

# Pokémon TCG

## Comprehensive Rules

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You are viewing the current draft version of this document. This may contain incomplete changes in progress. You should not use this document as a rules reference -- use the current release version instead.

Areas highlighted in **blue** indicate rules that have been revised since the previous version. You can find a complete list of revision notes on the next page. Areas highlighted in **yellow** are annotations about things that need work before the new version is released.

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# Revision Notes

**Entire Document:** Pokémon USA is now The Pokémon Company International.

**Entire Document:** The δ symbol was messing with layout in certain spots. This has been fixed.

**Entire Document:** Removed all references to the word “modifier”. It’s a term I borrowed from World of Warcraft, and while it makes life a lot easier when defining rules, it is foreign to Pokémon -- cards always refer to “effects” and nothing else. In order to avoid confusion down the road, I am opting to retire the word.

**100.2:** Added note on foreign-language cards for deck construction.

**200.3:** Trying to clarify the multi-type card thing a bit more

**200.3:** Changed the example to use the more modern Unown G (was Holon’s Castform)

**205.2:** Added note about Trainers with subtypes

**300 (Active Pokémon and Bench):** Merged “Active Pokémon” and “Bench” sections

**301.1:** Minor revision due to change to between-action checks

**302.2:** Moved 300.2 into Attacks section

**302.3:** Revised rule on Energy requirements for attacks.

**302.5:** Revised description of attack text and effects

**303 (Between-Action Checks):** Did a lot of rewiring of between-actions section, pulled in most of the rules on handling Knockouts

**303.1:** Expanded scope of between-action checks. I probably need a new name.

**303.1a:** Added back attachment check. It was originally here, but a misunderstanding about a card and a ruling moved it out.

**303.1g:** Clarified timing rule on simultaneous KOs, generalized, moved into between-actions section

**304 (Damage):** Knock-out procedures have been absorbed by the between-actions section

**305.2:** Clearly defined what a Basic Energy card provides

**305.5:** Minor nitpick

**306 (Playing Field):** New section featuring playfield illustration

**308.2:** Added note that Tools are always considered Trainers, even special tools like Unowns. This is confirmed through a Japanese ruling.

**309 (Retreating):** Reworked some things to make this section clearer and be more explicit on zero retreat costs

**402.1:** Expanded the bit about effects ending due to a terminating condition (think last part of Lucario LV.X’s Stance)

**402.2:** Differentiate between effects of attacks and effects of Poké-Powers

**408.3:** Reworked rule on triggered Poké-Powers

**602.1a:** Clarified first turn trainer rule due to advent of Power Spray

**602.3:** Revised "no game effect" rule to apply only to play of Trainer-class cards

**10 (Glossary):** New glossary section

## Document Info and FAQs

**Q:** What is this document?

**A:** This document is a player-produced attempt to create a comprehensive master game rules document for the Pokémon Trading Card Game (TCG). The Pokémon TCG has a fairly large number of rules and nuances that are not covered in the rulebooks included with theme decks. This document attempts to cover all the rules of the game in a concise and comprehensive manner.

This is not intended to be a player rules reference (as with the official rulebook included with theme decks), but rather a technical reference for use by tournament judges.

This document was inspired for the most part by similar documents created for other TCGs, particularly Magic: The Gathering and World of Warcraft.

**Q:** Is this an official rulebook?

**A:** No. This document has not been approved by The Pokémon Company International (TPCI), and such approval is unlikely due to TPCI's internal policies (similar to how the Compendium is not regarded as official because it is produced outside of PUI, even though it is a compilation of official rulings).

However, besides the great care the editor has taken, this document has been externally reviewed by the Compendium Team and numerous Professors and tournament judges in the Pokémon TCG community. These reviews help to ensure that everything in this document aligns with official rules and rulings. While not an "official" rulebook, the editor is confident of its accuracy and usability as a reference for any form of play, including a major tournament setting.

Please note that currently this document is considered a work-in-progress and is subject to frequent revision. Please ensure that you are referring to the latest version of this document (see below).

**Q:** Where can I find the most recent version of this document?

**A:** The official URL of this document, which will always host the most recent public version, is <http://www.warpcore.org/~chairmankaga/pokemon/rulebook.pdf>. Others are free to mirror this document in accordance with the [license](#). If you are unsure whether you are viewing the most recent version, please visit the aforementioned URL.

**Q:** Who maintains this document?

**A:** Stephen Clouse (aka "Chairman Kaga") currently serves as the primary editor, and as a point of contact for copyright purposes. Many people have contributed suggestions and edits to this document; see [the Credits section](#).

**Q:** I think I see something wrong in this document. Who do I contact?

**A:** You may contact the editor by sending a private message to username "Chairman Kaga" on PokéGym, PokéBeach, or the POP Professor forums, or via email to [chairmankaga@warpcore.org](mailto:chairmankaga@warpcore.org). Please include your real name in your correspondence if you would like to be credited as a contributor.

**Q:** Can I share this document with other players and judges?

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# 1. Fundamentals

## 100. Building a deck

100.1 A deck for Constructed Play must contain exactly 60 cards. A deck for Limited Play must contain exactly 40 cards. Side decks are not permitted.

100.2 A deck for Constructed Play cannot include more than four copies of any card with the same name. If foreign-language cards are used in a deck, the card's local-language name shall be used for application of this rule. Basic Energy cards are an exception to this rule; decks can include any number of Basic Energy cards. Decks for Limited Play can include any number of cards with the same name.

100.2a Flavor text, such as "Lv. 50", is not considered part of the card name.

100.2b "Delta Species" and "δ" are not considered part of the card name.

100.2c "LV. X" (for Level Up Pokémon) is not considered part of the card name.

100.2d "ex" (for Pokémon-ex), "☆" (for Pokémon ☆), and Trainer designations for Pokémon SP (including "♣", "♠", "♣", "C", and "FB") are considered part of the card name.

100.2e If a card has text restricting the number of cards in that class to less than four per deck, that restriction takes precedence. This is an exception to [100.2](#).

100.3 All decks must contain at least one Basic Pokémon card ([202](#)).

## 101. Pokémon and Energy Types

101.1 Pokémon and Energy types are denoted by one or more of the following icons and symbols. The icons with color backgrounds are used to indicate a Pokémon's type and attack costs. The symbols are used within card text.



## 102. Contradictions

102.1 If the text of a card specifically contradicts these rules, that card takes precedence.

102.2 Players must ensure that they are using the most current card text. Official errata are listed as part of the Pokémon Rulings Compendium, which can be found at <http://compendium.pokegym.net/>. Cards from earlier sets that have been reprinted in later sets must be played as worded in the most recent printing. A list of tournament-legal reprints can be found at <http://www.go-pokemon.com/op/tournaments/rulesandresources.html>.

102.3 Official rulings and rules clarifications are listed as part of the Pokémon Rulings Compendium, which can be found at <http://compendium.pokegym.net/>. Official rulings take precedence over all other rules or card text.

102.4 Tournament players must follow these rules in addition to tournament rules and policy outlined at <http://www.go-pokemon.com/op/tournaments/rulesandresources.html>. Tournament rules and policy take precedence over these rules during a tournament.

## 103. Numeric Values

103.1 If a step of a calculation results in a negative value, that value is treated as zero.

103.2 Players asked to choose "up to  $n$ " may choose any integer between 1 and  $n$  (but see [316.4b](#)).

103.3 If an effect selects "all" of [something], there must be at least one of [something] available and able to be selected.

## 2. Card Types

### 200. Overview

- 200.1 There are nine card types: Baby Pokémon, Basic Pokémon, Evolution, Level Up, Trainer, Supporter, Stadium, Basic Energy, and Special Energy. Baby Pokémon, Basic Pokémon, Evolution, and Level Up cards are collectively called Pokémon (or Pokémon cards). Basic Energy and Special Energy are collectively called Energy.
- 200.2 If card text refers to a “[card type]”, it refers to a card of that type face up in play. If card text is referring to a card in some zone other than play, it will refer to a “[card type]” in that zone.
- 200.3 Some cards have the ability to be put into play as a different card type than their actual card type. Unless otherwise specified, such cards are only considered to be the card type they have been put into play as. Properties that are only appropriate to the primary type are not seen when such cards are in play as a different type. Cards being treated as a different type are subject to all rules applicable to that type. When not in play, such cards are only considered to be their primary type.

***Example:** Unown G (Diamond & Pearl: Great Encounters) is a Pokémon card with a Poké-Power that allows it to be attached as a Pokémon Tool card. When attached as a Pokémon Tool, Unown G is only considered to be a Pokémon Tool card, and cannot be selected by effects that select Pokémon in play. Once removed from play, Unown G is once again considered to be a Pokémon card.*

**Unown G** (♠, 50 HP)

**(Poké-Power) GUARD**

*Once during your turn (before your attack), if Unown G is on your Bench, you may discard all cards attached to Unown G and attach Unown G to 1 of your Pokémon as a Pokémon Tool card. As long as Unown G is attached to a Pokémon, prevent all effects of attacks, excluding damage, done to that Pokémon by your opponent's Pokémon.*

### 201. Baby Pokémon

- 201.1 Baby Pokémon cards are identified by the phrase “Baby Pokémon” as the card’s Evolution Stage. Basic Pokémon with the “Baby Evolution” Poké-Power are not considered Baby Pokémon.
- 201.2 Baby Pokémon cards are also considered Basic Pokémon cards.

### 202. Basic Pokémon

- 202.1 Basic Pokémon cards are identified by the phrase “Basic” or “Basic Pokémon” on the card art’s border.

### 203. Evolution

- 203.1 Evolution cards are identified by the phrase “Stage 1” or “Stage 2” on the card art’s border. Evolution cards also include the phrase “Evolves from [name]”.
- 203.2 Evolution cards can only be played onto the Pokémon specified in the “Evolves from” phrase.

### 204. Level Up

- 204.1 Level Up cards are identified by the phrase “Level Up” on the card art’s border. Level Up cards also include the phrase “Put onto [name]”.
- 204.2 Level Up cards can only be played onto the Pokémon specified in the “Put onto” phrase.
- 204.3 Level Up cards are not considered Basic Pokémon or Evolution cards while not in play.

## 205. Trainer

205.1 Trainer cards are identified by the word “Trainer” in the upper-left corner. Some older cards with “Trainer” in the upper-left corner also display either “Supporter” or “Stadium” in the upper-right corner; these cards are not considered Trainers but should instead be regarded as Supporters (206) or Stadiums (207) (see also 902 for handling the definition of “Trainer” in text on older cards).

205.2 Trainer cards may also include a subtype in the upper-right corner, such as “Pokémon Tool” or “Technical Machine”. If card text refers to a “[subtype]”, it refers to a Trainer card that has that subtype. Some subtypes have special rules that all cards of that subtype follow.

## 206. Supporter

206.1 Supporter cards are identified by the word “Supporter” in either the upper-left corner or the upper-right corner.

## 207. Stadium

207.1 Stadium cards are identified by the word “Stadium” in either the upper-left corner or the upper-right corner.

## 208. Basic Energy

208.1 Basic Energy cards are identified by the word “Energy” in the upper-left corner and no other card text.

## 209. Special Energy

209.1 Special Energy cards are identified by the word “Energy” in the upper-left corner, along with the phrase “Special Energy Card” above the card text.

# 3. Game Concepts

## 300. Active Pokémon and Bench

- 300.1 A player must always have one Active Pokémon. If the Active Pokémon is removed from play for any reason, it is replaced with a Pokémon from the Bench after the next series of between-action checks.
- 300.2 A player’s Bench holds all their non-Active Pokémon. A player may place Basic Pokémon onto the Bench during their turn to put them into play.
- 300.3 A player may not have more than five Pokémon on their Bench at any time. If an effect says to search for one or more Pokémon and place them on the Bench, a player may only search for as many Pokémon as they have Bench spots available.
- 300.4 Pokémon on the Bench may not attack. Poké-Powers on a Benched Pokémon may be used.

## 301. Attachments

301.1 During between-action checks (303), each attachment in play checks that it is still attached to a valid target for the attachment. If not, the attachment is detached and discarded.

***Example:** You have an evolved Pikachu with a Double Rainbow Energy attached. You evolve Pikachu into Raichu ex. Double Rainbow Energy cannot be attached to Pokémon-ex. Since Raichu ex no longer fulfills the requirement for attaching Double Rainbow Energy, the Double Rainbow Energy is detached and discarded.*

***Example 2:** You have an Active Luxray (Diamond & Pearl) with two basic ⚡ Energy and a Double Rainbow Energy attached. You have a Raichu ex on the Bench. You attack with Lightning Star and move all ⚡ Energy attached to Luxray to Raichu ex. You must move the Double Rainbow Energy as well, because it is providing ⚡ Energy (305.4) and is required to be moved by the attack’s effect. Once the Double Rainbow Energy is moved to Raichu ex, it no longer meets the attachment requirements, so it gets detached and discarded.*

***Example 3:** You have a Kirlia in play with a Double Rainbow Energy attached. You play Surprise! Time Machine (EX: Team Rocket Returns) and devolve Kirlia into Ralts. At this point, the Double Rainbow Energy is discarded, because Ralts is no longer a valid target for the attachment.*

**Double Rainbow Energy** (Special Energy)

*Double Rainbow Energy can be attached only to an Evolved Pokémon (excluding Pokémon-ex). While in play, Double Rainbow Energy provides every type of Energy but provides 2 Energy at a time. (Has no effect other than providing Energy.) Damage done to your opponent's Pokémon by the Pokémon Double Rainbow Energy is attached to is reduced by 10 (before applying Weakness and Resistance). When the Pokémon Double Rainbow Energy is attached to is no longer an Evolved Pokémon, discard Double Rainbow Energy.*

**Luxray** (♣, 120 HP)

⚡ ⚡ ⚡ ⚡ **Lightning Star** (80)

*Move all ⚡ Energy attached to Luxray to 1 of your Benched Pokémon. (Ignore this effect if you don't have any Benched Pokémon.)*

**Surprise! Time Machine** (Trainer)

*Choose 1 of your Evolved Pokémon, remove the highest Stage Evolution card from it, and shuffle it into your deck (this counts as devolving that Pokémon). If that Pokémon remains in play, search your deck for an Evolution card that evolves from that Pokémon and put it onto that Pokémon (this counts as evolving that Pokémon). Shuffle your deck afterward.*

## 302. Attacks

302.1 A Pokémon's attacks are listed below the card art. Each attack name is preceded by its energy cost, indicated by one or more Energy icons ([101.1](#)).

302.2 Only an Active Pokémon may attack.

302.3 A Pokémon must have the necessary Energy attached in order to use an attack. Each Energy symbol in the attack's Energy cost denotes a requirement of a single unit of Energy. A requirement of \* can be fulfilled by a single unit of Energy of any type. Any other Energy requirement requires a unit of Energy of that specific type. A single unit of Energy can not be applied to more than one Energy requirement. If an attack has a dark circle (without an Energy icon) for its Energy cost, that attack has no Energy requirement. Energy costs can be modified by effects in play.

*Example: Cyndaquil (Diamond & Pearl: Mysterious Treasures) has the following attacks:*

● *Tackle* (10)

⚡ \* *Live Coal* (20)

*The first attack, Tackle, requires no Energy and can be used without any Energy attached. The second attack, Live Coal, requires a total of two Energy units to be used, one ⚡ Energy and one of any type of Energy.*

302.4 Anything listed in the attack section of a Pokémon card (that is not a Poké-Power or Poké-Body) is considered an attack, even if it does nothing to the opponent's Pokémon.

302.5 Attacks may have associated text with them. Some attack text may specify actions to take in order to calculate the damage done. Any other attack text is considered an effect of the attack. Effects are not dependent on each other unless specified (for example, "Flip a coin. If heads, the Defending Pokémon is now Paralyzed."). Effects are generally processed in text order, unless the text specifies an order of precedence. If an effect states "this attack does nothing", the attack ends without doing damage or any other effect.

### 302.6 Copying Attacks

302.6a Some attacks allow a Pokémon to copy the attack of another Pokémon. Attacks copied in this way are treated as if the copying Pokémon were performing the attack. Self-references ([310](#)) are updated appropriately. Weakness and Resistance are processed using the type of the Pokémon performing the attack.

302.6b The attacking player must still perform all actions required for the attack as specified in the attack text. If the attacking player is unable to fulfill the attack's requirements, the attack does nothing.

302.6c A copy attack can only copy the attacks printed on the selected Pokémon's card. It cannot copy attacks that the selected Pokémon has access to via another effect (but see [307.3h](#)).

### 303. Between-Action Checks

- 303.1 A series of checks occurs after the resolution of each turn action (602.1) and at the end of each game phase (600.1). These checks also occur whenever a Pokémon evolves, devolves, or levels up, even if such an event occurs in the middle of resolving another effect. The following actions are performed in order:
- 303.1a Each attachment in play checks that it is still attached to a valid target for the attachment (301.1). If not, the attachment is detached and discarded.
  - 303.1b Any waiting triggered effects are resolved. If the resolution of an effect triggers another effect, this step is repeated until no further effects are triggered.
  - 303.1c All Pokémon that have accumulated damage equal to or greater than their HP are Knocked Out. That Pokémon's card, all cards underneath it, and all attached cards are discarded.
  - 303.1d Any indefinite continuous effects created by all cards discarded in the previous steps cease.
  - 303.1e For each Knocked Out Pokémon, the opponent of that Pokémon's owner draws a Prize Card. If the Knocked Out Pokémon is a Pokémon-ex, the opponent draws two Prize Cards. Prizes are always drawn by the owner's opponent, even if the Pokémon is Knocked Out due to an action taken by its owner.
  - 303.1f If a player no longer has an Active Pokémon for any reason, that player moves one of their Benched Pokémon (if any) into the Active position.
  - 303.1g If both players need to draw prizes and/or replace their Active Pokémon, the opponent of the active player performs these actions first. If between turns, the player taking the next turn performs these actions first.
  - 303.1h The game state is then checked to see if any player has met a win condition (606.1).

### 304. Damage

- 304.1 Damage on a Pokémon is represented by damage counters. Each counter represents 10 damage. Damage is permanent unless it is removed by an effect or that Pokémon leaves play. A Pokémon can accumulate damage greater than its maximum HP.
- 304.2 When a Pokémon accumulates damage equal to or greater than its HP, that Pokémon is Knocked Out during the next wave of between-action checks (303.1c).
- 304.3 Some effects place (or move) damage counters on a Pokémon instead of dealing damage to it. Placement of damage counters is not considered damage. Effects that increase or reduce damage dealt do not affect placement of damage counters.
- 304.4 **Weakness and Resistance**
- 304.4a Weakness and Resistance modify damage by the amount specified next to the Weakness or Resistance type icon. On older cards, the amount may follow the word "Weakness" or "Resistance" on the card. If no amount is specified for Weakness, treat it as "x2". If no amount is specified for Resistance, treat it as "-30".
  - 304.4b If a Pokémon with multiple types attacks a Pokémon with Weakness and/or Resistance to more than one of those types, all matching Weaknesses and Resistances are applied. Weaknesses are always applied first, followed by Resistances.

***Example:** You have an Aggron ex (EX: Crystal Guardians), which has a Weakness (x2) to ⚡ and ⚡ and a Resistance (-30) to ⚡. Your opponent has a Kecleon (EX: Legend Maker) with a React Energy attached, attacks with Quick Attack, and flips heads. The attack does a base damage of 30, which is doubled (to 60) for the ⚡ Weakness, doubled again (to 120) for the ⚡ Weakness, and reduced by 30 for the ⚡ Resistance. The attack does 90 total damage.*

***Kecleon** (\*, 60 HP)*

*(Poké-Body) Reactive Colors*

*If Kecleon has any React Energy cards attached to it, Kecleon is ⚡, ⚡, ⚡, ♣, ♣, and ♣ type.*

*\*\* Quick Attack (10+)*

*Flip a coin. If heads, this attack does 10 damage plus 20 more damage.*

304.4c Weakness and Resistance are not applied to Benched Pokémon.

304.4d Weakness and Resistance are not applied to placement of damage counters (304.3).

## 305. Energy

305.1 Energy is attached to Pokémon to enable the use of attacks. Once attached, Energy is not removed unless an effect or rule calls for it.

305.2 Each Basic Energy card by default provides a single unit of Energy of the type denoted by the card's icon. These properties can be altered by effects in play. Special Energy cards can provide varying types and units of Energy, as specified in their card text.

305.3 A player may attach one Energy card from their hand per turn to one of their Pokémon in play.

305.4 If a Special Energy card provides multiple types of Energy, it provides all of those types simultaneously. A player cannot choose the type of Energy it provides.

**Example:** You have a Pokémon with two Basic ♣ Energy and a Double Rainbow Energy attached. Your opponent has a Typhlosion (Diamond & Pearl: Mysterious Treasures) and attacks with Evaporating Heat. Since the Double Rainbow Energy is providing ♣ Energy (because it provides all types simultaneously), it must be discarded since it is the only valid selection for the effect.

### **Double Rainbow Energy** (Special Energy)

Double Rainbow Energy can be attached only to an Evolved Pokémon (excluding Pokémon-ex). While in play, Double Rainbow Energy provides every type of Energy but provides 2 Energy at a time. (Has no effect other than providing Energy.) Damage done to your opponent's Pokémon by the Pokémon Double Rainbow Energy is attached to is reduced by 10 (before applying Weakness and Resistance). When the Pokémon Double Rainbow Energy is attached to is no longer an Evolved Pokémon, discard Double Rainbow Energy.

### **Typhlosion** (♣, 110 HP)

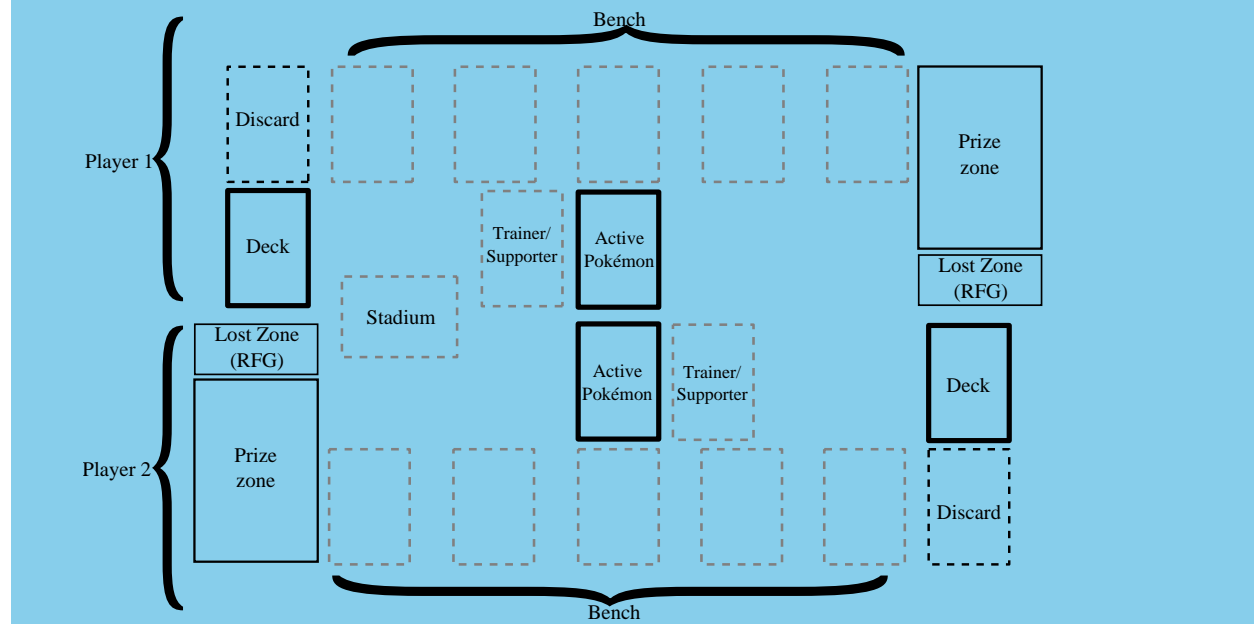
♣♣♣ \* **Evaporating Heat** (60)

Discard a ♣ Energy attached to the Defending Pokémon.

305.5 Something that selects a “basic Energy” or “basic [type] Energy” cannot select a Special Energy card.

## 306. Playing Field

306.1 The typical playing field for a game is illustrated below:



A player should have their prize zone on the opposite side of the field from their deck and discard pile. It does not matter which side is used for which purpose.

## 307. Pokémon

- 307.1 A Pokémon with no other Pokémon cards underneath it is considered a Basic Pokémon, regardless of the Evolution Stage printed on that card. A Pokémon with a Pokémon card underneath it is considered an Evolved Pokémon, even if the highest stage Evolution card is a Basic Pokémon (but see 307.3i). If a rule or card text refers to a “Basic Pokémon” or “Evolved Pokémon” in play, these two definitions are always used.

***Example:** You have a Pichu and use its “Baby Evolution” Poké-Power to evolve into Pikachu. Pikachu is now considered an Evolved Pokémon, even though Pikachu is a Basic Pokémon card.*

***Example 2:** You play Archie and use it to place Team Aqua’s Walrein directly onto the Bench. Team Aqua’s Walrein is now considered a Basic Pokémon, even though it is a Stage 2 Evolution card, because it was put directly into play by an effect without evolving from another Pokémon.*

***Example 3:** After the above two examples, your opponent puts Flygon ex δ (EX: Dragon Frontiers) into play. Between turns, its Sand Damage Poké-Body would place 1 damage counter on Team Aqua’s Walrein, because it is considered a Basic Pokémon. It would not affect Pikachu, because Pikachu is considered an Evolved Pokémon.*

***Archie** (Supporter)*

*Search your deck for a Pokémon with Team Aqua in its name and put it onto your Bench. Shuffle your deck afterward. Treat the new Benched Pokémon as a Basic Pokémon. If it is a Stage 2 Pokémon, put 2 damage counters on that Pokémon.*

***Flygon ex δ** (⊙, 150 HP)*

*(Poké-Body) Sand Damage*

*As long as Flygon ex is your Active Pokémon, put 1 damage counter on each of your opponent’s Benched Basic Pokémon between turns. You can’t use more than 1 Sand Damage Poké-Body between turns.*

### 307.2 Evolution and De-evolution

- 307.2a A Pokémon is evolved by playing the Evolution card on top of a Pokémon in play whose card name matches the “Evolves from [name]” text on the Evolution card.
- 307.2b A Pokémon that evolves or devolves retains all damage from its previous stage.
- 307.2c All effects are removed when a Pokémon evolves or devolves (402.2).
- 307.2d A Pokémon that evolves or devolves is no longer considered the same Pokémon, even if it later evolves or devolves back to the initial stage.
- 307.2e A Pokémon may not be evolved unless it has been in play continuously since the start of its owner’s current turn.
- 307.2f A Pokémon may not be evolved on any player’s first turn of the game.

### 307.3 Leveling Up

- 307.3a A Pokémon is leveled up by playing the Level Up card on top of a Pokémon in play whose card name matches the “Put onto [name]” text on the Level Up card.
- 307.3b A Pokémon that levels up retains all damage from its previous stage.
- 307.3c All effects are removed when a Pokémon levels up (402.2).
- 307.3d Only an Active Pokémon may be leveled up.
- 307.3e A Pokémon may not be leveled up unless it has been in play continuously since the start of its owner’s current turn.
- 307.3f A Pokémon may not be leveled up on any player’s first turn of the game.
- 307.3g A Leveled Up Pokémon may not be leveled up.

- 307.3h A Leveled Up Pokémon is considered to be a single card that has all the attacks, Poké-Powers, Poké-Bodies, and Pokémon Items of both the Level Up card and the card it leveled up from. HP, Pokémon Type, Weakness, Resistance, and Retreat Cost are replaced by the corresponding properties from the Level Up card. Any elements from previous evolution stages are not accessible.
- 307.3i If an effect removes the highest Stage Evolution card from a leveled up Pokémon, both the Level Up card and the highest Stage Evolution card are removed, and both cards go to wherever the effect specifies the Evolution card should go.
- 307.3j A Leveled Up Pokémon is considered to be the same evolution stage as the card it leveled up from. This is an exception to [307.1](#).

## 308. Pokémon Tools

- 308.1 To play a Pokémon Tool card, a player attaches the card face up to a Pokémon in play. The card remains attached until another rule or effect says to detach it.
- 308.2 Pokémon Tools are also considered Trainer cards. This includes cards of other types that have been attached as Pokémon Tools ([200.3](#)) by use of an effect.
- 308.3 A Pokémon Tool may not be attached to a Pokémon that already has a Pokémon Tool attached.

## 309. Retreating

- 309.1 To retreat is to pay an Energy cost in order to move a Pokémon from the Active position to the Bench, and move a different Pokémon from the Bench into the Active position. Effects that switch the Active Pokémon with a Benched Pokémon are not considered retreating.
- 309.2 A player may only retreat once per turn.
- 309.3 Each Pokémon has a Retreat Cost stated on the card. To retreat, its owner removes enough attached Energy from that Pokémon to pay the Retreat Cost, and then switches the Pokémon with a Pokémon from the Bench. The removed Energy cards are discarded.
- 309.3a An effect can alter the Retreat Cost of a Pokémon in play. An effect that sets the Retreat Cost to a specific number takes precedence over any effect that adds or subtracts from the Retreat Cost.

***Example:** You have a Pokémon in play with a Fluffy Berry attached. Your opponent has an Ariados (Diamond & Pearl: Mysterious Treasures) in play with the Sticky Poké-Body, which adds to the Retreat Costs of all Pokémon in play except Ariados. The Retreat Cost for your Pokémon remains zero, because Fluffy Berry's effect sets the Retreat Cost to zero and takes precedence over Sticky.*

**Fluffy Berry** (Pokémon Tool)

*As long as Fluffy Berry is attached to a Pokémon, that Pokémon's Retreat Cost is 0.*

**Ariados** (♣, 80 HP)

**(Poké-Body) Sticky**

*Each Pokémon in play (excluding any Ariados) pays an additional ♣ to retreat.*

- 309.3b It is possible for a Retreat Cost to be zero, either as printed on a Pokémon card or being reduced to zero by an effect. Retreating a Pokémon with a Retreat Cost of zero still counts as a player's one retreat per turn, even though no Energy is discarded.
- 309.4 Energy cards are removed one at a time from the Active Pokémon until the Retreat Cost is met or exceeded. Once the Retreat Cost is met or exceeded, a player may not remove any more Energy cards. The player chooses the order in which Energy cards are removed.
- Example:** You have an Active Pokémon with a Retreat Cost of ♣♣. You have 2 Basic Energy cards and a Double Rainbow Energy (which provides 2 Energy) attached. You may pay the Retreat Cost in one of three ways:*
1. You may remove the Double Rainbow Energy (which counts as 2 Energy), or
  2. You may remove both Basic Energy cards, or
  3. You may remove one of the Basic Energy, and then the Double Rainbow Energy.

*You could not, however, remove all three cards. Once the Retreat Cost is met or exceeded, you must stop removing cards.*

## 310. Self-References

310.1 If an effect refers to the name of its source, it refers only to that source and not to any other card with that name.

***Example:** You have a Machamp (EX: Power Keepers) with the Overzealous Poké-Body. Any other Machamp in play does not benefit from Overzealous, because the text effectively reads “each of this Pokémon’s attacks does 30 more damage”.*

**Machamp** (闘, 120 HP)

**(Poké-Body) Overzealous**

*If your opponent has any Pokémon-ex in play, each of Machamp’s attacks does 30 more damage to the Defending Pokémon.*

310.2 If the text of a card refers to a card “named [card name]” or “a [card name]”, it refers to any card with that name. This is an exception to 310.1.

310.3 Card text that refers to “[card name]” in another zone is not self-referencing.

## 311. Special Conditions

311.1 There are five Special Conditions: Asleep, Burned, Confused, Paralyzed, and Poisoned. Special Conditions are considered definite continuous effects (402).

### 311.2 Asleep

311.2a When a Pokémon becomes Asleep, turn its card 90 degrees to the left to indicate this condition. Return the card to its normal orientation when the Asleep condition is removed.

311.2b An Asleep Pokémon cannot attack or retreat.

311.2c During the between-turns phase (605), if a Pokémon is Asleep, its owner flips a coin. If heads, remove the Asleep condition from that Pokémon.

### 311.3 Burned

311.3a When a Pokémon becomes Burned, place a Burn marker on that Pokémon to indicate this condition. Remove the marker when the Burned condition is removed.

311.3b During the between-turns phase (605), if a Pokémon is Burned, its owner flips a coin. If tails, place 2 damage counters on that Pokémon.

311.3c A Pokémon may not be affected by multiple Burned conditions. If a Pokémon is Burned, and an effect places a second Burned condition on that Pokémon, the old Burned condition is removed.

### 311.4 Confused

311.4a When a Pokémon becomes Confused, turn its card 180 degrees to indicate this condition. Return the card to its normal orientation when the Confused condition is removed.

311.4b If a Confused Pokémon attacks, the owner flips a coin (603.4e). If tails, place 3 damage counters on that Pokémon, and end the attack.

### 311.5 Paralyzed

311.5a When a Pokémon becomes Paralyzed, turn its card 90 degrees to the right to indicate this condition. Return the card to its normal orientation when the Paralyzed condition is removed.

311.5b A Paralyzed Pokémon cannot attack or retreat.

311.5c During the between-turns phase (605), if a Pokémon is Paralyzed, and the Paralyzed condition has been in effect since the start of its owner’s last turn, remove the Paralyzed condition from that Pokémon.

### 311.6 Poisoned

- 311.6a When a Pokémon becomes Poisoned, place a Poison marker on that Pokémon to indicate this condition. Remove the marker when the Poisoned condition is removed.
- 311.6b During the between-turns phase (605), if a Pokémon is Poisoned, place 1 damage counter on that Pokémon.
- 311.6c A Pokémon may not be affected by multiple Poisoned conditions. If a Pokémon is Poisoned, and an effect places a second Poisoned condition on that Pokémon, the old Poisoned condition is removed.

311.7 The Asleep, Confused, and Paralyzed conditions are mutually exclusive. If an effect places one of these conditions on a Pokémon that is already affected by one of these conditions, the existing condition is removed and replaced by the new condition.

311.8 An effect can change the number of damage counters placed by the Burned and Poisoned conditions. Such an effect is dependent on the Special Condition effect (405).

## 312. Stadiums

- 312.1 To play a Stadium card, a player plays the card face up in the center of the play area between both players.
- 312.2 Stadiums provide an indefinite continuous effect (403) as long as they are in play. They are always active as long as the Stadium is in play.
- 312.3 A player may play only one Stadium card per turn.
- 312.4 Only one Stadium may be in play at a time. If a player plays a Stadium and another Stadium is already in play, the Stadium in play is discarded.
- 312.5 A Stadium cannot be played if the same Stadium is already in play (602.3).

## 313. Supporters

- 313.1 To play a Supporter card, a player plays the card face up next to their Active Pokémon, then performs whatever actions the card text specifies. The Supporter card remains in play until the end of the player's turn, when it is discarded.
- 313.2 A player may play only one Supporter card per turn.

## 314. Technical Machines

- 314.1 To play a Technical Machine card, a player attaches the card face up to a Pokémon in play. The card remains attached until another rule or effect says to detach it.
- 314.2 Technical Machines are also considered Trainer cards.
- 314.3 A Pokémon may have any number of Technical Machines attached.

## 315. Trainers

- 315.1 To play a Trainer card, a player plays the card face up, then performs whatever actions the card text specifies. Once complete, the Trainer card is discarded, unless it is attached to a Pokémon in play, in which case it remains attached until a rule or effect says to detach it.
- 315.2 A player may play any number of Trainer cards per turn.

## 316. Zones

- 316.1 Cards can be in any one of six game zones: deck, hand, discard, prize, play, and removed from game. Each zone always exists even if there are no cards in that zone. The deck zone is ordered top-to-bottom. Players may not alter the order of cards in the deck but can rearrange cards in all other zones, as long as any sub-zone rules are observed. Pokémon in play and their attachments are treated as a single unit, and cannot be separated when rearranging cards.
- 316.2 All players share the play zone. Each player has their own deck, discard, hand, and prize zone. If a card is put into a deck, discard, hand, or prize zone, it is put into its owner's instance of that zone.

316.3 Cards that are public information may be looked at by any player at any time.

**316.4 Deck zone**

316.4a The deck zone is where players put their decks. Cards are drawn from the top of a deck unless otherwise specified. Cards in decks are face down and so are not public information. A player cannot look through their deck or rearrange its order unless an effect allows them to. The number of cards remaining in each deck is public information. If an effect refers to a player's deck, it refers to the pile of cards from which that player draws.

316.4b As the contents of the deck are not public information, a deck search for cards of a given type (such as Pokémon or Energy) is not required to find some or all of those cards, even if they are present in the deck. A deck search for a quantity of cards (such as "a card" or "two cards") must find that many cards, if possible. A deck search is considered to have been performed, even if no cards are taken.

316.4c Any time a player shuffles their deck, they must offer it to the opponent to cut or shuffle. A cut is separating the deck into two parts and placing the bottom part on top of the top part. Separating the deck into three or more parts is considered a shuffle. If the opponent chooses to shuffle the deck, that deck's owner may then cut the deck. Once the deck has been cut by either player, no further shuffling or cutting may take place. Any time a player searches a deck, that deck's owner shuffles it after that search. Decks are always shuffled and cut face down.

316.4d If a player simultaneously puts multiple cards on the top or bottom of a deck, they may arrange them in any order. That player does not reveal the order of those cards.

**316.5 Hand zone**

316.5a The hand zone is where players hold the cards they draw. Cards in hand are not public information, but each player may look at their own hand at any time. The number of cards in each hand is public information.

316.5b Cards can only be played from a player's hand unless otherwise specified. Once a card enters a player's hand, it is available to be played immediately.

316.5c There is no maximum or minimum hand size.

316.5d A player always has a hand, even if it contains zero cards. Effects that say to shuffle a player's hand into their deck always require the deck to be shuffled, even if no cards were actually shuffled in.

**316.6 Discard zone**

316.6a The discard zone is where players put cards that have been discarded. Cards in discard zones are face up and so are public information.

**316.7 Prize zone**

316.7a The prize zone is where players put their Prize Cards. The number of cards in each prize zone is public information.

316.7b Prize Cards are always face down to begin the game but may be turned face up by an effect. Face-up cards in the prize zone are public information.

**316.8 Play zone**

316.8a The play zone is where Pokémon, Trainers, Supporters, and Stadiums enter play. Each player controls two sub-zones in play: an Active zone for their Active Pokémon, and a Bench zone for their Benched Pokémon. Players share an area for Stadiums in the center of the play zone. Attachments are physically attached to other cards in play.

316.8b A card in play is public information unless played face-down as part of an effect.

**316.9 Lost Zone (Removed From Game)**

316.9a The Lost Zone is where players put cards that have been removed from the game. Cards placed in this zone remain inaccessible for the remainder of that game. Cards in removed from game zones are face up and so are public information.

### 316.10 Changing zones

- 316.10a A card that changes zones is no longer the same card, even if it returns to the previous zone. All effects on that card are removed when changing zones.
- 316.10b To **discard** a card is to reveal it (if necessary), detach it (if necessary), and move it from its current zone into its owner's discard zone.
- 316.10c To draw a card is to move it from another zone into a player's hand. Only cards in decks and in the prize zone can be drawn. If a player draws multiple cards, each of those cards is drawn one at a time. If an effect tells a player to draw cards until they reaches a specified hand size, cards are drawn until that player has at least that many cards in hand, or until the game reaches a state where no cards are changing zones.

## 4. Effects and Pokémon Powers

### 400. General

- 400.1 Effects alter the game state in various ways. An effect can be created by a card, Poké-Power, Poké-Body, or attack. An effect can be placed on one or more Pokémon or on a player. Effects often perform certain actions when they resolve.
- 400.2 If an effect is prevented, it does not resolve, and thus none of its subsequent actions occur. Effects that prevent effects do not prevent the resolution of a pre-existing effect, nor do they prevent the actions resulting from such an effect's resolution.
- 400.2a If a resolving effect causes something to happen to a Pokémon other than the one the effect was placed on, this is considered a new effect. This secondary effect is considered to have the same source as the original effect. Effects that trigger on or prevent effects have the opportunity to act on this new effect.
- 400.3 If an effect tells a player to perform an action that involves a choice, the player performing the action makes the choice. If not specified, the player that caused the effect to be created is considered to be performing the action.

***Example:** Typhlosion's (Diamond & Pearl: Mysterious Treasures) Evaporating Heat attack has the additional effect "Discard a ⬤ Energy attached to the Defending Pokémon." You are considered to be performing the discard action, so you also select which Energy card is discarded.*

***Example 2:** Tropius' (Diamond & Pearl: Mysterious Treasures) Whirlwind attack has the additional effect "Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon." Since your opponent is performing the action of switching, your opponent also selects which Benched Pokémon to move into the Active position.*

- 400.4 If multiple effects apply to a Pokémon simultaneously, that Pokémon's owner chooses the order in which they are applied.
- 400.5 Effects placed on a player are only removed at the end of their duration (402.1a). Such effects cannot be removed by any other gameplay mechanic.

### 401. Types Of Effects

- 401.1 **One-shot effects** perform an immediate action. One-shot effects have no duration. A one-shot effect can be created by a card, attack, or Poké-Power. Effects that deal or remove damage are always one-shot effects.
- 401.2 **Continuous effects** alter the game state over a period of time. There are two types of continuous effects: definite and indefinite.
- 401.2a **Definite continuous effects** are usually created by an attack or Poké-Power, and have a duration after which they cease to exist.
- 401.2b **Indefinite continuous effects** are created by a card or Poké-Power, and exist as long as their source does.

## 402. Definite Continuous Effects

402.1 A definite continuous effect from an attack or Poké-Power usually has a specified duration. It may also have a terminating condition in addition to or instead of a time duration. The effect is removed from play once the duration is reached or the terminating condition is met. If no duration or terminating condition is specified, the effect lasts until the game ends. An effect can be removed earlier by another effect or rule.

402.1a A definite continuous effect exists independently of its source. Removing or modifying the source does not remove the effect.

***Example:** You have an Active Lucario LV.X (Diamond & Pearl: Mysterious Treasures) and use its Stance Poké-Power. On their next turn, your opponent attaches a Cessation Crystal to their Active Pokémon. Lucario still cannot be affected by attacks, because Cessation Crystal only prevents the use of a Poké-Power; the effect created by the Poké-Power exists independently of its source and thus stays even if the Poké-Power is disabled.*

**Lucario LV.X** (闘, 110 HP)  
(Poké-Power) Stance

*Once during your turn (before your attack), when you put Lucario LV. X from your hand onto your Active Lucario, you may use this power. Prevent all effects of an attack, including damage, done to Lucario during your opponent's next turn. (If Lucario is no longer your Active Pokémon, this effect ends.)*

**Cessation Crystal** (Pokémon Tool)

*As long as Cessation Crystal is attached to an Active Pokémon, each player's Pokémon (both yours and your opponent's) can't use Poké-Powers or Poké-Bodies.*

402.2 Definite continuous effects on a Pokémon are removed if that Pokémon evolves, devolves, levels up, or is moved from the Active position to the Bench.

402.2a Moving a Pokémon from the Active position to the Bench does not remove effects created by Poké-Powers. This is an exception to 402.2.

402.2b Moving a Pokémon from the Active position to the Bench does not remove effects indicated by markers, except for Special Conditions (311). This is an exception to 402.2.

## 403. Indefinite Continuous Effects

403.1 An indefinite continuous effect from a card or Poké-Body has no specified duration, and lasts until that card is no longer in the appropriate zone or until the effect is disabled.

403.2 Indefinite continuous effects are constantly applied to the game state, and thus take precedence over all other effects. If multiple indefinite continuous effects apply to the same thing at the same time, the newest one takes precedence.

## 404. Damage-Modifying Effects

404.1 If a damage-modifying effect says it is applied before Weakness and Resistance, the effect is always placed on the Pokémon causing the affected damage. If a damage effect says it is applied after Weakness and Resistance, the effect is always placed on the Pokémon receiving the affected damage.

## 405. Effect Dependencies

405.1 Some effects on a Pokémon are dependent on other effects on that Pokémon. These effects are removed when the effect they are dependent on is removed from that Pokémon.

## 406. Triggered Effects

406.1 Some effects are triggered by events in the game. These effects perform their actions any time the triggering event occurs.

406.2 Triggered effects are not triggered until all effects of the triggering event are fully resolved. Triggered effects use the game state immediately after resolving an event to determine if a triggering event has occurred.

***Example:** You attach a Scramble Energy from your hand to Magmortar (Diamond & Pearl: Secret Wonders). After the Scramble Energy is attached, Magmortar's Flame Body Poké-Body checks to see if the attached Energy was a ♣ Energy. If you have more Prize cards left than your opponent, Scramble Energy will be providing ♣, and Flame Body will be triggered. If you have the same number or less Prize cards than your opponent, Scramble Energy will not trigger Flame Body.*

**Magmortar** (♣, 110 HP)

**(Poké-Body) Flame Body**

When you attach a ♣ Energy card from your hand to Magmortar, remove 2 damage counters from Magmortar.

**Scramble Energy** (Special Energy)

Scramble Energy can be attached only to an Evolved Pokémon (excluding Pokémon-ex). Scramble Energy provides 1 ★ Energy. While in play, if you have more Prize cards left than your opponent, Scramble Energy provides every type of Energy but provides only 3 in any combination at a time. If the Pokémon Scramble Energy is attached to isn't an Evolved Pokémon (or evolves into Pokémon-ex), discard Scramble Energy.

406.3 An effect that allows multiple simultaneous attachments to a Pokémon creates only one attachment event for each Pokémon affected. Effects that trigger off such an attachment will only trigger once.

## 407. Pokémon Powers

407.1 Pokémon Powers are the general term for Poké-Powers (408) and Poké-Bodies (409). Older cards that reference Pokémon Powers include both Poké-Powers and Poké-Bodies. Newer cards that affect both Poké-Powers and Poké-Bodies affect older Pokémon Powers.

## 408. Poké-Powers

- 408.1 A player may use any number of Poké-Powers per turn. Poké-Powers are always optional to use. A Poké-Power is usable as long as the Pokémon that provides it is in play, any conditions for its activation are met, and it has not been disabled by another effect.
- 408.2 A card's restrictions on the number of times a Poké-Power can be used apply only to that card, and not to other cards with the same name. Such restrictions apply as long as that card is the same card (307.2d, 316.10a).
- 408.3 Some Poké-Powers specify a trigger event for their use. When the trigger event occurs, the triggered power must be declared as a player's next turn action (602.1) or its use is forfeited. Since these powers must be declared as a separate action, they are not considered to occur at the same time as the trigger event, and all triggered effects from the trigger event must be resolved first.

## 409. Poké-Bodies

- 409.1 Poké-Bodies are indefinite continuous effects (403). A Poké-Body is not optional; it is always active as long as it is in play and its conditions are met.
- 409.2 Multiple copies of the same Poké-Body in play simultaneously are cumulative, unless otherwise specified.

# 5. Starting a game

## 500. Setup

- 500.1 Each player starts the game by shuffling their deck in front of their opponent and then offering it to their opponent to cut. Each player then draws an initial hand of seven cards.
- 500.2 Each player must place one Basic Pokémon card from their initial hand face down into play as their initial Active Pokémon. Any other Basic Pokémon cards may be placed face down on the Bench. A player is not required to place any Basic Pokémon on the Bench during setup, even if they have more than one Basic Pokémon in their initial hand.
- 500.2a A Fossil Trainer is considered a Basic Pokémon during setup. If an initial hand has one or more Fossils but no other Basic Pokémon, one of the Fossils must be placed as the initial Active Pokémon.

- 500.3 After placing their Active Pokémon, a player then takes the top six cards of their deck and places them into their prize zone, face down. These become the player's Prize Cards.
- 500.3a In Limited play or any other variant using a deck with a size other than 60 cards, players should set aside a number of Prize Cards equal to the deck size divided by 10.
- 500.4 If a player does not have a Basic Pokémon card in their initial hand, they must show the hand to their opponent to indicate that they have no Basic Pokémon. They then shuffle their hand back into their deck and restart the setup process.
- 500.4a If a player has completed their initial setup and set out their Prize Cards, they may optionally draw an extra card for each subsequent setup where their opponent has no Basic Pokémon. The decision to draw an extra card must be made when the opponent shows their hand.
- 500.4b If a player draws a Basic Pokémon or Fossil Trainer as their extra card, they may place it face-down on the Bench if there is room available. However, they may not change the Pokémon that they have already placed as their initial Active Pokémon.
- 500.4c If no player has a Basic Pokémon in their initial hand, each player shows their hand, shuffles it into their deck, and then restarts the setup process. No one may draw an extra card.
- 500.5 Players use a coin flip to determine who will take the first turn. The winner is required to take the first turn.
- 500.6 After determining who takes the first turn, both players reveal all their face-down Pokémon in play. The first player then begins their turn.

## 6. Turn Sequence

### 600. Overview

- 600.1 Each player takes turns, one after the other. Each player's turn has four phases. In order, they are: draw, action, attack, and end. Between each player's turn, a between-turns phase occurs.

### 601. Draw Phase

- 601.1 The draw phase begins a player's turn. During the draw phase, a player draws one card from their deck. After drawing, the draw phase ends.
- 601.2 A player that cannot draw a card during the draw phase because their deck is empty immediately loses the game (606.1c).

### 602. Action Phase

- 602.1 During the action phase of their turn, a player may do any of the following optional actions in any order:
- Play a Basic Pokémon from their hand to the Bench (300.2) (any number of times, as long as there is room on the Bench)
  - Evolve a Pokémon in play (307.2) (any number of times)
  - Level Up their Active Pokémon (307.3) (any number of times)
  - Attach an Energy card to a Pokémon in play (305) (once per turn)
  - Play a Trainer card (315) (any number of times)
  - Play a Supporter card (313) (once per turn)
  - Play a Stadium card (312) (once per turn)
  - Retreat their Active Pokémon (309) (once per turn)
  - Use a Poké-Power (408) (any number of times)

602.1a The player taking the first turn of the game may not play any Trainer, Supporter, or Stadium cards from their hand during their first turn. This includes playing Fossil Trainers to the Bench as Pokémon. This is an exception to 602.1.

- 602.2 A player may take only one action at a time. Each action must be fully resolved before a player may begin a new action. If an action requires a cost to be paid, that cost applies only to that specific action, and cannot be used to pay for a later action.

602.3 A Trainer, Supporter, or Stadium card cannot be played for no game effect. “No game effect” is defined as the game state remaining the same after resolving the action. If the action has a cost (such as “Discard a card to play this card”), that cost is not considered part of the game effect. A deck search is considered a game effect, even if no cards are taken.

## 603. Attack Phase

603.1 A player leaves the Action Phase and enters the Attack Phase of their turn by declaring an attack against an opponent’s Pokémon. The Pokémon performing the attack is the Attacking Pokémon. The Pokémon being attacked is the Defending Pokémon.

603.2 A player is not required to attack. If a player chooses not to attack, the attack phase ends with no further action.

603.3 Once a player enters the Attack Phase of their turn, they are committed to it, even if the declared attack is illegal (for example, due to insufficient or incorrect Energy). They may not return to the Action Phase to perform more actions (such as attaching an Energy to make the previously declared attack legal) unless their opponent allows it. If the opponent does not allow it, the player may either declare a legal attack, or choose not to attack.

### 603.4 Resolving an attack

603.4a Ensure that the Attacking Pokémon has the required Energy to use the attack. If not, the attack is illegal (603.3).

603.4b If the attack text requires the attacking player to make any choices (such as “Choose 1 of your opponent’s Pokémon”), make those choices.

603.4c If the attack text requires any prerequisite actions in order to activate the attack (such as “Flip a coin. If tails, this attack does nothing.”), perform those actions now.

603.4d If any effects are in play that may alter or cancel the attack, resolve those effects now.

603.4e If the Attacking Pokémon is Confused, flip a coin. If tails, place 3 damage counters on the Attacking Pokémon, and the attack ends immediately.

603.4f Calculate damage (603.5).

603.4g If the attack says to discard Energy attached to the Attacking Pokémon (that has not been handled in a previous step), discard that Energy now. If the attack calls for discarding all [type] Energy attached to the Attacking Pokémon, the player must be able to discard at least one [type] Energy (103.3). If the player is unable to discard the required Energy, the attack ends immediately.

603.4h Apply damage. For each 10 damage, place one damage counter on the Defending Pokémon.

603.4i If the attack has any other effects (that have not already been resolved), resolve those effects.

### 603.5 Calculating attack damage

603.5a Begin with the attack’s base damage. This is the number written to the right of the attack. If the number has a suffix (such as “x”, “+”, “-”, or “?”) or there is no number, the base damage is determined by an action in the attack’s text. Perform this action now. (Damage that is determined by an action is still considered damage, not an effect of the attack.)

603.5b Apply any damage-modifying effects currently on the Attacking Pokémon.

603.5c Apply Weakness and Resistance on the Defending Pokémon (304.4).

603.5d Apply any damage-modifying effects currently on the Defending Pokémon.

603.5e If at the end of any step of the damage calculation, the attack damage has become less than or equal to zero, the attack does zero damage and the calculation ends immediately.

***Example:** You have an active Steelix (Diamond & Pearl). You attach a PlusPower and attack with Slam. You flip two tails. The damage calculation ends at this point and the attack does zero damage. You do not get to add the 10 damage from the PlusPower, because this is an effect that would apply after the base damage calculation. Since the base damage was zero, the calculation ends before applying any other effects.*

**Steelix** (♁, 110 HP)

☘ **Slam** (30x)

Flip 2 coins. This attack does 30 damage times the number of heads.

**PlusPower** (Trainer)

Attach PlusPower to 1 of your Pokémon. Discard this card at the end of your turn. If the Pokémon PlusPower is attached to attacks, the attack does 10 more damage to the Active Pokémon (before applying Weakness and Resistance).

## 604. End Phase

604.1 During the end phase, the following things happen in order.

604.1a Effects that trigger at end of turn are triggered.

604.1b Effects that last until end of turn cease to exist.

604.1c Between-action checks are performed (303).

604.1d The end phase, and the current turn, end.

## 605. Between-Turns Phase

605.1 Between turns, the following things happen in order.

605.1a Special Conditions on Pokémon that need between-turns processing are resolved. If multiple Special Conditions affect a single Pokémon, resolve them in the following order: Poisoned, Burned, Asleep, Paralyzed.

605.1b Effects that trigger between turns and are dependent on a between-turns check are triggered.

605.2 If an effect triggers between turns that is not dependent on a between-turns check, that effect can be handled at any time during the above steps. The owner chooses when to use the effect.

605.3 Once all between-turns actions are processed, between-action checks are performed (303).

605.4 After the between-action checks are complete, the next player begins their turn.

## 606. Winning and Losing

606.1 There are three win conditions in the Pokémon TCG.

606.1a A player wins the game if they have taken all of their Prize Cards.

606.1b A player wins the game if their opponent has no Pokémon in play.

606.1c A player wins the game if their opponent is unable to draw a card during their draw phase because their deck is empty.

606.2 If both players win simultaneously, the player that fulfills the most win conditions wins the game.

**Example:** You and your opponent each have one Prize Card remaining. Your opponent's Chansey (Diamond & Pearl: Mysterious Treasures), with 40 HP remaining, attacks with Double Edge and knocks out your Active Pokémon. Chansey then does 60 damage to itself, knocking itself out. You each take your last Prize Card. But your opponent has no other Pokémon in play, and you have one Pokémon on your bench. You win by fulfilling two win conditions over your opponent's one.

**Chansey** (\*, 100 HP)

\* \* \* \* **Double Edge** (80)

*Chansey does 60 damage to itself.*

606.2a Ties or draws are not permitted. If both players fulfill the same number of win conditions, the game goes to Sudden Death.

606.2a.i For Sudden Death, both players reshuffle all their cards into their decks and start a brand new game (including setup and determining who takes the first turn), with the exception that each player sets aside only one Prize Card.

606.2a.ii It is possible for the Sudden Death game to also end in Sudden Death. If this occurs, the Sudden Death process repeats until one player wins outright.

## 7. Alternative Game Forms

### 700. Overview

700.1 This section outlines rules adjustments for various alternative forms of play. In cases where a base game rule is altered, a reference to the changed rule is provided.

### 701. 2-on-2 Battle

701.1 The 2-on-2 Battle format allows each player to have 2 Active Pokémon in play at a time. This game is played exactly like a regular game of Pokémon except for the following rules changes.

701.2 If possible, a player must have 2 Active Pokémon in play at all times. If a player has only one Pokémon in play and plays a Basic Pokémon onto the Bench, that Pokémon is immediately moved into the other Active position. During setup, a player is not required to place more than one Basic Pokémon, but a player must have 2 Active Pokémon before they can place any Pokémon onto the Bench (500.2).

701.3 A player may not have more than four Pokémon on their Bench (300.3).

701.4 Only one Pokémon may attack each turn. When attacking, a player declares one of their Active Pokémon to attack with, chooses one of that Pokémon's attacks, and chooses one of the opponent's Active Pokémon to attack (603.1). A player may choose only one Defending Pokémon to attack unless the attack text refers to "each Defending Pokémon".

701.5 If a player attempts to attack an opponent's Baby Pokémon, the attacking player flips a coin as usual. If the defending player has one Baby Pokémon and one non-Baby Pokémon, the attacking player does not have to flip to attack the non-Baby Pokémon.

701.6 If one of a player's Active Pokémon is Paralyzed, the other Active Pokémon may still attack as long as it does not have an effect preventing it from doing so.

701.7 If a Trainer, Supporter, or Stadium card has an effect on an Active Pokémon, the controlling player must choose only one Active Pokémon for that card's effect, unless that card specifies that it affects more than one Active Pokémon.

701.8 During the between-turns phase (605), if both of a player's Active Pokémon are affected by a Special Condition, that player chooses the order of resolution.

### 702. Team Battle

702.1 The Team Battle format allows two players to participate on a team, each player having one Active Pokémon. This game is played exactly like a regular game of Pokémon except for the following rules changes.

702.2 Players sit on opposite sides of the table with the teams positioned diagonally to each other, so each player is facing a member of the opposing team.

702.3 A coin flip is used to determine which team goes first (500.5). The winning team chooses which of its players will take the first turn. The turn sequence starts with the chosen player and proceeds clockwise around the table, with the turn order alternating between teams.

702.4 Each player places half as many Prize Cards as they would for a one-on-one game of the same format (500.3).

- 702.5 If a player has no Basic Pokémon in their initial hand, that player reveals their hand to all other players (500.4). The opponent across the table from that player may draw an extra card if they are finished setting up (500.4a).
- 702.6 A player may not have more than four Pokémon on their Bench (300.3).
- 702.7 The player going first for each team may not play any Trainer, Supporter, or Stadium cards on their first turn (602.1a).
- 702.8 Players may not reveal their hands to their teammates or to the opposing team unless an effect or rule requires them to do so.
- 702.9 Only the player whose turn it is may initiate conversation with their teammate. Conversation should be limited to short “yes” or “no” questions. General strategy or moves should not be discussed.
- 702.10 If a Pokémon is Knocked Out, the opponent across the table from that Pokémon’s owner draws the appropriate number of Prize Cards. If that player has no Prize Cards remaining, that player’s teammate draws Prize Cards instead.
- 702.11 If a player’s last Pokémon is Knocked Out but that player’s teammate still has at least one Pokémon in play, that player is not eliminated from the game. That player continues to draw for their turn and may play Trainer, Supporter, or Stadium cards on their turn. If that player draws a Basic Pokémon, they must put it into play in the Active position immediately. If neither player on a team has a Pokémon in play, the opposing team wins the game.
- 702.12 If a player cannot draw a card at the beginning of their turn, that player is removed from the game. That player’s teammate places Prize Cards from the bottom of their deck equal to the eliminated player’s remaining Prize Cards.
- 702.13 Cards which state “you” or “your” refer to the active player or their teammate, as designated by the player.
- 702.14 Cards which state “your opponent’s Pokémon” refer to the opponent that is being attacked, if the player is attacking, or the player’s choice of opponent, if the player is not attacking.
- 702.15 Cards worded for 2-on-2 Battle are applied to both players on a team (for example, cards which refer to “each Defending Pokémon” will affect both teammates’ Defending Pokémon).
- 702.16 Effects which refer to “all Pokémon in play” affect all Pokémon in play for both teams.
- 702.17 Between-turns actions are taken before and after the turn of the player that owns the affected card.

## 8. Additional Concepts

### 800. Card-Specific Rules and Notes

#### 800.1 Rare Candy

##### **Rare Candy** (Trainer)

Choose 1 of your Basic Pokémon in play. If you have a Stage 1 or Stage 2 card that evolves from that Pokémon in your hand, put that card on the Basic Pokémon. (This counts as evolving that Pokémon.)

- 800.1a For Rare Candy (or any similar effect) to be used to evolve a Basic Pokémon into a Stage 2 Pokémon, there must exist a Stage 1 Pokémon that states it “evolves from” that Basic Pokémon, and the Stage 2 Pokémon must state it “evolves from” that Stage 1 Pokémon. The Stage 1 Pokémon is not required to be in a player’s deck, but it must exist as an Evolution card that would allow the player to perform the evolution normally. Note that the Stage 1 Pokémon does not have to be legal for the tournament format (for example, Abra can be evolved into Alakazam via Rare Candy, even though there is currently no Modified-legal version of Kadabra).
- 800.1b Baby Pokémon and Pokémon with the “Baby Evolution” Poké-Power cannot be evolved with Rare Candy. These Pokémon have the ability to evolve into a different Basic Pokémon, but that Basic Pokémon does not “evolve from” the baby version. Since this is not a standard evolution chain, Rare Candy cannot be used to accelerate it.

## 9. Rules and Terminology Changes

### 900. Overview

- 900.1 Over the course of development of the Pokémon TCG, changing rules have resulted in certain cards or types of cards being treated differently than their card text. This section outlines these changes.
- 900.2 All rules in [section 9](#) are exceptions to [102.1](#).

### 901. Basic or Evolution Cards vs. Pokémon Cards

- 901.1 Older cards used the phrase “Basic Pokémon or Evolution card” to refer to any Pokémon card. Card text that refers to both Basic Pokémon and Evolution cards may select any Pokémon card ([200.1](#)).

### 902. Trainer, Supporter, and Stadium Cards

- 902.1 Older cards used the term “Trainer” to refer to any Trainer, Supporter, or Stadium card. Supporters and Stadiums were indicated as “Trainer” cards with the word “Supporter” or “Stadium” appearing in the upper-right corner of the card. Beginning with the Diamond & Pearl set, Supporters and Stadiums have been fully separated from Trainers.
- 902.2 For cards from a set prior to Diamond & Pearl, card text that refers to a “Trainer” card may select any Trainer, Supporter, or Stadium card.

*Example: Mawile’s (EX: Crystal Guardians) Mining attack reads “Search your deck for a Trainer card”. Since Mawile is from a set prior to Diamond & Pearl, this text should be read as “Search your deck for a Trainer, Supporter, or Stadium card”.*

- 902.3 For cards from a set after Diamond & Pearl, card text that refers to a “Trainer” card may select only Trainer cards. It does not include Supporter or Stadium cards.

*Example: Budew’s (Diamond & Pearl) Errand-Running attack reads “Search your deck for a Trainer card”. Since Budew is from Diamond & Pearl or later, you cannot search for Supporters or Stadiums with this attack.*

### 903. Special Conditions

- 903.1 Older cards did not use the term “Special Condition”. Card text that refers to all three of Asleep, Confused, and Paralyzed should be treated as referring to all Special Conditions.

## 10. Glossary

#### active player

The player currently taking their turn.

#### Active Pokémon

The Pokémon that is in front of all of a player’s other Pokémon. Only the Active Pokémon can attack.

#### attach

To take a card from hand and attach it to a Pokémon in play.

#### Attacking Pokémon

The Pokémon performing an attack. This is always the active player’s Active Pokémon.

#### damage counter

A counter placed on a Pokémon to show it has taken damage. Each damage counter represents 10 damage.

#### Defending Pokémon

The opponent’s Active Pokémon during an attack.

#### in play

In the play zone ([316.8](#)).

**opponent**

The player opposite a card's owner.

**owner**

The player that controls a card. A card is owned by the player in whose deck it started the game. Cards never change owners during a game. If a card changes zones, it is placed into its owner's instance of that zone.

**select**

When an effect needs to target one or more game entities and perform an action on them, that effect is said to “select” those entities. Sometimes a player is asked to make the selection; this is indicated in card text by the word “choose”, or via an implied instruction (such as “Discard an Energy card from your hand”, which asks the player to select one Energy card in their hand and discard it). Sometimes an effect specifies “all” of something; in this case, all matching entities must be selected and the requisite action performed on them (such as “Discard all Energy attached to this Pokemon”).

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