



POKÉMON™

TRADING CARD GAME

HEARTGOLD
SOULSILVER

RULEBOOK



WARNING: CHOKING HAZARD
Small parts. Not for children under 3 years.

This product contains a small plastic coin and cardboard sheet of counters. Both the coin and counters, when removed from the cardboard sheet, are potential choke hazards and should be kept away from children under the age of 3.



Small coin	Pieni kolikko
Petite pièce	Litet mynt
Kleine munt	Lille mønt
Liten mynt	Pieza pequeña

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WHAT'S NEW IN THE POKÉMON TCG: HeartGold & SoulSilver EXPANSION?

Are you primed for the **Pokémon TCG: HeartGold & SoulSilver** expansion? You'll discover a new type of Pokémon for the very first time: the powerful Pokémon LEGEND. These Pokémon are so powerful that they can't even be contained on a single card, and each pair of cards features an awesome Legendary Pokémon! You'll learn all about these amazing new cards in Appendix A.

Be sure you keep an eye out for Pokémon Prime as well. These Pokémon specialize in battling! Look for their special art and borders that make them cooler than ever!

GAME PLAY RULES

What's the Basic Game?

You and your opponent take the role of competing Pokémon Trainers. Each turn, that player can boost his or her Pokémon's attack power by adding an Energy card to a Pokémon, playing special Trainer cards, and even evolving his or her Pokémon into stronger forms! Your goal is to Knock Out your opponent's Pokémon by attacking with your Pokémon.

What Do You Need to Play?

You and your opponent will each need a 60-card deck. You will also need some counters to keep track of damage on the different Pokémon in play and a coin for flipping. You may also use the playmat included with this product to help learn the game-setup, but it's not required for play.

How Do You Get Started?

First, let's learn about the different types of cards you'll be seeing.

Pokémon cards

These cards are referred to as Basic Pokémon or Evolution cards. (If the Pokémon is a Stage 1 or Stage 2, it's an Evolution card.) Evolution cards work just like Basic Pokémon—they're just the advanced form.



Pokémon cards, Evolution cards, and Energy cards will be on the table—"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 put in the discard pile.

Energy cards

Energy cards give your Pokémon the Energy they need to use their attacks. Some attacks require specific kinds of Energy to use, while attacks with the cost of ⚡ can use any kind of Energy. Unless a card specifically tells you to discard Energy, don't discard any Energy from your Pokémon!



ENERGY CARD



TRAINER CARD



SUPPORTER CARD



STADIUM CARD

Trainer cards

Trainer cards are played by doing what they say and then putting them in your discard pile.

Supporter cards

Supporter cards are similar to Trainer cards, but you can only play one each turn.

Stadium cards

Stadium cards represent special battle arenas, staying around until another Stadium card is played.

Key to Energy Symbols



Grass



Lightning



Colorless



Fire



Psychic



Darkness



Water



Fighting



Metal

How Do You Start the Game?

1

SHAKE HANDS

with your opponent.

2

SHUFFLE

your 60-card deck and draw 7 cards.



3

CHECK to see if you have any Basic Pokémon in your hand.



What If You Don't Have a Basic Pokémon Card in Your Hand?

Then show your hand to your opponent, shuffle it back into your deck, and draw 7 new cards. Your opponent continues his or her set-up and can choose to draw an extra card after setting aside his or her Prize cards. If you still do not have any Basic Pokémon cards in your new hand, you repeat this process, but your opponent can draw an extra card each time! Remember, Fossil Trainer cards in your hand always count as Basic Pokémon cards during this part of the game.

4

PUT ONE of your Basic Pokémon face-down in front of you, as your Active Pokémon.



← **Active Pokémon**



← **Benched Pokémon**

5

PUT up to 5 Basic Pokémon from your hand to your Bench, face-down.



6

Players **SET ASIDE** their own 6 Prize cards.

7

FLIP a coin to see who goes first. The player who wins the flip goes first.



8

All players **NOW PLAY** with their Active and Benched Pokémon, face-up.



← **Active Pokémon**



← **Benched Pokémon**

LET'S PLAY!

As you play, you and your opponent take turns. During your opponent's turn, you do not do anything except replace your Active Pokémon if it gets Knocked Out (see below). During your turn, go through the steps below.



What Can You Do During Your Turn?

You can do lots of things during your turn! You always draw a card first, and you always attack last. Here is everything you can do:

1 DRAW a card.

2 NOW DO ANY of these in whatever order you want:

- ▶ PUT Basic Pokémon cards on the Bench (as many as you want).
- ▶ EVOLVE Pokémon (as many as you want).
- ▶ ATTACH 1 Energy card to 1 of your Pokémon (only once per turn).
- ▶ PLAY Trainer cards (as many as you want) and Supporter and Stadium cards (only one of each).
- ▶ RETREAT your Active Pokémon (only once per turn).
- ▶ USE Poké-Powers (as many as you want).

3 ATTACK!

- ▶ CHECK to make sure you have enough Energy attached to your Active Pokémon to attack.
- ▶ CHECK Weakness and Resistance of your opponent's Pokémon.
- ▶ PUT damage counters on your opponent's Pokémon.
- ▶ CHECK to see if you Knocked Out your opponent's Pokémon.
- ▶ TAKE a Prize card (if you Knocked Out your opponent's Pokémon).

4 Your turn is OVER now.

1 DRAW a card.

You begin your turn by drawing a card. (If your deck is empty at the beginning of your turn so you cannot draw a card, the game is over, and your opponent wins.)

2 Now DO ANY of these in whatever order you want:

▶ PUT Basic Pokémon cards on the Bench (as many as you want).

Choose a Basic Pokémon card from your hand and put it face up on your Bench. You can have no more than 5 Pokémon on your Bench at any time, so you can put a new Basic Pokémon card there only if your Bench has 4 or fewer Pokémon on it. If your Active Pokémon gets Knocked Out (or leaves play for any other reason), you have to replace it with a Pokémon from your Bench right away (or you lose the game).

▶ EVOLVE Pokémon (as many as you want).

If you have a card in your hand that says “Evolves from so-and-so” and so-and-so is the name of a Pokémon you already have in play, you may play that card in your hand on top of Pokémon so-and-so. This is called “evolving” a Pokémon.

Example: Louis has a card called Arcanine that says “Evolves from Growlithe,” and he has a Growlithe in play. He may play the Arcanine card on top of the Growlithe card, keeping any damage counters.

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 cards attached to it (Energy cards, Evolution cards, etc.) and any damage it might already have, but the old attacks and Poké-Powers and Poké-Bodies of the Pokémon it evolved from go away. All other things about the Pokémon also

ACTIVE Pokémon



BASIC Pokémon ON BENCH



growlithe evolves



Sorry, you cannot evolve a Pokémon that you just played or evolved on that turn. Also, neither player can evolve a Pokémon on the first turn. And finally, yes, you can evolve a Pokémon on your Bench—that counts as “in play!”

go away, such as Special Conditions or anything else that might be the result of an attack some Pokémon made earlier.

▶ ATTACH 1 Energy to 1 of your Pokémon (only once per turn).

Take an Energy card from your hand and place it under one of your Pokémon in play, either your Active Pokémon or one of your Benched ones, but NOT both.



ATTACH ENERGY TO Pokémon



Unlike most of the other things you can do during your turn, you may do this only once during your turn. Also, remember that you can attach an Energy card to a Pokémon on your Bench. After all, that is “in play,” too!

▶ PLAY Trainer, Supporter, and Stadium cards.

On the first turn of the game, the starting player cannot play any Trainer, Supporter, or Stadium cards from his or her hand, including Fossil Pokémon (such as Claw Fossil, Root Fossil, etc.).

When you play a Trainer card, do what it says, then put it in the discard pile. (Certain types of Trainer cards, such as Pokémon Tools and Technical Machines, stay in play, but they'll say that on the card.) Supporter cards are played like Trainer cards, except you can only play one each turn. Stadium cards can only be played once each turn as well, but they stay in play until another card removes them.



SUPPORTER CARD

► **RETREAT your Active Pokémon (only once per turn).**

If your Active Pokémon has lots of damage counters on it, you might want to retreat it and bring in one of the Pokémon on your Bench to fight instead. But on most turns, you probably will not retreat.

To retreat your Active Pokémon, you must discard one Energy from it for each ⬤ listed for its Retreat Cost. If there are not any ⬤ for its Retreat Cost, it retreats for free. (You will read more about costs in the “ATTACK!” section.) Then you can switch it with a Pokémon from your Bench. Keep damage counters, Evolution cards, and Energy cards (other than the ones you had to discard) with each Pokémon when they switch.

A Pokémon that is Asleep or Paralyzed cannot retreat.

When your Active Pokémon goes to your Bench (whether it retreated or got there some other way), some things about it do go away—Special Conditions (Asleep, Burned, Confused, Paralyzed, and Poisoned) and anything else other than damage, that might be the result of an attack some Pokémon made earlier.

If you retreat, you can still attack that turn with the new Active Pokémon.



RETREAT COST

► **USE Poké-Powers (as many as you want).**

Some Pokémon have special “Poké-Powers” that they can use when they are in play. (Remember, Benched Pokémon are “in play,” too, so they can use Poké-Powers, if they have any.) Many of these powers can be used before you attack. Each Poké-Power is different, though, so you should read carefully to see how each power works.



POKÉ-POWER



Pokémon Power isn't the same as a Pokémon's attack, so if you use a Poké-Power or Poké-Body, you can still attack!

3 ATTACK!

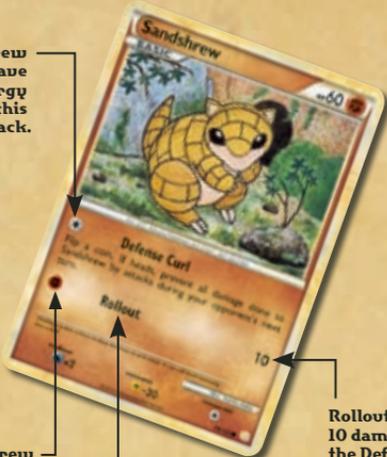
When you attack, you place damage counters on your opponent's Active Pokémon (also called the “Defending Pokémon”). This is the last thing you can do during your turn. You are only allowed to attack once during your turn (if your Pokémon has 2 attacks, it can use only 1 of them each turn). Say the name of the attack you are using, and then follow the rest of the steps below.

► **CHECK to make sure you have enough Energy attached to your Active Pokémon to attack.**

You can use an attack only if you have at least the required amount of Energy attached to your Active Pokémon.

Any kind of Energy—, , , , , , , , or —can count toward Colorless Energy requirements (★). But for the other eight kinds of Energy, only Energy of the appropriate kind counts toward Energy requirements of that kind. 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.

Sandshrew needs to have any 1 Energy to use this attack.



Sandshrew needs to have 1  Energy.

Sandshrew's attack is called Rollout.

Rollout does 10 damage to the Defending Pokémon.



You have to have the required amount of Energy attached to a Pokémon to use its attack, but you do not have to discard those cards to attack. The cards stay attached to your Pokémon unless the attack says otherwise!

► CHECK Weakness and Resistance of your opponent's Pokémon.

Some Pokémon have Weakness or Resistance to Pokémon of certain other types. (For example, Sentret has a Weakness to  Pokémon.) Look to see if the Defending Pokémon has Weakness or Resistance to the Attacking Pokémon's type. If the attack does damage, the Defending Pokémon takes more damage from a Pokémon it has Weakness to, and it takes less damage from a Pokémon that it has Resistance to. When Benched Pokémon receive damage, do not apply Weakness or Resistance.

► PUT damage counters on your opponent's Pokémon.

When you attack, put a damage counter on your opponent's Active Pokémon for each 10 damage your Pokémon's attack does (written to the right of the attack name). If an attack says to do something else, be sure to do that, too!

► CHECK to see if your Pokémon Knocked Out your opponent's Pokémon.

If a Pokémon ever has total damage at least equal to its Hit Points (for example, 5 or more damage counters on a Pokémon with 50 HP), it is immediately Knocked Out.



SANDSHREW ATTACKS SENTRET!



Usually the attack does not depend on the order you do this in, but if it does, then this is how you figure it out! First, pay any costs (discarding Energy cards, for example). Second, apply any effects on the Attacking Pokémon. Next, apply Weakness and Resistance for the Defending Pokémon. Finally, apply any other effects on the Defending Pokémon.

▶ **TAKE a Prize card (if you Knocked Out your opponent's Pokémon).**

Whenever you Knock Out your opponent's Pokémon, your opponent puts his or her Pokémon card and all cards attached to it (Evolution cards, Energy cards, and so on) in the discard pile. You then choose one of your Prizes (you do this even if your opponent Knocked Out his or her own Pokémon, or if it is Knocked Out between turns!) and put it into your hand. After that, your opponent must replace his or her Active Pokémon with a Pokémon from his or her Bench. (If your opponent cannot do this because his or her Bench is empty, you win!) If your Active Pokémon and your opponent's Active Pokémon are Knocked Out at the same time, the player whose turn it is replaces his or her Pokémon last. The player whose turn it is chooses his or her Prize card last as well.

4 Your turn is OVER now.

Sometimes there are things to do after your turn is over but before your opponent's turn begins. After you do those things, your opponent's turn begins.

What Happens After Each Player's Turn?

After each player's turn, if either player's Active Pokémon is Poisoned, it takes damage; if it's Burned, it might take damage; and if it's Asleep or Paralyzed, it might recover. Then the next player's turn begins.

How Do You Win?

You win the game if any one or more of these things occur:

- ▶ You collect all of your Prize cards (collect Prize cards as your opponent's Pokémon are Knocked Out).
- ▶ Knock Out your opponent's last Pokémon in play.
- ▶ Your opponent is out of cards in his or her deck, when he or she goes to draw a card at the beginning of the turn.

How Do Special Conditions Work?

Some attacks cause the Defending Pokémon to be Asleep, Burned, Confused, Paralyzed, or Poisoned. These conditions are called "Special Conditions." They do not happen to a Benched Pokémon, only to an Active Pokémon—in fact, if a Pokémon goes to the Bench, Special Conditions are removed from it. And evolving a Pokémon also means it is no longer affected by a Special Condition.

Asleep

If a Pokémon is Asleep, it cannot attack or retreat. As soon as a Pokémon is Asleep, turn it sideways to show that it is Asleep. After each player's turn, flip a coin. On heads, the Pokémon wakes up (turn the card back right-side up), but on tails it is still Asleep, and you have to wait until after the next turn to try to wake it up again.

Burned

If a Pokémon is Burned, place a "Burn marker" on it to show that it is Burned. As long as it's Burned, flip a coin after each player's turn. If tails, place 2 damage counters on it, ignoring Weakness and Resistance. If an attack would Burn a Pokémon that is already Burned, it does not get doubly Burned; instead, the new Burn condition replaces the old one. Make sure whatever you use for a Burn marker looks different from a damage counter.

Confused

If a Pokémon is Confused, you have to flip a coin whenever you try to attack with that Pokémon. Turn a Confused Pokémon with its head pointed toward you to show that it is Confused. A Confused Pokémon can retreat to the Bench normally, where it loses all Special Conditions. When you attack with a Confused Pokémon, you flip a coin. On heads, the attack works normally, but on tails your Pokémon receives 3 damage counters and the attack ends without effect. (Only apply Weakness and Resistance for actual damage, not damage counters.) The Active Pokémon receives 3 damage counters even if its attack normally does not do damage (like Treecko's Poison Breath attack).

Paralyzed

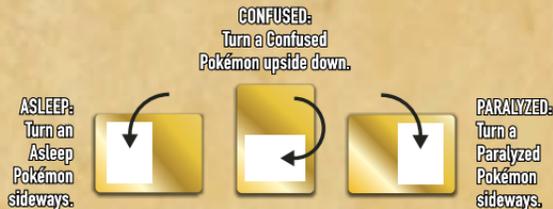
If a Pokémon is Paralyzed, it cannot attack or retreat. Turn the Pokémon sideways to show that it is Paralyzed. If an Active Pokémon is Paralyzed, it recovers after its player's next turn. Turn the card right-side up again. What this means is that if your Pokémon gets Paralyzed, it will be out of action on your next turn, and then it will be okay again.

Poisoned

If a Pokémon is Poisoned, put a "Poison marker" on it to show that it is Poisoned. As long as it is Poisoned, place a damage counter on it after each player's turn, ignoring Weakness and Resistance. If an attack would Poison a Pokémon that is already Poisoned, it does not get doubly Poisoned; instead, the new Poison condition replaces the old one. Make sure whatever you use for a Poison marker looks different from a damage counter.

Can Your Pokémon Be Asleep and Confused at the Same Time?

If a Pokémon is Asleep, Confused, or Paralyzed, and a new attack is made against it that makes it Asleep, Confused, or Paralyzed, the old condition is erased and only the new one counts. But these three conditions are the only effects that erase each other. So, for example, a Pokémon can be Confused and Burned at the same time.



OKAY!

You have read the game play rules, so now you know enough to handle almost anything that might come up in the Pokémon TCG. Once you master all of these rules, you can take a look at the Expert Rules on page 18 to fine-tune your Pokémon knowledge.



Your deck has to have exactly 60 cards, and you cannot have more than 4 of any one card other than basic Energy cards or 1 Pokémon  card in your deck (the basic Energy cards are , , , , , , and ). A card counts as the same as another card if it has the same name—it does not matter whether the cards have different art or come from different sets. So, for example, you could have 4 Team Magma's Poochyena and 4 Poochyena in your deck, but you cannot have more than 4 Pokémon named Poochyena total even if they were different versions of Poochyena.

Why Are There So Many Different Cards?

One of the things that makes the Pokémon game different from other card games is that it is a trading card game. This means that there are lots of different cards that you can collect and trade with your friends. Also, you are not limited to just playing the preconstructed decks you buy—you can use all of the different cards you have to create totally new decks! A lot of the fun of a trading card game comes from making different decks that use different strategies.

How Do You Make a New Deck?

To make a new deck, start by looking at the different Energy types on your various Pokémon that you want to have in your deck. Your deck should probably include one or two Energy types, and you can choose to add some Colorless (♣) Pokémon if you like. If you just choose one Energy type, you will always have the right kind of Energy for your Pokémon but not as much variety. If you have several Energy types, you will have more Pokémon to choose from, but you will run the risk of sometimes not drawing the right type of Energy for your Pokémon. It is a game rule that you must have at least 1 Basic Pokémon in your deck. (A "Basic Pokémon" is considered a Pokémon with "Basic" as the Pokémon's Evolution Stage.)

Next, add Energy cards that match the Energy types of your Pokémon. When building a deck for the first time, make sure you put plenty of Energy cards in it (most decks need 20 to 25). If your Pokémon don't have enough Energy, they won't be able to use their most powerful attacks!

Finally, add Trainer cards, Supporter cards, and Stadium cards to finish the deck. These cards typically offer ways to draw more cards, add more punch to your Pokémon's attacks, or maybe just help recover from your opponent's last attack. Remember—your deck has to be exactly 60 cards, no more, no less.

After you make your deck, play it as often as you can against as many other decks as you can. See what works and what doesn't, and then make changes. Keep playing your deck, discover what you like best about it, and become the best player you know!

EXPERT RULES

This section answers some questions that do not come up very often—but if they do, you will be glad to have the answers!

What Counts as an Attack?

Anything written on a Basic Pokémon or Evolution card under the picture where attacks are found (except for a Poké-Power or Poké-Body) is considered an attack even if it does not do anything to your opponent's Pokémon. So, for example, Pichu's Playground and Jynx's Mimic attacks would be prevented by an effect like Koffing's Smokescreen.

In What Order Do You Attack?

The exact steps to go through when attacking are listed here. For most attacks, it will not matter what order you do things in, but if you have to work your way through a really complicated attack, follow these steps in order and you should be fine.

- a) Announce which attack your Active Pokémon is using. Make sure your Pokémon has enough Energy attached to it to use this attack.
- b) If necessary, make any choices the attack requires you to make. (For example, Lapras's Ice Blade reads, "Choose 1 of your opponent's Pokémon." So, you choose now.)
- c) If necessary, do anything the attack requires you to do in order to use it. (For example, Slowpoke's Whimsy Tackle reads, "Flip a coin. If tails, this attack does nothing.")
- d) If necessary, apply any effects that might alter or cancel the attack. (For example, if your Pokémon was attacked last turn by Koffing's Smokescreen, Smokescreen puts an effect on that Pokémon—if you flip tails for that Pokémon when it attacks, that attack does nothing.)
- e) If your Active Pokémon is Confused, check now to see if the attack fails.
- f) Do whatever the attack says. Do any damage first, then do any other effects, and finally, Knock Out any Pokémon that have damage greater than or equal to their Hit Points.

How Do You Figure Out the Damage?

Usually the amount of damage an attack does will not depend on the order in which you do things. But if you have to figure out an attack in which a lot of different things might change the damage, follow these steps in order (skip any steps that do not apply to that attack).

- a) Start with the base damage. This is the number written to the right of the attack, or, if that number has an x , $-$, $+$, or $?$ next to it, it is the amount of damage the attack tells you to do. (If the attack specifies to put damage counters, these damage counters are not preventable as "damage.")
- b) Figure out damage effects on the Attacking Pokémon (for example, Onix's Harden attack from the opponent's turn). Then, if the base damage is 0 (or if the attack does not do any damage at all), just stop figuring the damage. You are done now. Otherwise, keep going.
- c) Increase the damage by the amount next to the Defending Pokémon's Weakness, if it has Weakness to the Attacking Pokémon's type. (If the attack specifies to put damage counters, do not apply Weakness to these damage counters.)
- d) Reduce the damage by the amount next to the Defending Pokémon's Resistance, if it has Resistance to the Attacking Pokémon's type. (If the attack specifies to put damage counters, do not apply Resistance to these damage counters.)
- e) Figure out damage effects of Trainer cards and Energy cards on the Defending Pokémon (like Metal Energy or Buffer Piece).
- f) Apply any relevant effects on the Defending Pokémon, resulting from the Defending Pokémon's last attack (for example, Jumpluff's Leaf Guard) or relevant Poké-Powers and Poké-Bodies.
- g) For each 10 damage the attack ends up doing, put 1 damage counter on the Defending Pokémon. (If at this point the damage done turns out to be less than 0, do not do anything.)
- h) Now that damage has been done, if the attack does anything other than damage, do all of that.

In What Order Do Things Happen After Each Player's Turn?

Usually, it does not matter in what order you do things after each player's turn, but if things get complicated, follow these steps in order.

- Put damage counters on any Poisoned Pokémon.
- Flip a coin to see if Pokémon with Burn markers get damage counters put on them.
- Flip a coin to see if Asleep Pokémon recover, and have eligible Paralyzed Pokémon recover.

If a Pokémon has a Pokémon Tool card attached to it and that card does something between turns, that card can be used at any time between turns that the person who played the Pokémon wants.

If your Pokémon and your opponent's Pokémon are Knocked Out at the same time between turns or during an attack, the player who is about to take a turn replaces his or her Pokémon first (and chooses his or her Prize card first as well).

Pokémon That Refer to Themselves

Sometimes a Pokémon refers to itself by name. For example, Blissey's Double-edge says, "Blissey does 40 damage to itself." Read the name as "this Pokémon" if the attack somehow gets used by another Pokémon.

Illegal Evolutions

Whenever you evolve a Pokémon, the Evolution card has to read it "Evolves from" the name of the Pokémon it goes on top of. Certain Pokémon (such as Rocket's Meowth) or Pokémon-ex (like Scyther ex) do not evolve into normal versions. A Pokémon card would have to state "Evolves from Rocket's Meowth" to allow for that evolution.

How Do You Retreat Using Double Energy Cards?

Paying Retreat Costs can get confusing with Double Energy cards. Here is the way it works: Discard Energy cards one at a time until you have paid the Retreat Cost (or maybe more). Once you have paid the cost, you cannot discard any more cards.

For example, suppose your Pokémon has a Retreat Cost of  and it has 2  Energy cards and a  Energy card attached. You can pay the Retreat Cost in several ways—by discarding , by discarding 2 , or by discarding  first and then . You cannot discard all 3 cards, though.

What Happens If a Card Tells You to Draw More Cards than You Have Left?

If a card tells you to do something to a certain number of the top cards of your deck, and you have fewer cards than that left in your deck, do whatever you are supposed to do to the cards that you have left and continue play as normal. For example, if a card tells you to draw 7 cards or to look at the top 5 cards of your deck, and you have only 3 cards left in your deck, you draw the top 3 or look at the top 3. Remember, you lose if you cannot draw a card at the beginning of your turn, not if you cannot draw one because a card told you to.

What Happens If Neither Player Gets a Basic Pokémon Card in His or Her First 7 Cards?

Sometimes neither you nor your opponent get any Basic Pokémon cards in your first hands of 7 cards. If this happens, both players shuffle and draw 7 new cards. In this case, neither player gets to draw an extra card. Repeat this process until at least one of the players has a Basic Pokémon card in his or her hand of 7 cards. If the other player still does not have a Basic Pokémon card in his or her hand, that player can shuffle and draw 7 new cards, but the player who already has a Basic Pokémon card can draw an extra card as usual. Continue this process until each player has a Basic Pokémon card in his or her hand of 7 cards.

What Happens If Both Players Win at the Same Time?

You win if you take your last Prize card or if your opponent has no Benched Pokémon to replace his or her Active Pokémon if it gets Knocked Out or otherwise removed from play. But it might happen that both players "win" in one of these ways at the same time. If this happens, play Sudden Death. However, if you win in both ways and your opponent wins in only one way, you win!

What's Sudden Death?

If Sudden Death occurs, play a new game, but have each player use only 1 Prize card instead of the usual 6. Except for the number of Prize cards, treat the Sudden Death game like a whole new game: Set everything up again, including flipping a coin again to see who goes first. The winner of this game is the overall winner. It may happen that the Sudden Death game also ends in Sudden Death; if that happens just keep playing Sudden Death games until somebody wins.

APPENDIX A: POKÉMON LEGEND

Pokémon LEGEND is an exciting new type of Pokémon introduced in the Pokémon TCG: *HeartGold & SoulSilver* expansion. These cards highlight the famous Legendary Pokémon and are so powerful, they take up two cards!

► Special Rules for Pokémon LEGENDS

Both “halves” of a Pokémon LEGEND have the same name (for example, “Ho-Oh LEGEND”). Therefore, you can only have 4 total cards named Ho-Oh LEGEND in your deck, not 4 of each half. Also, Ho-Oh LEGEND is different from Ho-Oh, so you could have 4 Ho-Oh LEGENDs and 4 Ho-Oh in your deck.

You must play both halves of a Pokémon LEGEND card onto your Bench at the same time. You can't play just one half or two of the same half.

Pokémon LEGENDS are not Basic Pokémon! Thus, you cannot play them as your Active or Benched Pokémon during setup. Also, you must still have at least one Basic Pokémon in your deck if you otherwise only have Pokémon LEGENDS in your deck. Finally, Pokémon LEGENDS are not Evolution cards.

When a Pokémon LEGEND is in play, the pair of cards is treated as one card. When those cards are anywhere else (in your hand, your deck, your discard pile, or as your Prize cards), each card is treated as one separate card. For example, if a card tells you to “search your discard pile for a Pokémon and put it into your hand” and you have both halves of Ho-Oh LEGEND in your discard pile, you may only put one of those two halves into your hand.

Cards or effects that refer to “Basic,” “Stage 1,” “Stage 2,” or “Evolution” cards don't affect Pokémon LEGENDS. For example, a card that says “Search your deck for a Basic Pokémon” can't find Ho-Oh LEGEND. However, one that says “Search your deck for a Pokémon” can find Ho-Oh LEGEND (but just one half of it!). Also, cards that affect “Unevolved Pokémon” will affect Pokémon LEGENDS.

Pokémon LEGENDS can be found in boosters of the *HeartGold & SoulSilver* expansion, adding legendary power to your game.



APPENDIX B: Growth Clash Theme Deck



Your victories will be in full bloom when you battle using the *Growth Clash* theme deck! Furret helps you find the Pokémon you need, Sandslash batters the Defending Pokémon with Poison Sting, and Meganium uses Giant Bloom to both attack your opponent's Pokémon *and* heal itself at the same time. Can you wield the furious powers of these Pokémon to grow stronger and defeat your opponents?

**GROWTH
CLASH**
THEME DECK

Get In the Trans!

Add Meganium Prime to your deck and keep your Energy exactly where you want, whenever you want it there! Meganium Prime's strategic Leaf Trans Poké-Power won't do any damage on its own, but it lets you move all of the Energy on your Pokémon anywhere you need them. And if the Pokémon with all your Energy attached to it ends up on the Bench, just Leaf Trans the Energy back to the front. In fact, there might be no place better than on Meganium Prime itself for those Energy...to use its Solarbeam attack for 80 damage!



Set Up the Whirlwind!

Add Butterfree to give Metapod its final evolution, and use Cure Powder to clean up some serious damage, removing up to 180 damage for just 1 Energy! Its other attack, Whirlwind, will keep your opponents off balance by forcing them to swap out their Active Pokémon while doing a hefty 60 damage in the process!



Adding 2 cards
to the deck



Removing 2 cards
from the deck



Wondering what cards to change in your 60-card *Growth Clash* deck? Start by taking out a Moomoo Milk card and a Switch card—always being sure you replace cards one for one!

APPENDIX C: Ember Spark Theme Deck



The greatest fires begin with a single spark...and the *Ember Spark* theme deck will fan your flames of victory! Use Noctowl to add extra cards to your hand so you can build up the Energy to let Arcanine and Typhlosion use their impressive Fire Mane and Fire Spin attacks for 90 and 120 damage! By drawing and discarding at lightning speed, you'll burn through your opponent's defenses in no time!



Kick in the Afterburner!

Typhlosion Prime bursts onto the scene and keeps your Fire-type Pokémon running strong with its Afterburner Poké-Power. This lets you get Energy out of your discard pile after a Pokémon is KO'd or get them back again after an attack discards them, attacks like, say, Flare Destroy! Having to discard an Energy card from Typhlosion Prime is a small price to pay to blast one off of the Defending Pokémon and fry that Pokémon for 70 damage at the same time. But if you use Afterburner, it's actually *no price to pay* at all!



Keep Up the Speed!

Ampharos will keep your deck speedy for the Lightning side as well. Ampharos's Acceleration Bolt attack not only gets you more Energy cards, but it also jabs the Defending Pokémon for 30 damage as well. Then use that newly acquired Energy to let Ampharos call down the Thunder and finish off the Defending Pokémon with a thunderous 80 additional damage!



Wondering what cards to change in your 60-card *Ember Spark* deck? Start by taking out a Moomoo Milk card and a Switch card —always being sure you replace cards one for one!

APPENDIX D: Mind Flood THEME DECK



Let the waves wash over your opponent when you play the *Mind Flood* theme deck! While Hypno spends turn after turn putting your opponent's Pokémon to sleep, Exeggutor's Big Eggsplosion attack washes away your opponent's hopes of victory with the potential for tons of damage. To top it off, Feraligatr roars in with its Spinning Tail attack to flood your opponent's side of the battle with damage!



Make It Rain!

Bringing back a popular Poké-Power from a bygone era, Feraligatr shows its fangs with Rain Dance, which lets you play as many Energy cards on one turn as you have in your hand! You can quickly use expensive attacks this way before your opponent is even remotely prepared. Even better, Feraligatr has one of those pricey attacks in Hydro Crunch, which crunches even harder if it hits a Pokémon that's already been damaged!

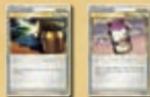


Hail to the King!

While Slowbro can make the Defending Pokémon Asleep and attack for bigger damage, evolving it to Slowking will let you use its Poké-Power Second Sight. This little glimpse into the future will let you set up your next turns or mess with your opponent's next few draws every time you rearrange one of your decks! Also, while Slowking's Psyshock attack might not do much damage, Paralyzing the Defending Pokémon can still be quite a royal pain for your opponent!



Adding 2 cards
to the deck



Removing 2 cards
from the deck



Not sure what to take out when adding these cards? Try taking out a Moomoo Milk card and a Full Heal card to keep your deck at 60 cards.

GLOSSARY

Active Pokémon: Your Pokémon that is in front of all of your other Pokémon. Only the Active Pokémon can attack.

attach: When you take a card from your hand and put it on one of your Pokémon in play.

attack: 1) When your Active Pokémon fights your opponent's Pokémon. 2) The text written on each Pokémon card that shows what it does when it attacks (a Pokémon can have several attacks on it).

Attacking Pokémon: Your Active Pokémon, as it fights your opponent's Pokémon.

basic Energy card: A Grass , Fire , Water , Lightning , Psychic , Fighting , Darkness , or Metal  Energy card.

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: Where your Pokémon go that are in play but are not actively fighting. They are ready to come out and fight if the Active Pokémon retreats or is Knocked Out. When Benched Pokémon receive damage, do not apply Weakness or Resistance.

Burn marker: What you place on a Pokémon to remind you that it is Burned. A marker goes away if the Pokémon is Benched or Evolved. See counter, damage counter.

counter: Something some cards tell you to place on a Pokémon as a reminder (for example, a Char counter). A counter does not go away when you Bench the Pokémon, but it does go away if the Pokémon evolves (damage counters are a special exception to this rule). See damage counter, Poison marker, Burn marker.

damage: What usually happens when one Pokémon attacks another. If a Pokémon has total damage greater than or equal to its Hit Points, it is Knocked Out.

damage counter: A counter placed on your Pokémon to show it has taken damage. It stays on your Pokémon even if the Pokémon is Benched or Evolved. Each damage counter counts as 10 damage. See counter, Poison marker.

Defending Pokémon: Your opponent's Active Pokémon during your attack.

devolve: Certain cards can devolve an Evolved Pokémon, which is the opposite of evolving your Pokémon, typically either going from a Stage 2 evolution to a Stage 1 evolution or a Stage 1 evolution into a Basic Pokémon. When a Pokémon is devolved, it also loses Special Conditions and any other effects.

discard pile: The pile of cards you have discarded. These cards are always face up. Anyone can look at these cards at any time.

Energy card: The type of card that powers your Pokémon and makes them able to attack. See basic Energy card.

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.

Fossil Trainer cards: These are a special kind of Trainer card, that act like Basic Pokémon when put into play. When that kind of Trainer card is in your hand, deck, or discard pile, it is not considered a Basic Pokémon. However, these Trainer cards always count as Basic Pokémon during set-up.

Hit Points (HP): A number every Pokémon has, telling you how much damage it can take before it is Knocked Out.

in play: Your cards are in play when they are on the table. Basic Pokémon cards, Evolution cards, and Energy cards cannot be used unless they are in play. (The cards in your deck and your discard pile, and your Prizes, are not in play, but your Benched Pokémon are.)

Knocked Out: A Pokémon is Knocked Out if it has damage greater than or equal to its Hit Points. That Pokémon goes to the 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.

Lost Zone: A card sent to the Lost Zone is no longer playable during that match, and is placed face up anywhere out of play.

Owner: Refers to a Pokémon with a Trainer's name in its title, such as Brock's Sandshrew or Team Rocket's Meowth. Note that cards with **B**, **L**, **T**, **C**, or **FB** do NOT count as "Owner" cards.

Poison marker: What you place on a Pokémon to remind you that it is Poisoned. A marker goes away if the Pokémon is Benched or Evolved. See counter, damage counter.

Poké-Body: A Poké-Body is an effect on a Pokémon that is always active, as soon as that Pokémon is in play. The effect of that Poké-Body lasts until the Pokémon leaves play.

Poké-Power: Poké-Powers are usually once-per-turn powers on Active and Benched Pokémon, that you must choose to use. Most Poké-Powers are turned off if the Pokémon becomes affected by a Special Condition.

Pokémon: The colorful characters that fight for you in the Pokémon Trading Card Game. They are represented in the game by Basic Pokémon and Evolution cards.

Pokémon-ex: Pokémon-ex are a stronger form of Pokémon, with a special drawback: when your opponent defeats your Pokémon-ex, he or she gets to draw two Prize cards, instead of one.

Pokémon LEGEND: Pokémon LEGENDS are special cards that showcase powerful Legendary Pokémon. These Pokémon take up two cards, and both cards must be played together at the same time.

Pokémon LV.X: Pokémon LV.X are stronger versions of a regular Pokémon, put on top of the regular Pokémon of the same name, adding extra abilities to the original Pokémon.

Pokémon Power: A special ability some Pokémon have. Pokémon Powers are divided into two categories: Poké-Power and Poké-Body. These are written in the same place attacks are, but they always have the words "Poké-Power" or "Poké-Body" in front of them so that you can tell they are not attacks.

Pokémon SP: A special Pokémon trained by a particular Trainer, each Pokémon SP has

a symbol in its name to show its owner. Note that a Zapdos **♣** card is different from a Zapdos card because Zapdos **♣** is a Team Galactic's Pokémon.

Pokémon Tool: These are a special kind of Trainer card that you can attach to your Pokémon to help you. Each Pokémon can have only 1 Pokémon Tool attached to it at any time.

Prize cards: The 6 cards you put face down at the start of the game. Every time one of your opponent's Pokémon is Knocked Out, you take 1 of your Prizes into your hand (or 2 Prizes, if it was a Pokémon-ex). When you take your last Prize card, you win!

Resistance: If a Pokémon has Resistance, it takes less damage when attacked by Pokémon of a certain type. The amount of Resistance is indicated next to the type(s) of Resistance a Pokémon has, if any.

retreat: When you take your Active Pokémon and switch it with one of your Benched Pokémon. To retreat, you must discard Energy from the retreating Pokémon equal to the Retreat Cost of the Pokémon. This cost appears in the lower right-hand corner of the card. You can only retreat once per turn.

Special Conditions: Asleep, Burned, Confused, Paralyzed, and Poisoned are called Special Conditions.

Stadium card: A card similar to a Trainer card, but stays in play after you play it. It affects the game as long as it stays in play. Only one Stadium card can be in play at a time—if a new one comes into play, discard the old one. You can only play one Stadium card each turn.

Sudden Death: Sometimes both players win at the same time. In this case, you play a shorter version of the Pokémon TCG called "Sudden Death" (using only 1 Prize Card each instead of 6).

Supporter card: A card similar to a Trainer card, except it stays in play next to your Active Pokémon, until it is discarded at the end of your turn. You can play only one Supporter card each turn.

Technical Machine: A kind of Trainer card that you attach to your Pokémon. Each Technical Machine card has an attack on them that, when attached to your Pokémon, your Pokémon can use as if it were its own. Technical Machine cards remain attached unless the card text says otherwise.

Trainer card: A card that you play during your turn by following the instructions on the card and then discarding it.

Trainers' Pokémon: Pokémon that have Trainers' names in their titles, like Brock's Sandshrew. You cannot evolve a regular Sandshrew into Brock's Sandlash, and you cannot evolve a Brock's Sandshrew into a regular Sandlash. Treat Sandshrew and Brock's Sandshrew like two completely different Pokémon.

Weakness: If a Pokémon has Weakness, it takes more damage when attacked by Pokémon of a certain type. The effect of the Weakness is indicated next to the type(s) of Weakness a Pokémon has, if any.

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