

Poké Catch

Overview

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

Setup

Creating the Decks

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

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

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



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

Total number of Pokémon in Pokémon deck	Recommended number of Energy cards in Energy deck
10	20 or more
15	30 or more
20	40 or more

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

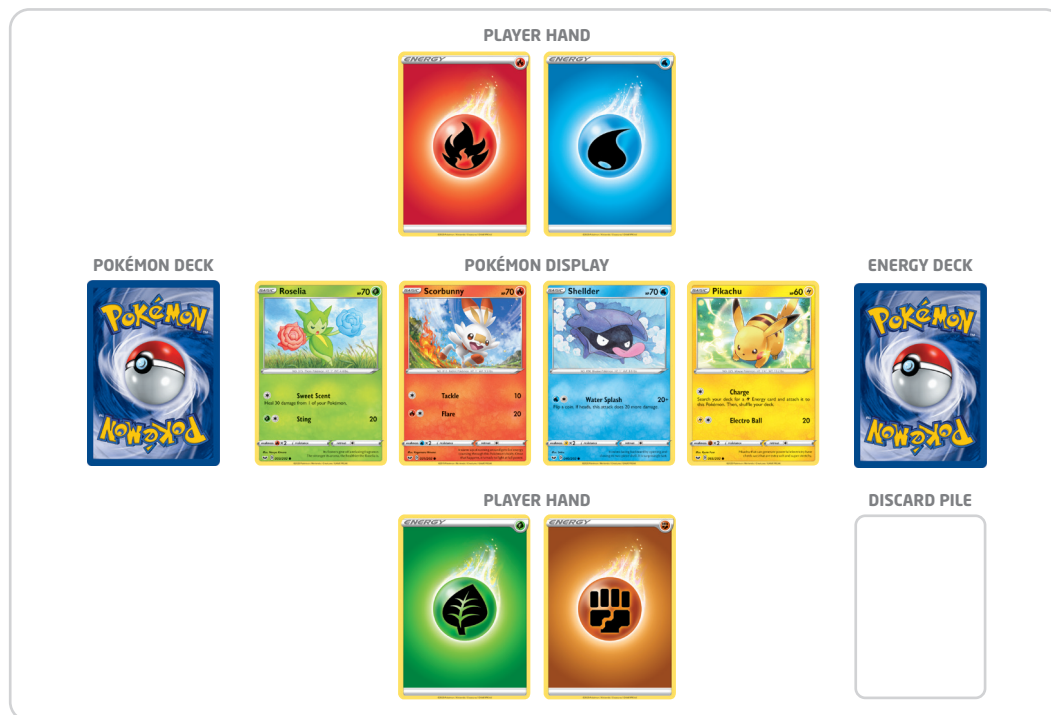
For example, if this Zacian is added to the Pokémon deck, the Energy deck should include at least two 🌀 Energy cards that can be used for Zacian's Smashing Edge attack.



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

To start the game, first shuffle the Energy deck, placing it face down between the players. Then, shuffle the Pokémon deck and place it face down between the players. Draw four cards from the Pokémon deck and display them face up in the center of the table, in between the decks. Each player then draws a starting hand of two Energy cards.

Setup Example



Alternate Setup (Separate Decks)

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

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

Gameplay

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

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

Each player takes the following actions during their turn:

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

Catching a Pokémon

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



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

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

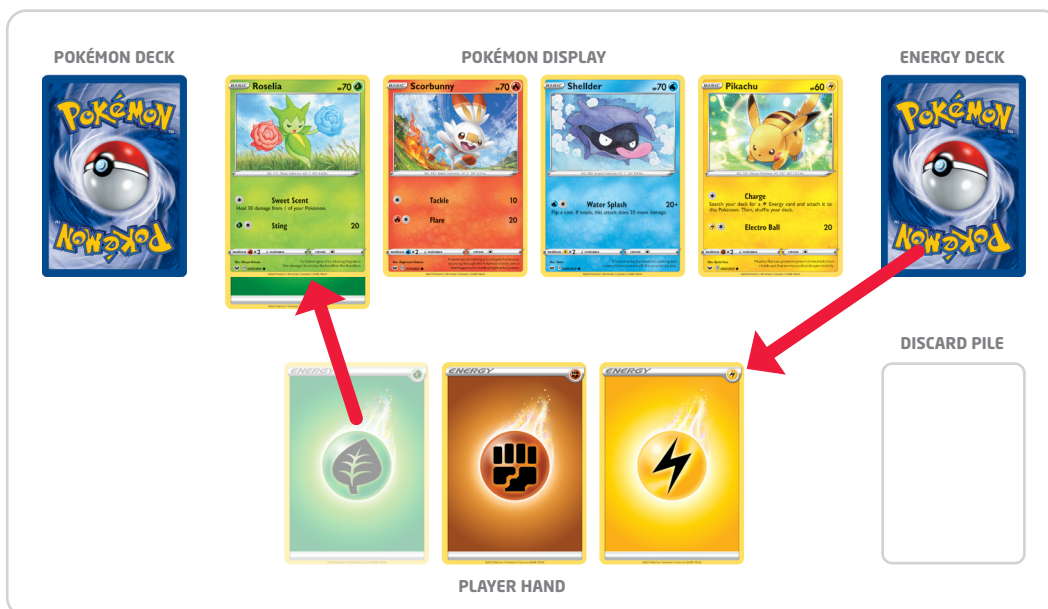
If a Pokémon has multiple attacks with the same Energy cost, a player may choose any of those attacks when catching the Pokémon.

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

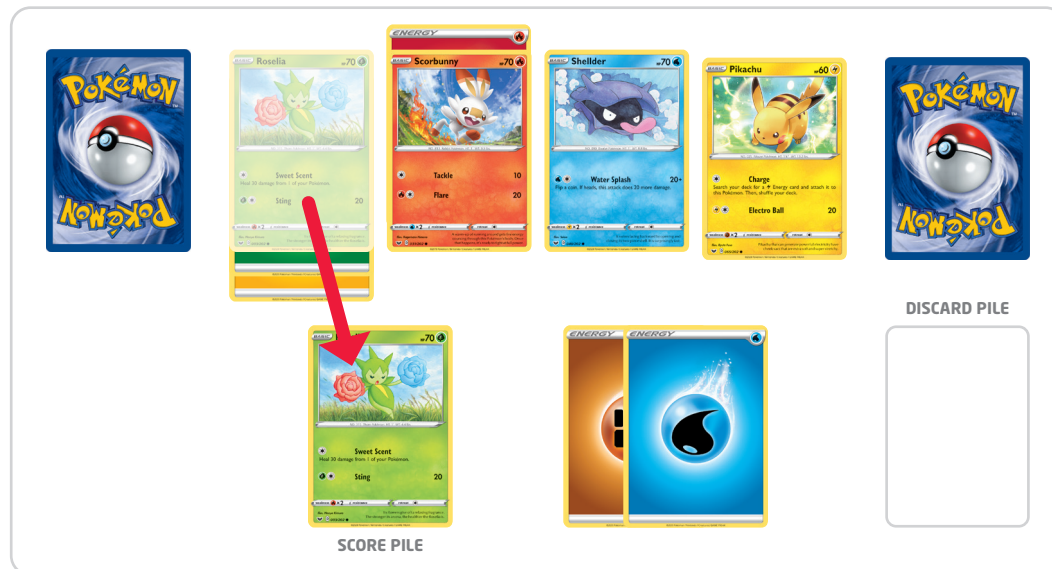
If at any time the Energy deck runs out of cards, reshuffle the discarded Energy cards to create a new Energy deck.

Gameplay Examples

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



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



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

Winning the Game

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

Advanced Rules: Recommended for ages 6+

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

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

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

