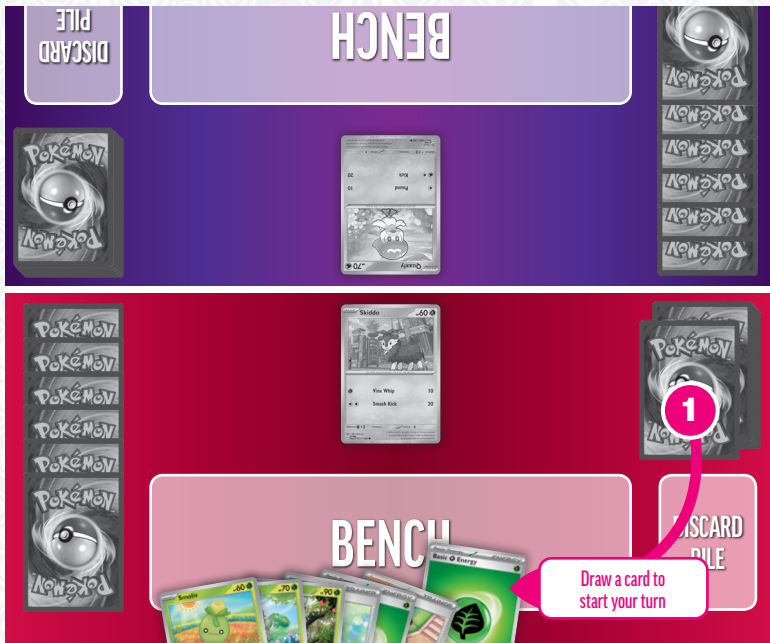
➤ P. 22

Now it's your opponent's turn.

*This turn order can also be found on one of your reference cards!*

10

## 1 Draw a card



11



# What You Can Do During Your Turn

## 3 Attach 1 Energy Card

Attach 1 Energy card per turn to 1 of your Pokémon in play. That Energy stays with the Pokémon and powers its attacks. From now on, Skiddo can use its Vine Whip attack!

### Trainer Tip!

If you see a ⚡ symbol, that means you can use any type of Energy!

### Energy powers your attacks!

- ✓ **Vine Whip** 10  
Requires 1 ⚡ Energy
- ✗ **Smash Kick** 20  
Requires 2 Energy (any type)

Bigger attacks need more Energy!

The diagram illustrates the game state during a turn. At the top is the **BENCH** area, containing a Skiddo card and a stack of five Skiddo cards. Below the Bench is the **Active** area, where a Skiddo card is currently active. Its attack, **Vine Whip** (10 damage), is highlighted in red. A callout box labeled "Attach 1 Energy card" points to a green Energy card being attached to the active Skiddo. The number **3** is shown in a blue circle next to the Energy card. Below the Active area is the **Discard Pile**, containing a Skiddo card and a stack of five Skiddo cards. At the bottom is the **Your Hand**, containing a Skiddo card, a Grass Energy card, a Water Energy card, a Fire Energy card, and a Grass Energy card.



# What You Can Do During Your Turn

4

## Switching Your Pokémon

Once per turn, you can discard Energy attached to your Active Pokémon to bring it back to your Bench.

### Retreat Cost

Your Pokémon's Retreat Cost shows how much Energy to discard.



Move 1 of your Bench Pokémon up to the Active Spot to become your new Active Pokémon!

These two steps happen at the same time, so you can still switch if your Bench is full.

A diagram illustrating the switching process. It shows a 'DISCARD PILE' on the left, a 'BENCH' area in the middle, and an 'Active Spot' on the right. A Skiddo card is shown in the Active Spot. A blue arrow points from the Skiddo card to the Bench, labeled 'Move Active Pokémon to Bench'. Another blue arrow points from a Skiddo card in the Bench to the Active Spot, labeled 'Move Bench Pokémon to Active Spot'. A blue arrow points from the Skiddo card in the Active Spot to the Discard Pile, labeled 'Discard Energy'. A blue circle with the number '4' is positioned between the Bench and the Active Spot. Below the diagram, a 'Your Hand' area shows several cards, including a Skiddo card with a Grass Energy attached to it.

# What You Can Do During Your Turn

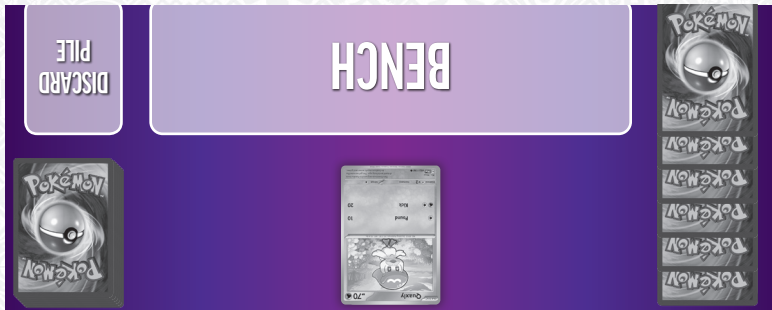
## 5 Evolving Your Pokémon

Evolve your Pokémon! To evolve a Basic Pokémon, place a Stage 1 Pokémon on top of the Basic Pokémon card. Keep all damage counters and Energy with the Pokémon.

### Trainer Tip!

You cannot evolve a Pokémon on the turn you play it. It can evolve on the next turn.

Some Stage 1 Pokémon can evolve once more into Stage 2 Pokémon! Evolving a Pokémon counts as playing it, so you must wait until your next turn to evolve it a second time.



# What You Can Do During Your Turn

## 6 Play Trainer Cards

To play a Trainer card, follow all of the instructions listed on the card. It's that easy!

After you have played a Trainer card, put it in your discard pile.

### Trainer Tip!

There are different types of Trainer cards, including Item cards and Supporter cards.

During your turn, you can play as many Item cards as you want, but you can play only 1 Supporter card per turn.



You may play any number of Item cards during your turn.



You may play only 1 Supporter card during your turn.

The diagram illustrates the components of a turn. On the left is the **DISCARD PILE**, shown as a stack of Pokémon cards. In the center is the **BENCH**, a purple area containing a Pokémon card (Poliwhirl) and a Trainer card (Nemona). On the right is the **Hand**, a red area containing a stack of Pokémon cards, a Trainer card (Nemona), and a Trainer card (Potion). A blue circle with the number **6** is positioned between the Bench and the Hand. Callout boxes with arrows point to the Hand and Bench:

- A blue callout box with the text "Draw 3 cards." points to the Nemona card in the Hand.
- A blue callout box with the text "Put it in your discard pile" points to the Nemona card in the Hand.
- A blue callout box with the text "Play a Trainer card" points to the Nemona card in the Bench.

At the bottom center, a white box labeled **Your Hand** contains three cards: a Potion card, a Nemona card, and a Poliwhirl card.

# What You Can Do During Your Turn

## 7 Attacking

Choose an attack. (Make sure you have the right Energy.)

Put damage counters on your opponent's Pokémon. (The number to the right of the attack tells you how much damage it does.)

Some attacks don't do damage, but they have other effects. Follow the instructions!

### Weakness and Resistance

Weakness causes a Pokémon to take more damage from certain attacks. Resistance causes it to take less damage!

If the Energy symbol next to a Pokémon's Weakness (in the lower-left corner of the card) matches the type of the opponent's attacking Pokémon, it will take double damage from that attack. Similarly, if the type matches the Energy symbol next to Resistance, it will take 30 less damage.



weakness ⚡ ×2    resistance ♁ -30

DISCARD PILE

Hit 10

Put damage counters on your opponent's Pokémon

Slash 20 7

Smooch 50 Skiddo 50

Your Hand

# Knock Out

## Knock Out

A Pokémon is Knocked Out when it has damage counters equal to its HP!



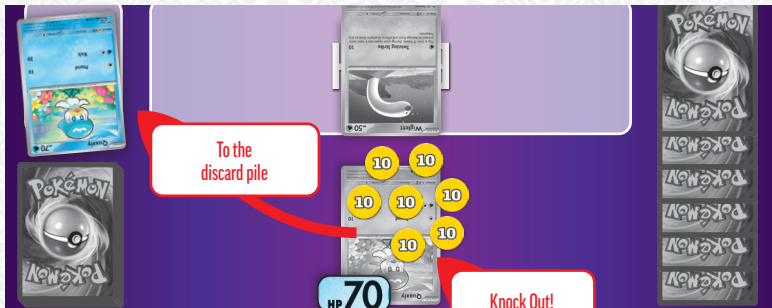
When a Pokémon is Knocked Out, it goes to the discard pile.

Take a Prize card when you Knock Out your opponent's Pokémon. That's how you keep score!

After you attack (or if you can't), your turn is over!

### Trainer Tip!

When your opponent Knocks Out one of your Pokémon, put that Pokémon in the discard pile. Then, choose one of your Benched Pokémon and move it up to the Active Spot to become your new Active Pokémon.



# Winning the Game

## Victory!

When you Knock Out your opponent's last Pokémon on the playmat, or when you take your last Prize card, you win!

## Trainer Tip!

You can also win if your opponent's deck runs out of cards. If they don't have a card to draw at the beginning of their turn, victory is yours!





After you've played a few games, try using these rules as well!

## Before the Game Begins

### *Mulligan*

If you don't have any Basic Pokémon in your opening hand, show your cards to your opponent and shuffle them back into your deck, then draw 7 new cards. Repeat if you still don't have any Basic Pokémon. Each time you do this, your opponent gets to draw an extra card.

### *Set Up Your Bench*

When you play your first Pokémon to the Active Spot, you may also play up to 5 Basic Pokémon onto your Bench.

### *Face Down*

When you play your Pokémon before the game begins, put them face down so your opponent doesn't know what they are. After both players have set aside their Prize cards, everyone turns their Active and Benched Pokémon face up.

## First Turn

### *First Player*

The player who goes first cannot attack or play a Supporter card on their first turn.

### *Evolution*

Neither player can evolve a Pokémon on their first turn.

## Pokémon Abilities

Some Pokémon have special Abilities they can use. Most of them can be used during your turn, before you attack. Each Ability is different, though, so read carefully to see how each one works. Some work only if a condition is met, while others work all the time even without you using them. If you use an Ability, be sure to announce it so your opponent knows what you're doing.

Remember, Abilities aren't attacks, so you can still attack if you use an Ability! You can use Abilities from both your Active and Benched Pokémon.



## Special Conditions

Sometimes a Pokémon can become Asleep, Burned, Confused, Paralyzed, or Poisoned—these are called “Special Conditions.”

They can only happen to an Active Pokémon—when a Pokémon goes to the Bench, it recovers from all Special Conditions. Pokémon also recover when they evolve.

**Pokémon Checkup** is a special step that happens between turns. Before the game continues to the next player, you'll need to take care of any Special Conditions affecting your Pokémon.



**Asleep:** Turn the Pokémon counterclockwise to show that it is Asleep. If a Pokémon is Asleep, it cannot attack or retreat. During Pokémon Checkup, flip a coin. If you flip heads, the Pokémon recovers (turn the card right-side up), but if you flip tails, it stays Asleep.



**Burned:** When a Pokémon is Burned, put a Burn marker on it. During Pokémon Checkup, put 2 damage counters on your Burned Pokémon, then flip a coin. If heads, the Pokémon recovers (remove the Burn marker). A Pokémon cannot have two Burn markers; if an attack gives it another Burn marker, the new Burned Condition simply replaces the old one. Make sure your Burn markers look different from your damage counters.



**Confused:** Turn a Confused Pokémon with the top of the card pointed toward you to show that it is Confused. If your Pokémon is Confused, you must flip a coin before attacking with it. If heads, the attack works normally. If tails, the attack doesn't happen, and you put 3 damage counters on your Confused Pokémon.





**Paralyzed:** Turn a Paralyzed Pokémon clockwise to show that it is Paralyzed. If a Pokémon is Paralyzed, it cannot attack or retreat. After its owner's next turn, it recovers during Pokémon Checkup (turn the card right-side up).



**Poisoned:** When a Pokémon is Poisoned, put a Poison marker on it. During Pokémon Checkup, put a damage counter on your Poisoned Pokémon. A Pokémon cannot have two Poison markers; if an attack gives it another Poison marker, the new Poisoned Condition simply replaces the old one. Make sure your Poison markers look different from your damage counters.



## Removing Special Conditions

When a Pokémon evolves or moves to the Bench, it recovers from all Special Conditions. The only Special Conditions that prevent Pokémon from retreating are Asleep and Paralyzed. Since Asleep, Confused, and Paralyzed all rotate the Pokémon card, whichever one happened last to the Pokémon is the only one that is still in effect. Since Poisoned and Burned use markers, those don't affect other Special Conditions. An unfortunate Pokémon could be Burned, Paralyzed, *and* Poisoned all at the same time!



If you need a reminder on what each Special Condition means, be sure to check the reference cards included with each deck!

## Original Japanese Game

Executive Producer: Tsunekazu Ishihara

Producer: Yuji Kitano

Original Game Design: Tsunekazu Ishihara, Kouichi Ooyama, and Takumi Akabane

Game Development: Creatures Inc.

Game Director: Atsushi Nagashima

Art Direction: Satoru Nagaya

## English-Language Version

The Pokémon Company International

Producer: Kenji Okubo

Product and Game Development: Barry Sams, Yasuhiro Usui, Jim Lin, Kyle Sucevich, Mia Violet, Amelia Bottemiller, Tyler Ninomura, Andrew Wolf, Paul Peterson, Kathy Sly, Edward Zhang, and Kenny Wisdom

Production Coordination: Russ Foster, Jay Moon, Doug Storms, David Hoskinson, Ross Garrett, Corey Lewis, John Moore, Paige Robison, and Krista Endahl

Project Management: Jen Wood, Noriko Tseng, Shoichi Takasaki, Jeff Hansen, Breon McMullin, Ron Foster, Arden Williams, Miyano Sato, Jonathan Novotarski, James Richards, and Brendan Gaylord

Translation: Bryson Clark, Satoko Deas, Stephan Kim, and David Dunlap

Game Data Management: Dylan "ExoByte" Mayo and Rachel Henson

Rulebook Writing: TPCi Editing Staff and Kyle Sucevich

Editing Coordination: Anja Weinbach

Editing: Hollie Beg, Eoin Sanders, Holly Bowen, Stephen "Phen" Crane, and Laura Temple

Graphic Design (Creative): Doug Wohlfeil, Adam Law, Anupa Patel, Huy Cao, Kevin Fish, Kumi Okada, Gwen Machan, Kodi Sershon, Taylor Hardman, and Chris Franc

Graphic Design (Card Localization): Ginny Baldwin and Sang Hoon Shin

Graphic Design (Logo): Adam Law

Special Thanks To: GAME FREAK inc., Creatures Inc., Milky Isobe, The Pokémon Company, and The Pokémon Company International



## NEED HELP PLAYING THE GAME?

For complete rules: [www.pokemon.com/HowToPlay](http://www.pokemon.com/HowToPlay)  
You'll also find three reference cards in this box with more helpful information!

## NEED HELP PLAYING THE GAME?

For complete rules:

[www.pokemon.com/HowToPlay](http://www.pokemon.com/HowToPlay)

For general customer service issues:

[www.pokemon.com/support](http://www.pokemon.com/support)

Phone: 1-425-336-5036

Learn more at [www.pokemon.com](http://www.pokemon.com)

**The Pokémon Company**  
**INTERNATIONAL**

©2024 Pokémon. ©1995-2024 Nintendo / Creatures Inc. /  
GAME FREAK inc. TM, ®, and character names  
are trademarks of Nintendo.