Pokemon Wrap Up Game Manual

In this Pokemon based card game the user will compete against a computer opponent to knock out each other's Pokemon and collect all six of the prize cards.

Game Objective:

➢ The player wins by taking all six of the prize cards
➢ Take a prize card by knocking out the opponents Pokemon
➢ The player loses if the opponent takes all six cards, their deck is empty, or they have no more pokemon left to play

Getting Started:

➢ The deck is filled with a number of different Pokemon, energy, and trainer cards.
➢ After shuffling the deck, the player and the computer are dealt seven cards each
➢ Both players must have at least one Pokemon in their hand to start the game, if not start over and deal again
➢ The first Pokemon that gets dealt to them will be set as the active Pokemon

Prize Cards:

➢ There will be six random cards taken from the deck and set aside as the game's prize cards. You earn one by knocking out the opponent's active Pokemon

Players Turn:

➢ The player first draws a card from the deck
➢ They must choose what action they would like to play:
   ○ Attach Energy: Add an energy card to the player's active Pokemon. Once per turn
   ○ Attack: Choose to attack the opponent, provided that the active Pokemon has the required energy attached
   ○ Trainer Card: Play a trainer card to either heal or replace the active Pokemon. Also the player can choose to draw 2 cards
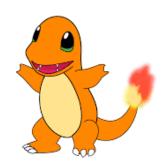   ○ End Turn: Ends the players turn. Attacking also ends the players turn

Opponents Turn:
- ➢ The opponent draws a card from the deck
- ➢ Then, the opponent will choose to either:
    - ○ Attach Energy to their active Pokemon
    - ○ Attack if their Pokemon has enough energy attached

Pokemon Cards:
- ➢ There are three different Pokemon cards in this game:
    - ○ Charmander: Health: 70, Attack: 50, Energy Required for Attack: 2
    - ○ Bulbasaur: Health: 50, Attack: 40, Energy Required for Attack: 1
    - ○ Pikachu: Health: 60, Attack: 40, Energy Required for Attack: 1

Energy Cards:
- ➢ Pokemon must have the required number of Energy cards attached to them in order to attack.
- ➢ Attacking without the proper number of Energy cards attached will forfeit the turn
- ➢ Only one Energy card can be attached per turn

Trainer Cards:
- ➢ There are three different types of Trainer cards in the game:
    - ○ Draw 2 Cards: Player draws two cards from the deck
    - ○ Heal 20 Health: The active Pokemon is healed by twenty
    - ○ Switch Pokemon: Lets the player switch their active Pokemon with a different Pokemon in their hand

Attacks:
- ➢ Pokemon must have the proper amount of energy attached to attack
- ➢ Attacking the opponent's Pokemon reduces its health by whatever the attack damage is. When the Pokemons health reaches zero it will be knocked out, rewarding the player with one of six prize cards.

How to Win:
- ➢ Knocking out six of the opponents Pokemon, thus collecting six prize cards
- ➢ Your opponent has no Pokemon left to play

How to Lose:
- ➢ The player has an empty deck
- ➢ Opponent collects all six prize cards
- ➢ The player has no Pokemon left to play

Time to Get Started!!