



POKÉMON™

TRADING CARD GAME

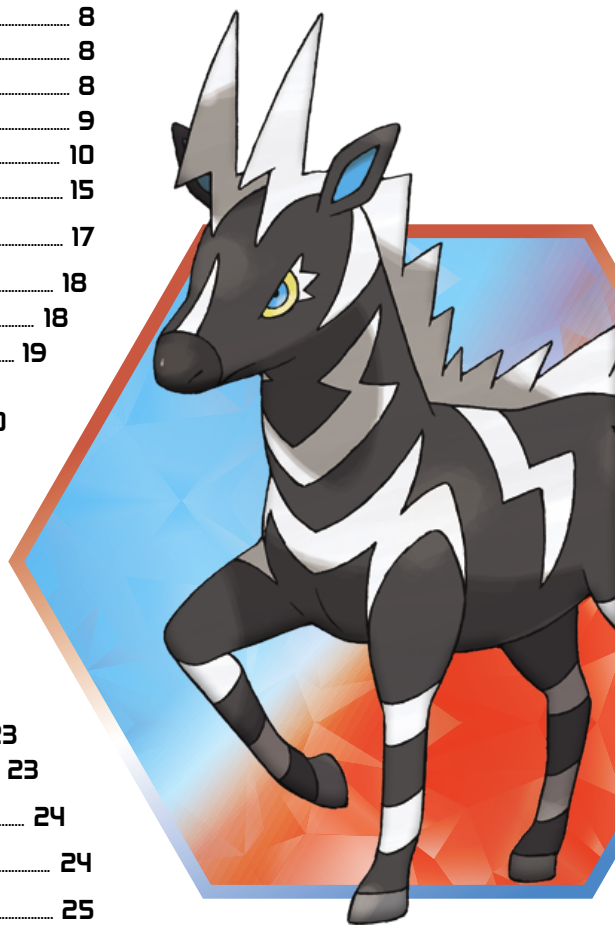
BLACK & WHITE

Pokémon Trading Card Game Rules



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You are a Pokémon Trainer! You travel across the land, battling other Trainers with your Pokémon, creatures that love to battle and that have amazing powers!

BECOME A POKÉMON MASTER!

These rules will tell you everything you need to play the Pokémon TCG. Your deck of cards represents your Pokémon as well as items and allies that help you on your adventures.

Trading card games are strategy based and use collectible cards to let each player customize his or her game. The best way to learn to play the Pokémon TCG is with a Trainer Kit. This has two ready-to-play decks that walk you through the game, step by step. From there, try a theme deck to get an idea of the different kinds of decks out there.

Once you're ready, you can start building your collection of cards with Pokémon TCG booster packs. Trade with your friends for the strongest Pokémon or collect all your favorites! Then, build your own 60-card deck, play with your friends, and show off your own personal Pokémon team!

POKÉMON TCG BASIC CONCEPTS

HOW TO WIN

In the Pokémon TCG, your Pokémon battle your opponent's Pokémon. The first player to Knock Out 6 of his or her opponent's Pokémon wins! Also, if your opponent cannot draw a card at the start of his or her turn, or has no Pokémon left in play, you win the game!





ENERGY TYPES

Pokémon Knock Out opposing Pokémon by using attacks or Abilities. To power their attacks, Pokémon need Energy cards. The Pokémon TCG has 10 Energy types, and you will find Pokémon matching all 10 types in the game.

Each Energy type powers different attacks. Find the ones that match your personality! The Energy types are the following:



GRASS

Grass Pokémon often have attacks that heal themselves or Poison their opponents.



FIRE

Fire Pokémon have big attacks! They can Burn their opponents, but their attacks need time to build up again.



WATER

Water Pokémon can manipulate Energy and move Pokémon around on the other team.



LIGHTNING

Lightning Pokémon can bring back used Energy from the discard pile—and they can Paralyze opponents.



PSYCHIC

Psychic Pokémon are great for special powers! Their opponents often find themselves Asleep, Confused, or Poisoned.



FIGHTING

Fighting Pokémon can take bigger risks to do extra damage, and some can flip coins for combination hits.



DARKNESS

Darkness Pokémon feature sneaky attacks that often make opponents discard cards!



METAL

Metal Pokémon can resist attacks for longer than most other Pokémon.



DRAGON

Dragon Pokémon have very strong attacks, but often require 2 Energy types to use them.

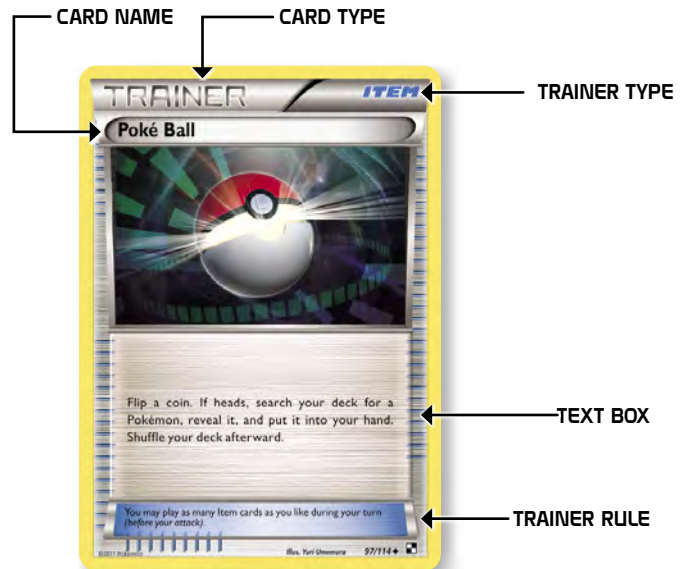
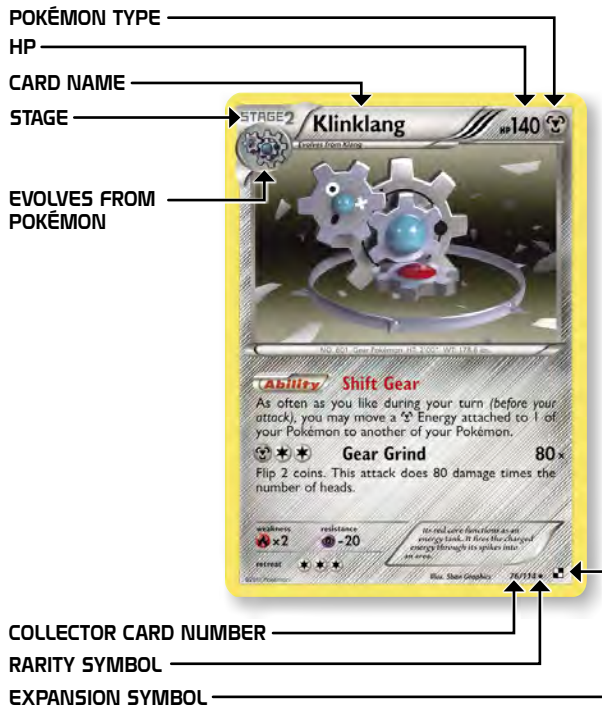


COLORLESS

Colorless Pokémon have lots of different moves, and they work with any kind of deck.



PARTS OF A POKÉMON CARD





3 CARD TYPES

You'll find 3 different types of cards in the Pokémon TCG:


Pokémon

Of course the most important cards are Pokémon!

Most of these cards are Basic Pokémon, Stage 1 Pokémon, or Stage 2 Pokémon. Stage 1 and Stage 2 Pokémon are also called Evolution cards. Look at the upper-left corner and you will see the Pokémon's Stage and the Pokémon it evolves from, if any.



Energy Cards

Most of the time, Pokémon can't attack without Energy cards! You'll need to match the symbols of the attack cost to the Energy card, but any kind of Energy can be used for .



Trainer Cards

Trainer cards represent the Items, Supporters, and Stadiums a Trainer can use in battle. You can see the specific Trainer subtype in the upper-right corner and any special rules for that subtype at the bottom of the card.





ZONES OF THE POKÉMON TCG

Hand

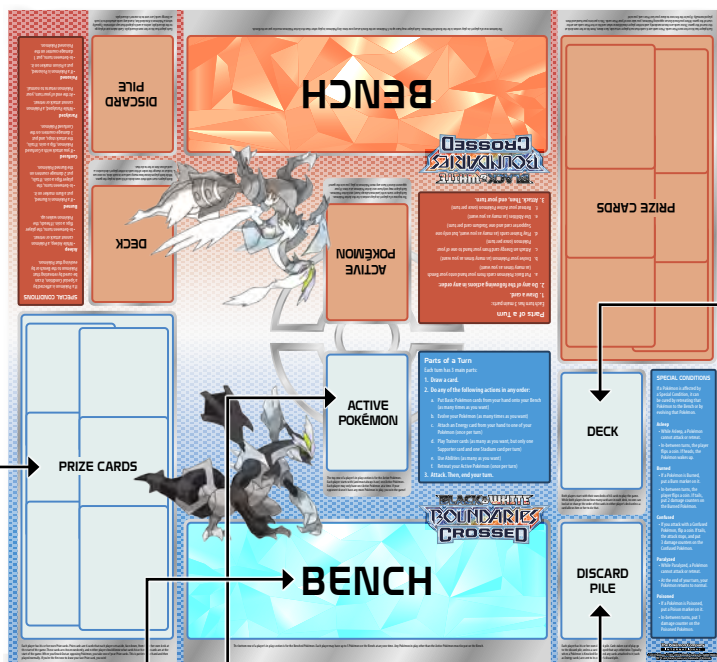
Each player draws 7 cards at the start and keeps his or her own hand hidden. Cards you draw go into your hand. Players may not look at their opponent's hand unless a card is played that allows otherwise.

Prize Cards

Each player has his or her own Prize cards. Prize cards are 6 cards that each player sets aside, face down, from his or her own deck at the start of the game. These cards are chosen randomly, and neither player should know what cards their Prize cards are at the start of the game. When you Knock Out an opposing Pokémon, you take one of your Prize cards. This is put into your hand and then played normally. If you're the first one to draw your last Prize card, you win!

In Play

The in-play zone is shared by the players. Each player has two sections, divided into two rows, for his or her Pokémon...



Active Pokémon

The top row of a player's in-play section is for the Active Pokémon. Each player starts with (and must always have) one Active Pokémon. Each player may only have one Active Pokémon at a time. If your opponent doesn't have any more Pokémon in play, you win the game!

Bench

The bottom row of a player's in-play section is for the Benched Pokémon. Each player may have up to 5 Pokémon on the Bench at any one time. Any Pokémon in play other than the Active Pokémon must be put on the Bench.

Deck

Both players start with their own decks of 60 cards to play the game. While both players know how many cards are in each deck, no one can look at or change the order of the cards in either player's deck unless a card allows him or her to do that.

Discard Pile

Each player has his or her own discard pile. Cards taken out of play go to the discard pile, unless a card is played that says otherwise. Typically when a Pokémon is Knocked Out, it and any cards attached to it (such as Energy cards) are sent to its owner's discard pile.



PLAYING THE GAME

Pokémon TCG games are fast and furious. Here's the summary to play right away!

WINNING THE GAME

You can win the game in 3 ways:

- 1 Take all of your Prize cards.
- 2 Knock Out all of your opponent's in-play Pokémon.
- 3 If your opponent can't draw a card at the start of his or her turn.

HOW TO START A GAME

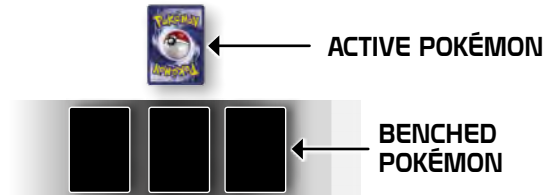
- 1 Shake hands with your opponent.
- 2 Shuffle your 60-card deck and draw the top 7 cards.



- 3 Check to see if you have any Basic Pokémon in your hand.



- 4 Put one of your Basic Pokémon face down as your Active Pokémon.



- 5 Put up to 5 more Basic Pokémon face down on your Bench.





- 6** Put the top 6 cards of your deck off to the side face down as your Prize cards.
- 7** Flip a coin. The winner of the coin flip goes first.
- 8** Both players flip all their face-down Pokémon face up and start the game!



If you don't have any Basic Pokémon, what do you do? First, reveal your hand to your opponent and shuffle your hand back into your deck. Then, draw 7 more cards. If you still don't have any Basic Pokémon, repeat.

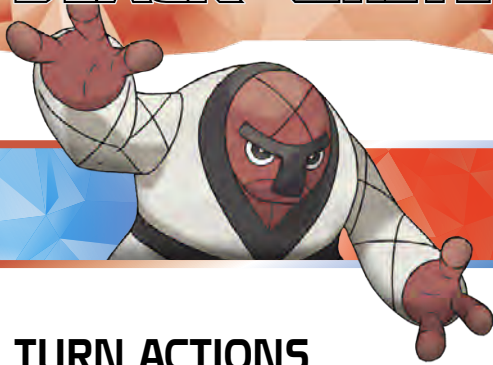


Each time your opponent shuffles his or her hand back into his or her deck because there were no Basic Pokémon, you may draw an extra card!

PARTS OF A TURN

Each turn has 3 main parts:

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



TURN ACTIONS

1 DRAW A CARD

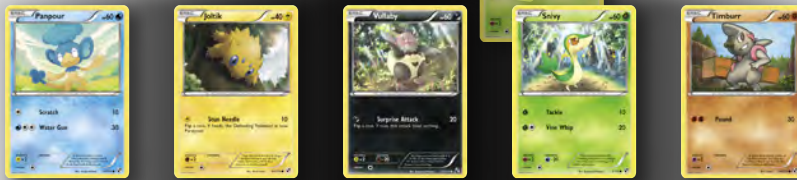
Start your turn by drawing a card. (If there are no cards in your deck at the beginning of your turn and you cannot draw a card, the game is over, and your opponent wins.)



2 DO ANY OF THESE IN ANY ORDER:

A Put Basic Pokémon cards from your hand onto your Bench (as many as you want).

Choose a Basic Pokémon card from your hand and put it face up onto your Bench. Your Bench can hold up to 5 Pokémon, so you can only do this if there are 4 or fewer Pokémon on your Bench.



BASIC POKÉMON ON BENCH



B 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 had in play at the start of your turn, you may play that card in your hand on top of Pokémon so-and-so. This is called “evolving” a Pokémon.

You may evolve a Basic Pokémon to a Stage 1 Pokémon or a Stage 1 Pokémon to a Stage 2 Pokémon. When a Pokémon evolves, it keeps all cards attached to it (Energy cards, Evolution cards, etc.) and keeps any damage it already has, but it can’t use the attacks and Abilities of the Pokémon from which it evolved. Special Conditions on the Pokémon—such as Asleep, Confused, or Poisoned—also end when it evolves.

Example:

The Watchdog card in Timmy’s hand reads, “Evolves from Patrat,” and Timmy has a Patrat in play. He may play the Watchdog card on top of the Patrat card, keeping any damage counters and clearing all other effects.



Evolution notes: Neither player can evolve a Pokémon on its first turn in play. When you evolve a Pokémon, it means that Pokémon is new in play, so you can’t evolve it a second time the same turn! You can evolve either your Active or Benched Pokémon. Finally, neither player can evolve a Pokémon on his or her first turn!

C Attach an Energy card to one of your Pokémon (once per turn).

Take 1 Energy card from your hand and attach it to either your Active Pokémon or one of your Benched Pokémon. You can attach Energy just once each turn!





D Play Trainer cards.

When you play any Trainer card, do what it says and obey the rule at the bottom of the card, and then put it in the discard pile. You can play as many Item cards as you like. Supporter cards are played like Item cards, but you can play only one Supporter card each turn. Stadium cards can be played just once each turn as well, but they stay in play until another card removes them.

E Retreat your Pokémon (once per turn).

On most turns, you probably will not retreat, but if your Active Pokémon has lots of damage counters on it, you might want to retreat it and bring out a Pokémon from your Bench to fight instead. You may also want to do this if you have a strong Pokémon on the Bench ready to battle!

To retreat, you must discard 1 Energy from your Active Pokémon for each ★ listed in its Retreat. If no ★ are listed, it retreats for free. Then, you switch that retreating Pokémon with a Pokémon from your Bench. Keep all damage counters and all attached cards with each Pokémon when they switch. Asleep or Paralyzed Pokémon cannot retreat.

When your Active Pokémon goes to your Bench (whether it retreated or got there some other way), some things do go away—Special Conditions and any effects from attacks.

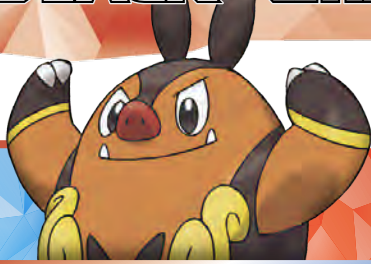
If you retreat, you can still attack that turn with your new Active Pokémon.

F Use Abilities (as many as you want).

Some Pokémon have special Abilities they can use. Many of them can be used before you attack. Each Ability is different, though, so read carefully to see how each one works. Some work only if a condition is met, while others work all the time even without you using them. Be sure to announce which Abilities you are using so your opponent knows what you're doing.



Remember, Abilities aren't attacks, so you can still attack if you use an Ability! You can use Abilities from both your Active and Benched Pokémon.












B ATTACK AND END YOUR TURN


When you are ready to attack, first make sure that you've done everything in step 2 that you want to do. Once you attack, your turn is over, so you can't go back later!

Attacking has three simple steps. Once you get it figured out, you'll be attacking like a pro in no time!

A CHECK the Energy attached to your Active Pokémon.


You need the right amount of Energy attached to a Pokémon for it to attack. For example, look at Tepig. Its Tackle attack costs , so you must have at least 1  Energy attached to Tepig to use this attack. Next, its Rollout attack costs  . You need at least 2 Energy attached to Tepig to use Rollout, and the  means you need to have 1  Energy attached. However, the  means that any kind of Energy can be used for the second Energy.  will work, but so will , or any other Energy type. Once you are sure you have the right Energy, announce which attack you are using.

This attack is called Tackle

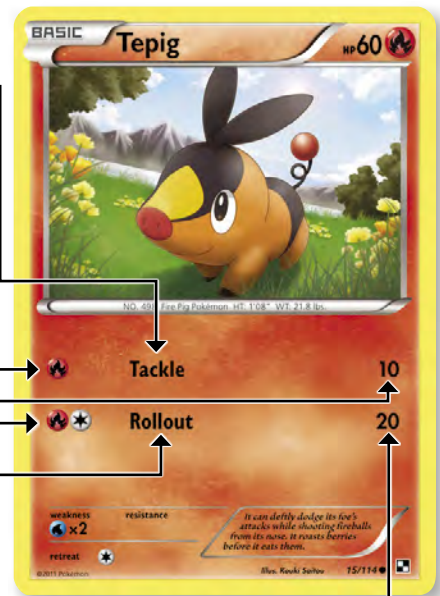
Tepig needs 1  Energy attached to use this attack

Tackle does 10 damage to the Defending Pokémon

This attack is called Rollout

Tepig needs 2 Energy attached to use Rollout: 1  Energy and 1 of any type of Energy


Rollout does 20 damage to the Defending Pokémon



You may see some attacks with this as their cost symbol. That means the attack has a cost of 0, and you can use it without any Energy attached to the Pokémon!



Play with Fire
The Defending Pokémon is now Burned. Magby is now Asleep.

What Energy would you need to use Scolipede's Poison Claws?
That's right, 2  Energy and 2 Energy of any type!



Poison Claws



B CHECK Weakness and Resistance of the Defending Pokémon.

Some Pokémon have Weakness or Resistance to Pokémon of certain other types, marked in the lower-left corner of the card. (For example, Snivy has a Weakness to Fire-type Pokémon.) If the attack does damage, the Defending Pokémon takes more damage if it has Weakness to the attacker's type. It takes less damage from a Pokémon if it has Resistance to that Pokémon's type.



Don't apply Weakness and Resistance for Benched Pokémon!

C PUT damage counters on the Defending Pokémon.

When you attack, put 1 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). In the example above, Tepig's Tackle does 10 damage. Then, Snivy's Weakness of x2 to Fire-type Pokémon makes that $10 \times 2 = 20$ damage. So put 2 damage counters with 10s on them on Snivy. If an attack says to do something else, be sure to do that, too!

Your attack is complete, so check to see if any Pokémon were Knocked Out by the attack. Some attacks can damage more than one Pokémon, and sometimes they can even damage the attacking Pokémon! So, make sure to check every Pokémon that was affected by the attack.

If a Pokémon has total damage at least equal to its HP (for example, 5 or more damage counters on a Pokémon with 50 HP), it is Knocked Out. If a player's Pokémon is Knocked Out, that player puts it and all cards attached to it in the discard pile. That player's opponent takes 1 of his or her own Prize cards and puts it into his or her hand.

The player whose Pokémon was Knocked Out chooses a new Active Pokémon from his or her Bench. If your opponent can't do this because his or her Bench is empty (or for any other reason), you win the game! If your opponent still has Pokémon in play, but you just took your last Prize card, you also win the game!

D Your turn is over.

Next, you take care of a few special things during the in-between turns step.



10

+

10



Tackle 10





IN-BETWEEN TURNS STEP

Before the game continues to the next player, take care of Special Conditions in this order:

1. Poisoned 2. Burned 3. Asleep 4. Paralyzed

Then, apply the effects of any Abilities (or anything else that a card states must happen between turns). After both players have done these things, check to see if affected Pokémon were Knocked Out. Then, start the next player's turn!

SPECIAL CONDITIONS

Some attacks leave the Active Pokémon Asleep, Burned, Confused, Paralyzed, or Poisoned—these are called “Special Conditions.” They can only happen to an Active Pokémon—when a Pokémon goes to the Bench, you remove all its Special Conditions. Evolving a Pokémon also removes its Special Conditions.



Asleep

Turn the Pokémon counterclockwise to show that it is Asleep.

If a Pokémon is Asleep, it cannot attack or retreat. In-between turns, flip a coin. If you flip heads, the Pokémon wakes up (turn the card back right-side up), but if you flip tails, it stays Asleep.



Burned

If a Pokémon is Burned, it may take damage in-between turns. When a Pokémon is Burned, put a Burn marker on it. In-between turns, the owner of the Burned Pokémon flips a coin. If he or she flips tails, put 2 damage counters on the Burned Pokémon. A Pokémon cannot have two Burn markers; if an attack gives it another Burn marker, the new Burned Condition simply replaces the old one. Make sure your Burn markers look different from your damage counters.





Confused

Turn a Confused Pokémon with its head pointed toward you to show that it is Confused.

If a Pokémon is Confused, you must flip a coin before attacking with that Pokémon. If you flip heads, the attack works normally, but if you flip tails, your Pokémon receives 3 damage counters and the attack ends without further effect.



Paralyzed

Turn the Paralyzed Pokémon clockwise.

If a Pokémon is Paralyzed, it cannot attack or retreat. Remove the Special Condition Paralyzed during the in-between turns phase if your Pokémon was Paralyzed since the beginning of your last turn.



Poisoned

A Poisoned Pokémon takes damage in-between turns. When a Pokémon is Poisoned, put a Poison marker on it. Put a damage counter on each Poisoned Pokémon during each in-between turns step. A Pokémon cannot have two Poison markers; if an attack gives it another Poison marker, the new Poisoned Condition simply replaces the old one. Make sure your Poison markers look different from your damage counters.



Removing Special Conditions

Moving to the Bench removes all Special Conditions. The only Special Conditions that prevent Pokémon from retreating are Asleep and Paralyzed. Since Asleep, Confused, and Paralyzed all rotate the Pokémon card, whichever one happened last to the Pokémon is the only one that is still in effect. Since Poisoned and Burned use counters, those don't affect other Special Conditions. An unfortunate Pokémon could be Poisoned, Burned, and Paralyzed all at the same time!



POKÉMON LEAGUES AND TRAINER KITS

This is all you need to know to play the game! If you need more help, ask your local store for a Trainer Kit. This kit shows you and a friend how to play an entire game, start to finish!

**Check out our online
tutorials for more rules help
www.pokemon.com/tcgtutorials**



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ADVANCED RULES

WHAT COUNTS AS AN ATTACK?

Every attack has a cost and a name, and it might have a base damage and damage text. Most of the text on a Pokémon describes its attack, even if it doesn't do any damage.

For example, Lillipup's Collect does no damage, but it's still an attack! Anything else is called an Ability or something else. For instance, Reuniclus's Damage Swap Ability moves damage counters around, but it doesn't count as an attack.



Swoobat's Attract affects Collect, but not Damage Swap.





FULL DETAILS OF ATTACKING

For most attacks, the order in which you do things doesn't really matter. However, for a complicated attack, here are the full steps:

- A** Look at your Pokémon and decide which attack to use. Make sure you have the correct Energy attached. Then, announce you are using that attack.
- B** Make any choices the attack requires you to make. For example, if an attack says, "Choose 1 of your opponent's Benched Pokémon," you would make that choice now.
- C** Do anything the attack requires you to do to use it. For example, you must flip a coin if an attack says "Flip a coin. If tails, this attack does nothing."
- D** Apply any effects that might alter or cancel the attack. For example, if an attack used against your Pokémon last turn says, "If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing."
- E** If your Attacking Pokémon is Confused, check now to see if the attack fails.
- F** Apply any effects that happen before damage, then place damage counters, and then do all other effects.

Figuring out how many damage counters to place is usually straightforward. However, if many things are changing the damage, follow these steps in this order:

- 1** Start with the base damage printed to the right of the attack. If an \times , $-$, or $+$ is printed next to it, the attack text will tell you the damage to do. If an attack tells you to put damage counters, you have no more calculations to do because damage counters aren't affected by Weakness, Resistance, or any other effects on a Pokémon. Just put those damage counters on the affected Pokémon!
- 2** Figure out damage effects on the Attacking Pokémon based on Trainer cards or any other relevant effects. For example, if your Pokémon used an attack last turn that said, "During your next turn, each of this Pokémon's attacks does 40 more damage (*before applying Weakness and Resistance*)," then add that in. Stop if the base damage is 0 (or if the attack does not do any damage at all). Otherwise, keep going.
- 3** Increase the damage by the amount next to the Defending Pokémon's Weakness, if it has Weakness to the Attacking Pokémon's type.
- 4** Reduce the damage by the amount next to the Defending Pokémon's Resistance, if it has Resistance to the Attacking Pokémon's type.
- 5** Figure out damage effects of Trainer or Energy cards, or other effects on the Defending Pokémon. For example, if the Defending Pokémon has an Ability that says "Any damage done to this Pokémon by attacks is reduced by 20 (*after applying Weakness and Resistance*)."
- 6** For each 10 damage of the final attack, put 1 damage counter on the affected Pokémon. If the damage is 0 or less, don't put on any damage counters!



WHAT IF YOU SHOULD DRAW MORE CARDS THAN YOU HAVE?

If a card tells you to draw or look at more cards from your deck than you have left, draw or look at the cards you have and continue play as normal.

For example, if a card tells you to draw or look at the top 5 cards of your deck and you have only 3 cards left in your deck, draw the top 3 or look at the top 3. You lose if you cannot draw a card at the start of your turn, but not if you cannot draw one because a card told you to do so.

WHAT 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 is Knocked Out (or otherwise removed from play). This makes it possible for both players to win 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 are the victor!

WHAT'S SUDDEN DEATH?

In Sudden Death, you play a new game, but each player uses only 1 Prize card instead of the usual 6. Except for the single Prize card, treat the Sudden Death game like a whole new game! Set everything up and flip a coin again to see who goes first. The winner of this game is the overall winner. If the Sudden Death game also ends in Sudden Death, just keep playing Sudden Death games until somebody wins.

WHAT DOES AND DOESN'T COUNT FOR A POKÉMON'S NAME?

- ♣ Some Pokémon cards have extra information after their name, such as a Level or a symbol like \mathbb{L} . A Pokémon's name changes how you can evolve or play certain cards. Level is *not* part of a Pokémon's name:
 - ◆ Gengar, Gengar LV. 43, Gengar LV. 44, and Gengar LV.X all have the same name
- ♣ Symbols at the end of a Pokémon's name are part of a Pokémon's name:
 - ◆ Alakazam, Alakazam \mathbb{L} , and Alakazam \star all have different names from each other
 - ◆ However, δ (Delta Species) is *not* part of a Pokémon's name. Aerodactyl and Aerodactyl δ (Delta Species) have the same name
- ♣ An owner in a Pokémon's name *is* part of the Pokémon's name:
 - ◆ Geodude and Brock's Geodude have different names

When you are building a deck, you can have only 4 copies of a card with the same name in it, except for basic Energy cards. If your deck has 1 each of Gengar, Gengar LV. 43, Gengar LV. 44, and Gengar LV.X you can't put any more cards named Gengar in your deck! However, you could have 4 Geodude and 4 Brock's Geodude.

When evolving, the "evolves from" Pokémon name must match the Pokémon being Evolved. So Graveler can evolve from Geodude, or Geodude LV. 12, but not Brock's Geodude.



DECK BUILDING

When building most decks, you'll need to follow a few rules. One of the most important rules is that your deck must be exactly 60 cards; it can't be any more or less, not even if it's just 59 or 61 cards!

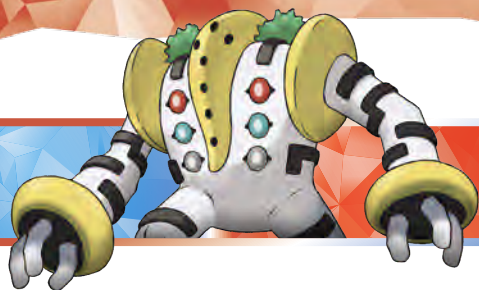
Also, except for basic Energy, you can only have 4 cards with the same name in your deck. This means you can have only 4 cards called "Pignite" in your deck, even if they each have different attacks. Lastly, your deck must have at least one Basic Pokémon in it.

Building your own deck can be challenging, but also a lot of fun. A League Leader at a Pokémon League can help you with some ideas. Another good idea is to find a theme deck you like and try modifying it. Remember to keep it at exactly 60 cards! If you're starting a whole new deck though, try these guidelines for starters:

- ♣ Pick one or two Energy types at most. Remember, most ⚡ Pokémon can use any Energy for attacks, so they can go in nearly any deck!
- ♣ To make sure you have enough Energy cards, try between 18 and 22 in your 60-card deck
- ♣ Trainer cards are important, too. Cards like Pokémon Communication and Energy Search can help you find exactly the cards you need! Around 13 to 20 Trainer cards is a good start
- ♣ Of course, you need Pokémon! The rest of your deck will be Pokémon. Remember, you need at least one Basic Pokémon in your deck. Collect your favorite Pokémon so you can have 4 copies of them in your deck to make sure you draw them as much as possible. And, if that Pokémon evolves, try to get 4 of each of its evolution chain Pokémon as well!

Every deck is different and will fit your personality and personal strategy. Over time you'll find the numbers of Pokémon, Trainer, and Energy cards you like the best.





APPENDIX A: POKÉMON-EX

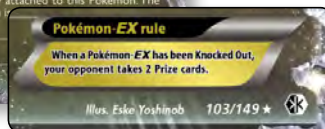
Pokémon-EX are powerful Pokémon that show off a Pokémon with more HP and stronger attacks than regular Pokémon, but there are risks to playing these powered-up Pokémon!

SPECIAL RULES FOR POKÉMON-EX

The EX is part of a Pokémon-EX's name. Thus Black Kyurem and Black Kyurem-EX have different names, so you can have up to 4 of each in your deck if you wish.

When one of your Pokémon-EX is Knocked Out, your opponent takes 2 Prize cards.

Apart from this, Pokémon-EX play just like any other Pokémon card.



One more cool thing: Pokémon-EX can have both regular and full-art rare Ultra versions!



APPENDIX B: RESTORED POKÉMON

A new card stage for Fossil Pokémon has been introduced: Restored Pokémon. As you can see, Archen is a Restored Pokémon, and has the rule “Put this card on your Bench only with the effect of Plume Fossil.” This means exactly what it says: the only way to play Archen to your Bench is to play the Plume Fossil Item card. If you look at Plume Fossil, you’ll see exactly how you can get Archen into play. Once you do, Archeops works just like any other Stage 1 Pokémon—put it on top of Archen when you could normally play a Stage 1 Pokémon.



KEY RESTORED POKÉMON NOTES

- ☞ If you have a Restored Pokémon in your hand, you cannot play it to your Bench unless you play an Item card and its effect tells you to.
- ☞ Restored Pokémon 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 Restored Pokémon in your deck. Finally, Restored Pokémon are *not* Evolution cards.
- ☞ Cards or effects that refer to “Basic,” “Stage 1,” “Stage 2,” or “Evolution” cards don’t affect Restored Pokémon. For example a card that says “Search your deck for a Basic Pokémon” can’t find this Restored Archen card. However, one that says “Search your deck for a Pokémon” can find Archen. Also cards that affect unevolved Pokémon will affect Restored Pokémon.
- ☞ When playing with older Fossil Pokémon, the most important rules to follow are the “Evolves from” or “Put this card into play...” text. If, for example, Kabuto is printed in a later set as a Restored Pokémon, there will be a Stage 1 Kabutops. Regardless of which Kabuto you have in play, you can evolve it into any Kabutops that says “Evolves from Kabuto.” This means you can evolve a Stage 2 Kabutops from a Restored Kabuto or a Stage 1 Kabutops from a Stage 1 Kabuto.



APPENDIX C: ACE SPEC TRAINER CARDS

A powerful new type of Trainer card debuts in *Black & White—Boundaries Crossed*: ACE SPEC Trainer cards! These cards are so powerful, you can only have one ACE SPEC card in your deck. And that's not one of each: that's only one ACE SPEC card total in your deck. Be sure to assess all the ACE SPEC cards to decide which one will work best in your deck!



APPENDIX D: TEAM PLASMA CARDS

Team Plasma is here, and you can harness the power of their Pokémon, Trainer cards, and Energy! Team Plasma cards have a striking, unique look. You'll first notice the Plasma blue border, then you'll see the Team Plasma title. Finally, the villains' iconic shield appears in the text box.

Any card with this look is considered a Team Plasma card.



For Pokémon, Team Plasma is not part of the Pokémon's name. So if you have 4 Team Plasma Liepard in your deck, you can't have any more Liepard cards in your deck. Also, Team Plasma Pokémon evolve as normal. Team Plasma Liepard will evolve from Purrloin just like other Liepard.



GLOSSARY

ABILITY: An Ability is an effect on a Pokémon that is not an attack. Some will be active all of the time, while some you will need to choose to use. Read each Ability to make sure you understand exactly how and when it works.









ACE SPEC TRAINER CARD: A powerful Trainer card. You may only have one ACE SPEC Trainer card in your deck.

ACTIVE POKÉMON: Your in-play Pokémon that is not on the Bench. 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: The Active Pokémon, as it performs an attack.

BASIC ENERGY CARD: A Grass , Fire , Water , Lightning , Psychic , Fighting , Darkness , or Metal  Energy card.

BASIC POKÉMON CARD: A card you can play directly from your hand on your turn. See Evolution card.

BENCH: The place for your Pokémon that are in play but are not actively fighting. They come out and fight if the Active Pokémon retreats or is Knocked Out. When Benched Pokémon take damage, do not apply Weakness or Resistance.

BURN MARKER: What you put on a Pokémon to remind you it is Burned. Remove the marker if the Pokémon is Benched or Evolved. See counter, damage counter.

COUNTER: Object put 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 put 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 much damage as it has printed on it. See counter, Poison marker.

DEFENDING POKÉMON: Your Active Pokémon when your opponent is attacking.

DEVOLVE: Certain cards can devolve an Evolved Pokémon, which is the opposite of evolving your Pokémon. When a Pokémon is devolved, it also loses Special Conditions and any other effects.

DISCARD PILE: The cards you have discarded. These cards are always face up. Anyone can look at these cards at any time.

ENERGY CARD: Cards that power your Pokémon so they can attack. See basic Energy card.

EVOLUTION CARD: A card you play on top of a Basic Pokémon card (or on top of another Evolution card) to make it stronger.

FOSSIL TRAINER CARDS: A special kind of Trainer card that acts like a Basic Pokémon when put into play. When a Fossil 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-BETWEEN TURNS: The part of each turn when the game shifts from one player to the other. Check Poison, Burn, Asleep, and Paralysis at this step, and see whether any Pokémon are 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, 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 all cards attached to it. When one of your opponent's Pokémon is Knocked Out, take one of your Prizes.

ITEM CARD: A type of Trainer card. Follow the instructions on the card and then discard it.

LOST ZONE: Cards sent to the Lost Zone are no longer playable during that match. Put them face up anywhere out of play.

OWNER: A Pokémon with a Trainer's name in its title, such as Brock's Sandshrew or Team Rocket's Meowth. Cards with **T**, **BL**, **TR**, **C**, or **FB** do NOT count as "Owner" cards.

POISON MARKER: Object put on a Pokémon to remind you it is Poisoned. Remove the marker if the Pokémon is Benched or evolved. See counter, damage counter.

POKÉ-BODY: An effect that is active as soon as that Pokémon card is in play and lasts until the Pokémon leaves play.

POKÉ-POWER: A once-per-turn power on Active and Benched Pokémon you must choose to use. Most Poké-Powers are turned off if the Pokémon has 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 Pokémon-EX is Knocked Out, your opponent draws two Prize cards instead of one.

POKÉMON LEGEND: Special double cards that showcase powerful Legendary Pokémon. Both cards must be played together at the same time.

POKÉMON LV.X: Stronger versions of a regular Pokémon, put on top of the regular Pokémon of the same name and 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. They always include the words "Poké-Power" or "Poké-Body" so you can tell they are not attacks.

POKÉMON SP: A special Pokémon trained by a particular Trainer, with a symbol in its name to show its owner. A Zapdos **T** card has a different name from a Zapdos card because Zapdos **T** is a Team Galactic's Pokémon and the **T** is part of the name.

POKÉMON TOOL: A special kind of Trainer card (an Item) you can attach to your Pokémon to help you. Each Pokémon can have only 1 Pokémon Tool attached 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, for a Pokémon-EX). When you take your last Prize card, you win!

RESISTANCE: A Pokémon with Resistance takes less damage when attacked by Pokémon of a certain type. The amount of Resistance is printed next to the type of Resistance(s) a Pokémon has, if any.

RESTORED POKÉMON CARD: A card you play with the associated fossil Item card.



RETREAT: When you switch your Active Pokémon 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 type of Trainer card similar to an Item card, but stays in play after you play it. Only one Stadium card can be in play at a time—if a new one comes into play, discard the old one and end its effects. You can play only one Stadium card each turn.

SUDDEN DEATH: Sometimes both players win at the same time. In this case, you play a short game called “Sudden Death” (use only 1 Prize card each instead of 6).

SUPPORTER CARD: A Trainer card similar to an Item card. You can play only one Supporter card each turn.

TECHNICAL MACHINE: A kind of Trainer card (an Item) you can attach to your Pokémon. When attached, your Pokémon can use the Technical Machine attack as its own. Technical Machine cards remain attached unless the card text says otherwise.

TRAINER CARD: Special cards you play to gain advantages in the game. See Item card, Stadium card, Supporter card.

TRAINERS' POKÉMON: Pokémon with Trainers' names in their titles, like Brock's Sandshrew. You cannot evolve a regular Sandshrew into Brock's Sandslash, and you cannot evolve a Brock's Sandshrew into a regular Sandslash. This is because “Brock's” is part of the name.

WEAKNESS: A Pokémon with Weakness 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.



Credits

Original Japanese Game

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Original Game Design: Tsunekazu Ishihara, Kouichi Ooyama, and Takumi Akabane
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Special Thanks To: Satoshi Tajiri, Ken Sugimori, GAME FREAK inc.

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Black & White—Boundaries Crossed Logo: Kumi Okada

Special Thanks To: Creatures Inc., The Pokémon Company, and The Pokémon Company International

Need Help Playing a Game?

For gameplay help, strategies, rulings, or tournament information, visit our website at: www.pokemon.com

For other general customer service issues: www.pokemon.com/support
 Phone: 1-425-274-4855

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