

POKÉMON™

Gotta catch 'em all!™



STARTER RULES

Version 1

What's a Pokémon?

Welcome to the world of **Pokémon**! Pokémon are mysterious creatures that you can collect and train to fight against other people's Pokémon in your efforts to prove that you are the greatest Pokémon trainer of all time!

What Do I Need to Play?

This starter game contains two different 30-card decks, one for you and one for your opponent, and 10 counters that you'll use during the game. You'll also find a bonus holographic foil Machop card between the two decks; set it aside for now and just play with the two 30-card decks. Also, don't read the longer rulebook just yet—wait until you've played a few games.

How to Win

In the **Pokémon**TM game, you can win two different ways. First, at the start of the game, you set aside 3 of your cards as Prizes. Every time you defeat one of your opponent's Pokémon, you take one of your Prizes and put it into your hand. When you've taken all 3 of your Prizes, you win the game! Second, you also win if your opponent has no Pokémon left to fight against your Pokémon.



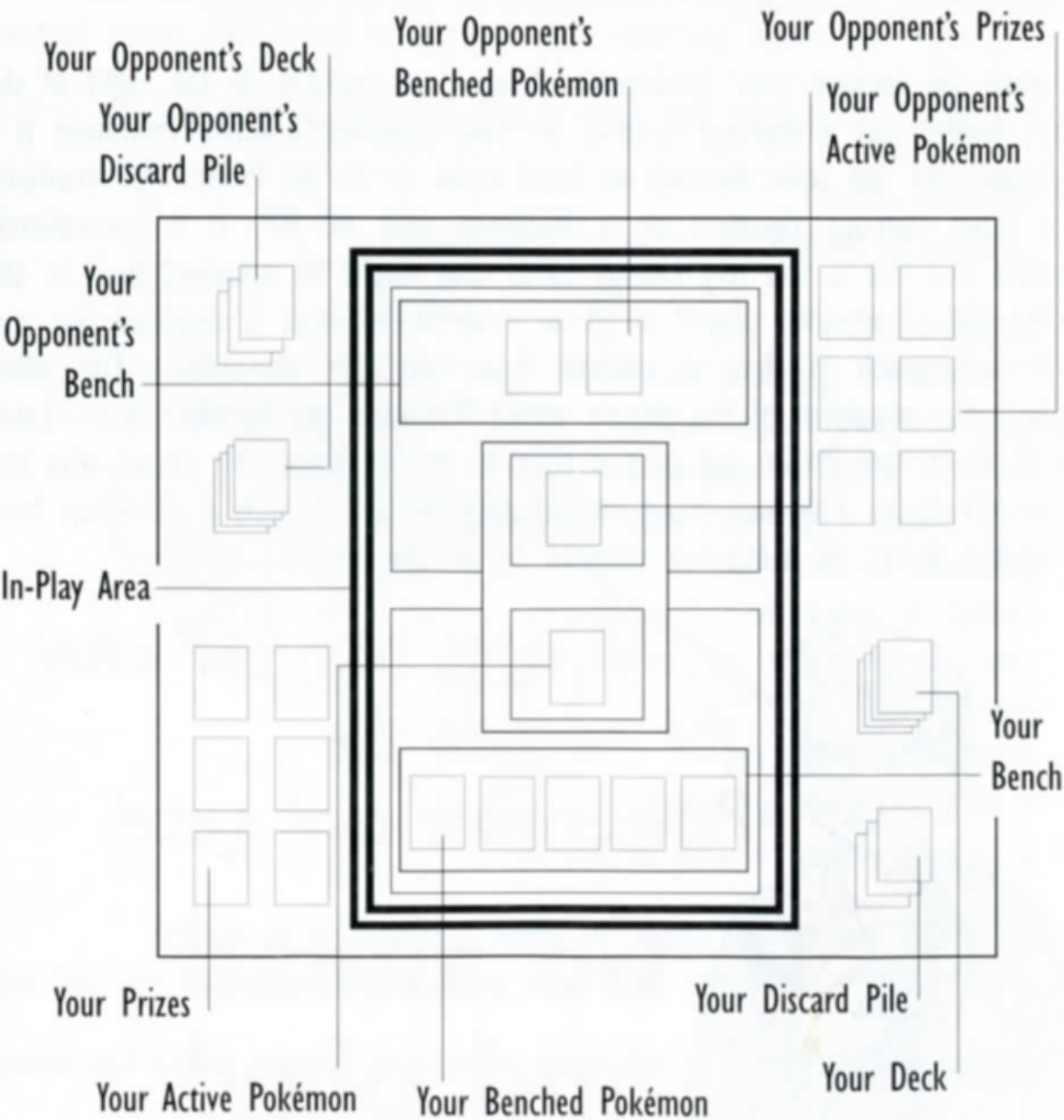
What's the Game Like?

You and your opponent take turns playing cards from your hands. Some of these cards will be Basic Pokémon cards, Evolution cards to make them bigger and stronger Pokémon, and Energy cards to help them fight. You can also play Trainer cards—these do different things to help you win. Only one of your Pokémon (called your “Active Pokémon”) will be fighting for you at a time, but you can have other Pokémon behind it (on what's called the “Bench”), ready to enter the fight.

The goal is to take all 3 of your Prizes, which are set aside at the start of the game. Every turn, you'll have a chance to attack with your

Active Pokémon, which will usually do damage to your opponent's Active Pokémon. If your opponent's Active Pokémon has total damage at least equal to its Hit Points ("HP"), it's Knocked Out, and you take one of your 3 Prizes. When you take your third Prize, you win! You also win if your opponent has no Pokémon left on the table to fight against your Pokémon.

How Your Play Area Should Look



Pokémon Card



Trainer Card

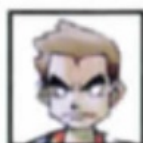


Energy Card

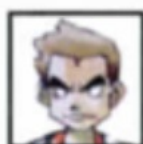


KEY to Energy symbols

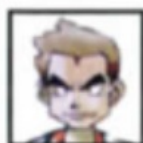
	Grass
	Fire
	Water
	Lightning
	Psychic
	Fighting
	Colorless



Be sure to leave room for your discard pile. All of your cards that get discarded during the game, no matter how they get discarded, will go there.



During the game, you'll be putting 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."



Pokémon cards, Evolution cards, and Energy cards will be 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.

What Kinds of Cards Are There?

Basic Pokémon are your most important cards (they say “Basic Pokémon” in the upper left-hand corner). They fight for you turn after turn against your opponent’s Pokémon.

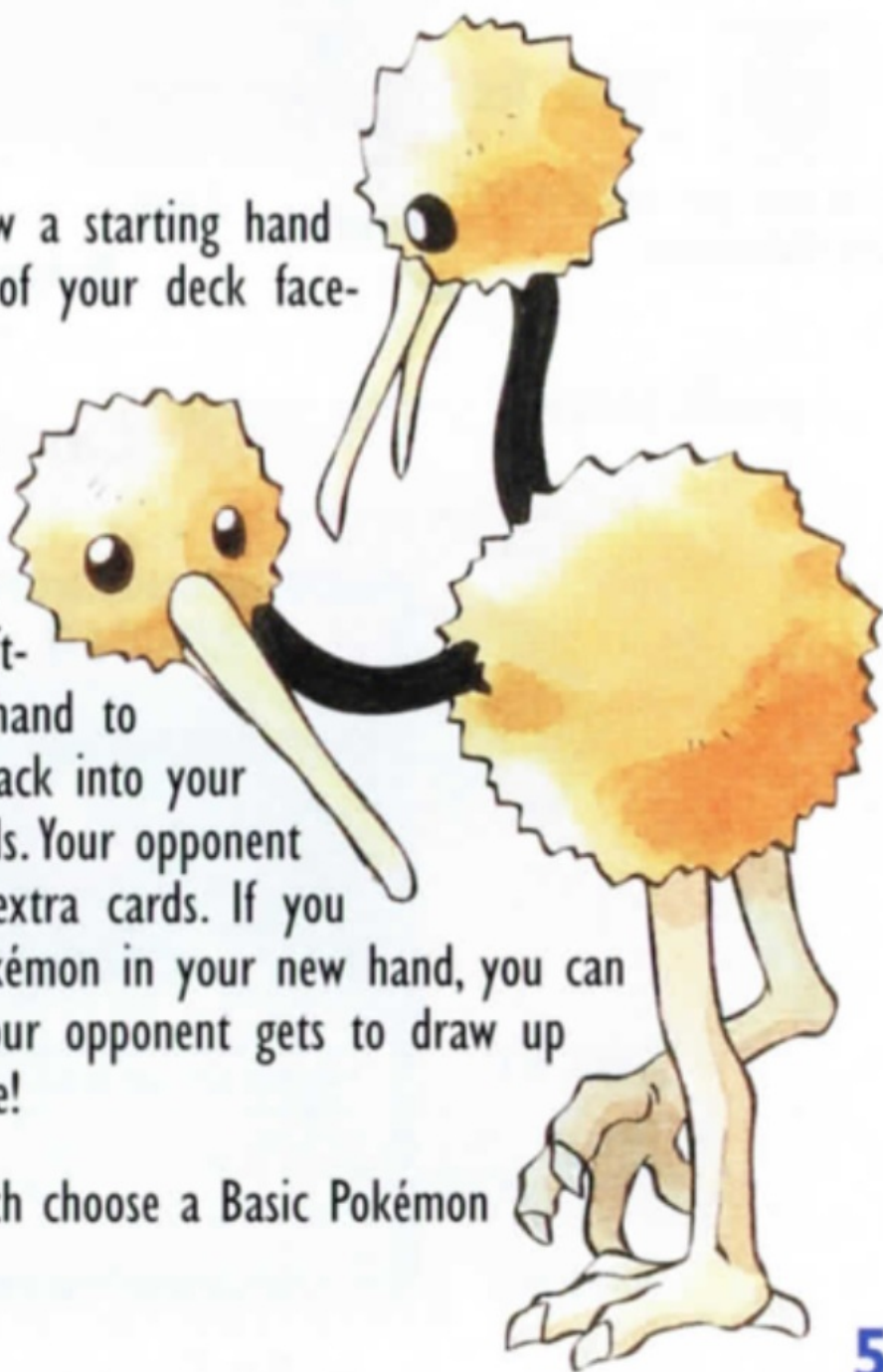
Evolution cards are played on top of your Basic Pokémon (they say “Evolves from...” in the upper left-hand corner). They make your Pokémon bigger and more powerful.

Energy cards are attached to your Pokémon to give them the energy they need to use their attacks.

Trainer cards are one-shot cards that do something once and are then discarded.

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.
- If you don't have a Basic Pokémon card in your hand (it'll say “Basic Pokémon” in the upper left-hand corner), show your hand to your opponent, shuffle it back into your deck, and draw 7 new cards. Your opponent may now draw up to 2 extra cards. If you still don't have a Basic Pokémon in your new hand, you can repeat this process, but your opponent gets to draw up to 2 extra cards each time!
- You and your opponent each choose a Basic Pokémon



card from your hands and put them face-down. These will be your Active Pokémon.

- Put the top 3 cards of your deck face-down in front of you. These are your Prizes, which you take as your opponent's Pokémon are Knocked Out. You can't look at a Prize card until you take it.
- Flip a coin to decide who goes first.
- Flip over the Active Pokémon that have been put on the table.

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. During your turn, go through the steps that follow.

Oh, and if you accidentally mix your two decks together, don't worry—it's easy to put them back the way they were. Here's a complete list of which cards go in each deck!

The First Deck

- 14 ⬤ Energy
- 3 Diglett
- 4 Machop
- 2 Machoke
- 2 Rattata
- 1 Dratini
- 2 Potion
- 1 Energy Removal
- 1 Pokédex



The Second Deck

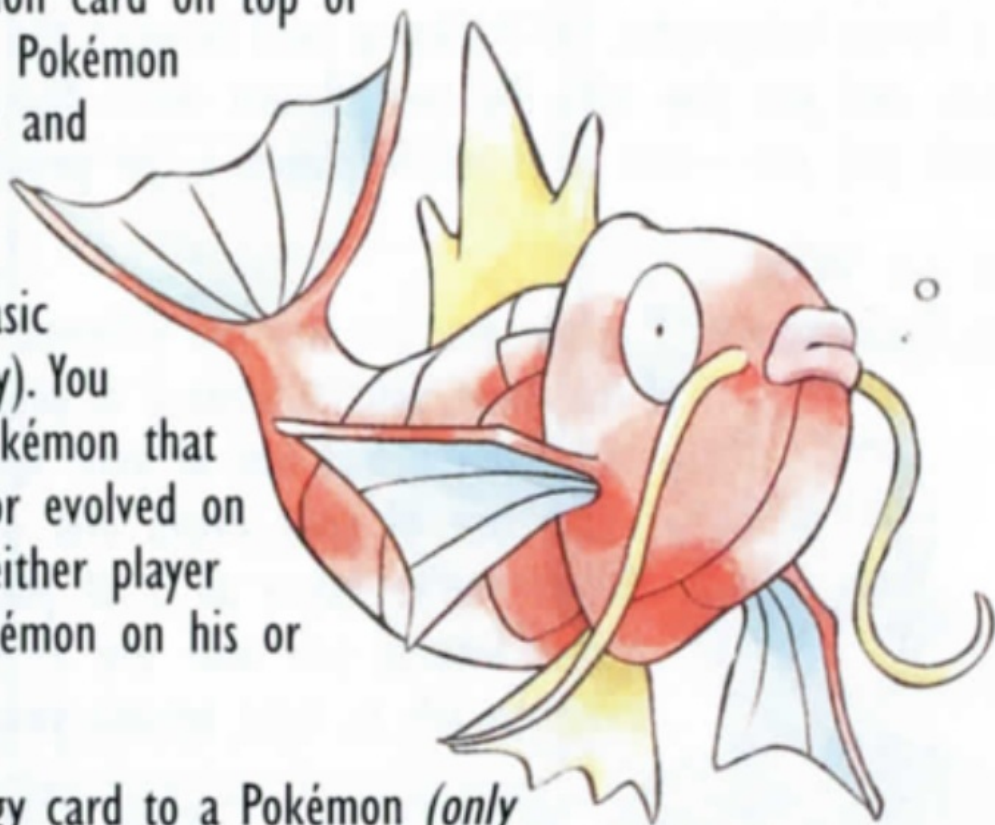
- 14 ⬤ Energy
- 4 Ponyta
- 4 Charmander
- 2 Charmeleon
- 1 Growlithe
- 1 Bill
- 1 Gust of Wind
- 2 Switch
- 1 Energy Retrieval

Extra Card

- 1 Machamp

What Things Can I Do during My Turn?

- 1) *Draw a card.* You must begin your turn by drawing a card.
- 2) *Do any of the following in any order as often as you like before you attack:*
 - Play a Basic Pokémon from your hand onto your Bench. You can only do this if your Bench has 4 or fewer Pokémon on it already.
 - Play an Evolution card on top of a matching Basic Pokémon (damage counters and Energy cards stay, but the old attacks of the Basic Pokémon go away). You can't evolve a Pokémon that you just played or evolved on that turn, and neither player can evolve a Pokémon on his or her first turn.
 - Attach an Energy card to a Pokémon (*only once per turn*).
 - Play a Trainer card (do what it says and then discard it).
 - Switch your Active Pokémon with a Pokémon from your Bench (discard from your Active Pokémon Energy cards equal to the Retreat cost).
- 3) *Attack with your Active Pokémon if you want.*
- 4) *Your turn is over now.*



How You Attack

You can only attack once during your turn (if your Pokémon has two attacks, it can use only one of them each turn). To use an attack, a Pokémon needs as much Energy as is shown to the left of the attack name. The symbol  means any type of Energy counts, but the other symbols have to match. 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 Pokémon unless the card says otherwise!

For each 10 damage your Pokémon's attack does (written to the right of the attack name), put a damage counter on your opponent's Active 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 is immediately Knocked Out. Put it and any Energy cards that might be attached to it in the discard pile of whoever played it. (If an evolved Pokémon is Knocked Out, any cards underneath it that it evolved from also get discarded.) The other player—the opponent of the person whose Pokémon got Knocked Out—takes one of his or her Prizes and puts it into his or her hand. The player who lost his or her Active Pokémon must immediately replace it with a Pokémon from his or her Bench. (If that's not possible, he or she loses.)



...All right, now you know
the rules to the
Pokémon card game!

**Go ahead
and play!**

Where Do I Go from Here?

This starter game gives you an introduction to the **Pokémon** card game, but there's more! There are over 100 different **Pokémon** cards available, and many of them have new powers and abilities, like the ability to put your opponent's Pokémon to sleep or to confuse your opponent's Pokémon. You can find some of these other cards in the **Pokémon** theme decks, along with an expanded rulebook that explains how your Pokémon's new powers work, as well as other rules to make your games more exciting. **Pokémon** theme decks are 60 cards each, so you can play the decks in this starter game against them by combining the two 30-card decks into a single deck. You can also show your skill as a Pokémon trainer by making completely new decks from any of the cards you own and playing those decks against your friends (the **Pokémon** theme decks will give you some hints on how to do this).

Hey, What Do I Do with My Machamp Card?

The holographic foil Machamp card that you set aside can be put in your 60-card deck (take your least favorite card from the deck out so that you stay at 60 cards total). You'll notice that it's a Stage 2 Evolution card; you play it by putting it on top of the matching Stage 1 Evolution card (in this case, Machoke), just like you play a Stage 1 Evolution card by putting it on top of the matching Basic Pokémon. Machamp also has a special "Pokémon Power" that doesn't work like a regular attack; read the text of the Pokémon Power to see how it works.



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 onto one of your Pokémon in play.
- Attack:** 1) When your Active Pokémon fights your opponent's Active 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 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. *See Knocked Out.*
- 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.
- 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.
- Knocked Out:** If a Pokémon has damage greater than or equal to its Hit Points, it's Knocked Out and put in its player's discard pile, along with any cards attached to it. When one of your opponent's Pokémon 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 Pokémon cards and by Evolution cards.
- Prizes:** The 3 cards you set aside at the start of the game. Every time one of your opponent's Pokémon is Knocked Out for any reason, you take one of your Prizes into your hand. When you take your last Prize, you win!
- Retreat:** When you switch your Active Pokémon with one of your Benched Pokémon. To retreat, you must discard Energy equal to the Retreat Cost of the Pokémon retreating, found in the lower right-hand corner of its card.
- Trainer card:** These are cards that you play during your turn by following the instructions on the card and then discarding them.

Have questions?

For rules questions or to locate a Pokémon retailer near you, call Wizards of the Coast at (800) 324-6496 or send email to **questions@wizards.com**

Visit our website at
www.wizards.com/Pokemon

for information on Pokémon TCG strategy, collecting, and trading,
plus contests and more!

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