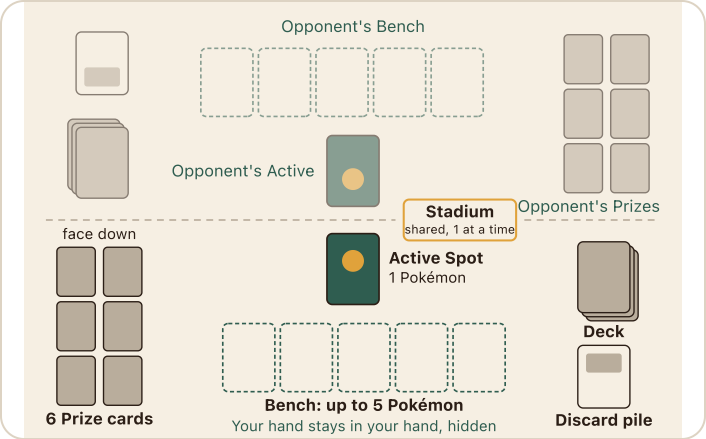
THE LUDARIUM · TEACH SHEET

Teach Pokémon TCG in ten minutes

2 players · About 20 to 30 minutes a game · Ages 6 and up

The goal: Take all 6 of your Prize cards before your opponent takes theirs.



On your turn

1. Draw a card. No card to draw means you lose.
2. Bench Basic Pokémon, as many as you like, up to 5 on the Bench.
3. Evolve Pokémon that were in play when your turn began. Nobody evolves on their first turn.
4. Attach 1 Energy card from your hand, once per turn.
5. Play Items and Tools freely; only 1 Supporter and 1 Stadium.
6. Retreat once: discard Energy equal to the Retreat Cost.
7. Attack to end your turn. On turn 1, the first player cannot attack or play a Supporter.
8. Pokémon Checkup between turns: Poisoned, Burned, Asleep, Paralyzed.

Three tips for your first game

1. Fill your Bench early so one Knock Out never ends your game.
2. Attach an Energy every turn, even to a Benched Pokémon.
3. Count your opponent's Prize cards before you play a Pokémon ex.

Setup

1. Shake hands. Flip a coin; the winner chooses who goes first.
2. Shuffle your 60-card deck and draw 7 cards.
3. Place 1 Basic Pokémon face down as your Active Pokémon.
4. Place up to 5 more Basic Pokémon face down on your Bench.
5. No Basic Pokémon? Reveal, reshuffle, draw 7 again. Each time, your opponent may draw 1 extra card.
6. Set the top 6 cards aside face down as your Prize cards.
7. Flip all Pokémon face up and begin.

Scoring

- Each 10 damage is 1 damage counter.
- Weakness doubles damage; Resistance lowers it by the printed amount.
- Damage at least equal to HP means Knocked Out: take 1 Prize card.
- Pokémon ex give 2 Prize cards; Mega Evolution Pokémon ex give 3.

Game end: You win by taking your last Prize card, Knocking Out your opponent's last Pokémon in play, or when your opponent cannot draw at the start of their turn.

Free course: theludarium.com/academy/pokemon-tcg/

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