

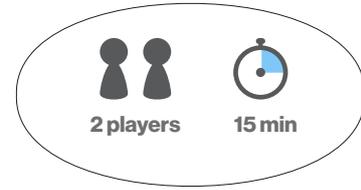


# Pokémon Trading Card Game Learn to Play



# Poké Catch

Poké Catch is a fun and easy way to play with your Pokémon TCG cards! Be the first player to catch three Pokémon of different types by attaching the Energy cards required for their biggest attacks!



## Setup

Before play begins, collect a stack of cards featuring Pokémon and a separate stack of Energy cards. These stacks will become the Pokémon deck and the Energy deck. During the game, both players will take turns drawing cards from these decks.

To build the Pokémon deck, include at least five Pokémon per player, and make sure the Pokémon are a variety of types. You will need at least three different types of Pokémon in the Pokémon deck to play this game.

Pokémon types are represented by the Energy symbol in the upper-right corner of the card. There are 11 types of Pokémon in the Pokémon TCG.



Refer to the table on the right to decide how many Energy cards to include in the Energy deck. When selecting Energy cards for the Energy deck, make sure they correspond to the attacks of the Pokémon in the Pokémon deck.

Total number of Pokémon cards used in Pokémon deck	Minimum number of Energy cards in Energy deck
1 0	2 0
1 5	3 0
2 0	4 0

For example, if this Zacian is added to the Pokémon deck, the Energy deck should include at least two Energy cards that can be used for Zacian's Smashing Edge attack.



Note:  
 is a Colorless Energy symbol and acts as a wildcard symbol. If you see a symbol, that means you can use any type of Energy!

## Gameplay

To start the game, first shuffle the Energy deck, placing it face down between the players. Then, shuffle the Pokémon deck and place it face down between the players. Draw four cards from the Pokémon deck and display them face up in the center of the table, in between the decks.

Each player then draws a starting hand of two Energy cards.

Players take turns playing one Energy card from their hand. To play an Energy card, place it on your side of the table below a Pokémon you want to try to catch. This Energy is now attached to that Pokémon.

Players try to be the first to attach enough Energy cards to a Pokémon to meet the cost of its attack that requires the most Energy. If they succeed, they catch that Pokémon.

Each player takes the following actions during their turn:

1. Draw a card from the Energy deck. (They should now have three Energy cards in hand.)
2. Play one Energy card from their hand to one of the face-up Pokémon.
3. Check to see if they have attached enough Energy to meet the cost of that Pokémon's biggest attack. If they have the correct Energy, they catch the Pokémon and add it to their score pile, and then they replace it with the top card of the Pokémon deck. All Energy attached to the caught Pokémon is discarded.
4. If the player cannot catch a Pokémon, then they pass the turn to the next player, who takes the actions listed above. Note that Energy is not shared between players, so in order to catch a Pokémon, a player must attach the required Energy cards from their own hand.

## Catching a Pokémon

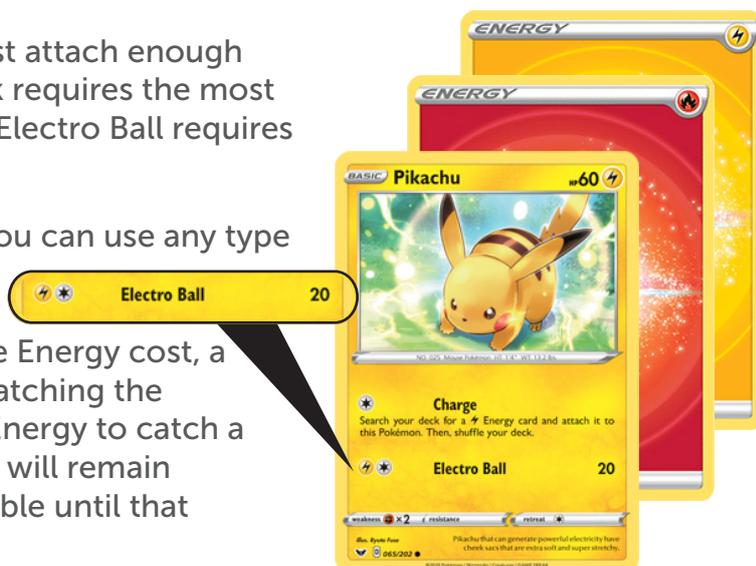
To successfully catch a Pokémon, a player must attach the correct type and amount of Energy needed to use the attack that requires the most Energy.

For example, to catch this Pikachu, a player must attach enough Energy to use the Electro Ball attack. This attack requires the most Energy, and not just any type of Energy will do. Electro Ball requires one ⚡ Energy and a second Energy of any type.

Reminder: If you see a ★ symbol, that means you can use any type of Energy!

If a Pokémon has multiple attacks with the same Energy cost, a player may choose any of those attacks when catching the Pokémon. If a player has not attached enough Energy to catch a Pokémon in a single turn, that's OK! The Energy will remain attached to the Pokémon in the center of the table until that Pokémon is successfully caught by a player.

If at any time the Energy deck runs out of cards, reshuffle the discarded Energy cards to create a new Energy deck.



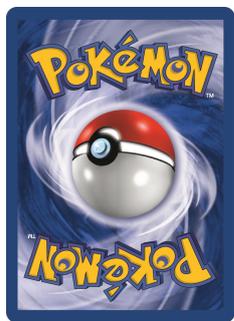
# Winning the Game

The first player to catch three Pokémon of different types wins!



## Gameplay Examples

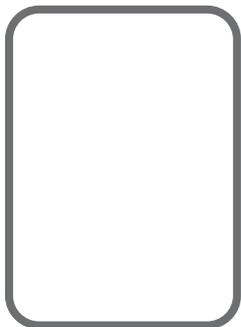
Alice starts her turn by drawing a card (a ⚡ Energy card), and then she decides to attempt to catch Roselia. She attaches the 🌿 Energy card from her hand to Roselia. Now she needs to attach one more Energy card of any type to meet the attack cost for Sting so she can catch Roselia.



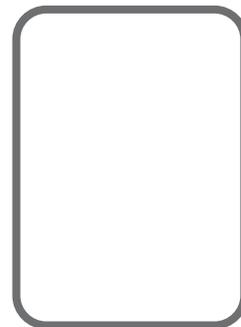
Pokémon Deck



Energy Deck



Score Pile



Discard Pile



Player Hand

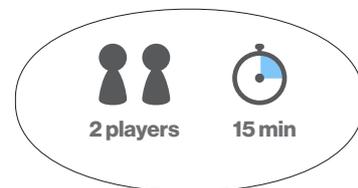
Play proceeds as the two players take turns attaching Energy cards to Pokémon. During her next turn, Alice attaches the ⚡ Energy card from her hand to Roselia to meet the attack cost for Sting. She catches Roselia and adds it to her score pile, places the attached Energy card in her Energy discard pile, and then replaces Roselia with the top card of the Pokémon deck.



If a Pokémon cannot be caught after five turns, you may return it to the bottom of the Pokémon deck and replace it with a new Pokémon from the top of the Pokémon deck.

# Catch & Attack

After playing a Poké Catch game, this is an extra step to raise the game's difficulty and introduce players to the mechanics: attaching energy, attacking, and dealing damage.



## Setup

The Pokémon you caught during Poké Catch become your hand. If you didn't catch three, choose them from the cards remaining in play.



Material:

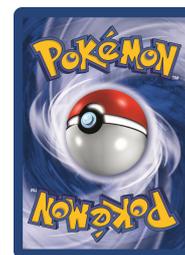
- 3 Basic Pokémon (from the Poké Catch deck)
- Pile of Energy cards (same as Poké Catch)
- Damage counters

Each player places three Basic Pokémon face down—one in the Active Spot and two onto the Bench.

At the start of each player's turn, they will draw from the Energy pile and attach an Energy to their Pokémon with the same type as that Energy.

If the Energy pile runs out, take all Energy from both players' hands and discard piles, shuffle them, and deal two cards to each player.

Active Spot



Bench

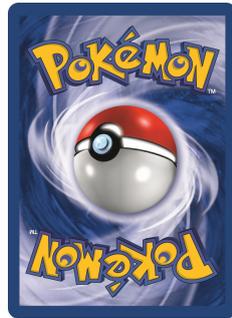
# Winning Conditions

The first player who Knocks Out all of their opponent's Pokémon is the winner!

## Gameplay



Active Spot



Energy Deck

Turn all Pokémon face up.

The first player draws a card and attaches an Energy to one of their Pokémon; don't attack yet.

The second player draws a card and attaches an Energy to their Pokémon.

Once a Pokémon has enough Energy attached to use an attack, do damage to your opponent's Active Pokémon.



Bench



Player Hand

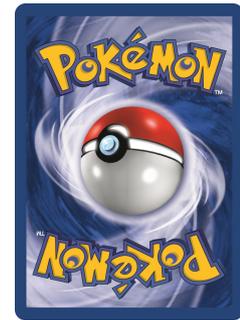


Opponent's Active Pokémon



If damage counters on a Pokémon are equal to or greater than its remaining Hit Points (HP), it's Knocked Out (KO). Then, the player whose Pokémon was Knocked Out chooses a new Active Pokémon from their Bench.

Pikachu received 80 damage counters, and has 60 Hit Points. Pikachu is Knocked Out and the player chooses Roselia as Active Pokémon from their Bench.



Energy Deck



Active Spot



Bench



Discard Pile

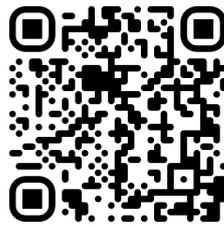
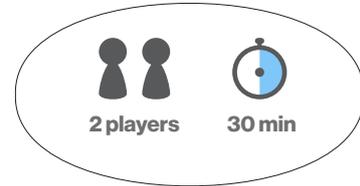


Player Hand



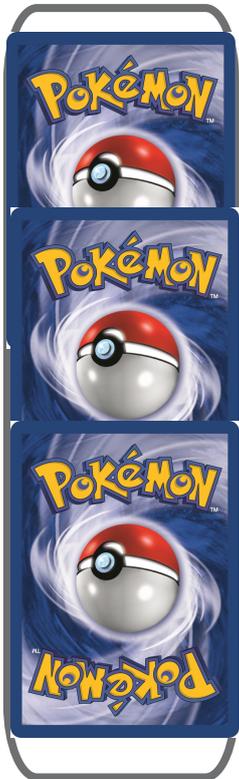
# 30-Card Game

With the 30-card deck you received at the Play Lab, you can start using most of the Pokémon TCG rules. If you don't remember all of them or how to start a game, check out this website:



## Setup

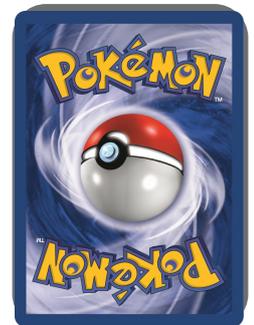
- Shuffle the deck, and use the standard Trading Card Game rules to set up the play area
- Each player sets out 3 Prize cards
- Play through each turn using standard Trading Card Game rules



Prize Cards



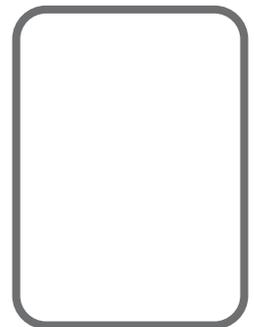
Active Pokémon



Deck



Bench  
Up to 5 Pokémon



Discard Pile

## Gameplay

What you can do during your turn:

1. Draw a card.
2. Do any of the following actions in any order:
  - Put Basic Pokémon from your hand onto your Bench (as many as you want).
  - Evolve your Pokémon (as many as you want).
  - Attach an Energy card from your hand to one of your Pokémon (once per turn).
  - Play Trainer cards (as many as you want, but only one Supporter card and one Stadium card per turn).
  - Retreat your Active Pokémon (only once per turn).
  - Use Abilities (as many as you want).
3. Attack. Then, end your turn.

Now it's your opponent's turn.

## Evolve your Pokémon



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.

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.

## Winning Conditions

You can win the game in 3 ways:

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

# POKÉMON DISCOVER LAB

