



Pokémon Trading Card Game Rules



SCARLET & VIOLET
151

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You are a Pokémon Trainer!

You travel across the land, battling other Trainers with your Pokémon, creatures that love to battle and that have amazing powers!

Become a Pokémon Master!

These rules will tell you everything you need to play the Pokémon Trading Card Game. Your deck of cards represents your Pokémon as well as items and allies that help you on your adventures.

Trading card games are strategy based and use collectible cards to let each player customize their game. The best way to learn to play the Pokémon TCG is with an ex Battle Deck, a ready-to-play 60-card deck that comes packaged with a quick-start rules guide and everything you need to play!

Once you're ready, you can start building your collection of cards with Pokémon TCG booster packs. Trade with your friends for the strongest Pokémon, or collect all your favorites! Then, build your own 60-card deck, play with your friends, and show off your own personal Pokémon team!



Pokémon TCG Basic Concepts

How to Win

In the Pokémon TCG, your Pokémon battle your opponent's Pokémon. The first player to take all of their Prize cards wins! Also, if your opponent has no Pokémon left in play, or no cards left to draw at the beginning of their turn, you win the game!

Energy Types

Pokémon Knock Out opposing Pokémons by using attacks or Abilities. To power their attacks, Pokémons need Energy cards. The Pokémon TCG has 11 Energy types, and you will find Pokémons matching all 11 types in the game. (Note that there are no Fairy-type Pokémons in the Scarlet & Violet Series, but they do exist in older expansions.).

Each Energy type powers different attacks. Find the ones that match your personality! The Energy types are:



Grass

Grass-type Pokémons often have attacks that heal themselves or make their opponents Poisoned.



Fire

Fire-type Pokémons have big attacks! They can make their opponents Burned, but their attacks need time to build up again.



Water

Water-type Pokémons can manipulate Energy and move Pokémons around on the other team.



Lightning

Lightning-type Pokémons can bring back used Energy from the discard pile—and they can make their opponents Paralyzed.



Psychic

Psychic-type Pokémons are great for special powers! Their opponents often find themselves Asleep, Confused, or Poisoned.



Fighting

Fighting-type Pokémons can take bigger risks to do extra damage, and some can flip coins for combination hits.



Darkness

Darkness-type Pokémons feature sneaky attacks that often make opponents discard cards! They can also make your opponent's Pokémons Poisoned!



Metal

Metal-type Pokémons can resist attacks for longer than most other Pokémons.



Fairy

Fairy-type Pokémons have tricks that will make opposing Pokémons' attacks less effective. Since Sword & Shield, you'll find some Pokémons that used to be Fairy types showing up as Psychic types instead.



Dragon

Dragon-type Pokémons have very strong attacks, but often require two Energy types to use them.



Colorless

Colorless-type Pokémons have lots of different moves, and they work with any kind of deck.

Parts of a Pokémon Card



3 Card Types

You'll find 3 different types of cards in the Pokémon TCG:

Pokémon

Of course the most important cards are Pokémons! Most of these cards are Basic Pokémons, Stage 1 Pokémons, or Stage 2 Pokémons. Stage 1 and Stage 2 Pokémons are also called Evolution cards. Look at the upper-left corner and you will see the Pokémons's Stage and the Pokémons it evolves from, if any.



Energy Cards

Most of the time, Pokémons can't attack without Energy cards! You'll need to match the symbols of the attack cost to the Energy card, but any type of Energy can be used for *.

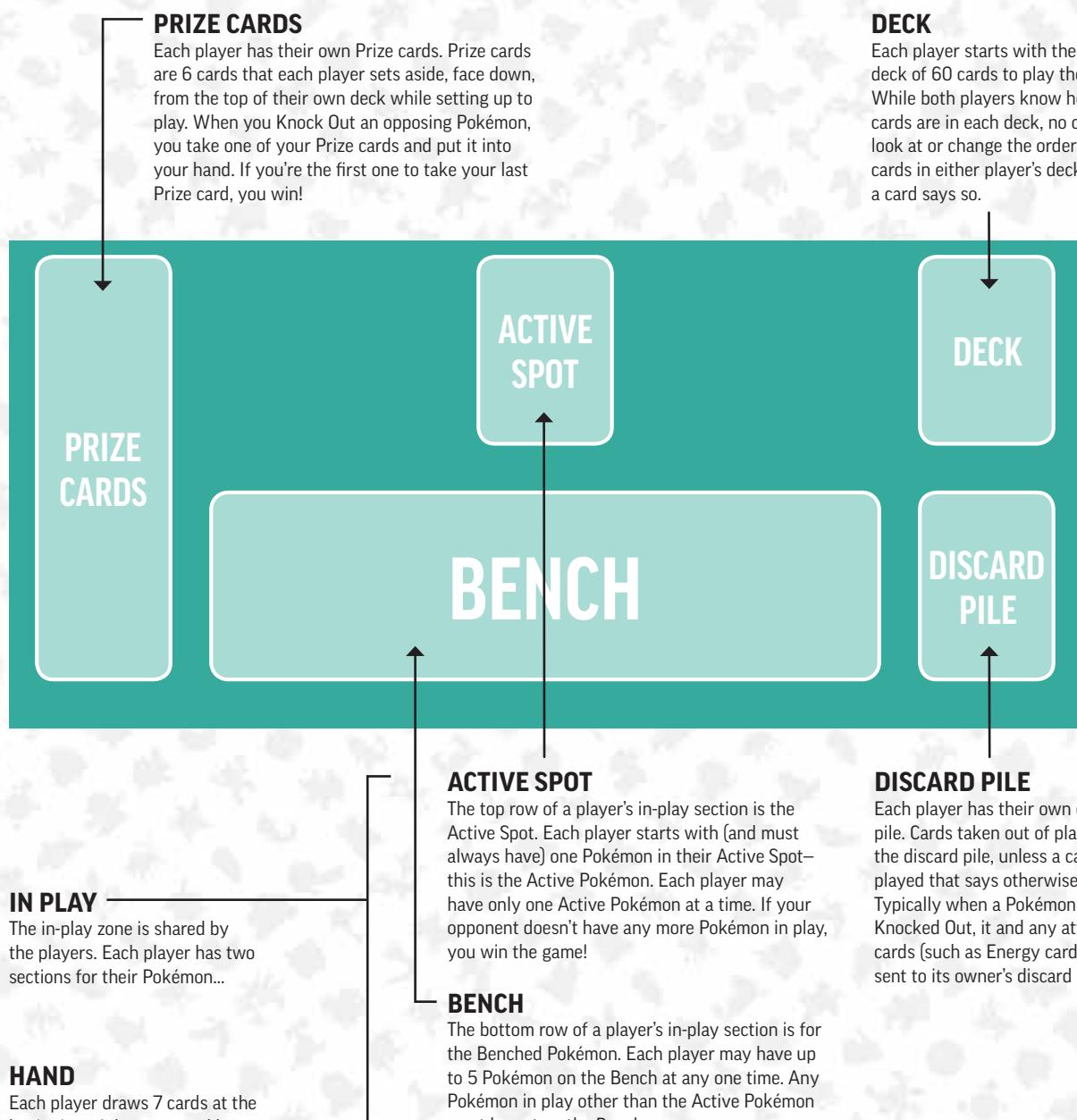


Trainer Cards

Trainer cards represent the Items, Supporters, Stadiums, and Pokémons Tools a Trainer can use in battle. You can see the specific Trainer subtype in the upper-left corner and any special rules for that subtype at the bottom of the card.



Zones of the Pokémon TCG



Playing the Game

Pokémon TCG games are fast and furious. Here's the summary to play right away!

How to Win the Game

You can win the game in 3 ways:

- 1) Take all of your Prize cards.
- 2) Knock Out all of your opponent's Pokémons in play.
- 3) If your opponent has no cards in their deck at the beginning of their turn.

Setting Up to Play

- 1) Shake hands with your opponent.
- 2) Flip a coin. The winner of the coin flip decides which player goes first.
- 3) Shuffle your 60-card deck and draw the top 7 cards.
- 4) Check to see if you have any Basic Pokémons in your hand.
- 5) Put one of your Basic Pokémons face down as your Active Pokémon.



- 6) Put up to 5 more Basic Pokémons face down on your Bench.



If you don't have any Basic Pokémons, what do you do? First, reveal your hand to your opponent and shuffle your hand back into your deck. Then, draw 7 more cards. If you still don't have any Basic Pokémons, repeat.

Each time your opponent shuffles their hand back into their deck because they had no Basic Pokémons, you may draw an extra card!



- 7) Put the top 6 cards of your deck off to the side face down as your Prize cards.

- 8) Both players flip their Active and Benched Pokémons face up and start the game!

Parts of a Turn

Each turn has 3 main parts:

1) Draw a card.

2) Do any of the following actions in any order:

- A. Put Basic Pokémon cards from your hand onto your Bench (as many as you want).
- B. Evolve your Pokémon (as many as you want).
- C. Attach an Energy card from your hand to one of your Pokémon (once per turn).
- D. Play Trainer cards (as many as you want, but only one Supporter card and one Stadium card per turn).
- E. Retreat your Active Pokémon (only once per turn).
- F. Use Abilities (as many as you want).

3) Attack. Then, end your turn.



Turn Actions

1) Draw a Card

Start your turn by drawing a card. If there are no cards in your deck at the beginning of your turn and you cannot draw a card, the game is over, and your opponent wins.

2) Do Any of These in Any Order:

A) Put Basic Pokémon cards from your hand onto your Bench (as many as you want).

Choose a Basic Pokémon card from your hand and put it face up onto your Bench. Your Bench can hold up to 5 Pokémon.



B) Evolve Pokémons (as many as you want).

If you have a card in your hand that says “Evolves from X,” and X is the name of a Pokémon you had in play at the beginning of your turn, you may play that card in your hand on top of Pokémon X. This is called “evolving” a Pokémon.

You may evolve a Basic Pokémon to a Stage 1 Pokémon or a Stage 1 Pokémon to a Stage 2 Pokémon. When a Pokémon evolves, it keeps all attached cards (Energy cards, Evolution cards, etc.) and any damage counters on it. Any effects of attacks or Special Conditions affecting the Pokémon—such as Asleep, Confused, or Poisoned—end when it evolves. A Pokémon cannot use the attacks or Abilities of its previous Evolution unless a card says so.



Example:

The Houndstone card in Susan’s hand reads, “Evolves from Greavard,” and Susan has a Greavard in play. She may play the Houndstone card on top of the Greavard card, keeping any damage counters and clearing all other effects.



Evolution notes: Neither player can evolve a Pokémon on its first turn in play. When you evolve a Pokémon, it means that Pokémon is new in play, so you can’t evolve it a second time the same turn! You can evolve any Pokémon you have in play, whether it’s Active or Benched. Finally, neither player can evolve a Pokémon on that player’s first turn unless a card says so.

C) Attach an Energy card to one of your Pokémons (once per turn).

Take an Energy card from your hand and put it under your Active Pokémon or one of your Benched Pokémons to indicate that this is Energy it can use. You can attach Energy just once each turn!



D) Play Trainer cards.

When you play any Trainer card, do what it says and obey the rule at the bottom of the card. Most Trainer cards are put into the discard pile afterward. You can play as many Item and Pokémon Tool cards as you like. Supporter cards are played like Item cards, but you can play only one Supporter card each turn.

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

Stadium cards have a few special rules:

- A Stadium stays in play when you play it.
- Only one Stadium can be in play at a time—if a new one comes into play, discard the old one and end its effects.
- You can't play a Stadium card if a Stadium with the same name is already in play.
- You can play only one Stadium card each turn.



E) Retreat your Active Pokémon (once per turn)

On most turns, you probably will not retreat, but if your Active Pokémon has lots of damage counters on it, you might want to retreat it and bring out a Pokémon from your Bench to fight instead. You may also want to do this if you have a strong Pokémon on the Bench ready to battle!

To retreat, you must discard 1 Energy from your Active Pokémon for each * listed in its Retreat Cost. If no * are listed, it retreats for free. Then, you switch that retreating Pokémon with a Pokémon from your Bench. Keep all damage counters and all attached cards with each Pokémon when they switch. Pokémons that are Asleep or Paralyzed cannot retreat.



When your Active Pokémon goes to your Bench (whether it retreated or got there some other way), some things do go away—Special Conditions and any effects from attacks.

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

F) Use Abilities (as many as you want)

Some Pokémons have special Abilities they can use. Many of them can be used 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. Be sure to announce which Abilities you are using 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 Pokémons.

3) Attack and End Your Turn

When you are ready to attack, first make sure that you've done everything in step 2 that you want to do. Once you attack, your turn is over, so you can't go back later!

Attacking has three simple steps. Once you get it figured out, you'll be attacking like a pro in no time!



On the first turn of the game, the starting player skips this step. Once that player has done all their other actions, the turn will end. After that, each player attacks as normal. Think carefully if you want to go first or second!

A) CHECK the Energy attached to your Active PokéMon.

You need the right amount of Energy attached to a PokéMon for it to attack. For example, look at Quaxwell. Its Rain Splash attack costs ●, so you must have at least 1 ● Energy attached to Quaxwell to use this attack. Next, its Spiral Kick attack costs ● * *. You need at least 3 Energy attached to Quaxwell to use Spiral Kick, and the * means you need to have 1 ● Energy attached. However, the * means that any type of Energy can be used for the other two Energy. ● will work, but so will ●, ●, or any other Energy type. Once you are sure you have the right Energy, announce which attack you are using.

This attack is called Rain Splash

Quaxwell needs 1 ● Energy attached to use this attack

Rain Splash does 20 damage to your opponent's Active PokéMon

This attack is called Spiral Kick

Quaxwell needs 3 Energy attached to use Spiral Kick:
1 ● Energy and
2 Energy of any type

Spiral Kick does 70 damage to your opponent's Active PokéMon



What Energy would you need to use Sandaconda's Sandstorm Spray attack? That's right, 3 ● Energy and 1 Energy of any type!



You may see some attacks with this cost symbol. That means the attack has a cost of 0, and you can use it without any Energy attached to the PokéMon!



B) CHECK Weakness and Resistance of your opponent's Active PokéMon.

Some PokéMon have Weakness or Resistance to PokéMon of certain types, marked in the lower-left corner of the card. (For example, Sprigatito has Weakness to  PokéMon.) If the attack does damage, your opponent's Active PokéMon takes more damage if it has Weakness to the attacker's type. It takes less damage from a PokéMon if it has Resistance to that PokéMon's type.



Don't apply Weakness and Resistance for Benched PokéMon!



C) PUT damage counters on your opponent's Active PokéMon.

When you attack, put 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). In the example to the right, Fuecoco's Gnaw attack does 10 damage. Then, Sprigatito's Weakness of $\times 2$ to  PokéMon makes that $10 \times 2 = 20$ damage. So put 2 damage counters on Sprigatito. If an attack says to do something else, be sure to do that, too!

Your attack is complete, so check to see if any PokéMon were Knocked Out by the attack. Some attacks can damage more than one PokéMon, and sometimes they can even damage the Attacking PokéMon! So, make sure to check every PokéMon that was affected by the attack.

If a PokéMon has total damage at least equal to its HP (for example, 5 or more damage counters on a PokéMon with 50 HP), it is Knocked Out. If a player's PokéMon is Knocked Out, that player puts it and all cards attached to it in the discard pile. That player's opponent takes 1 of their own Prize cards and puts it into their hand.

The player whose PokéMon was Knocked Out chooses a new Active PokéMon from their Bench. If your opponent can't do this because their Bench is empty (or for any other reason), you win the game! If your opponent still has PokéMon in play, but you just took your last Prize card, you also win the game!

D) Your turn is over.

Next, you take care of a few special things during PokéMon Checkup.



4) Pokémon Checkup

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 Special Conditions in this order:

1) Poisoned

2) Burned

3) Asleep

4) Paralyzed

You'll also need to apply the effects of any Abilities or Trainer cards, or anything else that a card states must happen during Pokédmon Checkup (or between turns). You can check Special Conditions and then other effects, or you can check other effects and then Special Conditions, but you can't mix them up—for example, you can't add Poison damage, then apply an Ability, then flip for Asleep, etc.

After both players have gone through these checks, any Pokédmon that has no HP remaining is Knocked Out. (The player moves a new Pokédmon into the Active Spot, and the opponent takes a Prize card.) Then, start the next player's turn!

Special Conditions

Some attacks make the Active Pokédmon Asleep, Burned, Confused, Paralyzed, or Poisoned—these are called “Special Conditions.” They can only happen to an Active Pokédmon—when a Pokédmon goes to the Bench, it recovers from all Special Conditions. Pokédmons also recover when they evolve.

Asleep

Turn the Pokédmon counterclockwise to show that it is Asleep.

If a Pokédmon is Asleep, it cannot attack or retreat. During Pokédmon Checkup, flip a coin. If you flip heads, the Pokédmon recovers (turn the card right-side up), but if you flip tails, it stays Asleep.



Burned

When a Pokédmon is Burned, put a Burn marker on it. During Pokédmon Checkup, put 2 damage counters on your Burned Pokédmon, then flip a coin. If heads, the Pokédmon recovers (remove the Burn marker).

A Pokédmon 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 Pokémons 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!

Other Effects

If an effect of an Ability or Trainer card says it happens during Pokémon Checkup (or between turns), apply it as part of this step.

For example, Snorlax's Lazy Eating Ability says to heal 10 damage from it between turns. This would occur during Pokémon Checkup.



Pokémon Leagues and ex Battle Decks

This is all you need to know to play the game! If you need more help, ask your local store for an ex Battle Deck. It comes with everything you need to play the game, including a quick-start version of the rules!



Learn to play Pok  mon games!

Earn cool prizes!

Battle against other players!

Ask your hobby store if they have a Pok  mon League, or find one near you at www.pokemon.com/locator.



Advanced Rules

Full details of taking a mulligan

If either player has no Basic Pokémons in their opening hand, that player must take a mulligan. Here's how the timing works:

If both players have no Basic Pokémons in their opening hands:

Both players reveal their hands, then just start over as normal.

If only one player has no Basic Pokémons in their opening hand:

- 1) That player announces that they have a mulligan, then waits until the other player has finished setting up to play.
- 2) Then, the player with no Basic Pokémons reveals their hand and shuffles it back into their deck. The player keeps doing this until they get an opening hand with a Basic Pokémon, then proceeds as normal.
- 3) Then, the player who did not have to start over may draw a card for each extra mulligan their opponent took.
For example, if both players took 2 mulligans, and then Player A took 3 additional mulligans, Player B may draw up to 3 cards. If any of those cards are Basic Pokémons, they may be put onto the Bench.
- 4) Then, reveal all Active and Benched Pokémons, and begin the game.



What counts as an attack?

Every attack has a cost and a name, and it might have a base damage and damage text. Most of the text on a Pokémon describes its attack, even if it doesn't do any damage.



For example, Squawkabilly's Call for Family attack does no damage, but it's still an attack! Anything else is called an Ability or something else. For instance, Blissey's Busybody Nurse Ability might let your Active Pokémon recover from all Special Conditions, but it doesn't count as an attack.



Dolliv's Apply Oil attack affects Call for Family, but not Busybody Nurse.



Full details of attacking

For most attacks, the order in which you do things doesn't really matter. However, for a complicated attack, here are the full steps:

- A) Look at your Pokémons and decide which attack to use. Make sure you have the correct Energy attached.
Then, announce you are using that attack.
- B) Apply any effects that might alter or cancel the attack. For example, if an attack that was used against your Pokémons last turn says, "If the Defending Pokémons tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack doesn't happen." (But remember—if an Active Pokémons moves to the Bench, all effects of attacks go away. So if your Active Pokémons has changed since your opponent used the attack in this example, you don't have to flip a coin.)
- C) If your Active Pokémons is Confused, check now to see if its attack doesn't happen.
- D) Make any choices the attack requires you to make. For example, if an attack says, "Choose 1 of your opponent's Benched Pokémons," you would make that choice now.
- E) Do anything the attack requires you to do to use it. For example, you must flip a coin if an attack says "Flip a coin. If tails, this attack does nothing."
- F) Apply any effects that happen before damage, then place damage counters, and then do all other effects.

Figuring out how many damage counters to place is usually straightforward. However, if many things are changing the damage, follow these steps in this order:

- 1) Start with the base damage printed to the right of the attack. If an ×, –, or + is printed next to it, the attack text will tell you how much damage to do. If an attack tells you to put damage counters on a Pokémons, you have no more calculations to do because damage counters aren't affected by Weakness, Resistance, or any other effects on a Pokémons. Just put those damage counters on the affected Pokémons!
- 2) Figure out damage effects on your Active Pokémons based on Trainer cards or any other relevant effects. For example, if your Pokémons used an attack last turn that said, "During your next turn, this Pokémons's attacks do 40 more damage (*before applying Weakness and Resistance*)," then add that in. Stop if the base damage is 0 (or if the attack does not do any damage at all). Otherwise, keep going.
- 3) Increase the damage by the amount next to your opponent's Active Pokémons's Weakness, if it has Weakness to your Active Pokémons's type.
- 4) Reduce the damage by the amount next to your opponent's Active Pokémons's Resistance, if it has Resistance to your Active Pokémons's type.
- 5) Figure out damage effects of Trainer or Energy cards, or other effects on your opponent's Active Pokémons. For example, if your opponent's Active Pokémons has an Ability that says "This Pokémons takes 20 less damage from attacks (*after applying Weakness and Resistance*)."
- 6) For each 10 damage of the final attack, put 1 damage counter on the affected Pokémons. If the damage is 0 or less, don't put on any damage counters!

What's the difference between "up to" and "any amount"?

If a card uses the phrase "up to X"—for example, "move up to 3 damage counters" or "attach up to 2 Energy cards"—you can choose any number between 1 and X. (The exception is drawing cards: you can choose 0 for an effect that says "draw up to X cards.") If a card uses the phrase "any amount" or "any number"—for example, "discard any amount of Energy from this Pokémon"—you can choose 0. And things that say "you may" are optional, meaning you can choose not to do them.

What if you should draw more cards than you have?

If a card tells you to draw or look at more cards from your deck than you have left, draw or look at the cards you have and continue play as normal.

For example, if a card tells you to draw or look at the top 5 cards of your deck and you have only 3 cards left in your deck, draw or look at those 3. You lose if you cannot draw a card at the beginning of your turn, but not if you cannot draw one because a card told you to do so.

What if both players win at the same time?

You win if you take your last Prize card or if your opponent has no Benched Pokémons to replace their Active Pokémons if it is Knocked Out (or otherwise removed from play). This makes it possible for both players to win at the same time.

If this happens, play Sudden Death. However, if you win in both ways and your opponent wins in only one way, you are the victor!

What's Sudden Death?

In Sudden Death, you play a new game, but each player uses only 1 Prize card instead of the usual 6. Except for the single Prize card, treat the Sudden Death game like a whole new game! Flip a coin to see who goes first and set everything up as usual. The winner of this game is the overall winner. If the Sudden Death game also ends in Sudden Death, just keep playing Sudden Death games until somebody wins.

What does and doesn't count for a Pokémons name?

Some Pokémons cards have extra information after their name, such as a Level or a symbol like δ . A Pokémons name changes how you can evolve or play certain cards. Level is *not* part of a Pokémons name:

- Gengar, Gengar LV. 43, Gengar LV. 44, and Gengar LV.X all have the same name

Symbols at the end of a Pokémons name *are* part of a Pokémons name:

- Alakazam, Alakazam $\#$, and Alakazam \star all have different names from each other
- However, δ (Delta Species) is *not* part of a Pokémons name. Aerodactyl and Aerodactyl δ (Delta Species) have the same name

An owner or form name in a Pokémons name is part of the Pokémons name:

- Meowth, Alolan Meowth, and Rocket's Meowth have different names

When you are building a deck, you can have only 4 copies of a card with the same name in it, except for Basic Energy cards. If your deck has 1 each of Gengar, Gengar LV.43, Gengar LV. 44, and Gengar LV.X, you can't put any more cards named Gengar in your deck! However, you could have 4 Meowth, 4 Alolan Meowth, and 4 Rocket's Meowth.

When evolving, the "evolves from" Pokémons name must match the Pokémons being evolved. So Graveler can evolve from Geodude, or Geodude LV. 12, but not Brock's Geodude.

Deck Building

When building most decks, you'll need to follow a few rules. One of the most important rules is that your deck must be exactly 60 cards; it can't be any more or less, even 59 or 61 cards!

Also, except for Basic Energy, you can only have 4 cards with the same name in your deck. This means you can have only 4 cards called "Pignite" in your deck, even if they all have different attacks. Finally, your deck must have at least one Basic Pokémon in it.

Building your own deck can be challenging, but also a lot of fun. A League Leader at a Pokémon League can help you with some ideas. Another good idea is to find an ex Battle Deck you like and try modifying it. Remember to keep it at exactly 60 cards! If you're starting a whole new deck, though, try these guidelines for starters:

- Pick one or two Energy types at most. Remember, most * Pokémons can use any Energy for attacks, so they can go in nearly any deck!
- To make sure you have enough Energy cards, try between 12 and 15 in your 60-card deck.
- Trainer cards are important, too. Cards like Nest Ball and Jacq can help you find exactly the cards you need! Around 20 to 25 Trainer cards is a good start.
- Of course, you need Pokémons! The rest of your deck will be Pokémons. Remember, you need at least one Basic Pokémon in your deck. Collect your favorite Pokémons so you can have 4 copies of them in your deck to make sure you draw them as much as possible. And, if that Pokémon evolves, try to get 4 of each Pokémon in its Evolution chain as well!

Every deck is different and will fit your personality and personal strategy. Over time you'll find the numbers of Pokémons, Trainer, and Energy cards you like the best.



Appendix 1: Antique Fossils

Three Fossils have been rediscovered: Antique Dome Fossil, Antique Helix Fossil, and Antique Old Amber. These Item cards can be played as Basic Pokédmon and can evolve into the Pokédmon shown on the card—for example, Antique Helix Fossil says “Evolves into Omanyte.” These Antique Fossil cards also have unique Abilities! Be mindful that if your opponent Knocks Out one of these Antique Fossils, they can take a Prize card.



Appendix 2: Pokédmon ex

Pokédmon ex are powerful Pokédmon that show off a Pokédmon with more HP and stronger attacks than regular Pokédmon, but there are risks to playing these powered-up Pokédmon! When one of your Pokédmon ex is Knocked Out, your opponent takes 2 Prize cards.

The ex is part of a Pokédmon ex's name. Thus Miraidon and Miraidon ex have different names, so you can have up to 4 of each in your deck if you wish.

Note that Pokédmon ex and Pokédmon-EX are not the same name, so if you wanted to, you could have 4 Magnezone ex and 4 Magnezone-EX in your deck.



Appendix 3: Tera Pokémons ex

Tera Pokémons ex have a crystalline appearance and a new effect that prevents all attack damage done to them while they're on your Bench. This effect applies to all attacks, both yours and your opponent's.

Like other Pokémons ex, when a Tera Pokémons ex is Knocked Out, your opponent takes 2 Prize cards.



Appendix 4: Lost Zone

The Lost Zone is a unique zone that's considered out of play. Cards can be sent to the Lost Zone in many ways, such as through the effects of attacks, Abilities, or Trainer cards. Unlike the discard pile, any cards sent to the Lost Zone cannot be recovered and are no longer playable during that game.



Appendix 5: Radiant Pokémons

All Radiant Pokémons appear with their special Shiny coloration and have the Radiant Pokémons Rule, which says you can't have more than 1 Radiant Pokémons in your deck. A Radiant Pokémons is considered a Pokémons with a Rule Box. Note that "Radiant" is part of the Pokémons's name, so your deck could include 4 Greninja and 1 Radiant Greninja. Radiant Pokémons are always Basic Pokémons and do not evolve from or into any other card.



Appendix 6: Pokémons VSTAR

There's a new Evolution in the Pokémons TCG: Pokémons VSTAR! These extraordinary Pokémons come with a game-changing Ability or attack that's called a VSTAR Power. You can't use more than one VSTAR Power during an **entire game**, regardless of how many Pokémons VSTAR you play. Make sure you use that VSTAR Power at the right strategic moment, because you only get one shot! Once you've used up your VSTAR Power for the game, be sure to flip over your VSTAR marker to show that you've used it.

Just like normal Pokémons V, if your Pokémons VSTAR is Knocked Out, your opponent takes 2 Prize cards.



Notice that Shaymin VSTAR evolves from Shaymin V. This means you can only evolve Shaymin VSTAR from Shaymin V, not regular Shaymin! Also, Pokémons VSTAR are a new stage: VSTAR. These cards count as Evolution cards, and all the normal rules for Evolution apply to Pokémons VSTAR. And although Pokémons VSTAR are a different stage, they are still considered Pokémons V—so if something affects Pokémons V, it also affects Pokémons VSTAR.

Appendix 7: Pokémon V-UNION

All four “pieces” of a Pokémon V-UNION have the same name (for example, “Mewtwo V-UNION”). Therefore, you can only have four total cards named Mewtwo V-UNION in your deck, not four of each individual piece. All four copies of a Pokémon V-UNION in your deck must be part of the same set and illustrated by the same artist.

You must play all four pieces of a Pokémon V-UNION onto your Bench at the same time from your discard pile. You can’t play just one or two pieces of the Pokémon V-UNION. A Pokémon V-UNION only takes up one Bench spot and can only have one Pokémon Tool attached. Each Pokémon V-UNION may only be played once per game, per Pokémon name. You can play a Mewtwo V-UNION and then a Greninja V-UNION, but not Mewtwo V-UNION a second time.

Pokémon V-UNION are not Basic Pokémon! Thus, you cannot play them as your Active or Benched Pokémon during setup. Also, you must include at least one Basic Pokémon in your deck if you only have Pokémon V-UNION in it so far. Finally, Pokémon V-UNION are not Evolution cards. Pokémon V-UNION have their own unique Stage called V-UNION.

Cards or effects that refer to “Basic,” “Stage 1,” “Stage 2,” or “Evolution” cards don’t affect Pokémon V-UNION. For example, an Ability that says “Your opponent’s Basic Pokémon cannot attack” will not affect Mewtwo V-UNION. Also, cards that affect “unevolved Pokémon” will affect Pokémon V-UNION.

When a Pokémon V-UNION is in play, the set of four cards is treated as one card. When those cards are anywhere else (in your hand, your deck, your discard pile, or as your Prize cards), each card is treated as one separate card. For example, if a card tells you to “search your deck for a Pokémon and put it into your hand” and you have three pieces of Mewtwo V-UNION in your deck, you may only put one of those three pieces into your hand.

The only characteristics that can be referenced on an individual piece are “types” (Water, Psychic, etc.), “Category” (Pokémon), and “Card Name.” If you play a card that says, “Search your deck for a  Pokémon,” you could grab any of the four pieces of a Psychic-type Pokémon V-UNION, since each piece has the  type printed on it. Characteristics such as attacks, Abilities, HP, Retreat Cost, Weakness, or Resistance cannot be referenced to any individual card piece. This means that if you play a card that says, “Search your deck for a Pokémon with a Retreat Cost of 3 or more,” you will not be able to grab any Pokémon V-UNION pieces, even if the combined card has a Retreat Cost of 3 or more while in play.

Pokémon V-UNION are still considered “Pokémon V” and fall into the category of “Pokémon with a Rule Box” while in play since they have the V-UNION rule and give up 3 Prize cards when Knocked Out. If a Stadium in play removes Abilities from Pokémon with a Rule Box, then your Pokémon V-UNION will be affected and no longer have access to any of its Abilities while in play. When not in play, individual Pokémon V-UNION pieces are not considered “Pokémon with a Rule Box.”



Appendix 8: Battle Styles

Starting with the *Sword & Shield–Battle Styles* expansion, you might encounter Pokémons that have a special label that denotes them as "Single Strike" or "Rapid Strike" style. Single Strike Pokémons tend to focus on powerful, hard-hitting attacks. Rapid Strike Pokémons are more proficient with sneaky, technical attacks.

"Fusion Strike" Pokémons, introduced in the *Sword & Shield–Fusion Strike* expansion, rely on teamwork and combine the strengths of both Single Strike and Rapid Strike styles.

Trainer cards and Energy cards can also be tagged as Single Strike, Rapid Strike, or Fusion Strike, and they tend to assist Pokémons of that particular Battle Style. Be on the lookout for ways to combine several different cards of the same Battle Style to unleash some truly masterful strategies!



Appendix 9: Pokémons V

Pokémons V are powerful Basic Pokémons with big HP and strong attacks. These amazing Pokémons have a big impact on the game, but they come with a risk: when one of your Pokémons V is Knocked Out, your opponent takes 2 Prize cards.



Appendix 10: Pokémons VMAX

Pokémons VMAX can take your Pokémons V to the next level! These massively powerful cards come with monstrous HP and attacks—suitable for these giant Pokémons! Most Pokémons VMAX have 300 or more HP, making them very difficult to take down in battle.

But with great power comes great risk: if your Pokémons VMAX is Knocked Out, your opponent takes 3 Prize cards.

Notice that Lapras VMAX evolves from Lapras V. This means you can only evolve Lapras VMAX from Lapras V, not regular Lapras! Also, Pokémons VMAX are a new stage: VMAX. These cards count as Evolution cards, and all the normal rules for Evolution apply to Pokémons VMAX. And although Pokémons VMAX are a different stage, they are still considered Pokémons V—so if something affects Pokémons V, it also affects Pokémons VMAX.



Appendix 11: Regional Variants

You may find some familiar Pokémons with a new look! These are Paldean, Hisuian, Galarian, or Alolan Pokémons. You may even find a few that evolve into brand-new Pokémons!



Note that “Paldean,” “Hisuian,” “Galarian,” or “Alolan” is part of the Pokémons’s name—this means that Paldean Clodshire ex can only evolve from Paldean Wooper, not from Wooper, and Alolan Persian can only evolve from Alolan Meowth, not from Meowth or Galarian Meowth. Also, you can have up to 4 Wooper and up to 4 Paldean Wooper in your deck if you wish.



Appendix 12: TAG TEAM Supporter Cards

Pokémon aren't the only ones who can form a TAG TEAM! These powerful Supporter cards feature two Trainers teaming up on one card. And just like the TAG TEAM Pokémons-GX, every TAG TEAM Supporter card offers a special team bonus: if you discard extra cards when you play it, you get an additional effect. Each TAG TEAM Supporter card has a unique effect, so be on the lookout for these powerful pairs!



Appendix 13: TAG TEAM

A TAG TEAM is a special kind of Basic Pok  mon-GX that features multiple Pok  mon joining forces to form a super-powered team! TAG TEAM Pok  mon-GX tend to have a lot of HP and big attacks, including a special GX attack that gains a bonus if a requirement is met, such as attaching extra Energy or playing a certain Trainer card. But be careful: when your TAG TEAM is Knocked Out, your opponent gets to take 3 Prize cards!



Appendix 14: Prism Star Cards

Prism Star cards (denoted by a ♦ symbol) are powerful cards that come with a restriction: you can only have one copy of a Prism Star card in your deck. Unlike ACE SPEC cards, you can include Prism Star cards with different names in your deck, so you could have one Giratina ♦, one Lunala ♦, one Cyrus ♦, and one Super Boost Energy ♦ in the same deck. They also have a unique rule—if a Prism Star card would go to the discard pile, you put it in the Lost Zone instead. Check out the glossary for more information on the Lost Zone!



Appendix 15: Rare Fossil and Unidentified Fossil

The strange Item cards Rare Fossil and Unidentified Fossil can be played as Basic Pokémon. They can evolve into any Fossil Pokémon that says “Evolves from Rare Fossil” or “Evolves from Unidentified Fossil,” such as Dracozolt or Shieldon.



Appendix 16: Pokémon-GX

Pokémon-GX are powerful Pokémon with more HP and stronger attacks. Each one also has a super-powerful GX attack. You can't use more than one GX attack during an **entire game**, regardless of how many Pokémon-GX you play. Make sure you use that GX attack at the right strategic moment, because you only get one shot! The damage counter sheet includes a special GX marker to keep track of this—turn it face down once you've used up your GX attack for the game.



Special rules for Pokémon-GX

The GX is part of a Pokémon-GX's name. Thus, Incineroar and Incineroar-GX have different names, and you can have up to 4 of each in your deck if you wish.

Notice that Primarina-GX evolves from Brionne. This means you can evolve Brionne into Primarina OR Primarina-GX—the choice is up to you! Also, Pokémon-GX have the same Evolution stages as most other Pokémon and follow the same rules. This means you can use a Basic Pokémon-GX as your starting Active Pokémon if you like!



This greater power comes with a greater risk: when one of your Pokémon-GX is Knocked Out, your opponent takes 2 Prize cards.

Appendix 17: Ultra Beasts

Ultra Beasts have invaded the Pokémon TCG! These mysterious creatures can appear as Pokémon-GX, which stand out with crimson colors instead of the typical blue GX colors. Some cards have effects that interact specifically with Ultra Beasts, which are labeled with a bar in the upper-right corner of the card. All Ultra Beasts have an attack that has something to do with Prize cards, so be on the lookout for interesting ways to use them.



Appendix 18: Dual-Type Pokémons

Dual-type Pokémons are just like regular Pokémons, but they have two types at the same time. For example, Azumarill is both a Pokémon and a Pokémon, so any card that affects one of those types will affect Azumarill.

If a dual-type Pokémon attacks a Pokémon that has a Weakness or Resistance to either of its types, the attack's damage will be affected. And if the Pokémon has a Weakness to one of the types and Resistance to the other, remember to apply Weakness and then Resistance!



Appendix 19: BREAK Evolution

BREAK Evolution is a special kind of Evolution. A Pokémon BREAK keeps all the attacks and Abilities of its previous Evolution (plus its Weakness, Resistance, and Retreat Cost), but it gains extra attacks or Abilities, its HP changes, and it could even change type!



Special rules for Pokémon BREAK

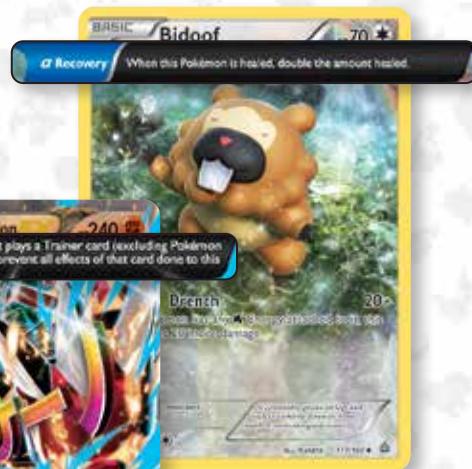
Just like GX, BREAK is part of a Pokémon BREAK's name. Thus, Raichu and Raichu BREAK have different names, and you can have up to 4 of each in your deck if you wish.

Pokémon BREAK are a new stage: BREAK. These cards count as Evolution cards, and all the normal rules for Evolution apply to Pokémon BREAK.



Appendix 20: Ancient Traits

Ancient Traits appear on certain Pokémon cards, right under the Pokémon's name. These Ancient Traits give the Pokémon special powers, so be sure you read each one carefully! Note that Ancient Traits are not attacks or Abilities, so cards that prevent those from being used won't affect Ancient Traits.



Appendix 21: Team Flare Hyper Gear

The name "Team Flare Hyper Gear" appears on special cards that you can use to mess with your opponent's plans. These are Pokémon Tool cards you attach to your *opponent's* Pokémon-EX. They have a negative impact on those Pokémons, making it harder for them to defeat you! Note that if the card is removed from the Pokémon for *any* reason, it goes to the discard pile of the player who originally played it.



Appendix 22: Pokémon-EX

Pokémon-EX are powerful Pokémon that show off a Pokémon with more HP and stronger attacks than regular Pokémon, but there are risks to playing these powered-up Pokémon!

Special rules for Pokémon-EX

The EX is part of a Pokémon-EX's name. Thus Yveltal and Yveltal-EX have different names, so you can have up to 4 of each in your deck if you wish.



When one of your Pokémon-EX is Knocked Out, your opponent takes 2 Prize cards.

Apart from this, Pokémon-EX play just like any other Pokémon card.



Also, Pokémon-EX can have a regular and a full-art rare Ultra version!



Appendix 23: Mega Evolution Pokémons

Mega Evolution Pokémons represent a previously undiscovered peak of Evolution. These cards turn a Pokémons-EX into an even more powerful Pokémons! Knowing the right time to play these Pokémons will be key to your new strategies.

Special rules for Mega Evolution Pokémons

Just like EX, the M (which stands for Mega) is part of a Mega Evolution Pokémons name. Thus, Mega Venusaur-EX and Venusaur-EX have different names, and you can have up to 4 of each in your deck if you wish.



Notice that Mega Venusaur-EX evolves from Venusaur-EX. This means you can only evolve Mega Venusaur-EX from Venusaur-EX, not Venusaur! Also, Mega Evolution Pokémons are a new stage: MEGA. These cards count as Evolution cards, and all the normal rules for Evolution apply to Mega Evolution Pokémons.



There are 2 special rules for Mega Evolution Pokémons. Since they are still Pokémons-EX, when one of them is Knocked Out, your opponent takes 2 Prize cards. Also, when 1 of your Pokémons becomes a Mega Evolution Pokémons, your turn ends. Make sure you've done everything else you want to do on your turn before you play one of these powerful Pokémons!

Note that Primal Reversion Pokémons work just like Mega Evolution Pokémons, so the same rules apply!



Appendix 24: Team Plasma Cards

Team Plasma cards—Pokémon, Trainer cards, and Energy—have a striking, unique look. You'll first notice the Plasma blue border, then you'll see the Team Plasma title. Finally, the villains' iconic shield appears in the text box.

Any card with this look is considered a Team Plasma card.



For Pokédex, Team Plasma is not part of the Pokédex's name. So if you have 4 Team Plasma Liepard in your deck, you can't have any more Liepard cards in your deck. Also, Team Plasma Pokédex evolve as normal. Team Plasma Liepard will evolve from Purrloin just like other Liepard.

Appendix 25: ACE SPEC Trainer Cards

ACE SPEC Trainer cards are so powerful that you can only have one in your deck. And that's not one of each; that's only one ACE SPEC card total in your deck. Be sure to assess all the ACE SPEC cards to decide which one will work best in your deck!



Appendix 26: Restored Pokémons

Some Fossil Pokémons have their own special Stage: Restored Pokémons. As you can see, Omanyte is a Restored Pokémon, and has the rule “Put this card on your Bench only with the effect of Helix Fossil Omanyte.” This means exactly what it says: the only way to play Omanyte to your Bench is to play the Helix Fossil Omanyte Item card. If you look at Helix Fossil Omanyte, you’ll see exactly how you can get Omanyte into play. Once you do, Omastar works just like any other Stage 1 Pokémon—put it on top of Omanyte when you could normally play a Stage 1 Pokémon.



Key Restored Pokémons Notes

- If you have a Restored Pokémon in your hand, you cannot play it to your Bench unless you play an Item card and its effect tells you to.
- Restored Pokémons are *not* Basic Pokémons! Thus, you cannot play them as your Active or Benched Pokémons during setup. Also, you must still have at least one Basic Pokémon in your deck if you otherwise only have Restored Pokémons in your deck. Finally, Restored Pokémons are *not* Evolution cards.
- Cards or effects that refer to “Basic,” “Stage 1,” “Stage 2,” or “Evolution” cards don’t affect Restored Pokémons. For example, a card that says “Search your deck for a Basic Pokémon” can’t find this Restored Omanyte card. However, one that says “Search your deck for a Pokémon” *can* find Omanyte. Also, cards that affect unevolved Pokémons will affect Restored Pokémons.
- When playing with older Fossil Pokémons, the most important rules to follow are the “Evolves from” or “Put this card into play...” text. For example, Kabuto was printed in XY–Fates Collide as a Restored Pokémon, along with a Stage 1 Kabutops that evolves from it. Regardless of which Kabuto you have in play, you can evolve it into any Kabutops that says “Evolves from Kabuto.” This means you can evolve a Stage 2 Kabutops from a Restored Kabuto or a Stage 1 Kabutops from a Stage 1 Kabuto.

Glossary

Ability: An Ability is an effect on a Pokémon that is not an attack. Some will be active all of the time, while some you will need to choose to use. Read each Ability to make sure you understand exactly how and when it works.

ACE SPEC Trainer card: A powerful Trainer card. You may only have one ACE SPEC Trainer card in your deck.

Active Pokémon: Your in-play Pokémon that is not on the Bench. Only the Active Pokémon can attack.

Ancient Trait: Ancient Traits are special powers (like Ω Barrier or α Recovery) that appear on certain Pokémon cards, right under the Pokémon's name. They are not attacks or Abilities, so cards that prevent those from being used won't affect Ancient Traits.

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 Pokémon. 2) The text written on each Pokémon card that shows what it does when it attacks (a Pokémon can have several attacks on it).

Attacking Pokémon: The Active Pokémon, as it performs an attack.

Basic Energy card: A Grass , Fire , Water , Lightning , Psychic , Fighting , Darkness , Metal , or Fairy  Energy card.

Basic Pokémon card: A card you can play directly from your hand on your turn. See Evolution card.

Bench: The place for your Pokémon that are in play but are not actively fighting. They come out and fight if the Active Pokémon retreats or is Knocked Out. When Benched Pokémon take damage, do not apply Weakness or Resistance.

between-turns step: The part of each turn when the game shifts from one player to the other, now known as Pokémon Checkup. Check Poisoned, Burned, Asleep, and Paralyzed at this step, and see whether any Pokémon are Knocked Out.

BREAK Evolution: A special kind of Evolution. When a Pokémon evolves into a Pokémon BREAK, it keeps the attacks, Abilities, Weakness, Resistance, and Retreat Cost of its previous Evolution.

Burn marker: What you put on a Pokémon to remind you it is Burned. Remove the marker if the Pokémon is Benched or evolved.

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 put on your Pokémon to show it has taken 10 damage. It stays on your Pokémon even if the Pokémon is Benched or evolved. Although 50- and 100-damage counters are sometimes used for convenience, if a card refers to a "damage counter," it means the standard 10-damage counter.

Defending Pokémon: The Pokémon that receives an attack.

devolve: Certain cards can devolve an evolved Pokémon, which is the opposite of evolving your Pokémon. When a Pokémon is devolved, it also loses Special Conditions and any other effects.

discard pile: The cards you have discarded. These cards are always face up. Anyone can look at these cards at any time.

dual-type Pokémon: A Pokémon that has two types at the same time.

Energy card: Cards that power your Pokémon so they can attack. See Basic Energy card.

Evolution card: A card you play on top of a Basic Pokémon card (or on top of another Evolution card) to make it stronger.

evolved Pokémon: A Pokémon in play that has another Pokémon under it.

Fossil Trainer cards: A special kind of Trainer card that acts like a Basic Pokémon when put into play. When a Fossil Trainer card is in your hand, deck, or discard pile, it is not considered a Basic Pokémon. When one of your Fossil Trainer cards is Knocked Out, your opponent takes a Prize card.

GX attack: A powerful kind of attack. Only Pokémon-GX have GX attacks. A player can't use more than one GX attack in a game.

GX marker: A reminder tool sometimes included with the damage counter sheet. When you use your GX attack for the game, turn your GX marker face down.

Hit Points (HP): A number every Pokémon has, telling you how much damage it can take before it is Knocked Out.

in play: Your cards are in play when they are on the table. Basic Pokémon cards, Evolution cards, and Energy cards cannot be used unless they are in play. (Your deck, your discard pile, and your Prize cards are not in play, but your Benched Pokémon are.)

Item card: A type of Trainer card. Follow the instructions on the card and then discard it.

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 all cards attached to it. When one of your opponent's Pokémon is Knocked Out, take one of your Prize cards.

Lost Zone: Cards sent to the Lost Zone are no longer playable during that game. Put them face up anywhere out of play.

Mega Evolution Pokémons: A very powerful kind of Pokémons-EX with an additional drawback: when one of your Pokémons becomes a Mega Evolution Pokémons, your turn ends.

Owner: A Pokémon with a Trainer's name in its title, such as Brock's Sandshrew or Team Rocket's Meowth. Cards with **TL**, **ML**, **C**, or **FB** do NOT count as "Owner" cards.

Poison marker: Object put on a Pokémon to remind you it is Poisoned. Remove the marker if the Pokémon is Benched or evolved.

Poké-Body: An effect that is active as soon as that Pokémon is in play and lasts until the Pokémon leaves play.

Poké-Power: A once-per-turn power on Active and Benched Pokémons you must choose to use. Most Poké-Powers are turned off if the Pokémon has a Special Condition.

Pokémon: The colorful characters that fight for you in the Pokémons Trading Card Game. They are represented in the game by Basic Pokémons and Evolution cards.

Pokémon Checkup: The part of each turn when the game shifts from one player to the other, formerly known as the between-turns step. Check Poisoned, Burned, Asleep, and Paralyzed at this step, and see whether any Pokémons are Knocked Out.

Pokémon ex: A Pokémons ex is a powerful Pokémons, but your opponent takes 2 Prize cards when it is Knocked Out. Pokémons ex and Pokémons-EX are not the same.

Pokémon-EX: Pokémons-EX are a stronger form of Pokémons with a special drawback: when your Pokémons-EX is Knocked Out, your opponent takes two Prize cards instead of one. Pokémons-EX and Pokémons ex are not the same.

Pokémon-GX: Pokémons-GX are a stronger form of Pokémons with a special drawback: when your Pokémons-GX is Knocked Out, your opponent takes two Prize cards instead of one. Each Pokémons-GX has a powerful GX attack.

Pokémon LEGEND: Special double cards that showcase powerful Legendary Pokémons. Both cards must be played together at the same time.

Pokémon LV.X: Stronger versions of a regular Pokémons, put on top of the regular Pokémons of the same name and adding extra abilities to the original Pokémons.

Pokémon Power: A special Ability some Pokémons have. Pokémons Powers are divided into two categories: Poké-Power and Poké-Body. They always include the words "Poké-Power" or "Poké-Body" so you can tell they are not attacks.

Pokémon SP: A special Pokémons trained by a particular Trainer, with a symbol in its name to show its owner. A Zapdos **TP** card has a different name from a Zapdos card, because Zapdos **TP** is a Team Galactic's Pokémons and the **TP** is part of the name.

Pokémon Tool: A type of Trainer card that is similar to an Item card but is attached to your Pokémons when you play it. Each Pokémons can have only 1 Pokémons Tool attached at a time.

Pokémon V: Pokémons V are powerful Basic Pokémons with big HP and strong attacks. These amazing Pokémons have a big impact on the game, but they come with a risk: when one of your Pokémons V is Knocked Out, your opponent takes 2 Prize cards.

Pokémon VMAX: Pokémons VMAX can take your Pokémons V to the next level! These massively powerful cards come with monstrous HP and attacks—suitable for these giant Pokémons! Most Pokémons VMAX have 300 or more HP, making them very difficult to take down in battle. But with great power comes great risk: if your Pokémons VMAX is Knocked Out, your opponent takes 3 Prize cards.

Pokémon VSTAR: Pokémons VSTAR evolve from Pokémons V and give up 2 Prize cards when Knocked Out. Each Pokémons VSTAR has a special VSTAR Power.

Pokémon V-UNION: An enormous Pokémons made up of four separate cards. To play a Pokémons V-UNION, you must put all four cards from your discard pile onto your Bench at the same time.

Prism Star ♦ card: A powerful kind of card with a couple of special rules. ♦ cards can be Pokémons, Trainer cards, or Special Energy. You can't have more than one ♦ card with the same name in your deck. If a ♦ card would go to the discard pile, put it in the Lost Zone instead.

Prize cards: The 6 cards you put face down while setting up to play. Every time one of your opponent's Pokémons is Knocked Out, you take 1 of your Prize cards and put it into your hand (or 2 Prize cards, for certain kinds of Pokémons such as Pokémons ex). When you take your last Prize card, you win!

Radiant Pokémons: A unique Pokémons that appears with its special Shiny coloration and is always a Basic Pokémons. You can't have more than 1 Radiant Pokémons in your deck.

Resistance: A Pokémon with Resistance takes less damage when attacked by Pokémon of a certain type. The amount of Resistance is printed next to the type(s) of Resistance a Pokémon has, if any.

Restored Pokémon card: A card you play with the associated fossil Item card.

retreat: When you switch your Active Pokémon with one of your Benched Pokémon. To retreat, you must discard Energy from the retreating Pokémon equal to the Retreat Cost of the Pokémon. This cost appears in the lower right-hand corner of the card. You can only retreat once per turn.

Special Conditions: Asleep, Burned, Confused, Paralyzed, and Poisoned are called Special Conditions.

Stadium card: A type of Trainer card that is similar to an Item card but stays in play after you play it. Only one Stadium card can be in play at a time—if a new one comes into play, discard the old one and end its effects. You can play only one Stadium card each turn.

Sudden Death: Sometimes both players win at the same time. In this case, you play a short game called "Sudden Death" (use only 1 Prize card each instead of 6).

Supporter card: A Trainer card similar to an Item card. You can play only one Supporter card each turn.

TAG TEAM: A TAG TEAM is a special kind of Basic Pokémon-GX with even more power and an even bigger drawback: when your TAG TEAM is Knocked Out, your opponent takes three Prize cards. Each TAG TEAM has a powerful GX attack that gains a bonus if the requirement is met.

TAG TEAM Supporter card: A special kind of Supporter card that pairs up two Trainers on one card. In addition to its primary effect, each TAG TEAM Supporter card offers a bonus effect if you discard extra cards when you play it.

Technical Machine: A kind of Trainer card (an Item) you can attach to your Pokémon. When attached, your Pokémon can use the Technical Machine attack as its own. Technical Machine cards remain attached unless the card text says otherwise.

Tera Pokémon ex: Tera Pokémon ex are like other Pokémon ex, with an additional effect that protects them from attack damage while they're on your Bench. Your opponent takes 2 Prize cards when 1 of your Tera Pokémon ex is Knocked Out.

Trainer card: Special cards you play to gain advantages in the game. See Item card, Pokémon Tool card, Stadium card, Supporter card.

Trainers' Pokémon: Pokémon with Trainers' names in their titles, like Brock's Sandslash. You cannot evolve a regular Sandslash into Brock's Sandslash, and you cannot evolve a Brock's Sandslash into a regular Sandslash. This is because "Brock's" is part of the name.

VSTAR marker: A reminder tool sometimes included in booster packs and other products. When you use your VSTAR Power for the game, turn your VSTAR marker face down.

VSTAR Power: A powerful kind of attack or Ability. Only Pokémon VSTAR have a VSTAR Power. A player can't use more than one VSTAR Power in a game.

Weakness: A Pokémon with Weakness takes more damage when attacked by Pokémon of a certain type. The effect of the Weakness is indicated next to the type(s) of Weakness a Pokémon has, if any.

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