# Pokémon Card Game

Pokémon The Card Game is a dual user game (played against the computer).

There are 30 cards in the deck.

Shuffle the deck

Both players are given 6 cards from the top of the deck. These 6 cards are the Pokémon the player have for that game.

Each card has health, 1 base attack, 1 special attacks and a type. A special attack can only be used a set number of times. Each type of card is effective against another type of card (example: water is super effective against fire).

At the Start of each round the user picks which Pokémon to play for the entire round. The players can only see the Pokémon in play for that round.

Each turn the player will choose an attack. The Pokémon with the most health attacks first, if they have the same amount of health the users Pokémon goes first. The damage from the attack is taken out of the Pokémon’s health.

Once the card/Pokémon’s health reaches zero that Pokémon is knocked out and cannot be played for the remainder of the game and the round is over.

The Player has two potions available at the start of each game. When a potion is used it gives +30 health to whatever Pokémon the player has in play. You cannot use a potion on a knocked-out Pokémon (health at 0). A Pokémon’s health cannot go above 100.

You win the game when the other player is out of cards/Pokémon to play.

Score is gained through-out the game. Your score only gets saved if you win the game. The top 10 scores are displayed in High Scores.

Score is gained by:

* How many Pokémon you have left at the end of the game (+100 per Pokémon)
* How many potions you have left at the end of the game (+ potion number \* 100)
* Winning the game in under a minute (+100 to +700 depending on time completed in)
* Knocking out the other players Pokémon (+100) **or**
* Knocking out the other player Pokémon with a super effective attack (+150)

# Card Types:

|  |  |  |
| --- | --- | --- |
| Effective Card Type Match Ups | +15 damage to each attack |  |
| Water A close up of a logo  Description generated with high confidence | **effective against** | **Fire** |
| Fire | **effective against** | **Grass** |
| Grass | **effective against** | **Water A close up of a logo  Description generated with high confidence** |