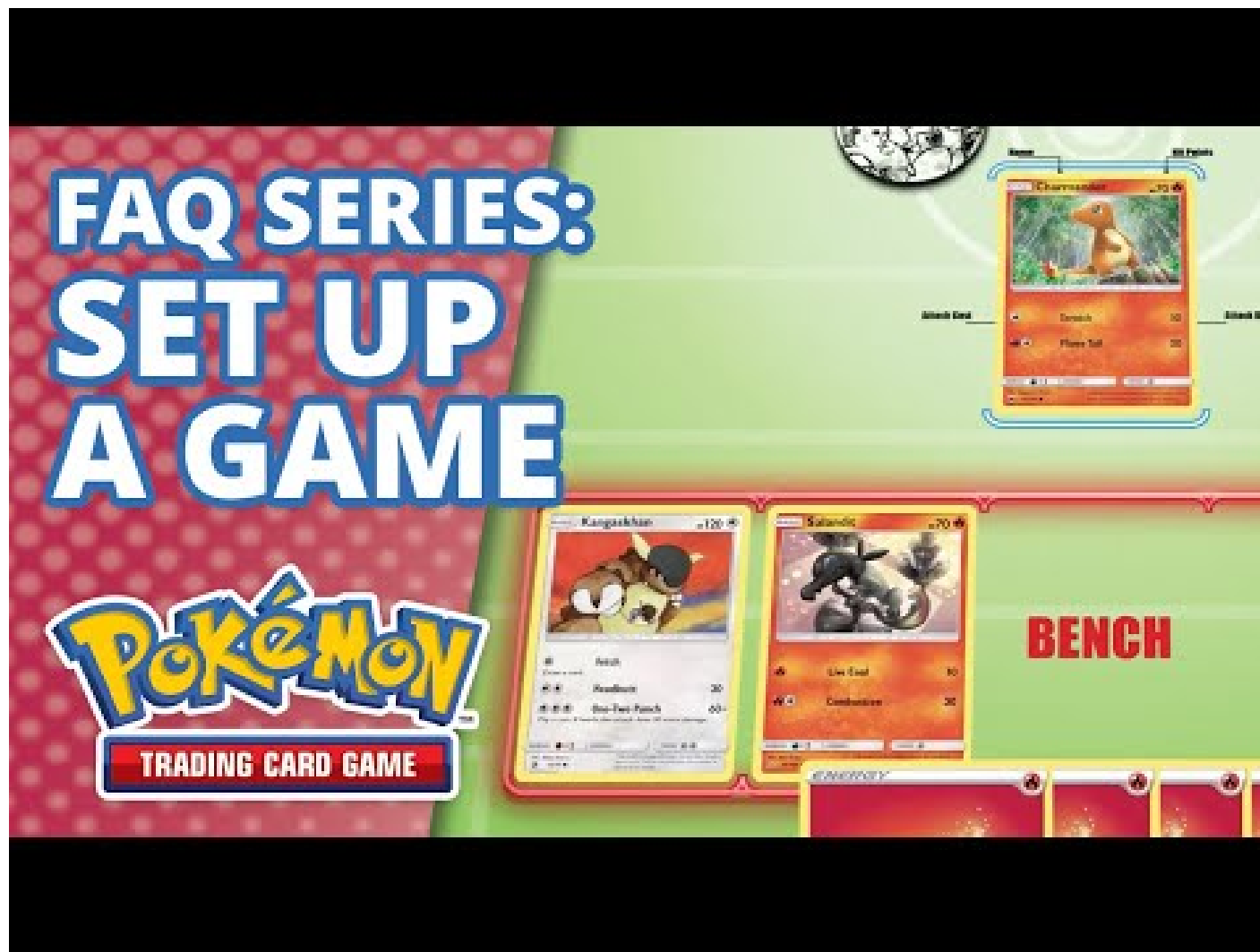


HOW TO PLAY



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 Pokemon in play
 - 3) If your opponent has no cards in their deck at the beginning of their turn.



HOW TO
SET UP
YOUR FIRST
POKEMON
GAME.

<https://www.youtube.com/watch?v=PBUEU5z2oTY&t=2s>



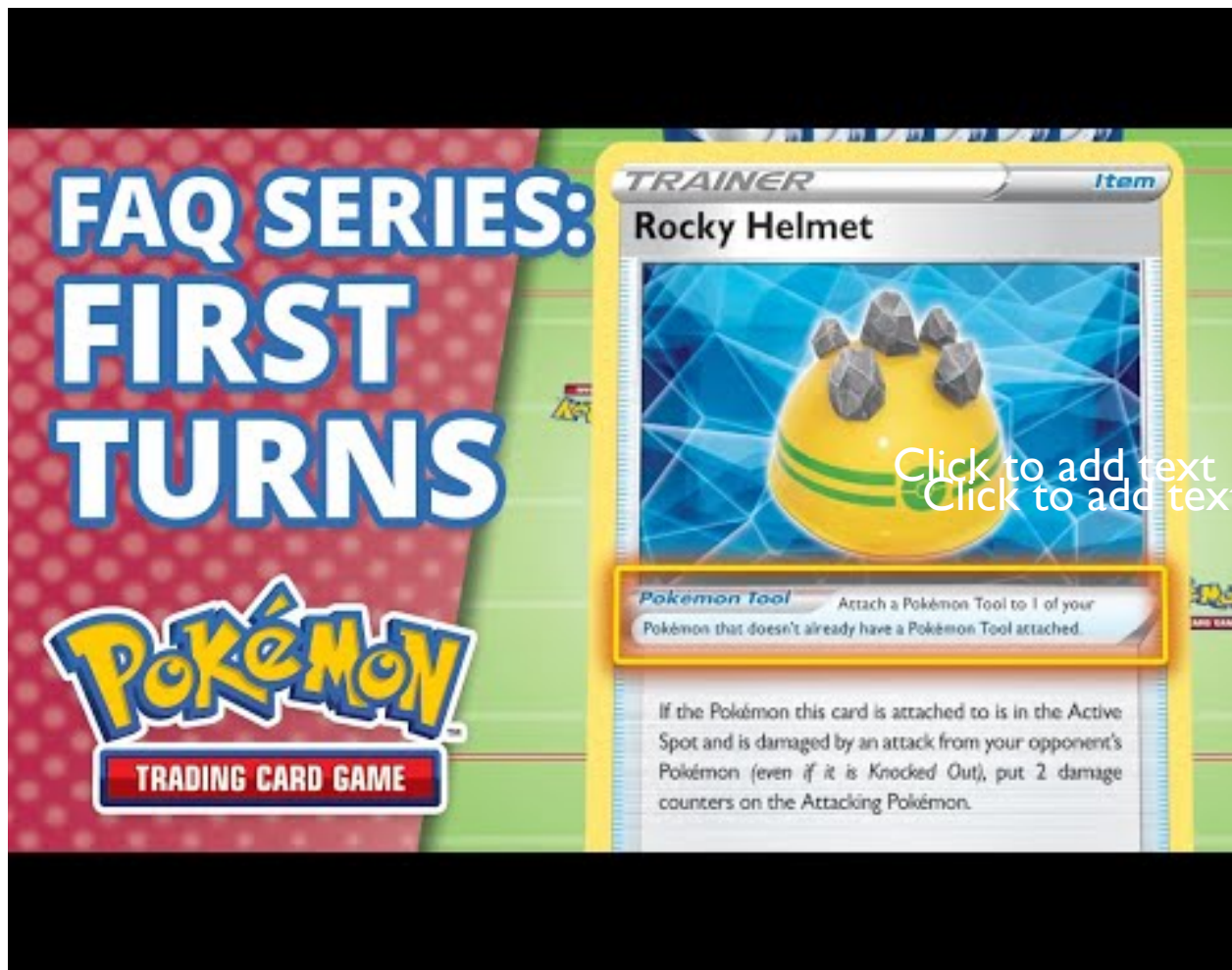
MULLIGANS
IN THE
POKEMON
TRADING
CARD
GAME.

<https://www.youtube.com/watch?v=-YrjsH539iY>



HOW A
TURN
WORKS.

<https://www.youtube.com/watch?v=ILjFBuBuSWs>



<https://www.youtube.com/watch?v=UVXikvmSITI&t=1s>

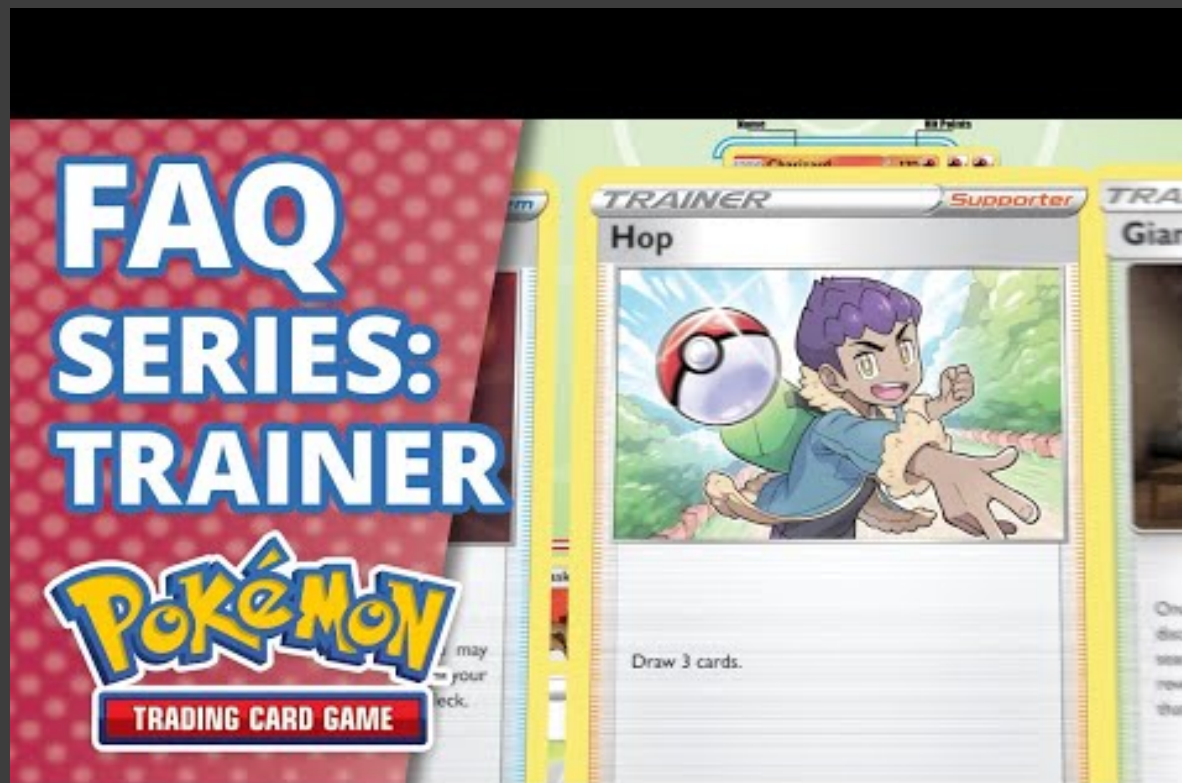
TAKING YOUR
FIRST TURN.

USING ACTIVE VS. BENCHED POKEMON



<https://www.youtube.com/watch?v=4MRYLzZRCHw>

HOW TO USE TRAINER CARDS



<https://www.youtube.com/watch?v=qHss0VYI0Q>

HOW TO EVOLVE A POKEMON

**FAQ
SERIES:
EVOLUTION**

Pokémon
TRADING CARD GAME

Charmeleon 90

Charizard 170

Ability Battle Sense
Once during your turn, you may look at the top 3 cards of your deck and put 1 of them into your hand. Discard the other cards.

Royal Blaze
This attack does 50 more damage for each Leon in your discard pile.

<https://www.youtube.com/watch?v=p4MfAnzUSdo>

FAQ SERIES: ENERGY



Attack Cost

ENERGY



HOW TO USE ENERGY

<https://www.youtube.com/watch?v=dtksnny0cgE>

HOW TO ATTACK

**FAQ SERIES:
ATTACK**

POKÉMON
TRADING CARD GAME

Name **Hit Points**

Talonflame 140

Ability Scorching Feathers
If this Pokémon is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if this Pokémon is Knocked Out), the Attacking Pokémon is now Burned.

Mach Flight 120
During your opponent's next turn, the Defending Pokémon can't retreat.

Attack Cost

weakness ♣ × 2 resistance ♠ -30 retreat ★

★ If Pokémon make up most of its clan.

<https://www.youtube.com/watch?v=WjapI pjZV4A>

FAQ SERIES: DAMAGE



Attack Cost



HOW TO DEAL DAMAGE

<https://www.youtube.com/watch?v=CEqb6JZVnjc>

FAQ SERIES: HIT POINTS

POKÉMON
TRADING CARD GAME



<https://www.youtube.com/watch?v=JFroET-aY-U>

WHAT ARE HIT POINTS?

HOW TO WIN PRIZE CARDS.



WINNING YOUR FIRST GAME



The image features a video thumbnail for a 'FAQ Series: Winning' in the Pokémon Trading Card Game. The background is a green game mat with a red polka-dot pattern on the left. A large, stylized title 'FAQ SERIES: WINNING' is centered at the top. Below it, the 'Pokémon TRADING CARD GAME' logo is visible. The main focus is a 'Brave Budick' card, which is a Fire-type Pokémon with a '50' HP value and a '50' attack cost. The card is shown in a 'Play' position on the mat. To its right, a stack of three cards is visible. In the background, another card is shown in a 'Discard' position. The video URL is displayed at the bottom: <https://www.youtube.com/watch?v=ARzAUbeelJw>

POKEMON CHECKUP

In-Between Turns Step

Before the game continues to the next player, take care of Special Conditions in this order:

1. Poisoned
2. Burned
3. Asleep
4. Paralyzed

Then, apply the effects of any Abilities (or anything else that a card states must happen between turns). After both players have done these things, check to see if affected Pokémon were Knocked Out. Then, start the next player's turn!

SPECIAL CONDITIONS

- **Special Conditions** Some attacks leave the Active Pokémon Asleep, Burned, Confused, Paralyzed, or Poisoned—these are called “Special Conditions.” They can only happen to an Active Pokémon—when a Pokémon goes to the Bench, you remove all its Special Conditions. Evolving a Pokémon also removes its Special Conditions.

POISONED

A Poisoned Pokémon takes damage in-between turns. When a Pokémon is Poisoned, put a Poison marker on it. Put a damage counter on each Poisoned Pokémon during each in-between turns step. 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.



BURNED



If a Pokémon is Burned, it may take damage in-between turns. When a Pokémon is Burned, put a Burn marker on it. In-between turns, the owner of the Burned Pokémon flips a coin. If he or she flips tails, put 2 damage counters on the Burned Pokémon. A Pokémon 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.

ASLEEP



Turn the Pokémon counterclockwise to show that it is Asleep. If a Pokémon is Asleep, it cannot attack or retreat. In-between turns, flip a coin. If you flip heads, the Pokémon wakes up (turn the card back right-side up), but if you flip tails, it stays Asleep.

PARALYZED

Turn the Paralyzed Pokémon clockwise. If a Pokémon is Paralyzed, it cannot attack or retreat. Remove the Special Condition Paralyzed during the in-between turns phase if your Pokémon was Paralyzed since the beginning of your last turn.



CONFUSED



Turn a Confused Pokémon with its head pointed toward you to show that it is Confused. If a Pokémon is Confused, you must flip a coin before attacking with that Pokémon. If you flip heads, the attack works normally, but if you flip tails, your Pokémon receives 3 damage counters and the attack ends without further effect.

REMOVING SPECIAL CONDITIONS

Moving to the Bench removes all Special Conditions. The only Special Conditions that prevent Pokémon 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 counters, those don't affect other Special Conditions. An unfortunate Pokémon could be Poisoned, Burned, and Paralyzed all at the same time!

WHAT DO YOU PUT IN YOUR DECK?

Energy -

Pick one or two energy types at most. Remember, most colorless Pokemon 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.

WHAT DO YOU PUT IN YOUR DECK?

- Trainer Cards -
- Trainer cards are important, too. Cards like Quick Ball and Poke Kid can help you find exactly the cards you need! Around 20 to 25 trainer cards is a good start.

-
- Pokemon Cards -
 - Of course, you need Pokemon! The rest of your deck will be Pokemon. Remember, you need at least 1 basic Pokemon in your deck. Collect your favorite Pokemon so you can have 4 copies of them in your deck to make sure you draw them as much as possible. And, if that Pokemon evolves, try to get 4 of each Pokemon in it's evolution chain as well!

WHAT DO YOU PUT IN YOUR DECK?

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

