

Pokémon

TM*

Gotta catch 'em all!

TM



Advanced Rulebook

Version 1



TRADING CARD GAME



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Don't Read This Rulebook...

...unless you've already played **Pokémon**, because these are the Advanced Rules! If you've never played before, the **Pokémon** Starter Set has all the basic rules you need to learn to play, and you won't be able to play without knowing them! If you're playing with a preconstructed theme deck, you need to get and read the basic rules first! This rulebook covers the new rules that you'll need for cards not in the Starter Set (so you should already know the Starter Set rules) 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. These are covered at the end of the Complete Rules in a section called "Expert Rules.")

Advanced Rules

Another Way to Win

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

New Deck Size

Instead of each player playing with a 30-card deck, now each of you must play with a 60-card deck, no more and no less!

Changes in Setting Up

You set up the advanced game just like you set up the basic game, except that now, after you and your opponent each choose your Active **Pokémon**, you also do the following:

- Each of you may, if you want, choose up to 5 Basic **Pokémon** from each of your hands and put them face-down on your Benches.
- Each of you puts down 6 Prizes instead of 3.
- Flip a coin to decide who goes first (this is just like in the basic game).
- Each of you flips over all the Active and Benched **Pokémon** that you've put down.

New Step during Your Turn: **Pokémon Powers**

You can do all the things during your turn that you could do before, plus one new thing: use a "Pokémon Power." Some **Pokémon** have a special "Pokémon Power." 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 **Pokémon** 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, etc.) 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!

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 you do things in, 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.

Sleep, Confusion, Paralysis, and Poison

Some attacks make the Defending Pokémon Asleep, Confused, Paralyzed, or Poisoned. These things 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 Asleep, Confused, Paralyzed, or Poisoned. 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 a heads, the Pokémon wakes up (turn the card back right-side up), but on a tails it's still Asleep, and you'll have to wait until after the next turn to try to wake it up again.

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. Then flip a coin. On heads, you retreat the Pokémon as normal. 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 a 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 gets 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, the Pokémon takes 10 damage 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.

How Sleep, Confusion, Paralysis, and Poison 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 Poisoned 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, 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 will each need your own deck of 60 cards, a coin to flip, and some counters to mark damage to your Pokémons. You can use pennies or whatever else you want to 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 Pokémons 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 Pokémons 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 Pokémons on your Bench to be your new Active Pokémon.

Object of the Game

You win if you Knock Out 6 of your opponent's Pokémons. 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 Pokémons, you take one of your OWN Prizes (not your opponent's!) and put it into your hand.

- You win when you take your sixth Prize (this shows you've Knocked Out 6 Pokémons).
- 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 Pokémons 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 Pokémons to fight against, so you win!

Starting the Game

- 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 (it'll say "Basic Pokémon" in the upper left-hand corner) from your hands and put them face-down. These will be your starting Active Pokémons.
- Each player may, if he or she wishes, choose up to 5 Basic Pokémons from his or her hand and put them face-down on his or her Bench (this is where Pokémons wait when they're not the Active 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 Pokémons are Knocked Out. You can't look at a Prize card until you take it.
- Flip a coin to decide who goes first. You can use your special Pokémon coin, if you have one.
- Flip over all the Active and Benched Pokémons that have been put on the table.



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 referred to as being "in play." Your deck, your Prizes, and the cards in your discard pile are not considered to be "in play."

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 Pokémons in your new hand, you repeat this process, but your opponent gets to draw up to 2 extra cards each time!



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



Trainer Card



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

Energy Card



KEY to Energy symbols

●	Grass
●	Fire
●	Water
●	Lightning
●	Psychic
●	Fighting
●	Colorless

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

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 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 Pokémon 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
- PUT 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

1 DRAW a card

You always begin your turn by drawing a card. (If your deck is empty at the beginning of your turn, the game is over, and your opponent wins.)

2 Now DO ANY of these you want in whatever order you want:

• PUT Basic Pokémon on the Bench (as many as you want)

Choose a Basic Pokémon from your hand and put it face-up on your Bench. You can have no more than 5 Pokémons on your Bench at any time, so you can only put a new Basic Pokémon there only if your Bench has 4 or fewer Pokémons on it.

• 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: Juliane has a card called Machoke that says "Evolves from Machop," and she has a Machop card in play. She may play the Machoke card on top of the Machop card.

When a Pokémon evolves, it keeps all cards attached to it (Energy cards, Evolution cards, etc.) 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—Sleep, Confusion, Paralysis, Poison, or anything else that might be the result of an attack some Pokémons 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"!

- **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 (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 one Energy attached to it for each ★ listed on its Retreat Cost. If there aren't any ★ under 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, or 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—Sleep, Confusion, Paralysis, Poison, or anything else other than damage that might be the result of an attack some PokéMon made earlier. All of these things go away.

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

- **USE PokéMon Powers (as many as you want)**

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



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

3. ATTACK!

When you attack, you put damage counters on your opponent's Active Pokémons (also called the "Defending Pokémons"). This is the last thing you can do during your turn—you can't do anything else afterward. You are only allowed to attack once during your turn (if your Pokémons has 2 attacks, it can use only one 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 Pokémons to attack**

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



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 six 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 Pokémons unless the card says otherwise!



Machop's attack is called Low Kick.

Low Kick does 20 damage to the Defending Pokémons.

Machop needs one Energy attached to use this attack.

- **CHECK Weakness and Resistance of your opponent's Pokémons**

Some Pokémons have a Weakness or Resistance to Pokémons of certain other types. (For example, Charmander has a Weakness to ● Pokémons.) Look to see if the Defending Pokémons has Weakness or Resistance to the attacking Pokémons type. A Defending Pokémon will take double damage from a Pokémon that it has a Weakness to, and it will take 30 less damage from a Pokémon that it has Resistance to. So how do you do damage in the first place?

- **PUT damage counters on your opponent's Pokémons**

When you attack, put a damage counter on your opponent's Active Pokémons for each 10 damage your Pokémons's attack does (written to the right of the attack name). If an attack says to do something, be sure to do that, too!





Usually the attack won't depend on the order you do this in, 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, Weakness is applied before other things that might change the amount of damage.

• **CHECK** to see if you 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, etc.) 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've done 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'll take damage, and if it's Asleep or Paralyzed it might recover. Then the next player's turn begins.

How Do Sleep, Confusion, Paralysis, and Poison Work?

Some attacks cause the Defending Pokémon to be Asleep, Confused, Paralyzed, or Poisoned. These things 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. And evolving a Pokémon also means it's no longer Asleep, Confused, Paralyzed, or Poisoned.

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 a heads, the Pokémon wakes up (turn the card back right-side up), but on a tails it's still Asleep, and you'll have to wait until after the next turn to try to wake it up again.

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 as normal. 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 a Weakness or Resistance to its own type, or if there's some other effect that would alter the attack, apply these things as usual.)

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, the Pokémon takes 10 damage 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 is made against it that 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 Poisoned 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've mastered all of these rules, you can take a look at the Expert Rules on p. 21 to fine-tune your **Pokémon** knowledge.

The **Pokémon** Two-Player Starter Set is perfect for players who are ready to learn the basics of the **Pokémon** trading card game. Recommended for beginning players. The Base Set 2 series is a combination of the original Base Set cards and *Jungle*™ expansion cards. The Base Set 2 Starter Set features 2 new 30-card decks plus an instructional CD-ROM.

With preconstructed theme decks, players will learn advanced **Pokémon** strategies and deckbuilding. Recommended for experienced players.

Expert-level booster packs are for the player who's ready to build decks from the full range of **Pokémon** trading cards and who already knows the rules of **Pokémon** gameplay.

Why Are There So Many Different Cards?

One of the things that makes **Pokémon** 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 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.

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.

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 () Pokémons if you like. If you just choose one Energy type, you will always have the right kind of Energy for your Pokémons, but not as much variety. If you have several Energy types, you'll have more Pokémons to choose from, but you'll run the risk of sometimes not drawing the right type of Energy for your Pokémons. And be sure your deck has enough Energy cards (most decks need 25 to 30). Once you've chosen your Energy types, pick Pokémons and Trainer cards that work well together. Do you want to build up big Pokémons to crush your opponent? Then put in a lot of Evolution cards and some Trainers like Pokédex that help you find those Evolution cards. Do you want to do a lot of damage to your opponent's Pokémons very quickly? Then pick Pokémons that don't need to be evolved and cards like PlusPower that do extra damage.

After you've made 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!

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 an attack *against* the Defending Pokémon, even if it doesn't do anything to that Pokémon. So, for example, Squirtle's Withdraw or Hitmonlee's Stretch Kick are attacks against the Defending Pokémon and would be prevented by an effect like Eevee's Tail Wag.

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) Announce which attack your Active Pokémon is using. Make sure your Pokémon has enough Energy cards attached to it to use the attack.
- b) If necessary, make any choices the attack requires you to make. (For example, Poliwhirl's Amnesia attack says "Choose 1 of the Defending Pokémons' attacks." So you choose now.)
- c) If necessary, do anything the attack requires you to do in order to use it. (For example, discard Energy cards, as in Charmander's Ember attack, which makes you discard one Energy card in order to use it.)
- d) If necessary, apply any effects that might alter or cancel the attack. (For example, if your Pokémon was hit last turn by Sandshrew's Sand-attack, that attack said that if you tried to attack with that Pokémon during your next turn, you should flip a coin. If tails, your Pokémon's attack does nothing.)
- e) If your Active Pokémon is Confused, check now to see if the attack fails.
- f) Do whatever the attack says. Do any damage first, then do any other effects, and finally, Knock Out any Pokémons that have damage greater than or equal to their Hit Points.



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 will affect the base damage dealt (for example, 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 a 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 effects of Trainer cards attached to the attacking Pokémon.
- f) Figure out effects of Trainer cards attached to the Defending Pokémon.
- g) Apply any relevant effects resulting from the Defending Pokémon's last attack (for example, Onix's Harden) or any relevant Pokémon Powers.
- h) For each 10 damage the attack ends up doing, put one 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.

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 $\otimes \otimes$ and it has two \bullet Energy cards and a $\otimes \otimes$ Energy card attached. You can pay the Retreat Cost in several ways—by discarding $\otimes \otimes$, by discarding 2 \bullet , or by discarding \bullet first and then $\otimes \otimes$. You can't discard all 3 cards, though.

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

Sometimes a card will tell you to draw more cards than you have in your deck or to search for cards that you don't have in your deck. If this happens, do as much as you can (draw as many cards as you have left or get those cards that are in your deck) and continue play as normal. 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 in His or Her First 7 Cards?

Sometimes neither you nor your opponent will get any Basic Pokémon 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 can draw up to 2 extra cards as usual. Continue this process until both players have a Basic Pokémon in their hand of 7 cards.



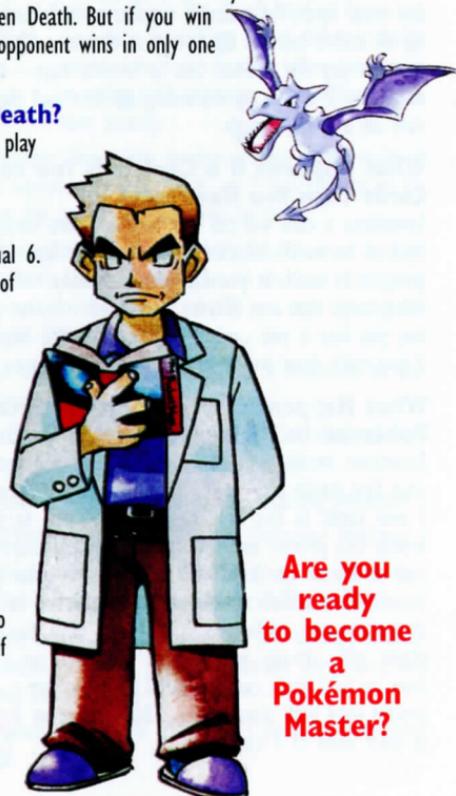
What Happens if Both Players Win at the Same Time?

You win if you take your last Prize or if your opponent can't replace his or her Knocked Out Pokémon with one from his or her Bench. 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 game of Pokémon, 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 game of Pokémon:

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.



Are you ready to become a Pokémon Master?

Glossary

Active Pokémon: Your Pokémon that's in front of all your other Pokémon. Only the Active Pokémon can attack.

Attach: To 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 that shows what it does when it attacks (a Pokémon can have one or two attacks on it).

Basic Energy card: A Grass (leaf), Fire (flame), Water (circle), Lightning (lightning bolt), Psychic (circle with a dot), or Fighting (circle with a cross) 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: Your Pokémon that are in play but aren't actively fighting sit here. They're ready to come out and fight if the Active Pokémon retreats or is Knocked Out.

Damage: When one Pokémon attacks another, it will usually cause damage. If a Pokémon has total damage greater than or equal to its Hit Points, it is Knocked Out.

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 cards that power your Pokémon and make 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 on the table are considered to be in play. Basic Pokémon, Evolution cards, and Energy cards can't be used unless they are in play.

(The cards in your deck, your discard pile, and your Prizes are not considered to be in play, but your Benched Pokémons are.)

Knocked Out: If a Pokémon has damage greater than or equal to its Hit Points, it's Knocked Out. That Pokémon goes to the discard pile, along with any cards attached to it. When one of your opponent's Pokémons 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 Pokémons and Evolution cards.

Pokémon Power: The special abilities some Pokémons have. These are written in the same place attacks are, but they always have the words "Pokémon Power" in front of them so that you can tell they're not attacks.

Prizes: The 6 cards you put face-down at the start of the game. Every time one of your opponent's Pokémons 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 whenever attacked by Pokémons of a certain other type. Resistance is indicated in the lower middle of the card.

Retreat: The act of taking your Active Pokémon and switching it with one of your Benched Pokémons. To retreat, you must discard from the retreating Pokémon Energy equal to the Retreat Cost of that Pokémon. This cost is written in the lower right-hand corner of the card.

Sudden Death: Sometimes both players will 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).

Trainer card: These are cards 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 Pokémons of a certain other type. Weakness is indicated in the lower left-hand corner of the card.

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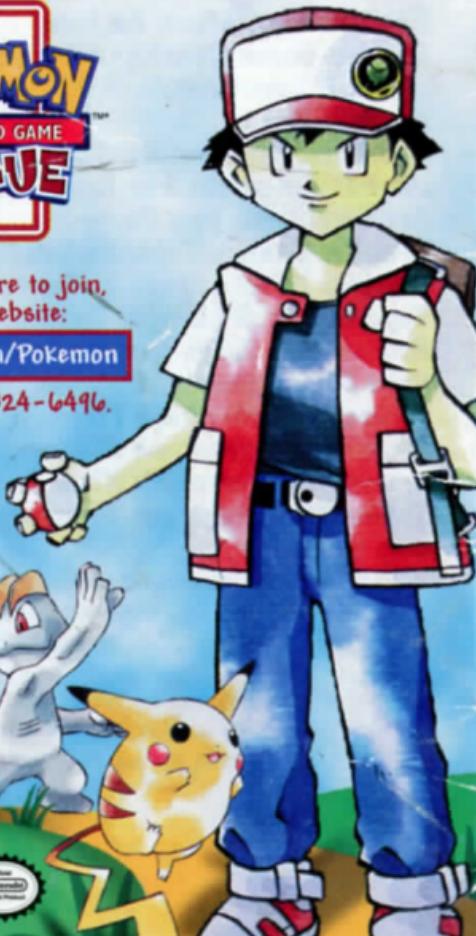
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