Pokémon Deckbuilding Game
Comprehensive Rules

Version 1.06
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Contents

1. Anatomy of a card

100. Name

100.1   A card's name is printed above its art. If a card refers to its own name (or any part of that name), or a link or modifier refers to the name of its source (or any part of that name), it's referring only to that card and not to any other card with that name. Such references are called "self-references," as are references to "this," "this card," "this effect," and so on.

   100.1a   If an effect using a named self-reference is copied or added to another card, that self-reference refers to the new card's name and not the name originally referenced.

100.2   If text refers to a card "named [name]," it's referring to any card with that name. This is an exception to 100.1.

     [PDB]   Pokemon Deckbuilding Game

101. Type Line

101.1   A card's type line is typically below its art and contains that card's type and any number of sub-types. Both can be referenced by other cards.

   101.1a   Challenge cards have a number in parentheses on their type line. This number indicates the order the card is placed into the Challenge Stack and is not considered a type or sub-type.

   101.1b   Some cards may also have a "-" followed by additional wording in their type line. "-" and anything listed after is flavor text and are not types or sub-types.

101.2   The far right side of a card's type line displays the card's set code, denoting what set the card is from. This set code is typically three characters and will be bracketed. Here is a list of each of the set codes and their corresponding games:
     [GLI]   Pokemon Deckbuilding Game – Gym Leaders' Challenge: Indigo League
     [JOJ]   Pokemon Deckbuilding Game – The Johto Journeys
     [GLJ]   Pokemon Deckbuilding Game – Gym Leaders' Challenge: Johto League
     [THC]   Pokemon Deckbuilding Game – The Hoenn Chapter
     [MEV]   Pokemon Deckbuilding Game – Mega Evolved!
     [TSR]   Pokemon Deckbuilding Game – The Sinnoh Region
     [GLS]   Pokemon Deckbuilding Game – Gym Leaders' Challenge: Sinnoh League
     [AIU]   Pokemon Deckbuilding Game – Adventures in Unova
     [GLU]   Pokemon Deckbuilding Game – Gym Leaders' Challenge: Unova League
     [KAQ]   Pokemon Deckbuilding Game – Kalos Quest
     [GLK]   Pokemon Deckbuilding Game – Gym Leaders' Challenge: Kalos League
     [S&M]   Pokemon Deckbuilding Game – Sun & Moon
     [USM]   Pokemon Deckbuilding Game – Ultra Sun & Moon

[S&S]   Pokemon Deckbuilding Game – Sword & Shield
[WCS]   Pokemon Deckbuilding Game – World Championships
[CTR]   Pokemon Deckbuilding Game – Crossover Team Rocket
[CAM]   Pokemon Deckbuilding Game – Crossover Team Aqua vs Team Magma
[CTG]   Pokemon Deckbuilding Game – Crossover Team Galactic
[CTP]   Pokemon Deckbuilding Game – Crossover Team Plasma
[CTF]   Pokemon Deckbuilding Game – Crossover Team Flare
[CTS]   Pokemon Deckbuilding Game – Crossover Team Skull
[CTY]   Pokemon Deckbuilding Game – Crossover Team Yell

101.3   A modifier that adds a type or sub-type to a card doesn't remove any types or sub-types unless specified.

101.4   Some effects refer to controlling cards with certain types or sub-types. These cards reference any card with that type or sub-type on its type line.

102. Text Box

102.1   A card's text box is typically below its type line. A card's text may include game text and/or reminder text. Reminder text is italicized text in parentheses that clarifies game text.

102.2   A paragraph break in the text – represented by "<p>" in these rules – denotes a new effect. However, some effects represented by keywords may be grouped together to save space.

103. Cost

103.1   A card's Cost is the value in its lower right corner. This may either be denoted by the amount of energy symbols (✹) displayed or will state "Cost: [number]". This is the number of energy a player must spend to buy that card.

103.2   A card with no displayed cost is treated as zero, and can be bought for free unless otherwise stated.

103.3   A card's cost is always zero or a positive integer, and can never be reduced below zero.

103.4   If a card's cost contains an X, that X is treated as zero unless otherwise stated.

104. XP Value

104.1   A card's XP Value is the number listed in its lower left corner. A card's XP Value may be positive, zero, negative, or *****. Negative values will subtract from their owner's total XP at the end of the game.

104.2   A card with no displayed XP Value is treated as zero.

104.2   If a card's XP Value is *****, that card's XP Value is variable and will typically have an effect stating what it is worth.

> *Example: Unown has an XP Value of ***** and has an effect that states "At the end of the game, this is worth 1 XP for each card named Unown that you own."*

105. Extra Symbol

105.1   A card's Extra Symbol is located on the bottom middle of the card, under the text box. These symbols are mostly cosmetic, but may be referenced by certain cards.

> *Example: Certain cards in The Hoenn Chapter will display a Mega Symbol (   ) and are referenced by Mega Evolution in the Mega Evolved! Expansion.*

106. Watermark

106.1   Some cards may have a Watermark on the background of their Text Box. These are mostly cosmetic, but may be referenced by certain cards.

2. Card Types

200. Overview

200.1   A card's type is printed on its type line. If text refers to a type without any other specifications, it is referring to a card type.

200.1a   Some modifiers add an additional card type to a card. Such a modifier doesn't remove any of that card's type unless specified.

200.2   There are nine primary card types. All cards have either one or more of these primary types or no type.
Challenge, Encounter, Item, Move, Pokemon, Starter, Status Condition, TM / HM, Trainer

200.2a   Some cards have a blank type line. Those cards do not have a type and are only referenced by their card name.

200.2b   Some cards have parentheses with characters inside. The parentheses and anything inside are not types or sub-types.

200.2c   Some cards also have a "-" followed by additional wording in their type line.

"-" and anything listed after is flavor text and are not types or sub-types.

200.3   Some text references the amount of different card types in play. This only refers to the primary card types listed in 200.2.

200.4   Each type and sub-type is a single word except for some multi-word types and sub-types.

The following is an exhaustive list of single-word types/sub-types:
Starter, Pokemon, Item, Move, Encounter, Challenge, Trainer

The following multi-word types/sub-types can be referenced either by all words in that type/sub-type, or by the last word in that type/sub-type:
Evolved Pokemon, Legendary Pokemon, Mythical Pokemon, Primal Pokemon, Unique Move

The following multi-word types/subtypes can be referenced only by all words in that type/sub-type:
TM / HM, Status Condition, Ultra Beast, Mega Evolved, ACE SPEC

200.4a   A limited number of cards may include a combination of multi-word types/sub-types. These can be referenced by either all of the words in the third category above, or by a multi-word type/sub-type in the second category above, or by the last word in that type/sub-type.

Example: Ultra Necrozma has a type line of the following: Ultra Beast Evolved Pokemon It can be referenced by either "Ultra Beast," "Evolved Pokemon," or "Pokemon".

201. Trainer

201.1   Unless otherwise stated by a specific game's rules, play begins by shuffling the stack of oversized Trainer cards and dealing two to each player at the table. Each player selects one Trainer to use and places it face-down in front of them. The unused Trainer cards are returned to their original location face-down. Once all players have selected their Trainer, each player flips their Trainer card face-up.

201.2   Some Trainers have an effect that states "You go first." A player that has that Trainer will automatically become the first player.

201.2a   If more than one player has an effect that states "You go first," the player with the most "You go first" effects will be the first player. If multiple players have the same number of "You go first" effects, those players will randomly determine who goes first by rolling a die or flipping a coin.

201.3   If a Trainer has an effect that states "You start the game with [card name] in your deck," add the specified card to your starting deck before play begins.

201.4   Some Trainer cards have two sides. They start the game face-up, with their smaller art and card frame visible.

201.4b   Unless a Trainer has two printed sides, a face-down Trainer has no effects while
          face-down on its blank side. A face-down Trainer still retains its name and is
          identical to a face-up Trainer in all other ways.

202. Starter

202.1   Each player begins the game with a set amount of specific Starters listed in that game's
         rules; this is typically six or seven Tackles and three or four Energy Removals. Some Trainers
         will additionally have a specific card mentioned that starts in that player's deck (201.3).

202.2   Unless otherwise stated in a specific game's rules, Starters are never added to the Main
         Deck or Line-Up. Any additional Starters not used during setup are removed.

203. Challenge

203.1   Challenges typically represent Gym Battles, League Badges, or iconic characters. They
         typically provide large amounts of XP relative to other card types and are one of the ways to
         trigger the end of a game.

203.2   Each specific game's setup rules will state how to arrange the Challenge Stack. If there are
         any unused Challenges, those are removed from the game unless otherwise stated.

203.3   Typically only one Challenge can be bought or gained per turn, that being the top face-up
         card of the Challenge Stack.

203.4   Each Challenge will have an effect that happens when gained.

   203.4a   Most Challenges state to put it under your Trainer when gained and do not provide any
             benefit other than a large amount of XP.

   203.4b   Some Challenges may state to gain specific card(s) or perform a certain action.

203.5   Some Challenges may have the keyword "Stack Ongoing:", which is active while that card is
         face-up on its respective stack.

204. Encounter

204.1   Encounters typically represent battles, ploys by villainous teams, or various helpful or
         harmful events.

204.2   Some Encounters have the "Encounter Attack:" keyword. When a card with that keyword
         enters the Line-Up, attempt to resolve the Encounter Attack and open an Attack Window
         (607).

204.2a   If an Encounter Attack is added to the Line-Up during the End Phase, it triggers at the same time as "at the start of [this turn]" effects and modifiers trigger during the next player's Start Phase.

204.2b   If multiple Encounter Attack cards are added to the Line-Up at the same time, the turn player decides which order they resolve.

204.3   Some Encounters may have text stating they can't be bought or gained and to destroy them at the end of the turn.

205. Status Condition

205.1   Aa

205.2   Aa

206. Pokemon

206.1   Aa

206.2   Aa

207. Item

207.1   Aa

207.2   Aa

208. TM / HM

208.1   Aa

208.2   Aa

209. Move

209.1   Aa

209.2   Aa

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3. Game Setup

300. Overview

300.1   Aa

4. Turn Sequence

400. Overview

400.1   Players take turns, going clockwise from the first player. Each player's turn has three phases. In order, they are start, main, and end.

400.2   When a turn or phase starts, any effects or modifiers that trigger at the start of that turn or phase trigger at the appropriate step (401.1). Effects or modifiers that trigger at the end of a turn trigger during that turn's end phase at the appropriate step (403.1).

400.3   Some modifiers may give a player an extra, or additional, turn. That turn is added immediately after the current turn. If multiple extra turns are created during a single turn, each is added individually, and the one most recently created is taken first. When such a modifier is created, the turn player is also considered the "next player".

400.4   Some modifiers may tell a player to skip a turn. These are replacement modifiers that replace the skipped turn with nothing. If two modifiers tell a player to skip their next turn, then that player skips their next two turns, and so on.

400.5   Some modifiers and rules say to end the current turn. To do so, follow these steps in order:

- All other links are interrupted by the game.

- Close the current priority window.

- End all modifiers with duration "this turn."

- Follow the steps listed in the End Phase (403.1).

- Skip to the start of the specified turn. If none is specified, skip to the start of the next turn. End-of-turn triggers are **not** triggered by this transition.

401. Start Phase

401.1   As the start phase begins, the following actions are performed in order. None of this uses the

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chain.

- All modifiers that last "until the start of [this turn]" expire.

- All remaining modifiers that are created "as [this turn] starts" are created. However, if any such effect is gained at this time, it is gained too late to apply, and if any such effect is lost at this time, it is lost too late to stop that modifier from being created.

- All effects or modifiers that trigger "at the start of [this turn]" trigger. Any such effects that are gained while processing one of the previous steps trigger. However, any such effects lost while processing one of the previous actions don't trigger.

402. Main Phase

402.1 A player can do the following (in any order) during their Main Phase, while the chain is empty:

- Play a card.
- Activate a "during [this turn]" or "once per turn" effect.
- Use any other effect (600), that does not have a phase, turn, or event restriction.
- Buy a card (505).

403. End Phase

403.1 When a player is finished with their Main Phase, they declare that they are ending their turn. The End Phase begins and the following actions are performed in order. None of this uses the chain.

- The turn player places any cards remaining in their hand into their discard pile.

- All modifiers that last "until the end of [this turn]" expire.

- All effects or modifiers that trigger "at the end of [this turn]" trigger. Any such effects that are gained while processing one of the previous steps trigger. However, any such effects lost while processing one of the previous actions don't trigger.

- The turn player places all cards they control in play, that are not Ongoing (xxx) or in front of their Trainer, into their discard pile.

- Any unspent Energy that any player has is lost.

- Fill each empty slot in the Line-Up with a card from the top of the Main Deck.

    - If an Encounter Attack (204.2) is added to the Line-Up here, it triggers at the same time as "at the start of [this turn]" effects and modifiers trigger during the

next player's Start Phase.

- If there are not enough cards in the Main Deck to fill the Line-Up completely, immediately proceed to End of Game (508).

- If the top card of the Challenge Stack is face-down, flip it face-up.

  - If there are no Challenge cards to flip face-up onto the Challenge Stack, immediately proceed to End of Game (508).

  ○ Some specific games may contain additional steps required here; refer to that specific game's rules.

- The turn player draws a new hand of five cards.

- The next player starts their turn.

5. Game Concepts

500. Playing Cards

500.1   To play a card is to add it to the chain from another zone. Playing a card follows the applicable rules for adding links (603). Outside of the Attack Window (607), a player can only play a card during their turn, while in their turn's Main Phase (402), while they have priority (501), and while the chain is empty. These rules apply regardless of which zone a card is played from. Cards can only be played from hand unless otherwise specified.

501. Priority

501.1   A player's option to add a link to the chain is called priority. No more than one player can have priority at the same time. That player may add a link or pass priority clockwise to the next player. If that player chooses to add a link, that player gets priority again after adding that link.

501.2   A player with priority can choose to do any of the following:

- Respond to an Attack Window (607).
- Use an effect (600), respective to any phase, turn, or event restrictions.
  If no restriction is listed, an effect can only be used during the Main Phase.

  501.2a   During the Main Phase of a player's turn, while the chain is empty, that player can also:

- Play a card (500).
- Buy a card (505).

501.3   Any time a player would get priority, a set of checks by the game takes place first.

501.3a   All counters on face-down cards are removed.

501.3b   Any waiting triggered effects that say to "end the game" or that a player "wins" or has "won the game" resolve.

501.3c   All other waiting triggered effects and modifiers are added to the chain.

502. Copying

502.1   Some modifiers say to "copy the effects" of another card. Everything printed in that target's text box is added to the source of the "copy" effect, under its own text for a specified duration. If no duration is specified, such a modifier lasts until the game ends or the source of the effect is no longer in play.

502.1a   If the target is no longer in the expected zone, its last known information is used.

502.2   Copying the effects of a card doesn't copy any other printed information, such as name, type, or cost. The copied card is not "played."

503. Searching

503.1   To search a zone is to look through all of the cards in that zone. Unless otherwise specified, you need not decide anything about the card(s) you're searching for before you start searching.

503.2   If a player searches a player's deck, the owner of that deck shuffles it after that player has finished searching. If a modifier tells a player to search a deck and another zone for a card, and that player finds that card in that other zone, that player has the option of looking through that deck (after which it's shuffled by its owner) or not (in which case it's not shuffled).

503.3   A player searching a non-public zone for a card of a specified description can fail to find a card. That player doesn't have to say whether the failure to find was by choice or by absence. However, a player searching a zone for "a card" can't find to fail a card unless that zone is empty.

504. Zones

504.1   Cards can be in any of the following standard zones: deck, hand, discard pile, play, under Trainer, on top of Trainer, Destroyed Pile, Removed from Game, Main Deck, Line-Up, Evolution Stack, Potion Stack, Poison/Status Condition Stack, Challenge Stack

Some games may feature the following additional zones: Mythical Pokémon Stack, Mega Evolution Stack, Ultra Beast Stack, Max Raid Stack, Mega Evolution Line, Ultra Beast Line.

Each standard zone and applicable additional zones exists even if there are no cards in that zone.

Ongoing cards and other cards put 'in front of a Trainer' are considered to be in 'play.'

504.2   All deck, Main Deck, Challenge Stack, Mythical Pokémon Stack, Mega Evolution Stack, Ultra Beast Stack, and Max Raid Stack zones are private zones. Players can't freely search or alter the order of cards in these zones, but can rearrange cards in all other zones.

504.2a   The Mega Evolution Stack in the Mega Evolved! expansion is a public zone and may be freely searched and rearranged.

504.2b   The Potion Stack in the Ultra Sun & Moon expansion can be freely searched, but cannot be rearranged.

504.3   Each player has their own deck, discard pile, hand, play, under Trainer, and on top of Trainer zones. If a card is put into one of these zones, it's put into its owner's instance of that zone. Some modifiers explicitly put a card into a zone of a player who doesn't own it. If that happens, that player now owns that card for the rest of the game.

504.4   **Deck Zone**

504.4a   Each deck zone contains a player's deck. Cards are usually drawn from the top of a deck. Cards in decks are face-down and so are not public. Unless a card says otherwise, players can't look through decks or rearrange their order. The number of cards in each deck is public. If text refers to a player's deck, it's referring to the pile of cards in that player's deck zone.

504.4b   Any time a player shuffles a deck, he must then offer it to an opponent to cut and/or shuffle. Any time a player searches a deck, that deck's owner shuffles it after that search. Decks are always shuffled and cut face-down.

504.4c   A player does not shuffle their discard pile into a new deck as soon as they run out of cards in their deck. However, if at any point during the game if there are no cards in that player's deck and an event or rule says to draw, discard, or reveal a card from that deck, that deck's owner immediately shuffles their discard pile and places it into their deck zone (it becomes their new deck).

504.4d   If multiple cards are simultaneously put on the top or bottom of a player's deck, they may arrange them in any order.

504.4e   Some modifiers may turn a deck over. Such a modifier turns your deck over as it's created and continues to reverse the orientation of your deck zone for the specified duration. After a deck has been turned over, the top is still the side furthest from the table, and the bottom is still the side closest to the table. Cards are still drawn from the top. All cards in the deck become face-up and public. Any player can look at them, but not reorder them. If a deck is turned back over, such that it's no longer face-up, then it's no longer public and can't be looked through unless specified by another modifier.

504.4f   Some modifiers say you may look at the top card(s) of your deck. This means any time you have priority. If an effect or modifier says to look at the top card(s) of your deck, and you do not have that number of cards in your deck, fulfill as much of the action as possible. The "look at" event does not cause a reshuffle as described in 504.4c.

504.4g   Some modifiers tell you to play with the top card of a deck revealed. If another modifier tells you to reveal or look at one or more of the top cards of that deck, the next card is not revealed.

504.5   **Hand Zone**

504.5a   Each hand zone contains the cards a player has drawn. Cards in hand are not public, but each player may look at their own hand at any time. The number of cards in each hand is public.

504.5b   The default hand size is five cards. During the End Phase (403), the turn player draws five cards from their deck, unless an effect or modifier states otherwise.

504.5c   There is no maximum hand size. If an effect or modifier says to draw cards and there are no more cards in your deck or discard pile, fulfill as much as possible.

504.6   **Discard Pile**

504.6a   Each discard pile contains the cards of a player that have been discarded. Cards in discard piles are face-up and public.

504.7   **Play Zone**

504.7a   The play zone is where cards enter play.

504.7b   Ongoing cards and cards placed "in front of your Trainer" are in the play zone, but are distinguished from other cards in play during the End Phase (403).

504.7c   A card in play is public, and either side of it may be looked at by any player unless stated otherwise.

504.8   **Under Trainer**

504.8a   Cards will often state to put them under your Trainer. These cards are face-up and
          public. A player owns cards under their Trainer, but does not control them as they
          are not in play.

504.9   On Top of Trainer

504.9a   Some modifiers may state to put a card on top of your Trainer. The modifier may
          state whether to put the card face-up or face-down. If no orientation is stated,
          put the card face-up. The stack of cards on top of a Trainer are public, but face-
          down cards may not be looked at by any player.

504.9b   A player owns cards on top of their Trainer, but does not control them as they
          are not in play.

504.10   Destroyed Pile

504.10a   The Destroyed Pile is a game zone where all cards that are destroyed are placed
          into. Cards in the Destroyed Pile are face-up and public.

504.11   Removed from Game

504.11a   The Removed from Game zone is a game zone where all cards that are "removed
          from the game" are placed. A card in the Removed from Game zone is face-up
          and public, unless it was removed face-down.

504.12   Main Deck

504.12a   The Main Deck contains the majority of cards that will be placed into the Line-
          Up and used throughout a game. Cards in the Main Deck are face-down and so
          are not public. Unless a card says otherwise, players can't look through the Main
          Deck or rearrange its order. The number of cards in the Main Deck is public. If
          text refers to the Main Deck, it's referring to the pile of cards in the Main Deck
          zone.

504.12b   If multiple cards are simultaneously put on the top or bottom of the Main Deck,
          the controller of the source of that action, or the turn player if the controller is the
          game, may arrange them in any order without revealing that order, unless
          otherwise specified.

504.12c   If the Main Deck is turned over, players may not look through the deck. This is a
          contradiction to 504.4e.

504.12d   Some modifiers may tell you to play with the top card of the Main Deck
          revealed. If another modifier tells you to reveal or look at one or more of the
          cards of the Main Deck, the next card is not revealed.

504.12e   Having an empty Main Deck does not end the game. However, during an End

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Phase, if there are not enough cards in the Main Deck to fill every empty slot in the Line-Up, immediately proceed to End of Game (508).

504.13 **Line-Up**

504.13a   The Line-Up contains five 'slots' for cards to be placed into face-up. There can only ever be one card in each slot unless otherwise specified. The cards in the Line-Up are public and both sides may be looked at by any player at any time, however their order cannot be changed or rearranged.

504.13b   The cards in the Line-Up may be bought by players (505).

504.13c   To refill the Line-Up is to put cards from the top of the Main Deck into empty slots in the Line-Up, face-up, from left to right. The Line-Up is only refilled during the End Phase or when an effect or modifier says to do so.

504.13d   The Encounter Attack keyword only triggers when a card with that keyword is put into the Line-Up.

504.13e   Some modifiers add a card to the Line-Up. If there is an empty slot in the Line-Up, put that card into that empty slot. Otherwise, add a temporary slot to the Line-Up and put that card there. As soon as there is an empty non-temporary slot in the Line-Up, even during the resolution of an effect, if there is a card in a temporary slot, move that card into the non-temporary slot. If at any point a temporary slot is empty, even during the resolution of an effect, that slot ceases to exist.

504.14 **Evolution Stack**

504.14a   The Evolution Stack contains all Evolved Pokémon card types, and any other additional cards specified in each specific game's rules. Cards in the Evolution Stack are face-up and public.

504.15 **Potion Stack**

504.15a   The Potion Stack typically contains sixteen cards named Potion, and any other additional cards specified in each specific game's rules. Cards in the Potion Stack are face-up and public. The Potion Stack in the Ultra Sun & Moon expansion can be freely searched, but cannot be rearranged (504.2b).

504.15b   Cards in the Potion Stack may be bought by players (505).

504.16 **Poison Stack / Status Condition Stack**

504.16a   Some games may use a Poison Stack while others use a Status Condition Stack. The Poison Stack / Status Condition Stack contains an amount of cards named Poison, or Status Condition card types, specified in each specific game's rules. These stacks are face-up and public.

504.17 **Challenge Stack**

504.17a The Challenge Stack contains the Challenge card types. The top card of the Challenge Stack is placed face-up at the start of the game. If there is no face-up Challenge card, the top card of the Challenge Stack is flipped face-up during the End Phase (403).

504.17b Only the top face-up card of the Challenge Stack can be bought or gained by players unless otherwise specified (203, 505). The top face-up card of the Challenge Stack is public, but the face-down cards are not public and cannot be searched or rearranged. The number of cards in the Challenge Stack is public.

504.18 **Changing Zones**

504.18a A card that changes zones becomes a different card, even if it returns to the previous zone. Any modifiers affecting it or that would have affected it previously don't affect it in the new zone, unless they specify that they do. Any counters are removed as part of it becoming a different card. It becomes an illegal target (606.2a) for any links targeting it. A card that changes controller, owner, or orientation while in play is still the same card and has not changed zones.

505. Buying and Gaining

505.1 Energy is the 'currency' of the game. When a player generates or gains energy, it is added to their energy pool and can be used to buy cards or pay for effects such as evolving Pokemon or learning moves.

505.2 Most cards have an effect that generates energy. Effects and modifiers that generate energy can either be positive or negative, and will always be a whole number. Each player's energy pool is reset to zero during the End Phase of each turn.

505.2a "+2 Energy" and "Gain +2 Energy" are equivalent and each generate two energy.

505.2b Text with "+" adds to a player's energy pool, whereas text with "-" subtracts from a player's energy pool.

505.2c Some effects or modifiers can leave a player with a negative total in their energy pool. In such cases, that player would need to gain enough energy to get to a non-negative total before they can buy cards, even if a card costs zero.

505.3 During the main phase (402) of a player's turn, that player may spend energy from their energy pool to buy a card from the Line-Up, Mega Evolution Line, Ultra Beast Line, Potion Stack, the top face-up card of the Challenge Stack, and/or the top face-up card of the Mythical Pokémon Stack. That card's cost is deducted from the player's energy pool. A player can't spend more energy than they have in their energy pool. Cards are always bought or gained

one at a time, though the turn player can perform as many 'buy' actions as they like and are able.

505.4   When a player buys a card, they gain it. They become that card's owner then immediately place it into their discard pile unless otherwise stated.

505.5   Some effects say to "gain [a card]." Most will also specify which zone to gain it from. If the effect does not specify a zone, see 600.3. To gain a card is to become its owner and immediately place it into your discard pile at no additional cost. If an effect tells you to gain a card with a specific name, type, cost, or from a specific zone and there are none available, you don't gain the card.

505.6   Some effects or modifiers can reduce the cost of specific cards. Multiple cost reductions are cumulative, but costs can't be reduced below zero.

506.   Control and Ownership

506.1   A player **controls** their Trainer, each card they put into play, each card put on top of their Trainer, and each link they add to the chain. Cards in other zones have no controller. Unless otherwise specified, text that refers to control of a card is referring to control of a card in play. A player controls a card type if they control a card in play of that type. A triggered effect or modifier is controlled by the player who controlled its source as it triggered or the player who owned that source if it had no controller at that time. No more than one player can control the same thing at the same time.

506.2   A card in any zone is **owned** by the player in whose deck it started the game in, or the player who bought or gained that card during the game. If text refers to a card belonging to a player in play, that text is referring to the controller of that card, who may or may not be the owner. If text refers to cards belonging to players in one or more other zones, that text is referring to the owners of those cards. If a card is put into a player's deck, discard pile, hand, on top of Trainer, or under Trainer, it's put into its owner's instance of that zone unless otherwise specified.

506.3   Some modifiers change the controller of a card in play. A card that changes controllers is still the same card. The new controller moves the card to their play zone, if applicable.

507.   Counters and Tokens

507.1   A **counter** is a small object or die placed on a card by a modifier. Named counters will usually be referenced by a modifier and serve either as a marker or a way to keep track of some quantity. Named counters with the same name are indistinguishable from each other.

507.1a   If a card refers to a counter, it's referring to a counter on itself unless otherwise specified. If a card says to "add" a counter but doesn't specify where, it means to

put that counter on itself.

507.1b   All counters are removed from a card as part of it becoming a different card (504.18a). Counters remain on a card until they are removed.

507.1c   Some modifiers remove a counter, then check whether it was the last one with a specific name, or check if none remain. This check is true if no counters with that name remain, even if that modifier didn't remove one.

507.2   A **token** is a cardboard object that represents a modifier, and is used to help keep track of the game state.

507.2a   Reminder Tokens are rectangular cardboard tokens that are used to signify definite continuous modifiers. These are dual-sided for ease of use, with the color side representing the modifier being 'active' and the gray side being 'inactive.' When a player is affected by a definite continuous modifier, place the appropriate Reminder Token near them on it's active side (if such a token exists). Flip that token to its inactive side when the duration of the modifier has passed.

507.2b   XP Tokens are circular cardboard tokens which provide 1 XP each at the end of a game. When a player gains an XP Token, they place it on top of their Trainer. Some effects or modifiers can cause a player to gain, lose, or change ownership of an XP Token. A lost XP token is placed back into the token pile.

508. End of Game

508.1

6. Effects, Links, and Modifiers

600. Effects

600.1   A card's effects may include the game text in its text box, as well as any keywords or quoted text added to it by modifiers. There are two primary types of effects, triggered and continuous. Definite (602.1b) and indefinite (602.1a) effects are subsets of continuous effects. A paragraph break in the text of a card, represented by "<p>" in these rules and the Official Card Reference, denotes a separate effect. However, keyword effects may be formatted uniquely and/or grouped together to save space.

600.2   Some effects function in zones other than play. Such effects specify what zones they function in. Unless an effect specifies that it functions in another zone, or unless it can only function in another zone, effects function only on cards in play.

600.3   Some effects may mention a zone that they affect. If a zone is not specified, it functions only while in play and means an implicit zone for that action. An effect stating to draw a card without mentioning which zone to draw from, always means to draw a card from your deck. An effect that has a player discard a card without mentioning which zone, always means discarding from that player's hand. An effect that has a player gaining a Poison or Potion without mentioning which zone, always means gaining from that cards' respective stack.

600.4   Some effects or modifiers do not mention a target (604). If the effect is an Attack or Encounter Attack, the target is the turn player. Otherwise, the target is the controller of the source of the effect or modifier.

> **Example 1**: *If Lickitung! enters the Line-Up and you are the turn player, you are the target of the Encounter Attack.*
>
> *Lickitung!, [JOJ], Encounter, 0 XP, 0 Cost*
> *Encounter Attack: Discard a card. <p> This cannot be bought or gained. At the end of the turn, destroy this.*
>
> **Example 2**: *If you play Bicycle, you draw a card.*
>
> *Bicycle, [PDB], Item, 1 XP, 2 Cost*
> *Draw a card.*

600.5   Some modifiers cause a card to lose its effects. Such a card effectively has a blank text box for the duration of such a modifier. However, an Ongoing card remains Ongoing and stays in play. A lost effect that returns will be the same effect as it initially was if its source is the same card as before (600.6a).

600.6   A card's restrictions on the number of times an effect can be used apply only to that card and that effect, and not to any other cards with the same name. Such restrictions apply as long as

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that card is the same card and that effect is the same effect.

600.6a   A lost effect that returns will be the same effect as it initially was if its source is the same card as before.

601. Triggered Effects

601.1   A triggered effect can be identified by the words "when" or "at." It watches for its trigger event to happen, at which point it triggers. It triggers off every instance of its event, including multiple events happening simultaneously. It can trigger any time, even during intervals when no player has priority.

601.1a   Some effects trigger when an event "next" happens. If multiple trigger events next happen simultaneously, then all are considered to be "next" and trigger such an effect multiple times.

601.2   Some triggered effects have an if-condition after the trigger event, set off by commas. Such powers are called "double-check" effects. A double-check effect triggers only if its condition is true. Its effect is interrupted if its condition is no longer true on resolution.

   Example: HM08 Rock Climb states "At the start of your turn, if this is in your discard pile, you may put this on top of your deck."

601.3   A card's triggered effect is active only while that card is face-up in play and that effect hasn't been lost (600.5). Otherwise, it's inactive.

601.3a   A card's effect that can trigger only while that card is in a non-play zone is active only while that card is revealed in that zone and that power hasn't been lost in that zone. This is an exception to 601.3.

601.3b   A card's effect that can trigger only while that card is in one of multiple zones is active only while that card is revealed in one of those zones and that effect hasn't been lost in that zone. This is an exception to 601.3.

601.3c   If a triggered effect becomes active or inactive at the same time as the trigger event it's watching for, it triggers.

602. Continuous Effects

602.1   Any effect that is not a triggered effect is a continuous effect. Continuous effects generate modifiers without using the chain and are either definite or indefinite.

602.1a   Each of a card's indefinite effects generates a continuous modifier that doesn't have a specified duration and lasts as long as that card is in the appropriate zone and has that effect. Additional costs or restrictions on a card or effect are indefinite effects that function

in all zones from which that card can be played or that effect can be used.

602.1b   A definite effect generates a modifier "as" an event happens. Such modifiers can be one-shot or continuous. For modifiers generated as a turn starts, see 501.1a.

603. Links

603.1   A link is a card or effect on the chain. Doing any of the following adds a link (605) to the chain:

- Playing a card
- Copying a card or effect on the chain
- Activating the effect(s) of a modifier
- Buying or gaining a card, counter, or token

603.2   The player that adds a link is the controller of that link. If an effect is triggered, the player who controlled the source of that effect as it triggered is the controller of that effect.

603.3   The source of a card on the chain is that card itself. The source of a non-proposal effect is the card that created the effect. The source of a proposal effect is the proposing player.

604. Targets

604.1   Some links require one or more targets. These are cards or players that usually must be chosen by the controller of such a link as part of adding it to the chain (605). Each target has a target description specified in the link's text. A target can't be chosen unless it meets that description and isn't "untargetable" or "cannot be chosen." A link can't be chosen as one of its own targets. A card or player may only be chosen once for each instance of the word "target" or "choose" in a link's text. If a link specifies "another target" or "another player," the same target or player can't be chosen again.

604.1a   Some target descriptions allow cards in non-play zones to be targeted. Unless a description specifies one or more zones, cards in non-play zones can't be targeted. If a description does not mention a zone, see 600.3.

604.2   Some modifiers tell a player to "change" a target of a link to a second target. To do so, that player targets that second target with that link, but its target description continues to be read from the perspective of that link's controller (so "opponent" continues to mean opposed to that player, and so on). This triggers any effects or modifiers that trigger off that second target becoming targeted. If no legal second target can be chosen, that link is not changed.

604.3   If a resolving link checks "if you targeted" or "if you chose" a particular card, you did so only if that link is legally targeting that card as it resolves.

604.4   Some cards in play say that links "must target" or "must choose" them if able. If such a

'magnet' is in play, a player who adds a link with one or more targets must choose that magnet as one of those targets if it can be legally chosen. If that link can have "up to" a number of targets, that player can choose zero to avoid targeting that magnet. If that link is modal, that player can choose a mode that doesn't involve targeting that magnet. If two or more magnets are in play, that player must choose targets so as to include the maximum possible number of magnets.

604.5   Some links target randomly. For each target description of such a link, first identify the set of possible targets (for example, by excluding self, teammates, or untargetable cards), and then randomly choose from that set. If that set contains one or more magnets, randomly choose from among only those magnets unless all of those magnets have already been chosen for that link.

605. Adding Links

605.1   To add a link to the chain, you must go through the following steps in order. You can't start to add link if there's a modifier that stops you from adding that link.

605.1a   Announce the card or effect, reveal its source if that source is not currently revealed, and then put that link on the chain. The source of the link remains revealed while the link is being added.

605.1b   If the link is modal, indicated by the phrase "choose [a number] of the following:", you choose which mode or modes to use. If "an opponent chooses [a number] of the following:", you first choose an opponent, then that opponent chooses a mode. If "each [player/opponent] chooses [a number] of the following" each [player/opponent] chooses a mode and resolves the effect before passing to the next [player/opponent], starting with the closest [player/opponent], or turn player if applicable, to the effect's source and going clockwise around the table. Each mode is separated by a line break and begins with a bullet point. A player can't choose the same mode more than once.

605.1c   If the link has targets (604), you must choose those targets in any order that allows all of them to be chosen. The link can't be added unless legal choices can be made for all of its targets.

• If the link is modal, you choose targets for only the chosen modes.
• If the link has a variable number of targets, you must first choose a number and then choose those targets. If the link requires information from the game to determine the number of targets that can be chosen, that information is locked in first.
• If the link divides among multiple targets, you must specify a division such that each target is assigned a positive integer. Any fractions are ignored.
    ○ You can't choose to divide a non-zero amount or among zero targets.

605.1d   After the above steps are completed, the link becomes added, triggering any applicable effects or modifiers that trigger off a card being played, an effect being used, a card being

bought or gained, or a target becoming targeted. Then, if the link is anything other than a card that opens an Attack Window (607), begin resolving the first card in the chain (605).

605.2   If, at any time during these steps, you're unable to finish adding the link, the entire action is rewound, and the game state reverts to the game state before the action was attempted. If a player had priority, it will be returned to that player.

605.3   Once an effect has been created, it exists independently of its source. Removing or modifying the source won't interrupt the effect. As an effect resolves, if its source is no longer in the expected zone, that source's last known information is used.

605.4   As a player is about to receive priority, any waiting triggered effects that have been created but have not yet been added to the chain are added to the chain.

605.4a   If multiple triggered effects are waiting, the turn player chooses in what order the effects go on the chain.

605.4b   No player gets priority until all waiting triggered effects have been added to the chain.

605.4c   Adding a triggered effect to the chain follows the applicable rules for adding links (605.1). If a triggered effect requires targets, but legal targets for that effect can't be chosen, or if other choices made on announcement can't legally be made for it, the effect ceases to exist and doesn't affect the game.

605.4d   Some triggered effects have optional parts. Adding such an effect to the chain is not optional – the options are chosen as it resolves.

606. Resolving Links

606.1   While the Attack Window (607) is closed and the chain is not empty, the first link in the chain tries to resolve.

606.2   The controller of a link tries to resolve it by following the instructions listed below. No player receives priority while these instructions are being followed.

606.2a   If the link has one or more targets (604), recheck the legality of those targets. A target is illegal if it no longer meets the link's target description, or has become a different card, or can no longer be targeted by the link's controller. If a link targets cards "in one" place and any of them are in a different place as it resolves, those different ones are no longer legal targets. If all of a link's targets are illegal, that link is interrupted by the game.

606.2b   If the link has not been interrupted, resolve it. To do so, its controller must process its text in order from top to bottom and left to right. If a link tells a player to take an action, that player makes all choices for that action that were not already made, and can't choose to do anything that can't be done.

606.2c   If some (but not all) of the link's targets are illegal as it resolves, it affects only those targets that are still legal, and can copy information from only those targets that are still legal. If some of the link is impossible to perform, only as much as possible is performed.

606.2d   If a link requires information from the game that hasn't been locked in already (605.1c), that information is read as needed during that link's resolution. After all such information has been read, it's locked in. If a link requires information from a card that is no longer in the expected zone, it uses the last known information of that card from that zone.

606.2e   If parts of a link's text have different durations, the link creates separate modifiers for each of those parts. A modifier can't have more than one duration. If a link's text has both one-shot and continuous parts, the link creates separate modifiers for each one of those parts. If a link is modal, it creates modifiers only for the chosen modes.

606.2f   Some links tell a player to perform one or more actions, followed by a sentence starting with "if you do." The latter checks whether all of those actions were performed. If they were not, that sentence's modifiers are not created. If one or more of the actions were replaced, those actions were not performed.

606.2g   As the last part of resolving a link, one of the following happens:

• An effect creates one or more modifiers and then leaves the chain.
• An Ongoing: keyword or similar effect places a card in front of your Trainer.

606.2h   Then the turn player gets priority (405).

607. Attack Window

607.1   When the keywords **Attack**: and **Encounter Attack**: attempt to resolve, Attack Windows are opened for each chosen or targeted player. The current link is paused and all players who are chosen or targeted by the Attack have a chance to Defend, avoid, or ignore the Attack, starting with the turn player and going clockwise around the table.

607.1a   A player may Defend, avoid, or ignore an Attack they control that also targets themselves.

607.1b   The **Defense:** keyword is triggered by being the target of an Attack, and can be activated and resolved only during an Attack Window.

607.2   When a player Defends, avoids, or ignores an Attack, immediately resolve all of that link's effect (typically everything after "**Defense**:" until a paragraph break is reached). If the controller of the source of the Attack is the game, ignore any text that the game cannot complete (such as discarding cards from its hand).

607.3   Any waiting triggered effects are now added to the chain. The turn player may choose

the order to resolve their waiting triggered effects if any, then the Attacked player resolves theirs in the order of their choosing if any.

607.4   That player's Attack Window is now closed. They cannot activate any other **Defense**: keywords or other effects that avoid or ignore an Attack in response to this same Attack link.

607.5   Once all players chosen or targeted by the Attack have closed their Attack Windows, any additional text in that Attack resolves, then resolve the rest of the card and any other links in the chain.

608.   Modifiers

608.1   There are two types of modifiers: one-shot (609) and continuous (610).

608.1a   A resolving link can create one or more modifiers of either or both types. A paragraph break in the text denotes a separate modifier that will be created by that link as it resolves. If parts of a link's text have different durations, that link creates separate modifiers for each of those parts. A modifier can't have more than one duration. If a link's text has both one-shot and continuous parts, that link creates separate modifiers for each of those parts.

608.2   A player applies a modifier by processing its text in order. If some of the modifier is impossible to perform, only as much as possible is performed.

608.2a   If text says to do something to "that [thing]," it's done to whatever [thing] was last explicitly mentioned in that text, even if "that [thing]" doesn't currently describe it.

608.3   Some modifiers affect cards in zones other than play. Such modifiers specify what zones they affect cards in. Unless a modifier specifies that it affects cards in another zone, or unless it can only function by doing so, modifiers only affect cards in play.

608.4   The source of a modifier from a resolving card is that card. The source of a modifier from a resolving effect is the card that created that effect. The source of a modifier from a card's continuous effect is that card. The source of a modifier created by another modifier is the same as the source of the original modifier. A definite modifier (610.3) inherits the text of its source as it's created. An indefinite modifier (610.2) always uses its source's current text.

608.5   The controller of a modifier from a link is the player who controlled that link as it resolved. The controller of a modifier from a card's continuous effect is that card's controller.

608.6   Some modifiers say a player "may [perform one or more actions]." That player may choose to perform those [actions] only if they can perform them in their entirety.

609.   One-shot Modifiers

609.1   One-shot modifiers modify the game but have no duration. They are created by definite effects or resolving links. Modifiers that provide Energy are always one-shot.

609.2   Some modifiers tell you to do [something] "until" a limit is reached. If that limit has already been reached or exceeded as such a modifier is created, you do nothing. Otherwise, you do [something] until that limit is reached or exceeded.

610.   Continuous Modifiers

610.1   Continuous modifiers modify the game over a period of time, and are either definite or indefinite.

610.2   An indefinite modifier is generated by a card's indefinite effect. It has no specified duration and lasts until the game ends, or until that card is no longer in the appropriate zone with the appropriate effect. Such a modifier always uses information from the current game state.

610.3   A definite modifier is created by a definite effect or resolving link.

   610.3a   Some definite modifiers have a "while" condition as well as a duration. Such a modifier applies only while that condition is true within its duration. That condition is not a duration.

   610.3b   If parts of a link's text have different durations, the link will create a separate modifier for each of those parts. A modifier can't have more than one duration. If a link's text has both one-shot and continuous parts, the link creates separate modifiers for each of those parts. Unless more than one duration is explicitly stated, all continuous modifiers in a sentence have the same duration.

   610.3c   A definite modifier exists independently from its source. Removing or modifying that source after that modifier is created won't impact that modifier in any way.

   610.3d   A definite modifier affecting multiple cards doesn't flag any cards as it's created. Such a modifier continuously checks what cards it applies to, so it can affect cards that weren't affected as it was created, and it can stop affecting cards that were affected as it was created.

611.   Triggered Modifiers

611.1   Triggered modifiers are a type of definite modifier. Such a modifier either has a duration or specifies that it triggers the "next" time a specified event happens. Otherwise, it lasts until the game ends. A triggered modifier can be identified by the words "when" or "at," and functions like a triggered effect, except that it triggers off its specified event only within its duration. No choices are made for a triggered modifier before it triggers (including targets). Effects created by triggered modifiers follow the rules for triggered effects (601).

612.   Replacement Modifiers

612.1   Modifiers that use both "would" and "instead" are replacement modifiers. A replacement modifier replaces a specified event with one or more modified events. This doesn't use the chain. Replacement modifiers are not "can't" modifiers (701.2).

  612.1a The specified event never happens, so no effects or modifiers can trigger off it. Instead, the modified event happens, which may in turn trigger effects or modifiers. In addition, the replacement event itself may trigger effects or modifiers (for example, skipping a draw).

  612.1b If multiple modifiers would replace the same event, the player that would have been affected by that event (or the controller of the card or link that would have been affected) chooses one and applies it. Then, if one or more modifiers are still competing to replace the event, that player chooses another one and applies it, and so on.

  612.1c A replacement modifier can replace an event any time, even during intervals when no player has priority. In order for a replacement modifier to replace an event, that modifier must exist immediately before that event would happen. The game state immediately before that event is used to determine whether it can be replaced. Replacement modifiers replace every instance of the specified event, even if that event happens multiple times simultaneously.

  612.1d A replacement modifier replaces the specified event even if one or more of the modified events can't be done.

  612.1e The modified events created by a replacement modifier have been affected by that particular modifier and can't be affected by it again, and neither can any events which those events get turned into by further replacement modifiers. However, they can be affected by a different instance of that replacement modifier.

  612.1f Some modifiers perform an action on, or reference information from, a set of cards. If a replacement modifier changes the set of card(s) involed, the first modifier looks at the cards in the altered set to determine what to affect or reference, not the original un-altered set.

613. Modifier Interaction

613.1 If multiple modifiers are attempting to trigger or resolve at the same time, the player affected by that modifier (or the controller of the card or link that would have been affected) chooses the order in which they apply. If multiple modifiers are attempting to trigger or resolve at the same time and affect multiple players, the turn player chooses the order in which they apply.

7. Additional Concepts

700. Additional Documents

700.1   Tournament players must follow these rules in addition to tournament policy outlined in the Pokémon Deckbuilding Game Tournament Policy. If policy is different from these rules, policy takes precedence during a tournament.

700.2   Players must ensure that they are using the most current card text, which can be found in the Pokémon Deckbuilding Game Official Card Reference.

701. Contradictions

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

701.2   If a modifier says that [something] can't happen, and another modifier or rule tries to make [something] happen, that "can't" modifier takes precedence. If an action can't be performed, any cost involving that action can't be paid. "Can't" modifiers are not replacement modifiers. Events that "can't" happen can't be replaced.

701.3   If a modifier says that [something] can't happen or is otherwise stopping [something] from happening, and that modifier ends at the same time another modifier or rule tries to make [something] happen, then [something] doesn't happen.

702. Numeric Values

702.1   Players asked to choose "any number" or "up to [value]" can choose 0 or any positive integer up to and including [value]. Players can't choose a fractional or infinite numeric value. If a card requires an infinite numeric value, its controller chooses any positive integer greater than 1000.

702.2   A negative value is treated as zero unless it's being used in a calculation or a comparison. Undefined values and * that would be numeric are treated as 0, unless otherwise stated.

703. Mandatory vs Optional

703.1   All resolving card text and rules that do not explicitly state "may" are mandatory and must be performed as much as possible. It is the responsibility of the entire table to ensure that all mandatory actions are performed to their fullest.

703.2   All other resolving card text and rules are optional and can be "missed" or declined to be performed.

703.2a   Optional card text that does not state "up to" must be fully completed. If some part of the optional text is impossible to perform or complete, that action can't be taken. This is an exception to 606.2c and 608.2.

Example: If Moltres is played and the controller only has one card in hand, they cannot destroy that one card.

Moltres, [PDB], Legendary Pokémon, 2 XP, 7 Cost
+3 Energy <p> You may destroy two cards in your hand.

704. Loops

704.1   Sometimes a game state occurs in which a series of actions could be repeated indefinitely. This section deals with such "loops."

704.2   If a loop involves one or more optional actions, one full iteration must first be performed. Then, the player that performed the first optional action in that loop must choose a number. Then, starting with the next player clockwise, any other player that performed an optional action in that loop may choose a smaller number. The smallest number chosen is the number of additional times the loop starts, ending just before the first optional action of the player that chose the smallest number is performed for that chosen number of times. Then, the player that performed the first optional action gets priority. The next action taken can't be the action that would continue that loop.

704.3   If a loop of mandatory actions involves one or more triggered effects, and no player is able and willing to break it, one full iteration must first be performed. Then, the player that controlled the first triggered effect in that loop must choose a number greater than 1000. That number is the number of additional times the loop starts, ending just before that effect triggers that many times. That effect doesn't trigger that time, and play proceeds normally from there.

704.4   A player may break a loop after some iteration, or partway through one, with an action that would stop the loop from continuing as demonstrated. If this occurs, the loop stops at that point (without completing the chosen number of iterations), and play proceeds normally from there.

704.5   If a loop involves neither optional actions nor triggered effects, and no player is able and willing to break it, the game ends in a draw.

8. Credits

Game Design and Development: Cory "3vo" White

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9. Glossary

+[value] Energy (505.2): An effect that most cards have. It means "Gain +[value] Energy." To gain energy is to add that value to your energy pool.

-[value] Energy (505.2): Some effects provide a negative amount of energy. Subtract that value from your energy pool.

Add: If a card says to add a counter but doesn't specify where, it means to put that counter on itself.

Attack: An Attack is typically a detrimental effect that targets of the Attack will want to prevent. If text refers to an Attack without specifying its source, it means either an effect from an Attack keyword or an effect from an Encounter Attack keyword.

Attack (Keyword): A keyword effect some cards can have. It may be preceded by an effect that states to "Choose [target(s)]." When this keyword attempts to resolve, it opens an Attack Window (607). An "Attack card" is a card with the full keyword "**Attack**:" in its text box.

Attack Window (607): The priority window opened when an Attack or Encounter Attack keyword attempts to resolve. This is the only time a player may activate the Defense keyword or use another effect or modifier to avoid or ignore an Attack.

Avoid: Players may avoid an Attack or Encounter Attack, either by using a Defense keyword or an effect or modifier that states they may do so. If a player avoids an Attack that would have them pass or receive cards, they do neither. A passed card would skip to the next player.

Buy (505): To buy a card is to pay its cost to gain it.

Can't (701): If a modifier says that [something] can't happen, and another modifier or rule tries to make [something] happen, that "can't" modifier takes precedence. If an action can't be performed, any cost involving that action can't be paid. Events that "can't" happen can't be replaced.

Card in Play: If text refers to a "card in play," it's referring to a card in the play zone, including Ongoing cards and other cards placed 'in front of a Trainer.'

Card Type (200): There are nine primary card types: Challenge, Encounter, Item, Move, Pokemon, Starter, Status Condition, TM / HM, and Trainer. There are numerous card sub-types. If text refers to a "type" without any other specification, it's referring to a primary card type.

Chain (605): The chain is made up of links which determines the order in which card effects and modifiers resolve. A link is any card or effect on the chain. The chain is empty while there are no links waiting to resolve.

Continuous Effect (602): Any effect that is not a triggered effect. Continuous effects generate modifiers without using the chain, and are either definite or indefinite.

Continuous Modifier (610): Continuous modifiers modify the game over a period of time, and are

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either definite or indefinite. An indefinite modifier is generated by a card's indefinite effect. It has no specified duration and lasts until the game ends, or until that card is no longer in the appropriate zone with the appropriate effect. A definite modifier is created by a definite effect or a resolving link. It usually has a specified duration. If no duration is specified, such a modifier lasts until the game ends.

Control (506): A player controls their Trainer, each card they put into play, and each link they add to the chain. No more than one player can control the same thing at the same time. Some modifiers change the controller of a card. The new controller moves it to their play zone, if applicable.

Copy (502): Some modifiers say to "copy the effects" of another card. Everything printed in that target's text box is added to the source of the "copy" effect, under its own text for a specified duration. If no duration is specified, such a modifier lasts until the game ends or the source of the effect is no longer in play.

Cost (103): The amount of Energy a player must spend to buy a card. A card's cost is the value in its lower right corner. This may either be denoted by an amount of energy symbols (⚫) or will state "Cost: [value]".

Counter (507): A small object or die placed on a card by a modifier. If a card refers to a counter, it's referring to a counter on itself unless otherwise specified. All counters are removed from a card as part of it becoming a different card. Counters remain on a card until they are removed.

Deck (504): A deck is a pile of cards in a deck zone. Cards are usually drawn from the top of a deck.

Defense (Keyword): A keyword effect some cards can have. It means "When you are attacked, […]" and typically involves avoiding that attack. A Defense keyword can only be activated during an Attack Window (607). If an Attack says it can't be avoided, a Defense that avoids an Attack cannot be used. A "Defense card" is a card with the full keyword "**Defense**:" in its text box.

Definite Effect (602.1b): One of the two types of continuous effects. A definite effect generates a modifier "as" an event happens.

Definite Modifier (610.3): One of the two types of continuous modifier. A definite modifier is created by a definite effect or a resolving link. It usually has a specified duration. If no duration is specified, such a modifier lasts until the game ends.

Destroy (504.10): To destroy a card is to reveal it, then put it into the Destroyed Pile. If a player destroys multiple cards, each of those cards is destroyed one at a time.

Discard (504.6): To discard a card is to reveal it, then put it into its owner's discard pile. If a player discards multiple cards, each of those cards is discarded one at a time. If a modifier lets you discard your hand, you can do so even if it's empty, and that action will pass an "if you do" check (606.2f). However, if you can't discard cards, then you can't discard your hand, even if it's empty.

Draw: To draw a card is to put it from the top of a player's deck into their hand, unless otherwise specified. Only cards in decks can be drawn. An event that puts a card into a hand from a deck is a draw event only if it specifies that that card is drawn. If a player draws multiple cards, each of those cards is drawn one at a time. If a modifier is revealing the top card of that player's deck, all the drawn

cards are revealed.

Effect (600): A card's effects may include the game text in its text box, as well as any keywords or quoted text added to it by modifiers. Effects function only on cards in play unless otherwise specified.

Encounter Attack (Keyword, 204.2): A keyword some cards can have. It means "When this enters the Line-Up, Attack: […]." When this keyword attempts to resolve, it opens an Attack Window (607). If no target for the Attack is specified, the target is the turn player. The owner of the source of an Encounter Attack is the game. An "Encounter Attack card" is a card with the full keyword "**Encounter Attack**:" in its text box.

Energy (505.1): Energy is the 'currency' of the game. When a player generates or gains energy, it is added to their energy pool and can be used to buy cards or pay for effects such as evolving Pokemon or learning moves.

Energy Pool (505.3): A player's energy pool is the total amount of energy they have accumulated. A player may spend energy from their energy pool to buy cards or pay for effects such as evolving a Pokémon or learning moves. Each player's energy pool is reset to zero during the End Phase of each turn.

Enter: A card enters a zone as it comes into that zone from any other zone.

Evolve [value] (Keyword): A keyword effect some cards can have. It means "Once during this turn, you may pay [value] Energy. If you do, […]." An Evolve keyword can only be activated during your Main Phase and when the chain is empty. An "Evolve card" is a card with the full keyword "**Evolve [value]**:" in its text box.

Gain (505.5): To gain a card is to become its owner and immediately place it into your discard pile at no additional cost.

Ignore: Players may ignore an Attack or Encounter Attack by using an effect or modifier that specifically states they may do so, even if an Attack says it can't be avoided. If a player ignores an Attack that would have them pass or receive cards, they do neither. A passed card would skip to the next player.

Indefinite Effect (602.1a): One of the two types of continuous effects. Each of a card's indefinite effects generates a continuous modifier that doesn't have a specified duration and lasts as long as that card is in the appropriate zone with the appropriate effect.

Indefinite Modifier (610.2): One of the two types of continuous modifier. An indefinite modifier is generated by a card's indefinite effect. It has no specified duration and lasts until the game ends, or until that card is no longer in the appropriate zone with the appropriate effect.

Interrupt: A link that is interrupted gets removed from the chain and does nothing. Interrupted links don't create modifiers or affect the game in any way. After a link is interrupted, the turn player gets priority. A link can't interrupt itself.

Keyword: A bold word with a colon immediately following (":"), which represents an effect that

appears in a card's text box. Each keyword has an entry in this glossary. Not all bold words that appear in a card's text box are keywords. Current keywords are: "Attack:", "Defense:", "Encounter Attack:", "Evolve [value]:", "Learn [value]:", "Ongoing:", "Stack Ongoing:"

Learn [value] (Keyword): A keyword effect some cards can have. It means "Once during this turn, you may pay [value] Energy. If you do, […]." A Learn keyword can only be activated during your Main Phase and when the chain is empty. A "Learn card" is a card with the full keyword "**Learn [value]:**" in its text box.

Link (603): A card or effect on the chain. Playing a card, buying or gaining a card, using an effect, and triggered effects and modifiers adds a link to the chain.

Modal (605.1b): A modal link is indicated by the phrases "choose [a number] of the following:," or "an opponent chooses [a number] of the following:," or "each [player/opponent] chooses [a number] of the following:." Each mode is separated by a line break and begins with a bullet point.

Modifier (608): There are two types of modifiers: one-shot and continuous. One-shot modifiers modify the game but have no duration. Continuous modifiers modify the game over a period of time.

One-Shot Modifier (609): One-shot modifiers modify the game but have no duration. Modifiers that provide Energy are almost always one-shot.

Ongoing (Keyword): A keyword effect some cards can have. It means "Do not discard this from play at the end of your turn. While this is in play, […]." An Ongoing card you control in play counts as "in play." It counts as "played" only on the turn in which it entered play. An "Ongoing card" is a card with the full keyword "**Ongoing**:" in its text box. An "Ongoing card" that loses its effects remains Ongoing.

Opposing: Opponents are opposing players. Opposing zones are owned by opponents. Opposing effects and modifiers are controlled by opponents. Opposing cards are cards in play or on the chain controlled by opponents, or cards in opposing zones.

Orientation: Which direction a card is facing, and whether it is face-up or face-down, is its orientation.

Other: If a card refers to "other" cards, it's referring to cards other than itself.

Owner (506.2): A card in any zone is owned by the player in whose deck it started the game in, or the player who bought or gained that card during the game. If text refers to a card belonging to a player (for example, "one of your Pokémon,") that text is referring to the controller of the card, who may or may not be the owner. If a card is put into a player's deck, discard pile, hand, on top of Trainer, or under Trainer, it's put into its owner's instance of that zone.

Play (Noun, 504.7): One of the zones of the game. Each player owns their own play zone. A card enters play as it moves into the play zone from any other zone, and leaves play as it moves from the play zone into any other zone.

Play (Verb, 500): To play a card is to add it to the chain from a zone. Outside of an Attack Window (607), a player can play a card only during their turn, while in their Main Phase, while they have priority, and while the chain is empty. Cards can only be played from hand unless otherwise specified.

Printed: A card's printed information is the information physically printed on it. Nothing can change a card's printed information.

Priority (501): A player's option to add a link to the chain is called priority. No more than one player can have priority at the same time. That player may add a link or pass priority clockwise to the next player. If a player chooses to add a link, they get priority again after adding that link. After a link resolves, priority returns to the turn player.

Random: Some cards say to choose something at random. Players may use any mutually agreeable method to randomize the choice, such as rolling dice, flipping coins, or shuffling cards face-down.

Replacement Modifier (612): Modifiers that use both "would" and "instead" are replacement modifiers. A replacement modifier replaces a specified event with a modified event. The specified event never happens, so no effects or modifiers can trigger off it.

Resolve (606): While the Attack Window is closed and the chain is not empty, the first link in the chain tries to resolve. See 606.2 for further steps.

Reveal: To reveal a card is to turn it face-up so that all players can see it. A revealed card stays in the zone from which it was revealed. After being revealed, a card goes back to being unrevealed in the same zone unless otherwise specified. If a modifier says to reveal an already-revealed card, that event will trigger an effect or modifier watching for that card to be "revealed."

Search (503): To search a zone is to look through all of the cards in that zone. If a modifier tells a player to search a deck, the owner of that deck shuffles it after that player has finished searching. If the owner of that deck is the game, any player may shuffle that deck.

Shuffle (504.4b): Any time a player shuffles a deck, they must then offer it to an opponent to cut and/or shuffle. Any time a player searches a deck, that deck's owner shuffles it after that search. If a modifier says to shuffle one zone into another, first combine the cards from the source zone into the destination zone, then shuffle that combined pile, even if one of those zones is empty.

Stack Ongoing (Keyword): A keyword effect some cards can have. It means "While this is face-up on top of the Challenge Stack: […]." A "Stack Ongoing card" is a card with the full keyword "**Stack Ongoing**:" in its text box.

Target (604): A link is targeted only if it has the word "target" or "choose [a player/an opponent]" in its text. A target is a card or player that usually must be chosen by the controller of a link as part of adding it to the chain. Each target has an associated description, and a target is legal only if it matches that description and isn't "untargetable" or "cannot be chosen". A link can't be added to the chain unless legal choices can be made for all of its targets. If a link tries to resolve and all of its targets become illegal, that link is interrupted.

Text (102): Text refers only to text in a card's text box, and may include game text, reminder text, and/or flavor text. Modifiers can also add text to a card. An effect or definite modifier inherits the text of its source as it's created. An indefinite modifier always uses its source's current text.

This Way: If a card's text refers to [something] being done "this way," it's referring only to [something] being done by that card's text, and not by any other card with the same name or text.

Token (507.2): A cardboard object that represents a modifier, and is used to help keep track of the game state.

Triggered Effect (601): A triggered effect can be identified by the words "when" or "at." It watches for its trigger event to happen, at which point it triggers.

Triggered Modifier (611): Triggered modifiers can be identified by the words "when" or "at." A triggered modifier functions like a triggered effect, except that it triggers off its specified event only within its duration.

Turn Player: The player whose turn it is.

Type (200): There are nine primary card types. All cards have either one or more of these primary types or have no type: Challenge, Encounter, Item, Move, Pokemon, Starter, Status Condition, TM / HM, and Trainer. If text refers to a "type" without any other specification, it's referring to a primary card type.

Unless: Some cards say to do [something] "unless" a player does [something else]. This is the same as, "that player may do [something else]. If they do not, do [something]." If a card says "you may" do [something] "unless" a player does [something else] then, first, you choose whether or not to do [something], and the rest of the sentence is processed only if you choose to do [something].

Untargetable: An untargetable player or card in play can't be chosen as a target. A target is illegal if it becomes untargetable.

Until (609.2): Some modifiers tell you to do [something] "until" a specified limit is reached. If that limit has already been reached or exceeded as such a modifier is created, you do nothing. Otherwise, you do [something] until that limit is reached or exceeded.

You: If a link or modifier refers to "you," it's referring to the controller of that link or modifier.

Zone (504): Cards can be in any one of a number of game zones. Each player has their own deck, discard pile, hand, on top of Trainer, and under Trainer zone. If a card is put into a deck, discard pile, hand, on top of Trainer, or under Trainer zone, it's put into its owner's instance of that zone. If a card changes zones, it becomes a different card.