


POKÉMON



TRADING CARD GAME



ADVANCED RULEBOOK

Version 9





Table of Contents

Do You Already Know How to Play the Pokémon Trading Card Game?	2
Advanced Rules	
What's New in the <i>Pokémon-e: Aquapolis</i> Expansion?	2
Another Way to Win	3
Using Poké-Powers	3
Evolving a Stage 1 Pokémon to Stage 2	3
Weakness and Resistance	4
Order of What You Do in an Attack	4
Special Conditions	4
How Special Conditions Work Together	6
After Each Player's Turn	6
Complete Rules Reference	
What Do You Need to Play?	6
What's the Pokémon Game Like?	6
Object of the Game	6
Starting the Game	7
Let's Play!	10
What Can You Do during Your Turn?	10
What Happens after Each Player's Turn?	16
How Do Special Conditions Work?	16
Can Your Pokémon Be Asleep and Confused at the Same Time?	17
Why Are There So Many Different Cards?	17
How Do You Make a New Deck?	18
Expert Rules	
What Counts as an Attack?	19
In What Order Do You Do Your Attack?	19
How Do You Figure Out the Damage?	20
In What Order Do Things Happen after Each Player's Turn?	20
Pokémon that Refer to Themselves	21
Illegal Evolutions	21
How Do You Retreat Using Double Energy Cards?	21
What Happens if a Card Tells You to Draw More Cards than You Have Left?	22
What Happens if <i>Neither</i> Player Gets a Basic Pokémon Card in His or Her First 7 Cards?	22
What Happens if Both Players Win at the Same Time?	22
What's Sudden Death?	22
Playing with the e-Reader	
Using the e-Reader	23
If You Scan the Bottom Code	23
If You Scan the Side Code	23
Glossary	25
Index	27

Do You Already Know How to Play the Pokémon Trading Card Game?

If you don't, the **Pokémon**® Starter Set has all the basic rules you need to learn to play. You should know the things in the Starter Set rules before you read this Advanced Rulebook. If you haven't played the **Pokémon** trading card game before, but you have played other trading card games, you might be able to figure out everything from this rulebook. But if trading card games are new to you, you'll want to look at the Starter Set rules first. This rulebook covers the new rules that you'll need for cards not in the Starter Set on pp. 2–5. Then this rulebook has a Complete Rules Reference section after the Advanced Rules. (There are also a few rules that come up very rarely, covered in a section called "Expert Rules.")

Advanced Rules

What's New in the *Pokémon-e: Aquapolis*™ Expansion?

New "Burn" attack and "Burned" Special Condition: Fire Pokémon get a boost with the new special attack Burn. If a Pokémon is Burned, place a "Burn marker" on it to show that it's Burned. A Pokémon stays Burned until something removes the burned condition (for example, retreating or evolving the Burned Pokémon). 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.

Two new types of Trainer cards—Supporter cards and Technical Machine cards: You can play only 1 Supporter card each turn. When you play a Supporter card, put it next to your Active Pokémon. When your turn ends, discard the Supporter card whether you used it or not. A Technical Machine card is attached to 1 of your Pokémon in play. That Pokémon may use the Technical Machine card's attack instead of its own. As with a Supporter card, you must discard a Technical Machine card at the end of your turn whether you used it or not.

Expanded Pokémon Powers: Some Pokémon have special "Pokémon Powers." "Pokémon Powers" are now divided into two categories: Poké-Powers and Poké-Bodies. Poké-Powers are once-per-turn powers that you must choose to use. A Poké-Body is activated as soon as the card is in play. Each Pokémon Power is different, though, so you should read carefully to see how each power works. In addition, all Special Conditions (not just Asleep, Confused, and Paralyzed) turn off Poké-Powers. So if your Pokémon has a Special Condition on it, you can't use its Poké-Power until you remove the Special Condition.

2

Pokémon-e Cards: Pokémon-e cards are a new series of **Pokémon** cards that have electronic codes (Dot Codes) printed on them. Dot Codes are read using the e-Reader™ expansion cartridge available for the Game Boy® Advance. Each Dot Code contains Pokédex information for that card's Pokémon, as well as extra features, such as animated movies or mini-games. **Pokémon-e** cards are fully compatible with all **Pokémon** TCG expansions. You don't need the e-Reader to play the **Pokémon** trading card game using **Pokémon-e** cards. The e-Reader just tells you interesting facts or lets you play video games. The rules for **Pokémon-e** cards are the same as the rules for the original **Pokémon** TCG.

Another Way to Win

You already know that you win if you take all of your Prizes or if your opponent has no Benched Pokémon to replace his or her Active Pokémon if it gets Knocked Out or otherwise removed from play. You also win if your opponent's deck is out of cards at the beginning of his or her turn.

Using Poké-Powers

Some Pokémon have special "Poké-Powers." They can use these powers when they're your Active Pokémon or even when they're on your Bench. Many of these powers can be used *before* you attack—so you get to use a power and still attack! Each Poké-Power is different, though, so you should read carefully to see how each power works.

Evolving a Stage 1 Pokémon to Stage 2

A Stage 1 Pokémon evolves to Stage 2 the same way that a Basic Pokémon evolves to Stage 1. You play a Stage 2 Pokémon in your hand on top of the matching Stage 1 Pokémon in play (either your Active Pokémon or one of your Benched ones).

Remember that the evolving Pokémon keeps all cards attached to it (Energy cards, Evolution cards, and so on) and any damage it might already have, but the old attacks and Pokémon Powers of the Pokémon it evolved from go away.

You can't evolve a Pokémon that you just evolved that turn (so you can't evolve a Basic Pokémon to Stage 1 and then evolve it again to Stage 2 that same turn). And you can't evolve a Basic Pokémon directly to Stage 2. It has to evolve to Stage 1 first!

3

Weakness and Resistance

Some Pokémon have a Weakness or Resistance to certain other types of Pokémon. (For example, Charmander has a Weakness to ⚡ Pokémon.) A Defending Pokémon takes double damage from a Pokémon that it has a Weakness to, and it takes 30 less damage from a Pokémon that it has Resistance to. That's all there is to it!

Order of What You Do in an Attack

Usually, an attack won't depend on the order in which you do things, but if it does, then this is how you'll figure it out! First, you pay any costs (discarding Energy cards, for example) before seeing what the attack does. Then damage comes before any other effects. Also, you need to figure out any Weakness before other effects that might change the amount of damage.

Special Conditions

Some attacks make the Defending Pokémon Asleep, Burned, Confused, Paralyzed, or Poisoned. These conditions (Asleep, Burned, Confused, Paralyzed, and Poisoned) are called "Special Conditions." Special Conditions don't happen to a Benched Pokémon, only to an Active Pokémon—in fact, if a Pokémon goes to the Bench, these things are removed from it! Evolving a Pokémon also means that it's no longer affected by a Special Condition. Also, anything else that's the result of an attack (besides damage—damage counters stay!) goes away if the Pokémon goes to the Bench or evolves (for example, the results of Sandshrew's Sand-attack go away).

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 back right-side 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. You may flip to awaken a Pokémon right after the turn it becomes Asleep.

Burned

If a Pokémon is Burned, place a "Burn marker" on it to show that it's 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 doubly Burned. Instead, the new Burn condition replaces the old one. Make sure whatever you use for a Burn marker looks different from a damage counter.

4

Confused

If a Pokémon is Confused, you have to flip a coin whenever you try to attack with that Pokémon or whenever you try to make it retreat. Turn a Confused Pokémon with its head pointed toward you to show that it's Confused.

When you try to have a Confused Pokémon retreat, you first have to pay the Retreat Cost by discarding Energy cards from the Pokémon. Then flip a coin. On heads, you retreat the Pokémon normally. On tails, the retreat fails, and that Pokémon can't try to retreat again that turn.

When you attack with a Confused Pokémon, you flip a coin. On heads, the attack works normally, but on tails your Pokémon attacks itself with an attack that does 20 damage. (If your Pokémon has Weakness or Resistance to its own type, or if there's some other effect that would alter the attack, apply these things as usual.)



On tails, the Active Pokémon does 20 damage to itself even if its attack normally doesn't do damage (like Squirtle's Withdraw 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 next turn. Turn the card right-side up again.



What this means is that if your Pokémon get 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 doubly Poisoned. Instead, the new Poison condition replaces the old one. Make sure whatever you use for a Poison marker looks different from a damage counter.

5

How Special Conditions Work Together

If a Pokémon is Asleep, Confused, or Paralyzed, and a new attack is made against it that makes it Asleep, Confused, or Paralyzed, the old condition is erased and only the new one counts. But these three conditions are the only attack effects that erase each other. So, for example, a Pokémon can be Confused and Burned at the same time!

After Each Player's Turn

Sometimes there are things to do after your turn is over but before your opponent's turn starts. After each player's turn, if either player's Active Pokémon is Poisoned, it'll take damage. If it's Burned, it *might* take damage. And if it's Asleep or Paralyzed, it might recover. Then the next player's turn starts.

Complete Rules Reference

What Do You Need to Play?

Well, you and your opponent each need your own deck of 60 cards, a coin to flip, and some counters to mark damage to your Pokémon. You can use pennies or whatever else you want if you run out of counters.

What's the Pokémon Game Like?

You and your opponent are Pokémon trainers, battling it out to see who's the greatest Pokémon trainer of all time! You and your deck of cards (those are your Pokémon and the abilities you have as a trainer) will fight against your opponent and his or her deck.

You'll have one Pokémon, called your "Active Pokémon," fighting for you. You can have other Pokémon waiting behind the Active Pokémon on your "Bench." If your Active Pokémon loses the fight by getting Knocked Out, then you pick one of those Pokémon on your Bench to be your new Active Pokémon.

Object of the Game

You win if you Knock Out 6 of your opponent's Pokémon. You keep track of this with Prize cards that you put aside at the start of the game. Each time you Knock Out one of your opponent's Pokémon, you take one of your *own* Prizes (not your opponent's!) and put it into your hand.

- You win when you take your last Prize (this shows you've Knocked Out 6 Pokémon).

6

- You also win if your opponent's deck is out of cards at the beginning of his or her turn.
- You also win if your opponent has no Pokémon on the Bench to replace his or her Active Pokémon, and his or her Active Pokémon gets Knocked Out. That means there's no one for your Pokémon to fight against, so you win!

Starting the Game

- Flip a coin to decide who goes first. You can use your special Pokémon coin, if you have one.
- Shuffle your deck and draw a starting hand of 7 cards. Put the rest of your deck face down in front of you.
- 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.
- 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 the Active Pokémon).
- After 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.
- Flip over all of the Active and Benched Pokémon that have been put on the table.


What If I Don't Have a Basic Pokémon Card in My Hand?

Then show your hand to your opponent, shuffle it back into your deck, and draw 7 new cards. Your opponent can then choose to draw up to 2 extra cards. If you still don't have any Basic Pokémon cards in your new hand, you repeat this process, but your opponent gets to draw up to 2 extra cards each time!



During the game, you'll be putting more and more cards on the table. All the cards on the table that are in the Active Pokémon area or on the Bench are considered "in play." Your deck, your Prizes, and the cards in your discard pile are not considered "in play."

7

 Pokémon cards, Evolution cards, and Energy cards will be on the table—"in play"—after you play them from your hand. You can keep using those cards in play turn after turn. Trainer cards, though, are used once and then discarded.

Pokémon Card

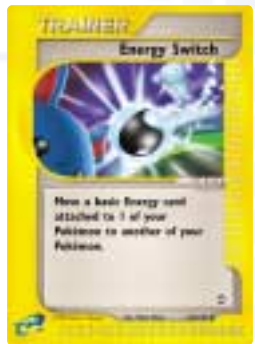


Energy Card












Energy cards give your Pokémon the Energy they need to use their attacks.

Trainer Card



Trainer cards are played by doing what they say and then putting them in your discard pile.

Key to Energy symbols					
	Grass		Lightning		Colorless
	Fire		Psychic		Darkness
	Water		Fighting		Metal

Let's Play!

As you play, you and your opponent take turns. During your opponent's turn, you don't do anything except replace your Active Pokémon if it gets Knocked Out (see below). During your turn, go through the steps below.

What Can You Do during Your Turn?



You can do lots of things during your turn! You always draw a card first, and you always attack last. Here's everything you can do:

1 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).
- EVOLVE Pokémon (as many as you want).
- ATTACH 1 Energy to 1 of your Pokémon (only once per turn).
- PLAY Trainer cards (as many as you want).
- RETREAT your Active Pokémon (as many times as you want).
- USE Poké-Powers (as many as you want).

3 ATTACK!

- CHECK to make sure you have enough Energy attached to your Active Pokémon to attack.
- CHECK Weakness and Resistance of your opponent's Pokémon.
- PLACE damage counters on your opponent's Pokémon.
- CHECK to see if you Knocked Out your opponent's Pokémon.
- TAKE a Prize (if you Knocked Out your opponent's Pokémon).

4 Your turn is OVER now.

10

1 DRAW a card.

You always begin your turn by drawing a card. (If your deck is empty at the beginning of your turn so you can't draw a card, the game is over, and your opponent wins.)

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).

Choose a Basic Pokémon card from your hand and put it face up on your Bench. You can have no more than 5 Pokémon on your Bench at any time, so you can put a new Basic Pokémon card there only if your Bench has 4 or fewer Pokémon on it. If your Active Pokémon gets Knocked Out (or leaves play for any other reason), you have to replace it with a Pokémon from your Bench right away (or you lose the game).

- EVOLVE Pokémon (as many as you want).

If you have a card in your hand that says "Evolves from so-and-so" and so-and-so is the name of a Pokémon you already have in play, you may play that card in your hand on top of the Pokémon so-and-so. This is called "evolving" a Pokémon.

Example: Jayne has a card called Charmeleon that says "Evolves from Charmander," and she has a Charmander card in play. She may play the Charmeleon card on top of the Charmander card.

When a Pokémon evolves, it keeps all cards attached to it (Energy cards, Evolution cards, and so on) and any damage it might already have, but the old attacks and Pokémon Powers of the Pokémon it evolved from go away. All other things about the Pokémon go away—Special Conditions (Sleep, Burn, Confusion, Paralysis, Poison) or anything else that might be the result of an attack some Pokémon made earlier.



Sorry, you can't evolve a Pokémon that you just played or evolved on that turn. Also, neither player can evolve a Pokémon on the first turn. And finally, yes, you can evolve a Pokémon on your Bench—that counts as "in play"!

11

- **ATTACH 1 Energy to 1 of your Pokémon (only once per turn).**

Take an Energy card from your hand and attach it to one of your Pokémon in play, either your Active Pokémon or one of your Benched ones, but NOT both (put it under the Pokémon card).



Unlike most of the other things you can do during your turn, you may do this only once during your turn. Also, remember that you can attach an Energy card to a Pokémon on your Bench. After all, that's "in play," too!

- **PLAY Trainer cards (as many as you want).**

When you want to play a Trainer card, do what it says, then put it in the discard pile.

- **RETREAT your Active Pokémon (as many times as you want).**

If your Active Pokémon has lots of damage counters on it, you might want to retreat it and bring in one of the Pokémon on your Bench to fight instead. But on most turns, you probably won't retreat.

To retreat your Active Pokémon, you must discard 1 Energy attached to it for each ⚡ listed for its Retreat Cost. If there aren't any ⚡ for its Retreat Cost, it retreats for free. (You'll read more about costs in the "ATTACK!" section.) Then you can switch it with a Pokémon from your Bench. Keep damage counters, Evolution cards, and Energy cards (other than the ones you had to discard) with the 2 Pokémon when they switch.

A Pokémon that is Asleep or Paralyzed can't retreat. A Confused Pokémon can *try* to retreat, but it might not succeed. (Why this might happen will be explained later on in the rules.)

When your Active Pokémon goes to your Bench (whether it retreated or got there some other way), some things about it *do* go away—Special Conditions (Sleep, Burn, Confusion, Paralysis, and Poison) and anything else other than damage that might be the result of an attack some Pokémon made earlier.

If you retreat, you can still attack that turn with the new Active Pokémon.

- **USE Poké-Powers (as many as you want).**

Some Pokémon have special "Poké-Powers" that they can use when they're in play. (Remember, Benched Pokémon are "in play," too, so they can use Poké-Powers, if they have any.) Many of these Powers can be used before you attack. Each Poké-Power is different, though, so you should read carefully to see how each power works.



A Poké-Power isn't the same as a Pokémon's attack, so if you use the Poké-Power, you can still attack!

3 ATTACK!

When you attack, you place damage counters on your opponent's Active Pokémon (also called the "Defending Pokémon"). This is the last thing you can do during your turn—you can't do anything else afterward. You are allowed to attack only once during your turn (if your Pokémon has 2 attacks, it can use only 1 of them each turn). Say the name of the attack you're using, and then follow the rest of the steps below!

- **CHECK to make sure you have enough Energy attached to your Active Pokémon to attack.**

You can use an attack only if you have at least the required amount of Energy attached to your Active Pokémon.



The required amount is written to the left of the attack name.

Any kind of Energy—⚡, ⚡, ⚡, ⚡, ⚡, ⚡, ⚡, or ⚡—can count toward Colorless Energy requirements (⚡). But for the other eight kinds of Energy, only Energy of the appropriate kind counts toward Energy requirements of that kind. For example, you can use an attack with ⚡⚡⚡ next to it only if that Pokémon has at least 3 Energy attached to it, at least 2 of which are ⚡ Energy.



You have to have the required amount of Energy attached to a Pokémon to use its attack, but you don't have to discard those cards to attack. The cards stay attached to your Pokémon unless the attack says otherwise!



Usually the attack doesn't depend on the order you do this in, but if it does, then this is how you figure it out! First, you pay any costs (discarding Energy cards, for example) before seeing what the attack does. Then damage comes before any other effects. Also, Weakness is applied before other things that might change the amount of damage.



Ponyta's first attack is called Tackle.

Tackle does 10 damage to the Defending Pokémon.

Ponyta needs to have 1 Energy attached to use this attack.

• **CHECK Weakness and Resistance of your opponent's Pokémon.**
Some Pokémon have Weakness or Resistance to Pokémon of certain other types. (For example, Chikorita has Weakness to Fire Pokémon.) Look to see if the Defending Pokémon has Weakness or Resistance to the attacking Pokémon's type. A Defending Pokémon takes double damage from a Pokémon that it has Weakness to, and it takes 30 less damage from a Pokémon that it has Resistance to. So how do you do damage in the first place?

• **PLACE damage counters on your opponent's Pokémon.**
When you attack, place 1 damage counter on your opponent's Active Pokémon for each 10 damage your Pokémon's attack does (written to the right of the attack name). If an attack says to do something, be sure to do that, too!

- **CHECK** to see if your Pokémon Knocked Out your opponent's Pokémon. If a Pokémon ever has total damage at least equal to its Hit Points (for example, 4 or more damage counters on a Pokémon with 40 HP), it's immediately Knocked Out.
- **TAKE a Prize** (if you Knocked Out your opponent's Pokémon).

Whenever you Knock Out your opponent's Pokémon, your opponent puts its Basic Pokémon card and all cards attached to it (Evolution cards, Energy cards, and so on) in his or her discard pile. You then choose one of your Prizes (you do this even if your opponent Knocked Out his or her own Pokémon!) and put it into your hand. After that, your opponent must replace his or her Active Pokémon with a Pokémon from his or her Bench. (If your opponent can't do this because his or her Bench is empty, you win!) If your Active Pokémon and your opponent's Active Pokémon are Knocked Out at the same time, the player whose turn it is replaces his or her Pokémon *last*. The player whose turn it is chooses his or her Prize last as well.

4 Your turn is OVER now.

Sometimes there are things to do after your turn is over but before your opponent's turn begins. After you do those things, your opponent's turn begins.

What Happens after Each Player's Turn?

After each player's turn, if either player's Active Pokémon is Poisoned, it takes damage. If it's Burned, it *might* take damage. And if it's Asleep or Paralyzed, it might recover. Then the next player's turn begins.

How Do Special Conditions Work?

Some attacks cause the Defending Pokémon to be Asleep, Burned, Confused, Paralyzed, or Poisoned. These conditions are called "Special Conditions." They don't happen to a Benched Pokémon, only to an Active Pokémon—in fact, if a Pokémon goes to the Bench, Special Conditions are removed from it. And evolving a Pokémon also means it's no longer 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 back right-side 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's 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 doubly Burned. Instead, the new Burn condition replaces the old one. Make sure whatever you use for a Burn marker looks different from a damage counter.

Confused

If a Pokémon is Confused, you have to flip a coin whenever you try to attack with it or whenever you try to make it retreat. Turn a Confused Pokémon with its head pointed toward you to show it's Confused.

When you try to make a Confused Pokémon retreat, you first have to pay the Retreat Cost by discarding Energy cards. Then flip a coin. On heads, you retreat the Pokémon normally. On tails, the retreat fails, and that Pokémon can't try to retreat again that turn.

When you attack with a Confused Pokémon, you flip a coin. On heads, the attack works normally, but on tails your Pokémon attacks itself with an attack that does 20 damage. (If your Pokémon has Weakness or Resistance to its own type, or if there's some other effect that would alter the attack, apply these things as usual.)

16

Paralyzed

If a Pokémon is Paralyzed, it can't attack or retreat. Turn the Pokémon sideways to show it's Paralyzed. If an Active Pokémon is Paralyzed, it recovers after its player's next turn. Turn the card right-side up again.

Poisoned

If a Pokémon is Poisoned, place 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 doubly Poisoned. Instead, the new Poison condition replaces the old one.

Can Your Pokémon Be Asleep and Confused at the Same Time?

If a Pokémon is Asleep, Confused, or Paralyzed, and a new attack against it causes it to become Asleep, Confused, or Paralyzed, the old condition is erased and only the new one counts. But these three conditions are the only attack effects that erase each other. For example, a Pokémon can be Confused and Burned at the same time.



Okay!






You've read the Advanced Rules, so now you know enough to handle almost anything that might come up in a Pokémon game. Once you master all of these rules, you can take a look at the Expert Rules on p. 19 to fine-tune your Pokémon knowledge.


Why Are There So Many Different Cards?

One of the things that makes the Pokémon game different from other card games is that it's a trading card game. This means that there are lots of different cards that you can collect and trade with your friends. Also, you aren't limited to just playing the preconstructed decks you buy—you can use all the different cards you have to create totally new decks! A lot of the fun of a trading card game comes from making different decks that use different strategies.

17

How Do You Make a New Deck?

Your deck has to have *exactly* 60 cards, and you can't have more than 4 of any one card other than basic Energy cards in your deck (the basic Energy cards are , , , , and ). A card counts as the same as another card if it has the same name—it doesn't matter whether the cards have different art or come from different sets. So, for example, you could have 4 Misty's Saryu and 4 Saryu in your deck, but you can't have more than 4 Pokémon named Saryu total even if they were different versions of Saryu.

To make a new deck, first notice that all the cards other than the Trainers have different Energy types on them. Your deck should probably include one or two of the basic Energy types, and you can choose to add some Colorless () Pokémon if you like. If you choose just one Energy type, you will always have the right kind of Energy for your Pokémon but not as much variety. If you have several Energy types, you'll have more Pokémon to choose from, but you'll run the risk of sometimes not drawing the right type of Energy for your Pokémon. And be sure your deck has enough Energy cards (most decks need 20 to 25).

Once you choose your Energy types, pick Pokémon and Trainer cards that work well together. Do you want to build up big Pokémon to crush your opponent? Then put in a lot of Evolution cards and some Trainer cards, like New Pokédex, that help you find those Evolution cards. Do you want to do a lot of damage to your opponent's Pokémon very quickly? Then pick Pokémon that don't need to be evolved and cards, like Base Set 2 PlusPower, that do extra damage.

After you make your deck, play it as often as you can against as many other decks as you can. See what works and what doesn't, and then make changes. If you keep working at it, you'll have a deck that will show everyone you're the greatest Pokémon Master of all time!



18

Expert Rules


This section answers some questions that don't come up very often—but if they do, you'll be glad to have the answers!

What Counts as an Attack?

Anything written on a Basic Pokémon or Evolution card under the picture where attacks are (except for a Pokémon Power) is considered an attack. And an attack is always considered to be *against* the Defending Pokémon, even if it doesn't do anything to that Pokémon. So, for example, Marill's Defense and Sunkern's Growth are attacks against the Defending Pokémon and would be prevented by an effect like Spinarak's Scary Face.

In What Order Do You Do Your Attack?

The exact steps to go through when attacking are listed here. For most attacks, it won't matter what order you do things in, but if you have to work your way through a really complicated attack, follow these steps in order and you should be fine.

- a) If the Defending Pokémon is a Baby Pokémon, flip a coin to see if your turn ends without an attack. (If your turn ends without an attack, don't do any of the other steps. You're done now.)
- b) Announce which attack your Active Pokémon is using. Make sure your Pokémon has enough Energy cards attached to it to use the attack.
- c) If necessary, make any choices the attack requires you to make. (For example, Natu's Telekinesis attack says "Choose 1 of your opponent's Pokémon." So you choose now.)
- d) If necessary, do anything the attack requires you to do in order to use it. (For example, discard Energy cards, as in Flaaffy's Discharge attack, which makes you discard all  Energy cards attached to Flaaffy in order to use it.)
- e) If necessary, apply any effects that might alter or cancel the attack. (For example, if your Pokémon was hit last turn by Lv. 35 Quilava's Smokescreen attack, and you want to attack with that Pokémon during your next turn, you should flip a coin. If fails, your Pokémon's attack does nothing.)
- f) If your Active Pokémon is Confused, check now to see if the attack fails.
- g) Do whatever the attack says. Do any damage first, then do any other effects, and, finally, Knock Out any Pokémon that have damage greater than or equal to their Hit Points.

19

How Do You Figure Out the Damage?

Usually the amount of damage an attack does won't depend on the order in which you do things. But if you have to figure out an attack in which a lot of different things might change the damage, follow these steps in order (skip any steps that don't apply to that attack).

- a) Start with the base damage. This is the number written to the right of the attack, or, if that number has an **x**, **-**, **+**, or **?** sign next to it, it's the amount of damage the attack text tells you to do.
- b) Apply any effects the Active Pokémon has that affect the base damage dealt (for example, Base Set 2 Scyther's Swords Dance). Then if the base damage is 0 (or if the attack doesn't do any damage at all), just stop figuring the damage. You're done now. Otherwise, keep going.
- c) Double the damage if the Defending Pokémon has Weakness to the attacking Pokémon's type.
- d) Subtract 30 damage if the Defending Pokémon has Resistance to the attacking Pokémon's type.
- e) Figure out damage effects of Trainer cards (like Base Set 2 PlusPower) and Darkness Energy cards on the attacking Pokémon.
- f) Figure out damage effects of Trainer cards and Energy cards on the Defending Pokémon (like Base Set 2 Defender or Metal Energy).
- g) Apply any relevant effects resulting from the Defending Pokémon's last attack (like Base Set 2 Onix's Harden) or any relevant Pokémon Powers.
- h) For each 10 damage the attack ends up doing, place 1 damage counter on the Defending Pokémon. (If at this point the damage done turns out to be less than 0, don't do anything.)
- i) Now that damage has been done, if the attack does anything other than damage, do all of that.

In What Order Do Things Happen after Each Player's Turn?

Usually it doesn't matter in what order you do things after each player's turn, but if things get complicated, follow these steps in order.

- a) Place damage counters on any Poisoned Pokémon.
- b) Flip to see if Burned Pokémon take damage.

20

- c) Flip to see if Asleep Pokémon recover, and have Paralyzed Pokémon recover.
- d) Flip to see if Pokémon with Char counters get damage counters placed on them.
- e) Place damage counters on any Pokémon with **⚡** Energy attached to them (except for **⚡** Pokémon and ones with Dark in their names).

If a Pokémon has a Pokémon Tool card attached to it and that card does something between turns, that card can be used at any time between turns that the person who played the Pokémon wants.

If your Pokémon and your opponent's Pokémon are Knocked Out at the same time between turns or during an attack, the player who is about to take a turn replaces his or her Pokémon first (and chooses his or her Prize first as well).

Pokémon that Refer to Themselves

Sometimes a Pokémon refers to itself by name. For example, Aipom's Pilfer attack says "Shuffle Aipom and all cards attached to it into your deck." Read the name as "this Pokémon" if the attack somehow gets used by another Pokémon. So if Togetic copies Aipom's Pilfer with Super Metronome, Togetic would get shuffled into its player's deck, just as if Togetic said "Shuffle this Pokémon and all cards attached to it into your deck" on it.

Illegal Evolutions

Whenever you evolve a Pokémon, the Evolution card has to say it "Evolves from" the name of the Pokémon it goes on top of (unless you're using Base Set 2 Pokémon Breeder, which specifically lets you get around this rule). So if, for example, your Active Pokémon is Togetic, and the Defending Pokémon is the Magikarp from the *Team Rocket*™ expansion, you can't use Togetic's Super Metronome to copy Magikarp's Rapid Evolution attack and evolve Togetic into Gyarados.

How Do You Retreat Using Double Energy Cards?

Paying Retreat Costs can get confusing with Double Energy cards. Here's the way it works: Discard Energy cards one at a time until you've paid the Retreat Cost (or maybe more). Once you've paid the cost, you can't discard any more cards. For example, suppose your Pokémon has a Retreat Cost of **⚡⚡** and it has two **⚡** Energy cards and a **⚡⚡** Energy card attached. You can pay the Retreat Cost in several ways—by discarding **⚡⚡**, by discarding 2 **⚡**, or by discarding **⚡** first and then **⚡⚡**. You can't discard all 3 cards, though.

21

What Happens if a Card Tells You to Draw More Cards than You Have Left?

If a card tells you to do something to a certain number of the top cards of your deck, and you have fewer cards than that left in your deck, do whatever you're supposed to do to the cards that you have left and continue play as normal. For example, if a card tells you to draw 7 cards or to look at the top 5 cards of your deck, and you have only 3 cards left in your deck, you draw the top 3 or look at the top 3. Remember, you lose if you can't draw a card at the beginning of your turn, not if you can't draw one because a card told you to.

What Happens if *Neither* Player Gets a Basic Pokémon Card in His or Her First 7 Cards?

Sometimes neither you nor your opponent get any Basic Pokémon cards in your first hands of 7 cards. If this happens, both players shuffle and draw 7 new cards. In this case, neither player gets to draw the extra 2 cards. Repeat this process until at least one of the players has a Basic Pokémon card in his or her hand of 7 cards. If the other player still doesn't have a Basic Pokémon card in his or her hand, that player can shuffle and draw 7 new cards, but the player who already has a Basic Pokémon card can draw up to 2 extra cards as usual. Continue this process until each player has a Basic Pokémon card in his or her hand of 7 cards.

What Happens if Both Players Win at the Same Time?

You win if you take your last Prize or if your opponent has no Benched Pokémon to replace his or her Active Pokémon if it gets Knocked Out or otherwise removed from play. But it might happen that both players "win" in one of these ways at the same time. If this happens, play Sudden Death. But if you win in both ways and your opponent wins in only one way, you win!

What's Sudden Death?

If Sudden Death occurs, play a new **Pokémon** game, but have each player use only 1 Prize instead of the usual 6. Except for the number of Prizes, treat the Sudden Death game like a whole new **Pokémon** game: Set everything up again, including flipping a coin to see who goes first. The winner of this game is the overall winner. It may happen that the Sudden Death game also ends in Sudden Death; if that happens, just keep playing Sudden Death games until somebody wins.

Playing with the e-Reader

Using the e-Reader

All **Pokémon-e** cards (except for foils) have Dot Codes on the bottoms of the cards. Some have codes on the sides of the cards as well. You can scan the Dot Codes and get a readout using a Game Boy Advance and an e-Reader (each sold separately). Scanning the codes allows you to look up a Pokémon's Pokédex information. Some cards have animated movies or mini-games encoded on them. For information on connecting your Game Boy Advance and the e-Reader or on how to scan the cards, refer to the manual that came with your e-Reader.

If You Scan the Bottom Code . . .

. . . you can look up information on Pokémon, find other data on Pokémon, or look up the meanings of game terms. Code content varies by card.

Pokémon Screen

This is the Pokédex. You can look up the stats (name, number, height, weight, and so on) of the Pokémon on the scanned card.

Card Screen

This screen displays tips on how to play the scanned card. For Trainer cards and Energy cards, this is the first screen displayed when you scan the card.

Data Screen

This screen details the content of the side code on the scanned card. If the scanned card doesn't have a side code, this screen doesn't display.

Evolution Screen

This screen displays the evolution chart of the Pokémon on the scanned card. The Basic Pokémon, Stage 1 Pokémon, and Stage 2 Pokémon (if applicable) are displayed one by one. If the Pokémon on the scanned card doesn't evolve, this screen doesn't display.

Dictionary Screen

This screen displays definitions of **Pokémon** TCG terminology used in the text of the card screen. You can look up the meanings of selected words from this screen.

If You Scan the Side Code . . .

. . . you can watch an animated movie or play a mini-game. Some of these extra features require you to scan more than one card. Code content varies by card.

Mini-Game

Lets you play a mini-game.

Cartoon

Lets you watch a short animated feature.

Construction

Includes various features, such as a Melody Box.

About Tools

In addition to games and other features, the side codes on **Pokémon-e** cards also contain tools. Tools are a collection of utilities, such as a coin flipper and a battle timer, that help you play the **Pokémon** TCG.

• Coin Flipper

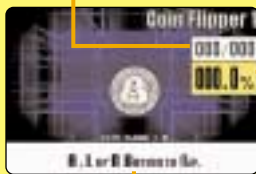
Some codes contain a coin flipper that you can use when a card or effect tells you to flip a coin.

• Battle Timer

Some codes contain a battle timer that you can use to play timed matches. The battle timer times all parts of a game, except for mandatory end-of-turn effects like Poison damage. Use the L and R buttons on the Game Boy Advance to start or stop the timer.

Number of times heads has been flipped

Total number of coin flips



Instructions on how to use the coin flipper

Percentage of heads/flips

are you ready to become a

Pokémon Master?



Glossary

Active Pokémon: Your Pokémon that's in front of all of 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 Defending Pokémon. 2) The text written on each Pokémon card that shows what it does when it attacks (a Pokémon can have one or two attacks on it).

Baby Pokémon: These 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 a Basic Pokémon card. Cards that refer to Basic Pokémon refer to these cards also.

basic Energy card: A Grass (☘), Fire (🔥), Water (💧), Lightning (⚡), Psychic (🌀), or Fighting (👊) Energy card.

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.

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 go away if the Pokémon evolves (damage counters are a special exception to this rule). *See* damage counter, Poison marker.

damage: What usually happens when one Pokémon attacks another. If a Pokémon has total damage greater than or equal to its Hit Points, 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. *See* counter, Poison marker.

Defending Pokémon: Your opponent's Active Pokémon during your attack.

discard pile: The pile of cards you've 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: 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 and your discard pile, and your Prizes, are not in play, but your Benched Pokémon are.)

Knocked Out: A Pokémon is Knocked Out if it has 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: The colorful creatures that fight for you in the **Pokémon** trading card game. They are represented in the game by Basic Pokémon and Evolution cards.

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 now 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 have only 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. 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 indicated 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 from the retreating Pokémon Energy equal to the Retreat Cost of that Pokémon. This cost appears in the lower right-hand corner of the card.

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 1 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.

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: A type 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 1 Supporter card each turn.

Technical Machine: A kind of Trainer card that you attach to your Pokémon. Each Technical Machine card has an attack on it that the Pokémon can use as if it were its own. Technical Machine 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.

Weakness: If a Pokémon has Weakness, it takes double damage when attacked by Pokémon of a certain type. Weakness is indicated in the lower left-hand corner of the card.

Index

Asleep	4, 16, 17
Attacking	13, 19–20
order	4, 19
Basic Pokémon	7, 11, 22
Baby Pokémon	19
Bench	7, 11
Benched Pokémon	7, 15
Burned, Burn markers	2, 4, 16, 20
Cards, different kinds	8–9
drawing	7, 11, 22
Confused	4, 5, 16, 17, 19
Counters	6, 15, 21
Damage, figuring	20
Damage counters	14
Deckbuilding	18
Defending Pokémon	13
e-Reader	23–24
Energy Cards	9, 12–13
Evolving, Evolution cards	3, 11–12, 21
Hit Points	15
In play	7
Knocked Out	15
Paralyzed	4, 5, 6, 17
Poisoned, Poison markers	5, 17, 20
Poké-Powers	3, 13
Pokémon-e cards	3, 23–24
Pokémon Tools	21
Prizes	6, 15
Resistance	14, 20
Retreating	12–13, 21
Special Conditions	2, 4–6, 16–17
Sudden Death	22
Trainer cards	9, 12
Turn, order of	10–15
after each player's	16
Weakness	14, 20
Winning	3, 6–7, 22

Questions?

U.S., CANADA & LATIN AMERICA

Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
1-800-324-6496 (in the U.S.)
1-206-624-0933 (outside the U.S.)
custserv@wizards.com

EUROPEAN HEADQUARTERS

Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem
+32-70-233-277

FRANCE

Wizards of the Coast, France/
Groupe Hasbro France, S.A.
Savoie Technolac C6
73383 Le-Bourget-du-Lac Cedex
FRANCE
+33-04-79-96-47-61

ITALY

Wizards of the Coast, Italia S.r.l.
Via G. Stephenson 43/a
20157 Milano
+39-02-39005006

U.K., EIRE & SOUTH AFRICA

Wizards of the Coast, U.K. Ltd.
2 Roundwood Avenue, Stockley Park
Uxbridge, Middx UB11 1AZ
08457-12-55-99 (U.K. except Ireland)
+44-208-744-5822 (Ireland, South Africa)

AUSTRALIA

Wizards of the Coast, Australia
Locked Bag 8
Eastwood, NSW 2122
1-300-300-899

Have questions? Call Wizards of the Coast at (800) 324-6496 (in the U.S.)
or send email to questions@wizards.com.
You can also visit our website at www.wizards.com/Pokemon.

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28

Credits

Original Japanese Game

Producer: Tsunekaz Ishihara
Director: Takumi Akabane
Original Game Design: Tsunekaz Ishihara, Kouichi Ooyama, and Takumi Akabane
Game Development: Takumi Akabane, Daisaku Nishida, and Yukinori Torii
Art Direction: Milky Isobe
Typesetting & Layout: Hideyuki Nakajima
Rulebook Writing & Editing: Takumi Akabane
Project Coordination: Masamichi Anazawa
Special Thanks To: Satoshi Tajiri, Ken Sugimori, GAME FREAK inc.

English-Language Version

Translation: Ron Foster
Game Development: Andrew Finch and Michael Gills
Editing: Katsuyo Nagasawa

Rules Writing: Robert Gutschera
Art Direction: Dave Woods
Graphic Design: Jennifer McPhaill
Typesetting: Monica Glasenapp-Horn
Product Engineering: BJ Keeley and Mitzi McCart

Business Direction (The Pokémon Company): Hiroaki Tsuru and Kenji Okubo
Business Coordination (The Pokémon Company): Junko Hanna
Product Management: Justin Ziran
Marketing Management: Katie Kallio and Debbie Nihart

29



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