



RAID BATTLE

RUNNING A RAID BATTLE AT HOME OR ONLINE

Introduction

In a Raid Battle, up to four players battle together to defeat a powerful high-level Dynamax or Gigantamax Boss Pokémon that is controlled by another player! These Boss Pokémon have lots of HP and may be able to use multiple attacks per turn, which makes them difficult to defeat. This game can be played with all of the players together in one location, or remotely via video chat.

Although some of the core Pokémon TCG mechanics are present in this battle, some have been modified to make this experience more enjoyable for beginners.

The player acting as the Boss should read through these rules. After they understand the rules and setup, begin the gameplay with the other players and guide them through their first game as an engaging way to learn.

Your materials:

These materials can be downloaded at:
Pokemon.com/RaidBattle

- 3 oversize Boss Pokémon cards (one for each level of the Boss Pokémon)
- 1 deck of 20 Boss Attack cards
- 1 deck of 5 Cheer cards
- 4 Knock Out counters
- 1 playmat section for each player
- Damage counters
- 1 coin (not downloaded)

How to Assemble Your Kit:

The player acting as the Boss prints out the three oversize Boss Pokémon for the Boss you are going to battle. You will decide which level to use during setup.

You can print out the other cards from the website, or you can use the Raid Assistant website.

To make the Boss Attack and Cheer decks at home, print out the cards from the above website. Then, you can cut out the cards and use them as a deck. The rules assume you are using this method. Note that cards printed on regular printer paper can be very difficult to shuffle. Here are some ways to use them or turn them into higher-quality cards.

- If you have card stock, and if your printer can handle it, print on that instead.
- Put the paper cards into a box, shake it up, and draw them out.
- Glue the paper cards to index cards, card stock, extra common Pokémon cards, or an old set of playing cards you no longer need.
- If you have card sleeves, put the paper cards in them with a Pokémon card behind them.

The Raid Assistant website is available at Pokemon.com/RaidBattle.

The Boss player will need a set of Knock Out counters to know how many total Knock Outs have occurred.

The playmat is separated into sections so each player can have their own. Each player should print out one of the Player sections, and the player acting as the Boss takes the rest.

Print out the damage counters and cut them out. Each player will need to have some to keep track of damage on their own Pokémon. As with cards, damage counters printed on standard printer paper are difficult to use as they can get blown around or destroyed. Here are some other options for tracking damage on the Boss and on the players' Pokémon.

- As with cards, if you can print them on card stock instead of printer paper, you will have better results.
- Glue them to index cards or card stock, and cut them out.
- Use dice to track damage instead. Each pip on a die counts as 10 damage. You might be able to find dice in old board games.
- Use sticky notes or paper to keep track of how many Hit Points (HP) each Pokémon has left.
- Use coins to keep track of damage. Have 1 coin type represent 10 damage. Others can represent larger amounts of damage to make counting easier.

Setup

Shuffle the Boss Attack deck and the Cheer deck, and place them in the spaces provided on the playmat.

Place the 4 Knock Out counters nearby, and place the damage counters in piles within reach of each player.

Player Setup

Each player will need two Pokémon cards.

Each level of Boss requires the players to have two Pokémon of a sufficient power level. If the players' Pokémon don't do a similar amount of damage (within 20–30 damage), the game might be too easy or too difficult, and therefore less fun. If your players don't have enough cards to make four full teams that are close to even, then you might need some other Pokémon. Here are some Pokémon you can find online in the Pokémon TCG Database (<https://www.pokemon.com/us/pokemon-tcg/pokemon-cards/>) to match what the rest of the players are using:

If the other players' Pokémon do less than 100 damage:

<https://www.pokemon.com/us/pokemon-tcg/pokemon-cards/ss-series/swsh1/126/>

If the other players' Pokémon do between 100 and 150 damage:

<https://www.pokemon.com/us/pokemon-tcg/pokemon-cards/ss-series/swsh1/61/>

If the other players' Pokémon do 150 damage or more:

<https://www.pokemon.com/us/pokemon-tcg/pokemon-cards/ss-series/swsh1/115/>

Each player puts one of their chosen Pokémon in their Active Spot and the other on their Bench, in the spaces provided on the playmat.

Playing with Less than Four Players

If you don't have 4 players, don't worry! You need to have four pairs (one Active and one Benched) of Pokémon, but each player can run more than one pair of Pokémon at a time. They can even take turns or decide as a team whether to retreat and which attack to use for the extra pairs of Pokémon.

Determine Boss Pokémon Level

Examine the Pokémon each player has chosen. For each Pokémon, determine the maximum damage it can do in a round. This will usually be the highest number in the main body of the card. Don't worry about attack text that modifies this number.

For each player, take the highest damage number and add them all together.

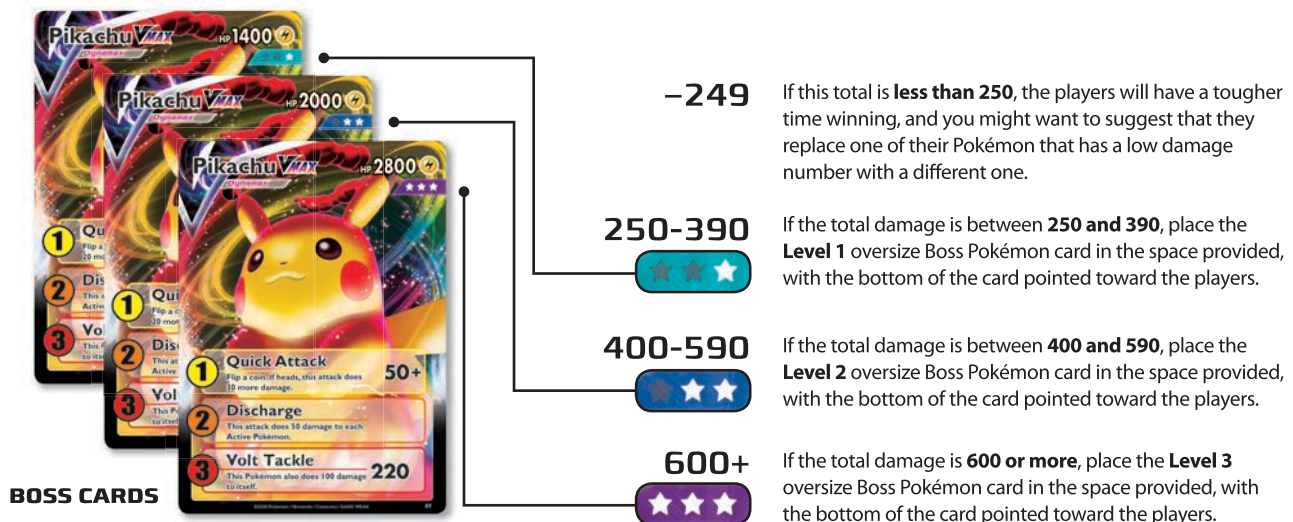
The diagram shows four Pokémon cards with their highest damage numbers circled and summed to determine the Boss Pokémon Level. The cards are:

- Leavanny** (Grass/Fairy): 70
- Heatran GX** (Fire/Rock): 180
- Giratina** (Ghost/Dragon): 70
- Dragonite GX** (Dragon/Flying): 270

The sum of these numbers is 540, which is the Boss Pokémon Level.

70
180
70
270
+
540
TOTAL

This total will determine the level of the Boss Pokémon that the players will face.



Video Chat Setup

If players are playing on phones or tablets, each player should point their camera (usually on the back of the device) at their cards, which should allow everyone to see all of the relevant information. The Boss player will need to show both the Boss card and any cards drawn from the decks, but could move their camera between these two images as necessary.

Playing on computers or laptops with a camera that is not part of the screen is similarly easy. If the camera is attached to the screen where the chat will be displayed, then that player will only need to display their cards as needed for the Boss player to see them, or can display them on a surface that can be angled so the screen can be seen while they are displayed.

How to Play

In addition to these rules, a video on how to play this game is available at [Pokemon.com/RaidBattle](https://pokemon.com/RaidBattle).

Players' turn

The players take the first turn against the Boss Pokémon. Each player takes the following actions, starting with player 1 and continuing in player order:

1. Note: Future turns might start with a Cheer—more on this later. (It won't happen on the first turn.)
2. Retreat, if they want. Players may switch their two Pokémon, moving the Pokémon from the Active Spot back to the Bench and sending the Benched Pokémon forward to battle. This can protect a Pokémon with a lot of damage on it from being attacked by the Boss Pokémon. Damage counters remain on the Pokémon, even if it retreats.
3. Attack. Each player in turn names one of the attacks on the Pokémon in their Active Spot and tells the Boss player how much damage it does.
 - a. If the attack has additional text, read it and determine if it is possible to do what it says. If it is, do that! If not, just ignore the text. For example, if it says "Discard an Energy from this Pokémon," that's not possible because a Raid Battle doesn't use Energy cards. However, if it says "Flip a coin. If heads, this attack does 30 more damage," you CAN do that, so follow the instructions. (Each player may only use one GX attack per game.)
 - b. The player puts the correct number of damage counters on the oversize Boss Pokémon. Younger kids may need some help doing the math. (For video chat play, the Boss player will need to put the counters on the Boss Pokémon card.)

After all the players have done their damage, the Boss player should count the total damage that is currently on the Boss, compare that to the Boss's HP, and let the players know those numbers. If the damage is equal to or greater than the Boss Pokémon's HP, the players win!

(**Note:** In future turns, this is where you'd remove Knock Out counters from any Pokémon that Cheered this turn. More on this later—it won't happen on the first turn.)

Then, it's the Boss Pokémon's turn.

Boss Pokémon's Turn

On the Boss Pokémon's turn, the players will draw and play one or more of the cards from the Boss Attack deck. Higher-level Boss Pokémon can use more attacks, which may affect how many cards are drawn in a single attack.

For video chat play, the Boss player will draw all cards and display them on camera for all the other players to see. Otherwise, have the other players draw and play them, as described below.

On the first turn of the game, start with player 1. Have that player draw a card from the Boss Attack deck, place it in the first Attack Card space on the playmat, and do what it says. Read the text of the indicated attack on the Boss Pokémon card, and do the damage of the attack to the Active Pokémon of the player named on the card. If the total damage on a Pokémon is ever equal to or more than its HP, it is Knocked Out, which is described in more detail below.

If a Boss Attack card says to draw another card, have player 2 draw the card, place it on the playmat, and do what it says. Continue doing this until a card is drawn that does not tell you to draw another card, or until you have drawn the maximum number of cards for that Boss. This is indicated by the Attack Card spaces and the diagram below.

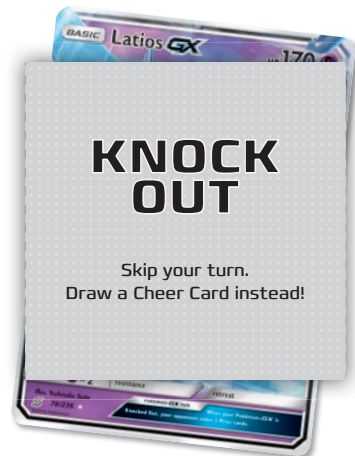


Knock Out!

When a player's Pokémon is Knocked Out, place a Knock Out counter on that Pokémon. If this is the last (fourth) Knock Out counter, the game is over, and the Boss Pokémon has won! (Note that Pokémon that give up multiple Prize cards in the regular game, such as Pokémon-GX, still get a single Knock Out counter.)

Pokémon that are Knocked Out cannot be attacked. If the Boss Attack card says to attack a Pokémon that is already Knocked Out, it should be discarded, and another card should be drawn in its place.

A player whose Pokémon has been Knocked Out must sit out for one turn before attacking again. On that player's next turn, they cannot retreat or attack. Instead, it's time to Cheer!



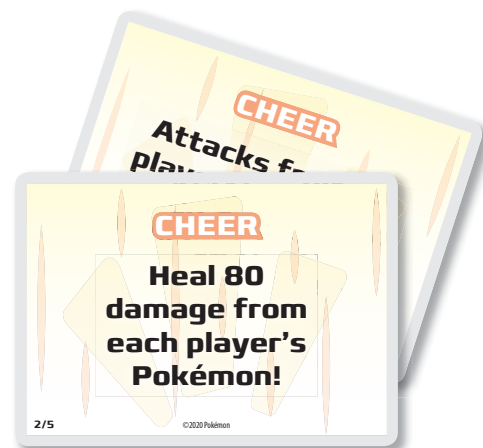
Cheering

If any player's Pokémon has a Knock Out counter on it, that player starts the players' turn by Cheering!

To Cheer, have that player (or the Boss player, if playing by video chat) draw a card from the Cheer deck and read it out loud, then do what it says. This is the only action the player will take during the turn, even if their other Pokémon is not Knocked Out.

After Cheering, other players take their turn as usual, starting with player 1 (and skipping the Cheering player).

At the end of the players' turn, discard the Knock Out counter from any Pokémon who Cheered this turn. If a Pokémon got Knocked Out during the players' turn as a result of attacks, it keeps its Knock Out counter for now—that counter will be cleared after it Cheers next turn.



Winning and Losing

If the players do damage to the Boss Pokémon equal to (or greater than) its HP, it is Knocked Out, and the players win!

If the Boss Pokémon Knocks Out 4 player Pokémon, the players lose.

Advanced Play:

If the facilitator (or Boss player) is comfortable, or the players are more experienced Pokémon players who have played a Raid Battle before, Weakness and Resistance may be applied during the Boss Pokémon's turn. When the Boss attacks, check the bottom-left corner of the Defending Pokémon's card to see if it has Weakness or Resistance to the Boss Pokémon's type, and apply it accordingly (double damage for Weakness, less damage for Resistance).

FAQ

Q: Can the players' Pokémon use Abilities?

A: Yes, if the effects can be applied.

Q: What happens if a Pokémon damages itself (or another Pokémon) with an attack?

A: Do that damage as normal. If it Knocks Out itself or another Pokémon, put a Knock Out counter on that Pokémon. It will Cheer on the next players' turn, after the Boss has attacked.

Q: If a Pokémon's attack says it damages all Benched Pokémon, does it damage the other players' Benched Pokémon too, or only the attacking player's?

A: It only damages the Benched Pokémon of the attacking player.

Q: What if a player insists on using a weak Pokémon?

A: Make sure they understand that their Pokémon might get Knocked Out a lot and their team might lose. However, because the effects of Cheering are pretty good, even a weak Pokémon can contribute to the players' victory.

Q: What do you do if you run out of cards in the Boss Attack deck?

A: Shuffle the discarded cards together to make a new deck and continue.