

Pokemon TCG Manual

1. **Start the Game:** Each player draws their starting hand and sets aside 6 prize cards.
2. **Deck Preparation:** Ensure each player's deck includes Pokémon, Energy, and Trainer cards.
3. **Add Extra Pokémon:** At the beginning, two additional Pokémon are added to each player's deck to enhance gameplay.

Player Turn Actions

Each player takes turns performing the following actions:

1. **Draw a Card:** Draw a card from the deck at the start of each turn.
2. **Choose Actions:** Players can perform any combination of the following actions during their turn:
 - **View Hand:** See all cards currently in your hand.
 - **Play Pokémon:** Place a Pokémon on the field as the active or benched Pokémon.
 - **Play Trainer Card:** Use a Trainer card's ability, which can have various effects. This action ends your turn.
 - **Attach Energy:** Attach an energy card to your active Pokémon. Energy is required to perform attacks. This action ends your turn.
 - **Attack Opponent:** Attack the opponent's active Pokémon if your active Pokémon has enough energy. This action ends your turn.
3. **End Turn:** Once you have completed your actions, end your turn, allowing your opponent to play.

Winning Conditions

- **Collect Prize Cards:** You win the game by defeating your opponent's Pokémon and collecting all 6 prize cards.
- **Opponent Runs Out of Cards:** If your opponent runs out of cards in their deck, you win by default.

Game Rules

- **Energy Requirement:** To attack, a Pokémon must have at least one energy card attached. Make sure to attach energy before attempting an attack.
- **Pokémon Fainted:** When a Pokémon's HP reaches zero, it faints, and the attacking player can collect a prize card. The opponent must then switch to another active Pokémon.

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CD PROMO

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くいしんぼカビゴン HP 100



いぬむすぶるもん 身長2.1m、体重400kg

たべる
いぬむすぶるもんは、たべものがないと、いびきをかきながら寝てしまいます。

ころがる 20
いぬむすぶるもんは、ころがるとき、いびきをかきながら寝てしまいます。

にげる
いぬむすぶるもんは、にげることもできません。

弱点
いぬむすぶるもんは、おどろかされると、いびきをかきながら寝てしまいます。

抵抗力 ダメージ -30
いぬむすぶるもんは、ダメージを受けると、いびきをかきながら寝てしまいます。