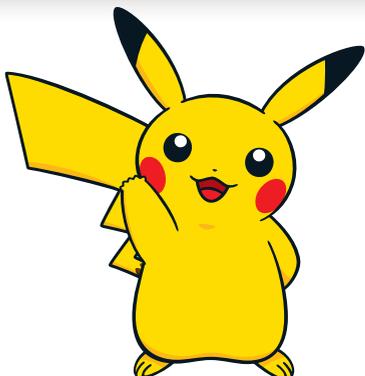


POKÉMON™



POKÉMON TCG ALTERNATIVE PLAY HANDBOOK

WELCOME



Inside you'll find lots of ways to have fun with your Pokémon TCG cards, no matter your skill level or understanding of the usual rules of the game. Detailed descriptions guide you through new ways to play, from pack battles and memory games all the way up to competitive formats for the full version of the Pokémon Trading Card Game. The play formats in this handbook are organized in three stages—Beginner, Intermediate, and Advanced—and the specific skills needed to play each game are listed, too. Be sure to check each format's difficulty level before you start playing.

Good luck and have fun, Trainer!

TABLE OF CONTENTS

BEGINNER FORMATS

POKÉ CATCH 

BOOSTER FUN 

MULTI-EXPERIENCE (GROW & GO) 

BASIC BATTLE 

3

3

8

10

12

INTERMEDIATE FORMATS

PACK BATTLE 

MENU OF LIMITATIONS 

ACHIEVEMENTS 

13

13

14

15

ADVANCED FORMATS

TEAM FORMAT 

RAID FORMAT 

GYM LEADER CHALLENGE 

DITTO DRAFT 

16

16

20

27

28

CREDITS

30



 CASUAL

 COMPETITIVE

 COOPERATIVE

BEGINNER FORMATS

Poké Catch

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

 CASUAL	 2 PLAYERS	 15-30 MIN
Skill Level		
New to the Pokémon TCG; some understanding of games		

Setup

Creating the Decks

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

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

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



Refer to the table on the right to decide how many Energy cards to include in the Energy deck.

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

When selecting Energy cards for the Energy deck, make sure they correspond to the attacks of the Pokémon in the Pokémon deck.

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



BEGINNER

Poké Catch *cont'd*

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

To start the game, first shuffle the Energy deck, placing it face down between the players.

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

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

Setup Example

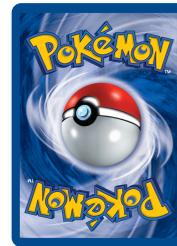
Player Hand



Pokémon Deck



Pokémon Display



Energy Deck



Player Hand



Discard Pile

Poké Catch *cont'd*

Alternate Setup (Separate Decks)

If you like, this game can instead be played with each player having separate decks consisting of their own cards.

To play with separate decks, follow the setup steps above, but each player should instead construct their own Pokémon deck and Energy deck that they do not share. Instead of a shared Pokémon display, each player will have their own Pokémon display. Players will attach Energy cards only to their own Pokémon in this version of the game, but all other rules are the same.

🎮 Gameplay

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

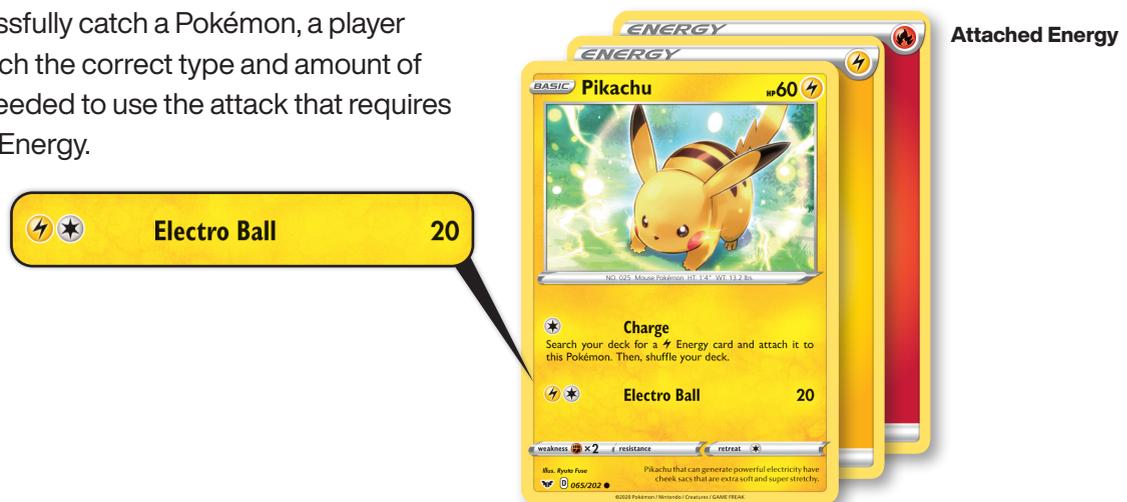
Players try to be the first to attach enough Energy cards to a Pokémon to meet the cost of its attack that requires the most Energy. If they succeed, they catch that Pokémon.

Each player takes the following actions during their turn:

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

Catching a Pokémon

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



BEGINNER

Poké Catch cont'd

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

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

If a Pokémon has multiple attacks with the same Energy cost, a player may choose any of those attacks when catching the Pokémon.

If a player has not attached enough Energy to catch a Pokémon in a single turn, that's OK! The Energy will remain attached to the Pokémon in the center of the table until that Pokémon is successfully caught by a player.

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

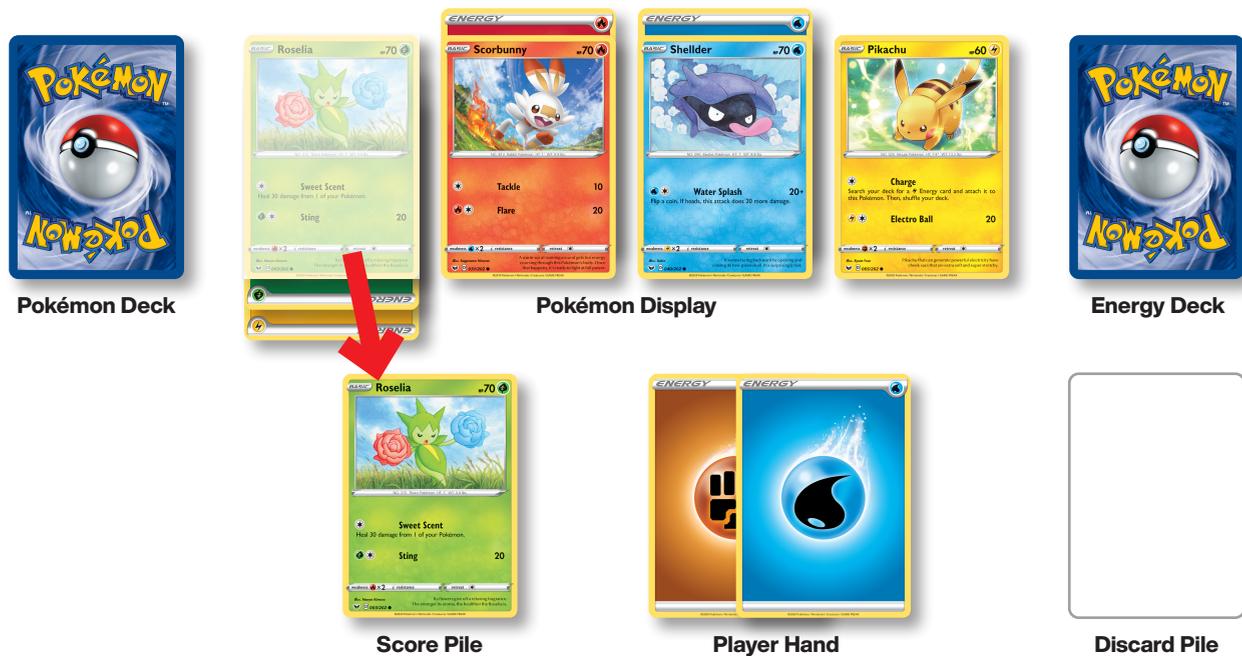
Gameplay Examples

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



Poké Catch cont'd

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



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

Winning the Game

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

🎯 **Advanced Rules: Recommended for ages 6+**

If players have a more complex understanding of math, they should try the advanced rules!

Play proceeds until a player has caught enough Pokémon to reach a combined total HP of 200 or more. When this happens, their opponent gets one last chance to play, ensuring both players receive an equal number of turns. The player reaching a total of 200 HP or more might not be the winner if the other player can catch a Pokémon on their last turn to reach a higher total HP.

Note: HP is the number listed in the upper-right corner of the card. Zacian has 120 HP.



Booster Fun

Booster Fun features a variety of ways to have fun with Pokémon TCG cards and booster packs without having to worry about the rules of the full game.

		
CASUAL	2-4 PLAYERS	10-30 MIN
Skill Level		
New to the Pokémon TCG; some understanding of games		



Gameplay

Top Number Triumphs

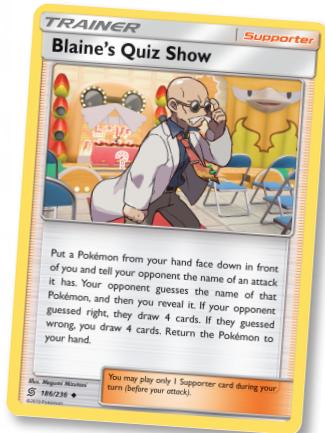
In this game, two players use the same number of Pokémon cards to play a game of comparing stats! To start, roll a six-sided die to determine which stat you'll compare:

- 1 HP
- 2 Height
- 3 Weight
- 4 Pokédex number
- 5 Retreat Cost
- 6 Highest attack damage

Each player then shuffles their stack of cards and reveals one card at random. Compare the stat that corresponds to the die roll, and the player with the higher number wins! In case of a tie, re-roll for a different stat. Repeat until one player has won six times.



Booster Fun cont'd

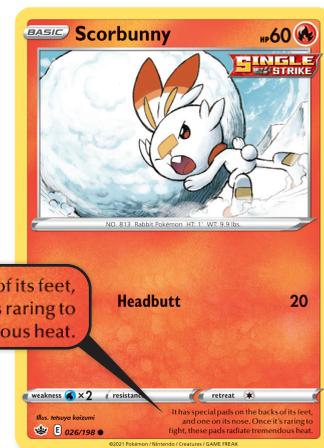


151 Questions

Without showing each other their cards, each player opens a Pokémon TCG booster pack or selects a few of their favorite cards from a stack. Make sure each player has the same number of cards in their stack. Players each place one card face down in front of them and take turns asking yes or no questions about their opponent's card—the goal is to guess which card it is! Once a player's card has been identified, that player reveals it and puts another card face down in its place, and the process repeats. The first player to correctly name all of their opponent's cards is the winner!

Who's That Pokémon?

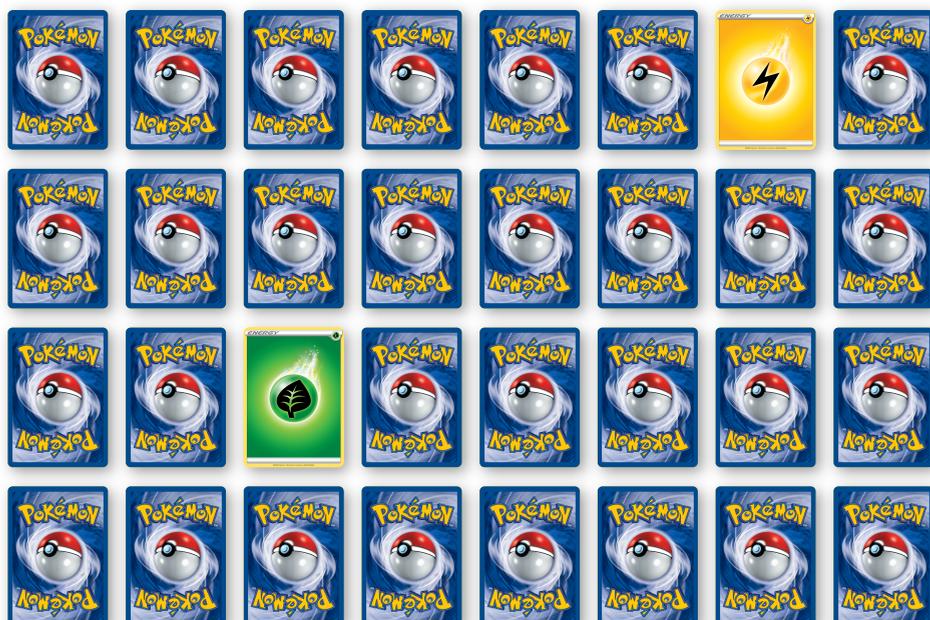
Without showing each other their cards, each player opens a Pokémon TCG booster pack or selects a few of their favorite cards from a stack. Players take turns reading aloud the Pokédex entry on each card. (And if a card's Pokédex entry mentions the Pokémon name, make sure to leave it out!) After a player reads a Pokédex entry, the opposing player then gets three guesses to correctly identify which Pokémon is described in it. The player who guesses the most cards correctly wins!



It has special pads on the backs of its feet, and one on its nose. Once it's raring to fight, these pads radiate tremendous heat.

Memory Berry

In this game, players will test their memory skills! A League Leader will provide four of each type of basic Energy card, which players will shuffle and sort into rows and columns face down. Each player takes turns flipping over any two cards at a time. If the two cards revealed match, that player takes them and sets them aside. If they don't match, that player flips them back face down. Once all the matching pairs have been found, each player counts the cards they've set aside—whoever has found the most pairs wins! Remember to return any borrowed cards to the League Leader at the end of the game.



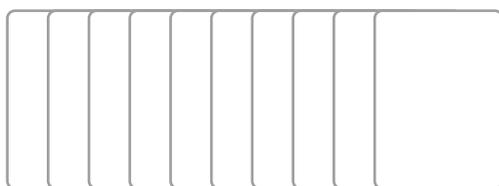
Multi-Experience (Grow & Go)

Multi-Experience (Grow & Go) is a format in which players add to their decks over time while also adding to the rules of the game! This is a great format for beginners looking to start slow while they learn all the rules of the Pokémon TCG.

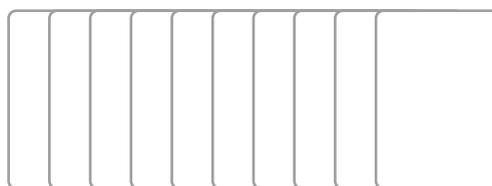
		
COMPETITIVE	2+ PLAYERS	10-20 MIN/LEVEL
Skill Level		
New to the Pokémon TCG; some understanding of games		

Setup

All players start by building a 20-card deck using Basic Pokémon that have 70 HP or less and no Abilities, as well as basic Energy cards. It is recommended to use 10 Energy cards and 10 Pokémon.



10 Energy Cards



10 Basic Pokémon (no Abilities)

Gameplay

Level 1

The first level uses some of the usual rules of the Pokémon TCG, except:

- Players will be competing to earn only 2 Prize cards instead of the usual 6
- Special Conditions are not applied

The first level is played until a player feels comfortable with the rules and the cards in their deck.

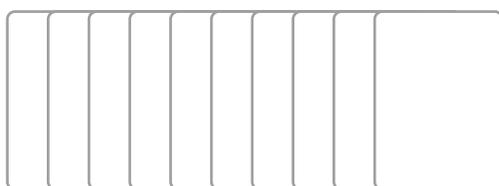


2 Prize Cards

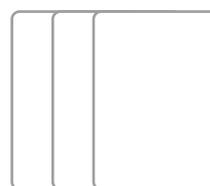
Level 2

At level 2, each player will add 10 cards to their deck. Three of these cards must be Stage 1 Pokémon that evolve from a card in their deck. If a player does not have any cards capable of evolving in their deck, they must use at least three of the 10 cards added during this level to include Basic Pokémon to evolve in addition to the corresponding Stage 1 Pokémon. The remaining cards added may be additional Basic Pokémon with 120 HP or less, or basic Energy cards.

Games at level 2 are played with normal Pokémon TCG rules (and Special Conditions are in effect), but players will compete for only 3 Prize cards.



Add 10 Cards



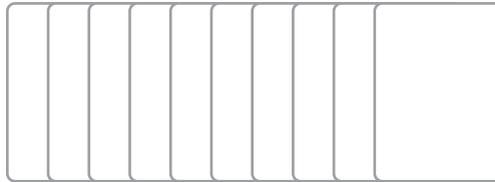
3 Prize Cards

Multi-Experience (Grow & Go) *cont'd*

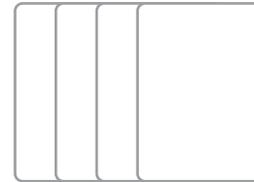
Level 3

At level 3, each player will add another 10 cards to their deck. All 10 of these cards must be Item cards.

Games at level 3 are played as normal but use 4 Prize cards.



Add 10 Cards

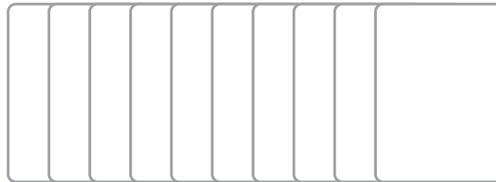


4 Prize Cards

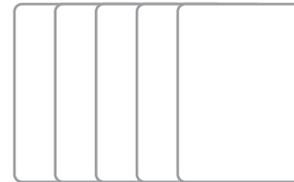
Level 4

At level 4, each player will add another 10 cards to their deck. All 10 of these cards must be Item and/or Supporter cards. Additionally, each player may remove five Pokémon from their deck and replace them with Stage 1 or Stage 2 Pokémon that evolve from a Pokémon still in their deck.

Games at level 4 are played as normal but use 5 Prize cards.



Add 10 Cards

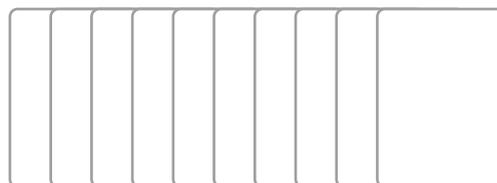


5 Prize Cards

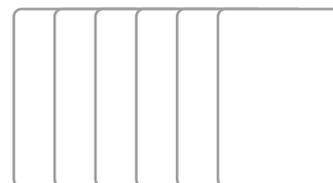
Level 5

At level 5, each player will add another 10 cards to their deck. All 10 of these cards must be Trainer cards (Item, Tool, Supporter, and/or Stadium cards). Additionally, players may remove any five cards from their deck and replace them with Pokémon or Energy cards.

Games at level 5 are played as normal using all 6 Prize cards.



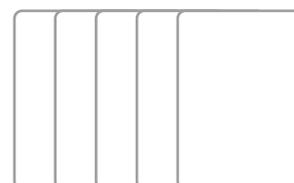
Add 10 Cards



6 Prize Cards

Level 6

At the final level, each player has a fully constructed, 60-card deck and is playing under the full rules of the Pokémon TCG. Before starting level 6 games, each player may replace any five cards from their deck.



Can replace any 5 cards from deck

Basic Battle

Basic Battle introduces players to some of the most fundamental elements of the Pokémon Trading Card Game: Benched and Active Pokémon, attacking, damage, Hit Points (HP), and getting Knocked Out.

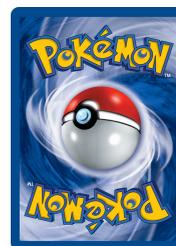
 CASUAL	 2 PLAYERS	 10-15 MIN
Skill Level		
New to the Pokémon TCG; basic math skills		

Setup

Each player chooses three Pokémon from their card collection or from the cards provided by the League/Club Leader. Each player places their Pokémon face down, with one as the Active Pokémon and two on the Bench. Use a simple method, like rock-paper-scissors or a coin flip, to determine which player will go first.

Gameplay

Turn all Pokémon face up. The first player chooses one of their Active Pokémon's attacks to begin the battle. Put damage counters on the opposing Active Pokémon to show how much damage the attack did. Then, it's the other player's turn! Whenever a Pokémon has damage counters on it equal to or greater than its remaining HP, it is Knocked Out and put in the discard pile. Then, the player whose Pokémon was Knocked Out chooses a Pokémon from their Bench to become the new Active Pokémon. The game will end when one player has no Pokémon remaining. Their opponent is the winner!

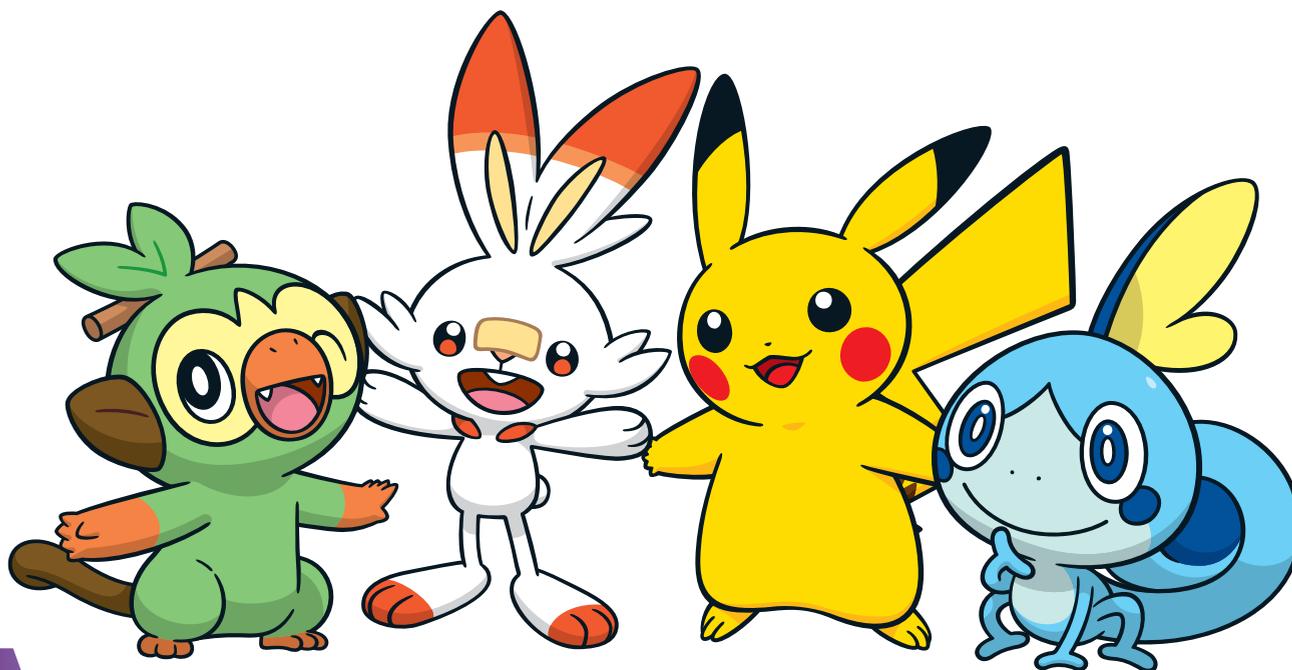


Active



Bench

Example of a basic playing field



INTERMEDIATE FORMATS

Pack Battle

Pack Battles are a fun way to play the Pokémon TCG with just a single booster pack per player, as well as some basic Energy cards!

 CASUAL	 2 PLAYERS	 5-15 MIN
Skill Level Familiar with most current Pokémon TCG rules		

Requirements

- One Pokémon TCG booster pack per player
- An assortment of basic Energy cards

Setup

Each player opens one booster pack and reviews the cards inside. Then, each player chooses 10 in any combination of basic Energy cards to add to the booster pack to form a small deck.



Any 10 Energy Cards

Gameplay

Players proceed to play a game of the Pokémon TCG, with these additional rules:

- Each player puts out 2 Prize cards at the beginning of the game.
- Players don't lose if they are unable to draw a card at the beginning of their turn. Instead, play proceeds as normal.

In addition, the Ditto Evolution rule from **Ditto Draft** (see page 28) will be used in this format. All standard gameplay rules apply, with the following additional Ditto Draft rule:

Once during your turn (before you attack), you may place a Ditto Marker on 1 of your Basic Pokémon that doesn't have a Rule Box. It gains the following Ability:

Ability: EVOLUTIONARY ADVANTAGE

Once during your turn, you may put any Stage 1 or Stage 2 card from your hand onto this Pokémon to evolve it. You can't use this Ability during your first turn or the turn this Pokémon was put into play. If you put a Stage 2 card onto this Pokémon, your turn ends. Each Pokémon can use only 1 Evolutionary Advantage Ability per game.

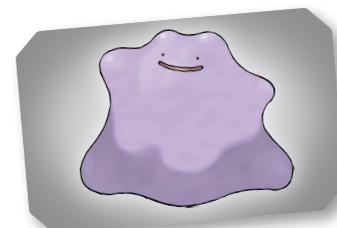


Image of a Ditto Marker

Menu of Limitations

Menu of Limitations lets you decide the rules! Instead of following an exact set of specifications, players are free to set one or more deck construction limitations for themselves.



Setup

Menu of Limitations is all about customization, but we've found that it works best to start with a 60-card deck. You and your opponent should agree on a number of limitations to play with before the match begins, and then take turns deciding what those limitations are until you've reached that number. Limitations can be mixed and matched, so don't be afraid to try new things—including anything you and your opponent can come up with, even if it's not mentioned here!

Gameplay

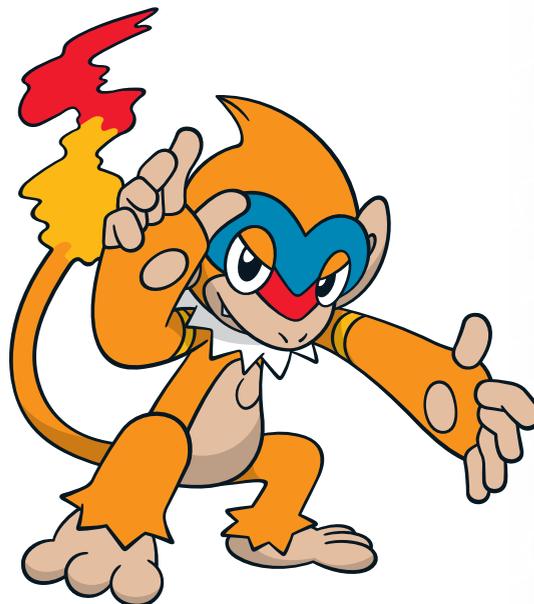
The possibilities for limitations are endless, but here are a few we've found to be particularly fun.

Deck Construction Limitation Options

- Each player's deck may contain only one of each card, other than basic Energy
- Each player's deck must contain exactly four of each card, other than basic Energy
- Each player's deck must contain only Pokémon with 100 HP or more
- Each player's deck must contain only Pokémon with 90 HP or less
- Each player's deck must contain only Pokémon of the same type
- Each player's deck must contain only Pokémon without a Rule Box

Play Limitation Options

- Each player may play any number of Supporter cards per turn
- Each player may play only one Item card per turn
- Each player may have any number of Stadiums in play at once
- Each player may choose their starting Pokémon at the beginning of the game
- Each player's Pokémon may evolve the turn it was put into play
- Each player may play any card face down as a Rainbow Energy
- Each player plays with their hand, Prize cards, and top card of their deck revealed



Achievements

Achievements are unique in that they don't necessarily change the rules for deckbuilding or play. Instead, achievements are an alternative way of winning the game! Achievements can bring a new dimension to your Pokémon TCG battles and a fun way to try out new strategies and tactics.



Setup

Feel free to use achievements during any type of gameplay! Achievements can be combined with almost any of the other formats in this handbook, and of course can be played on their own with regular 60-card decks following traditional Pokémon TCG rules as well. Before the match, you and your opponent should agree on which achievements you'll be using and how many points they'll be worth—but in a format like this one, the sky is the limit and the possibilities are endless.

Gameplay

When playing a game with achievements, keep track of how many you earn and tally up the Achievement points as you go. The first player to reach 100 Achievement Points (AP) wins! Note that this means the first player to take all 6 Prize cards will not necessarily win the game. Achievements can be anything and everything that your playgroup feels are fun, but here are a few that we like:

- Take all your Prize cards: 15 AP
- Whenever you play a Pokémon card, read its Pokédex entry aloud: 3 AP
- Draw more than 10 cards in a turn: 5 AP
- Take 6 Prize cards in one turn: 20 AP
- Have six or more Pokémon Tool cards in play: 2 AP
- Have six different types of Pokémon in play: 2 AP
- Heal the most damage in a game: 1 AP
- Do the most damage in a game: 1 AP
- Have a full Bench of Evolution Pokémon: 1 AP
- Have a full Bench of Basic Pokémon: 1 AP
- Have 5 or more cards in the Lost Zone: 1 AP
- Give your opponent's Active Pokémon more than one Special Condition: 1 AP



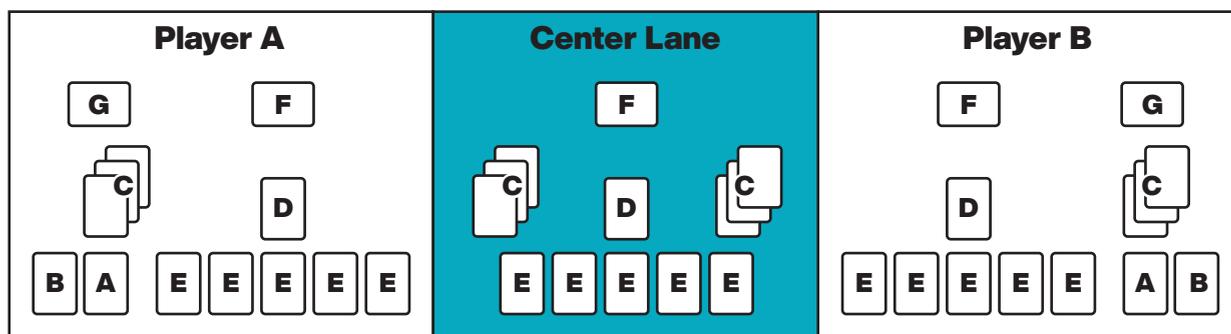
ADVANCED FORMATS

Team Format

Team Format is a great new way for you and three friends to experience the Pokémon TCG. Players break into teams of two and follow all of the normal rules, with a few special twists!

 COMPETITIVE	 2 TEAMS OF 2	 60-90 MIN
Skill Level		
Familiar with most current Pokémon TCG rules		

Setup



Zones of Play Key (Zones will reflect Team B as well):

- | | | |
|------------------------|--------------------------|---------------------|
| A. Deck | D. Active Pokémon | F. Stadium |
| B. Discard Pile | E. Bench | G. Lost Zone |
| C. Prize Cards | | |

1. All players must agree on what format (Standard, Expanded, Unlimited, etc.) they want to play.
2. All players must sleeve their decks. Each player should use a different sleeve design so it's easy to tell whose deck is whose.
3. One player from each team rolls a die to determine which team goes first. Players draw seven cards from their respective decks and proceed to set up Pokémon in their own player lane. No Pokémon will be set up in the center lane.
4. Each player draws 6 Prize cards from their deck. Three of these cards are placed above their deck and three are placed in the center lane, as shown above. Players are considered to have a total number of Prize cards equal to the number remaining from the six they started with, regardless of which lane those cards are in. (At the start of the game, both teammates are considered to each have 6 Prize cards remaining.)

Gameplay

The game follows all of the rules for a regular game of the Pokémon TCG, with the following rules changes.

The Turn

All phases of the turn are performed simultaneously. (Both team members resolve Special Conditions at the same time, draw at the same time, attack at the same time, take Prize cards at the same time, etc.)

Team Format *cont'd*

The Lanes

Any cards played will only be able to affect the lane they are played in. That means any cards played in the player's lane are only able to affect the player and the opponent directly across from them. Any Trainers played in the center lane will only affect the player that played them. For example, Hop played in the center lane will only allow the player who played it to draw 3 cards. Similarly, cards played in the center lane with "When played" effects will only affect the player that played them.

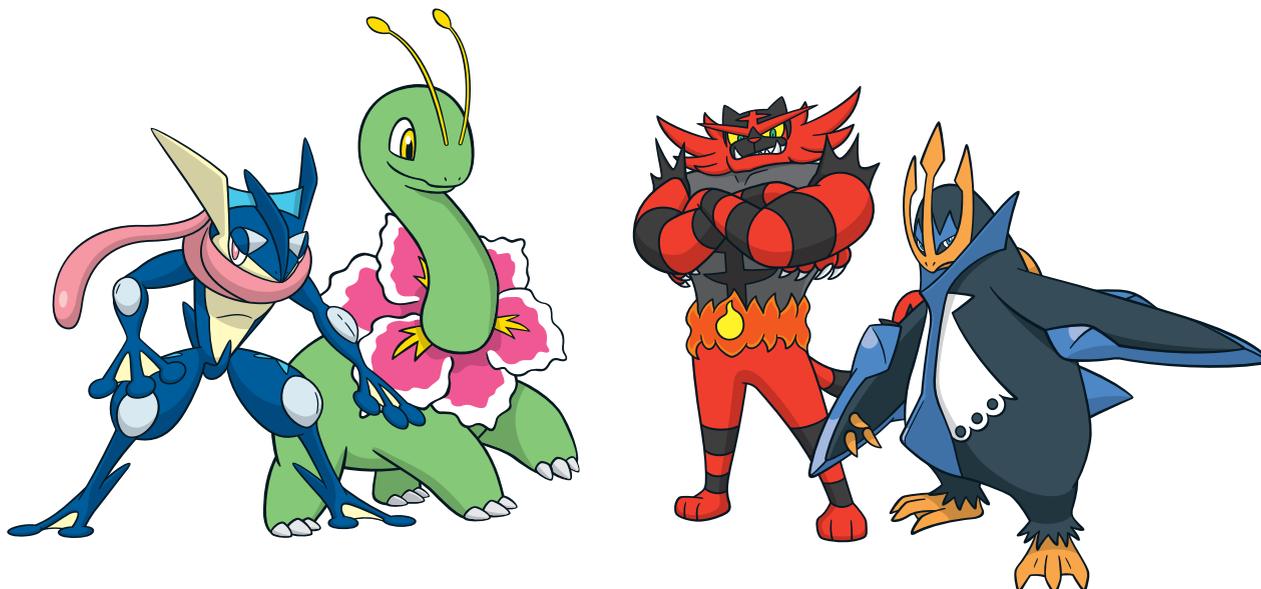
Cards played into the center lane that target an opponent may target either opponent, but not both. For example, a Reset Stamp played into the center lane could only force a single opponent to shuffle their hand into their deck and draw cards equal to their remaining Prize cards. If a card in the center lane has an Ability that may be used once per turn (like Salazzle's Roast Reveal, which allows a player to discard a Fire Energy and draw 3 cards), either player may use that Ability, but it may only be used once per turn. If a card in the center lane has an effect that may be used multiple times per turn (like Magnezone's Magnetic Circuit, which allows a player to attach Lightning Energy to their Pokémon as often as they like), both players may use that Ability.

If a card from the center lane needs to enter a player's hand, discard pile, Lost Zone, or any other zone, it may only be placed in its owner's corresponding zone. That means that when the Active Pokémon from the center lane is Knocked Out, it must be placed in its owner's discard pile. Any Energy attached to it must go into the owner's discard pile, which may require Energy to go into two different discard piles. Any Pokémon Tool cards would go into the owner's discard pile. This process can be confusing, which is why each player should use a different card sleeve design!

Adjustments by Card Type

Pokémon

Pokémon may be played into a player's lane or into the center lane. The Active Spot in a lane must be filled before a Pokémon may be played onto the Bench. Cards that would put a Pokémon onto the Bench may not be played if the Active Spot in that lane is not occupied.



Team Format *cont'd*

Supporters

Only one Supporter card may be played in each lane per turn. Either player may play a Supporter for the center lane, but only a single Supporter may be played in the center lane. Should a Supporter end the turn after being played, it will only end the turn for the lane it is played in.

Stadiums

Each lane may have a single Stadium card. The effects of each lane's Stadium are only applied to the lane it is played in.

Energy

Only one Energy card may be attached in each lane.

Adjustments to Zones of Play

Discard Pile, Lost Zone, Hand

Each player has a discard pile, Lost Zone, and hand. Should a card from the center lane need to enter a discard pile, Lost Zone, or hand, it enters its owner's discard pile, Lost Zone, or hand. Any cards attached to it enter their respective owner's discard pile, Lost Zone, or hand.

If a card in the center lane references the discard pile, Lost Zone, or hand (for example, the Lost March attack), the active team decides which discard pile, Lost Zone, or hand (Player A or Player B) is used.

Prize Cards

A player is considered to have all of their remaining Prize cards, regardless of the lane they are in (for example, 6 Prize cards at the start of the game). Cards may only target the Prize cards in the lane they are played. For example, Gladion may only replace a Prize card for the player who played it, in the lane in which it was played. If Gladion was played in the center lane, the player who played it could look at all of the Prize cards but could only replace one of their own Prize cards.

Cards that use the Prize cards of an opponent (like Buzzwole with Sledgehammer) count all of that opponent's Prize cards. If this attack is made in the center lane, the active team decides which opponent's Prize cards are used.

Should a card allow a player to change the Prize cards available (like Naganadel-GX), the player may not leave a lane without any Prize cards if that lane had Prize cards before the effect. If this effect is used in the center lane, it is up to the players to decide where Prize cards are returned to, but they may still not leave a lane or side empty if it had Prize cards to start. For



Team Format *cont'd*

example, Naganadel-GX's Stinger-GX attack forces the center lane to shuffle Prize cards back into their respective owner's decks and replace 3 Prize cards. The target of the attack would declare how many Prize cards from each player they would be replacing—in this case, two from a single player and one more from their teammate. Then, the active team would declare how they are replacing the Prize cards.

Adjustments to Attacking

All three lanes resolve their attacks simultaneously. If an opposing lane does not have any Pokémon in it, and the attack does at least 10 damage, the attacker may take a single Prize card. (Please note that placing damage counters directly doesn't count for this purpose.)

If an attacker has taken all their Prize cards in a lane, they may still attack and Knock Out opposing Pokémon, but they may not take any further Prize cards. If a Pokémon in the center lane is Knocked Out, the active team may decide who takes the Prize card(s) and may split them if more than one Prize card is earned.

Each lane may use only a single GX attack or VSTAR Power per game, and just like all other attacks and effects, the GX attack or VSTAR Power will only affect the lane it is used in.

Loss Conditions

If a player would be required to draw a card and is unable to do so, they are eliminated from the game. They remove all of their cards from their own lane but leave their cards in the center lane. The opposing team may still attack their now-empty lane and take Prize cards (as long as they do 10 damage).

If a team has no Pokémon in play in any lane, that team is eliminated from the game.

Winning the Game

The first team to successfully take 9 of their 12 Prize cards wins the game. Teams win or lose together. Cards with win or loss conditions on them (like Unown's DAMAGE Ability or Slowbro's Three Strikes attack) will win or lose for the entire team.

The following cards are not allowed in the Team Format:

- Dialga-GX (*Sun & Moon—Ultra Prism*, 100/156; *Sun & Moon—Forbidden Light*, 82/131)
- Medicham V (*Sword & Shield—Evolving Skies*, 083/203, 185/203, and 186/203)
- Pheromosa-GX (*Sun & Moon—Ultra Prism*, 140/156; Black Star Promo, SM66)
- Steven's Resolve (*Sun & Moon—Celestial Storm*, 145/168 and 165/168)
- Togepi & Cleffa & Igglybuff-GX (*Sun & Moon—Cosmic Eclipse*, 143/236)
- Unown with the HAND Ability (*Sun & Moon—Lost Thunder*, 91/214)

If an effect of a card not listed here would cause a player to take another turn in the Team Format, that extra turn doesn't happen.



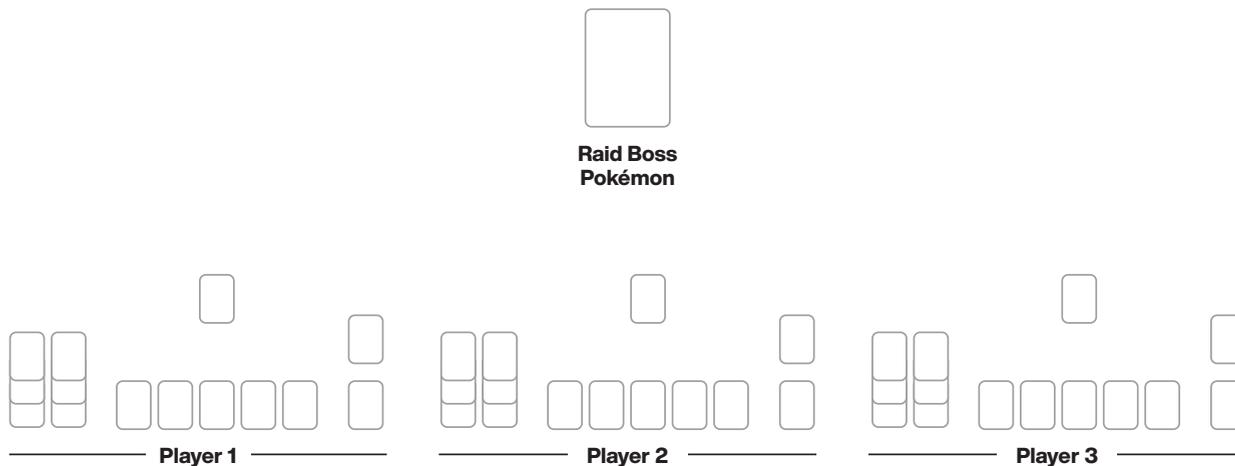
Raid Format

Raid Format pits a team of players against an extremely powerful Raid Boss Pokémon! Working as a team is the only path to victory in this unique and engaging way to play the Pokémon TCG.

 COOPERATIVE	 1-5 PLAYERS	 60-90 MIN
Skill Level		
Familiar with most current Pokémon TCG rules		

Setup

The Raid Deck is shuffled and set face down next to the Raid Pokémon. Then, all players shuffle their decks, and set up as in a normal game (drawing 7 cards, setting out Basic Pokémon, setting up 6 Prize cards etc.). Should a player need to mulligan, they show all the other players their hand, then shuffle it into their deck and draw 7 cards, repeating as necessary. The Raid Deck can't draw any extra cards from player mulligans. The players always go first and may attack, evolve, and play Supporter cards on their first turn.



Gameplay

Players

The player turn is very similar to a standard game, with the following changes. All players take their turn simultaneously, and all players must complete the current phase before any player may move onto the next phase of the turn.

Change to the Supporter rule: When a player plays a Supporter card from their hand, they can apply the effect to any player on their team (for example, Jenny plays Hop, but instead of drawing 3 cards herself, she lets her teammate Lars draw 3 cards). Each turn, the players may play a total number of Supporter cards equal to the total number of players. In addition, players may benefit from more than one Supporter card in a turn. (For example, when Jenny plays Hop for Lars, he draws 3 cards but doesn't get the Energy card he needs. Kris then plays Gordie for him. Since only two Supporter cards have been played, any of the three players may play another Supporter card if they want.)

Raid Format *cont'd*

Either the players or the Raid Deck may play a Stadium card, but only one Stadium may be in play at a time, and all players and the Raid Pokémon benefit (or suffer) from it. If another Stadium comes into play, the first Stadium is discarded to its owner's discard pile.

All players resolve their attacks simultaneously against the Raid Pokémon, adding damage counters to the card and resolving any effects of attacks. Pokémon may not benefit from any other player's attack effects during the attack phase. Just like standard games, each player may use only one VSTAR Power per game.

Once all player attacks have been resolved, the players' turn ends, and the Pokémon Checkup phase begins.

Raid Deck

After the Pokémon Checkup phase ends, the Raid Pokémon recovers from all Special Conditions. Next, the Raid Deck gets to draw and resolve, one at a time, a number of cards equal to the number of players plus one (i.e. in a 4-player game, 5 cards would be drawn. In a 3-player game, 4 cards would be drawn). Each card must be resolved before drawing the next card.

- This may result in the Raid Deck playing and resolving multiple Supporter cards in a single turn.
 - Any Supporter card that affects an opponent affects all opposing players (i.e. Koga's Trap would make all opposing Active Pokémon Confused and Poisoned, and Repel would force all opposing players to switch their Active Pokémon with one from their Bench.)
- Should a card be drawn that draws more cards, each additional card is drawn and resolved one at a time. Cards drawn due to other cards or effects do not count towards the total cards the Raid Deck should draw for the turn. (For example, the Raid Deck draws and resolves Hop as its first card. It then draws and resolves 3 cards for the effect of Hop, one at a time. Then, the Raid Deck draws and resolves its second card for the turn).
- Every Energy card revealed is attached to the Raid Pokémon, which may result in multiple Energy being attached in a single turn. All Energy costs on the Raid Pokémon are treated as Colorless.
- If a Pokémon Tool card is revealed, it is attached to the Raid Pokémon. If the Raid Pokémon already has a Pokémon Tool attached, the first Tool is discarded, and the new Tool is attached.
- If a card is drawn that requires the Raid Deck to make a choice (i.e., Boss's Orders, which switches 1 of the opponent's Benched Pokémon into the Active Spot), the players make the choice as they wish.
- If the Raid Deck draws a card outside its turn (i.e., due to a player playing Marnie or Ace Trainer), players draw their cards, and then the Raid Deck draws and resolves its cards one at a time, just like it would during its turn.

Raid Format *cont'd*

Once the Raid Deck has finished drawing and resolving cards for the turn, it's time to attack. If more than one attack is available with the Energy attached, a die is rolled to randomly determine which attack is used. This may result in the Raid Pokémon making multiple GX attacks or using multiple VSTAR Powers in a single game. Once the attack is determined, the Raid Pokémon discards Energy equal to the attack cost, using the fewest possible cards. Then, the attack is resolved as if it attacked each player (i.e. Charizard-GX's Steam Artillery attack does 200 damage, so each player's Active Pokémon would take 200 damage.). Neither the attack nor the damage from the attack may be prevented, though the damage may be reduced.

Winning the Game

If a player's Active Pokémon is Knocked Out, that player takes the Prize cards that the attacker would usually take (i.e., if the Raid Deck Knocks Out a player's Pokémon VMAX, that player would take three of their own Prize cards). If a player doesn't have enough Prize cards remaining, that player is removed from the game. If no players remain in the game, the Raid Pokémon wins.

After the Raid Pokémon resolves its attack, the total damage on it is counted. For each Full Contribution*, remove those damage counters and put the top card of the Raid Deck in the Lost Zone. If there are no cards in the Raid Deck, shuffle its discard pile to make a new Raid Deck, and continue to put cards in the Lost Zone.

*A Full Contribution is a number of damage counters equal to the number of players (i.e., in a 4-player game, a Full Contribution would be 40 damage. In a 3-player game, a full contribution would be 30 damage.). Any excess damage counters stay on the Raid Pokémon.



Raid Format *cont'd*

If the Raid Deck doesn't have enough cards remaining to move to the Lost Zone, then the Raid Deck is defeated, and the players win.

Whichever win condition happens first—either no players have any Prize cards remaining or the Raid Deck is unable to send cards to the Lost Zone—that is the win condition that triggers. Even if the players have enough damage counters on the Raid Pokémon to defeat the Raid Deck, at least one player must still be in the game when that damage resolves for the players to win.

What If?

If the Raid Deck needs to draw a card and is unable to do so, the Raid Deck discard pile is shuffled and becomes the new Raid Deck. This may only happen once per round. If the Raid Deck runs out of cards a second time, the Raid Pokémon proceeds directly to the attack phase.

If a player has no Pokémon in play, or if they can't draw a card from their deck, they are not out of the game. If the player has no Pokémon in play, at the start of the players' turn, that player reveals their hand and must put a Pokémon in their Active Spot if they have one. If they do not have any Pokémon, they otherwise take their turn as usual. If a player would take damage during a turn, and they do not have any Pokémon in play, they must take a Prize card.

If a player is unable to draw a card, they continue taking their turn like normal, skipping their draw phase unless they become able to draw a card (i.e., Alex's deck has run out of cards, but Finley plays a Brock's Grit for Alex. Alex's deck now has up to six cards in it, so Alex would have to draw a card at the beginning of the next turn).

How to Build the Raid Deck

Here is the recommended 60-card deck using cards from the *Sword & Shield* Series:

Card	Quantity in Deck	Card	Quantity in Deck	Card	Quantity in Deck
Avery	1	Galar Mine	1	Rocky Helmet	1
Boss's Orders	2	Gordie	1	Rugged Helmet	1
Bug Catcher	2	Honey	1	Schoolboy	1
Collapsed Stadium	1	Hyper Potion	2	Schoolgirl	1
Cook	1	Leon	1	Sidney	1
Crushing Hammer	2	Lucky Ice Pop	1	Spikemuth	1
Doctor	1	Nugget	1	Spirit Mask	2
Energy Retrieval	2	Old Cemetery	1	Team Yell Grunt	1
Energy Search	1	Path to the Peak	1	Tool Jammer	2
Fan of Waves	1	Pokégear 3.0	2	Yell Horn	1
Flannery	2	Pokémon Catcher	2	Basic Energy	1 8

ADVANCED

Raid Format *cont'd*

Choose any Pokémon V-UNION to be the Raid Pokémon.



Should the players wish to make their own deck, bear the following in mind: the Raid Deck can be made up of any combination of cards the players want. It is recommended to include a mix of different Trainer cards and Energy. Remember that cards that draw additional cards are very powerful in this deck, as each card drawn is resolved immediately.

Should the players wish to change the Raid Pokémon, any oversize card can be used, though some may prove significantly more challenging than others.

Optional Rule

Struggle Rule

If the Raid Pokémon is unable to attack for two consecutive turns, the Struggle Rule becomes active. During each attack phase, the Raid Pokémon will use one of its attacks at random, regardless of the Energy attached to it.

For extra challenge, you can apply the Struggle Rule anytime the Raid Pokémon does no damage for two consecutive turns.

Raid Format *cont'd*

Giovanni Format

This format replaces the oversize Raid Pokémon with a regular Active Raid Pokémon and a full Bench. To take on this challenge, make the following changes to the Raid Format rules:

Setup

Take the six Pokémon being used as the bosses and shuffle them, placing one at random as the Active Raid Pokémon and the rest on the Bench. Shuffle the Raid Deck as normal.

Gameplay

Players

No change to the players' turn.

Raid Deck

The Raid Deck turn is resolved as normal, with the following changes.

- Energy should be attached to the Active Raid Pokémon until that Pokémon has enough Energy for its biggest attack. Once it reaches that threshold, Energy should be attached randomly to a Raid Pokémon on the Bench that can't yet use its biggest attack. If all six Raid Pokémon have enough Energy attached to use all of their attacks, then the Energy is attached at random to any Raid Pokémon.
- Pokémon Tool cards are attached to the Active Raid Pokémon, replacing any previously attached Pokémon Tool.

Attacking is resolved as normal by the Active Raid Pokémon.

Winning the Game

The players still take their Prize cards as in Raid Format rules.

Damage is still counted, and for each Full Contribution on the Active Raid Pokémon, a card is removed from the top of the Raid Deck and put in the Lost Zone. However, in this version, once 10 cards have been removed from the Raid Deck and put in the Lost Zone, the Active Raid Pokémon is Knocked Out. Move the Pokémon that was Knocked Out to the Lost Zone and put all cards that were attached to it into the discard pile. The Benched Raid Pokémon that has the most Energy attached to it becomes the new Active Raid Pokémon. If two or more Pokémon are tied for most Energy, randomly determine which one moves to the Active Spot.

Just like the standard Raid Format, if the Raid Deck ever needs to move one or more cards to the Lost Zone and is unable to do so, the Raid Deck is defeated, and the players win!

Raid Format *cont'd*

Giovanni Format

How to Build a Raid Deck

Building a deck for this version is almost the same as building a deck for the standard version, except you will need a team of six Pokémon to make up the boss team. Below are a couple of sample teams.

Sample Team A

- Alolan Persian-GX (*Sun & Moon—Cosmic Eclipse*, 129/236)
- Rhyperior V (*Sword & Shield—Darkness Ablaze*, 095/189)
- Nidoqueen (*Sun & Moon—Team Up*, 056/181)
- Dugtrio (*Sword & Shield—Chilling Reign*, 077/198)
- Nidoking (*Sun & Moon—Team Up*, 059/181)
- Mewtwo-GX (*Sun & Moon—Shining Legends*, 39/73)



Sample Team B (for this team, you may want to include 1 or 2 copies of the Stadium cards Glimwood Tangle and Slumbering Forest in the Raid Deck)

- Snorlax-GX (Black Star Promo, SM05)
- Mareep (*Sun & Moon—Lost Thunder*, 075/214)
- Breloom V (*Sword & Shield—Fusion Strike*, 006/264)
- Alolan Muk-GX (*Sun & Moon—Burning Shadows*, 084/147)
- Infernape (*Sun & Moon—Forbidden Light*, 059/131)
- Amoonguss (XY—*Steam Siege*, 013/114)



Gym Leader Challenge

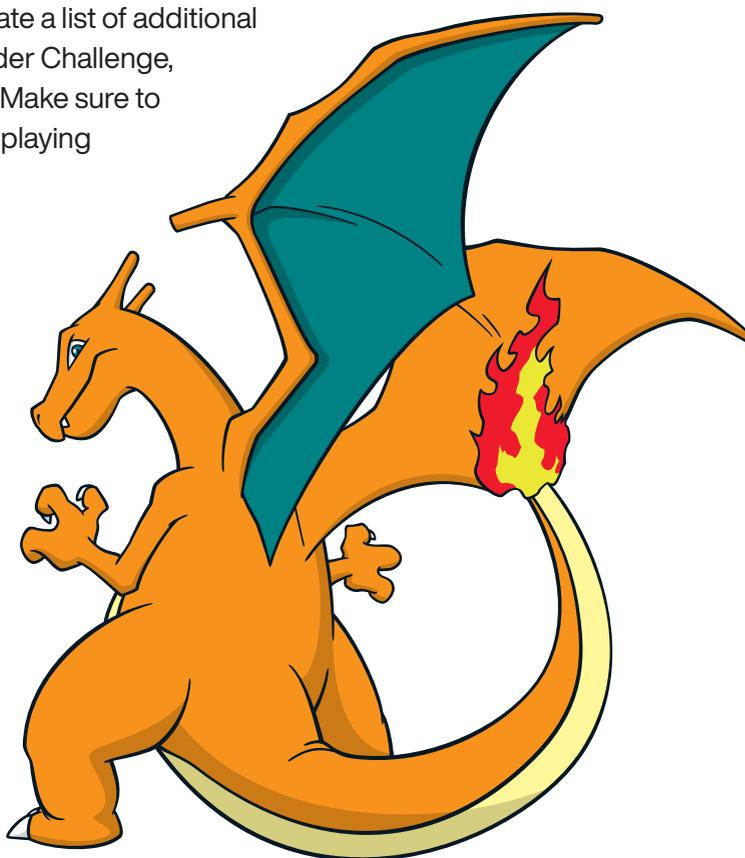
Harness the power of single-Prize Pokémon with a Gym Leader Challenge Deck! No Pokémon with a Rule Box are allowed in Gym Leader Challenge, making for a fun, challenging, and diverse format! Additionally, each player is restricted to using a deck made up of a single copy of each card, and all Pokémon in the deck must be of the same type.

 COMPETITIVE	 2 PLAYERS	 20-30 MIN
Skill Level		
Familiar with most current Pokémon TCG rules		

Gameplay

- Gym Leader Challenge uses the Expanded format
- Gym Leader Challenge is played using 60-card decks and the most current Pokémon TCG rules
- Each deck must contain only Pokémon of a single type
- Only one copy of each card is allowed, except for basic Energy
- Pokémon with a Rule Box are not allowed
- ACE SPEC cards are not allowed
- Some experienced Trainers may create a list of additional cards that aren't allowed in Gym Leader Challenge, based on their impact on the format. Make sure to ask about any banned cards if you're playing with a new group!

Thank you to Andrew Mahone for his work popularizing the Gym Leader Challenge format.



Ditto Draft

Ditto Draft is the ideal way to draft the Pokémon TCG with two to four players. Open booster packs, pick the cards you'd like to build a deck with, and then battle against your friends, with a little help from Ditto!

 CASUAL	 2-4 PLAYERS	 60-90 MIN
Skill Level		
Familiar with most current Pokémon TCG rules		

Setup

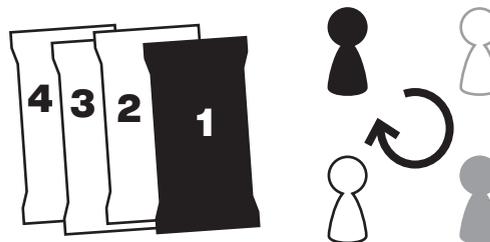
Ditto Draft is a Limited format event for two to four players. Four is the ideal number, but the event can be run with two or three. Ditto Draft events may be run with Pokémon TCG products in two different ways:

- 1 Each player receives four predetermined Pokémon TCG booster packs. They can all be from the same expansion or from different expansions, as long as each player has the same four packs.
- 2 Each player receives a Build & Battle Box. Each player opens their 40-card ready-to-play deck without revealing its contents to the other players. Then, they set aside any Pokémon in the deck, as these cards will not be used for deck construction. Only the Trainer cards and Energy cards in the deck may be used. Players can look through these cards, which can be used to build their deck along with the cards drafted later.

Regardless of the product used, players will also be provided with Ditto Markers to use along with the special Ditto Draft rules (see below). Ditto Markers can be placed on Basic Pokémon without a Rule Box to grant them the Ability to evolve into any Stage 1 or Stage 2 Pokémon that a player drafts and includes in their deck.

Players will be seated in a circle to facilitate the draft. Once everyone is ready, the Organizer will signal the players to open their first booster pack. If using a combination of packs from different expansions, all players should open a pack from the same expansion at the same time. Each player selects one card from the pack and sets it aside to start their draft selection pile, along with the Pokémon TCG Live or Pokémon TCG Online code card and the basic Energy card or VSTAR marker. Players then pass the remaining cards from the booster pack, face down, to the person on their left. The cards selected by each player should remain secret during the drafting process.

Each player continues to select one card from among the cards passed to them until all the cards have been selected. After all cards from a booster pack have been picked, players will have one minute to review the cards they have so far. This process repeats for each remaining booster pack, with the passing pattern alternating from left to right as each new pack is opened.



Ditto Draft *cont'd*

Build & Battle Ditto Draft Deck Construction

After all the booster packs have been opened and all the cards have been selected, each player constructs a 40-card deck using the cards they picked from the booster packs and the Build & Battle Box, as well as basic Energy cards provided by the Organizer. Players have 20 minutes to construct their decks. Players may not trade the cards they selected in the draft with other players until the tournament ends. The Organizer may require players to fill out deck lists, including the cards in their decks and any cards not being used. After everyone's deck is completed, play begins.

🎮 Gameplay

Games will be played with 4 Prize cards instead of the usual six. Once the first round of the tournament begins, players may not alter the contents of their decks.

All standard gameplay rules apply, with the following additional Ditto Draft rule:

Once during your turn (before you attack), you may place a Ditto marker on 1 of your Basic Pokémon that doesn't have a Rule Box. It gains the following Ability:

Ability: EVOLUTIONARY ADVANTAGE

Once during your turn, you may put any Stage 1 or Stage 2 card from your hand onto this Pokémon to evolve it. You can't use this Ability during your first turn or the turn this Pokémon was put into play. If you put a Stage 2 card onto this Pokémon, your turn ends. Each Pokémon can use only 1 Evolutionary Advantage Ability per game.

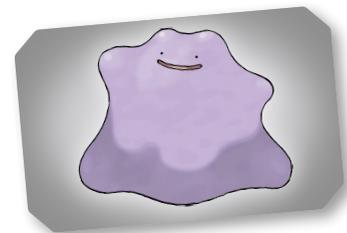
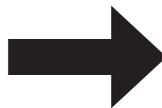


Image of a Ditto Marker



CREDITS

The Pokémon Company International

Innovation Team: Liz Dacus, Faye Visintainer, JR Godwin, Mia Violet, and Elisabeth Lariviere

Product and Game Development: Mia Violet, Andrew Wolf, Kenny Wisdom, and Kathy Sly

Production Coordination: Traci Thomson, Kevin Kent, and Genevieve Goutzioulis

Project Management: Chad Bosquez and Breon McMullin

Organized Play: Dave Schwimmer and JR Godwin

Booklet Writing: Kenny Wisdom, JR Godwin, Mia Violet, Andrew Wolf, and Holly Bowen

Editing: Hollie Beg, Holly Bowen, and Eoin Sanders

Graphic Design (Creative): Elisabeth Lariviere and Amanda Schlemmer

Thanks To: Kenji Okubo, Barry Sams, Jim Lin, and Andrew Finch

Special Thanks To: Andrew Mahone



POKÉMON™