

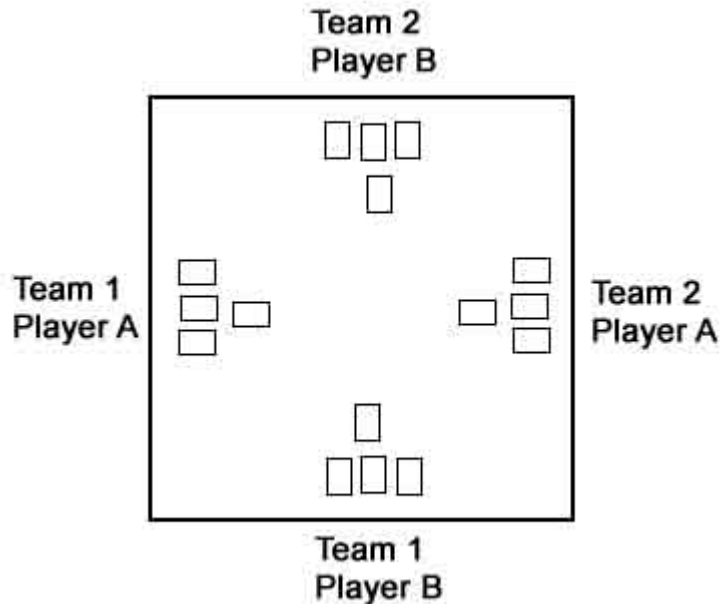
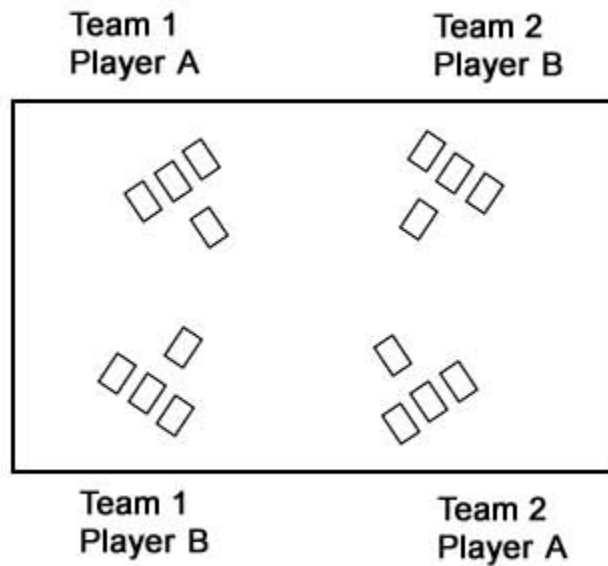
Pokémon Multiplayer Rules V 1.3 updated 7/12/02

For the most part, Pokémon rules and effects work the same in multiplayer games as they do in a one-on-one game. To play a two-on-two game, start with the following basic multiplayer rules:

1. Each player uses a standard 60 card deck using the Sept 1 Modified format rules (cards from Neo Genesis and later sets plus promo cards). Each team (made up of 2 players) designates one team member as Player A and the other as Player B during the registration process. This does not change throughout the tournament.

2. Everybody sits around a single table, with team partners sitting adjacent to each other. Player A from each team sits opposite Player A from the opposing team. Player A sits to the left of Player B (in a clockwise direction).

Teammates, while adjacent, should not sit directly next to each other. Examples are given below depending on the table shape.



3. Player B from one team flips coin, and Player B from the other team calls out the desired result. The team that won the flip gets to decide which team starts first. After setup, Player A of the starting team (hereafter known as Team 1) takes his or her first turn. Play then moves on to the player to the left (Player B of the opposing team hereafter known as Team 2) and continues on clockwise. (Starting order: 1A, 2B, 2A, 1B)

4. Player 1A must first declare whether he or she needs to take a Mulligan or not. If so, then each member of the opposing team may draw up 1 card (totaling 2 for the team). Then the player to the left goes through this process, then the player to their left, until you end with Player 2A. (Mulligan order is the same as the play order: 1A, 2B, 2A, 1B). *This will help offset some of the disadvantage of your team going first (player 1B is the least likely to have to call a Mulligan).*

5. For constructed play, Player A on each team sets out 3 prize cards and Player B places out 2 Prize cards into the middle of the game area (for a total of 5 prize cards per team.) For Sealed play (each player plays with 40 card decks), each player on each team places out 2 prize cards (for a total of 4 prizes per team).

These prize cards are placed out in the middle to make sure that the prize cards don't get accidentally mixed with any discard piles, decks, or benches.

6. Each round of Team Multiplay in a tournament lasts for 50 minutes. During that time each player must take his or her turn in a timely manner. It is up to the officiating judge to determine that this occurs.

7. When it is your turn, your Pokémon can attack either of the opponent's Pokémon. The opponent you choose is now the Defending Pokémon for any effects.

If an attack states "your Pokémon" you can choose to count or affect your Pokémon or your teammates. If an attack effect state's your opponent's Pokémon you can choose which opponent that effect affects. Obviously if the attack effect states the "Defending Pokémon" then that is determined by which Pokémon you chose to attack.

If an attack states "all Pokémon" or "all Benched Pokémon", then it affects all 4 players stated Pokémon.

8. When a player earns a prize card by Knocking out one of the opposing Pokémon he or she can choose to draw one of their Prize cards or have their teammate draw one of their Prize cards. If one player has already drawn their last prize card, the next time they earn the right to draw another Prize card their teammate must draw one of his or her Prize cards instead. If a triggered Pokémon Power, attack, or special condition Knocks out one of your own Pokémon, then the players on the opposing team may discuss which of them gets to draw a Prize card with player A having the final decision.

9. The game continues until one team has drawn all 4 of its prize cards or both players on a team are eliminated (has their last in play Pokémon Knocked out or deck themselves).

10. If a player leaves the game (has their last in play Pokémon Knocked out or has decked himself), all of his or her cards (including Stadiums) are removed from the game. His or her teammate must add a number of cards from the bottom of their deck equal to the number of remaining prizes the removed teammate had left to their prize cards. Play continues as before, (each remaining player taking turns in a clockwise manner) until both players on one team are eliminated.

In the event that the remaining team player does not have enough cards in their deck to place out these prize cards, that player is considered to have "decked" himself and is eliminated from the game.

If a player is eliminated and that player chooses to remain in the game, he or she must stay at the table and then may look at his or her partner's hand and advise him or her. However, the remaining player still makes all final decisions.

Eliminated players who remain at the table to advise are considered active participants in the game and as such, penalties can still be assessed to them or their team if necessary.

A team player may NOT withdraw from a game. In the case that one player does so the game is over and the other team wins.

11. Table talk is unlimited. You may tell your teammate anything but you cannot show your partner any of the cards in your hand unless one of the team has been eliminated (see rule #9). All talk between players must be done above the table and must be done in a way that the other team can hear you clearly. All verbal communication must be done in the designated local language .

12. All Trainer, Pokémon Power, and attack effects that specify "you" can be played on either you or your partner. All Trainer, Pokémon Power, and attack effects that specify "your opponent" can be played on either member of the opposite team.

In cases where your opponent gets to choose something of "yours", then the chosen opponent gets to choose which of YOUR team gets affected. For example, if you play Double Gust, you choose which opponent gets affected (and later which Pokémon) and that opponent gets to choose which member of YOUR team gets affected by it (and then which Pokémon gets brought up).

Only the owner of a Pokémon, Trainer card, or effect can choose whether to use that effect or allow their teammate to do so. You cannot use any of your teammate's Pokémon Powers, attacks, or effects on your turn.

Once you designate which player is "you" or "opponent" then every instance of "you" or "opponent" in that effect refers to that same player, EXCEPT FOR COSTS.

Many Pokémon Powers, Attacks, and Trainers have costs that go with playing or using an effect. For example, playing a Professor Elm or a Time Capsule doesn't let you play anymore Trainers that turn, using Entei's Howl ends your turn and so on. These costs are ALWAYS applied to the person playing the card (not necessarily the one using the effect from the card). This means that when you play Professor Elm, whether you shuffle your hand back or allow your team mate to do so, YOU cannot play any further Trainers that turn.

This means that you cannot split the effects of a card between both players on a team (yours or your opponents). For example, if you play Pokémon Breeder Fields you must either choose 1 or 2 of your Pokémon, or 1 or 2 of your teammate's Pokémon. You cannot choose 1 of each.

Cards and effects that refer to both players only affect the chosen players on each team. Cards that affect all players, affect every player in the game.

13. You cannot attach any of your cards to any of your teammate's Pokémon. You also cannot draw, trade, or transfer any cards between you or your teammate's cards, decks or Pokémon. You can trade counters, markers, or effects between teammate's Pokémon when applicable.

14. All Special Conditions and effects that trigger at the end of each turn, trigger at the end of EACH player's turn (like Poison or Asleep). Special Conditions that trigger or end at the end of YOUR turn still wait until the end of YOUR particular turn (such as Paralysis).

15. Whenever you put into play any continual Pokémon Power that specifies "your opponent", you must immediately designate which opponent it is targeting (such as Slowking's Mind Games). Whenever you put into play any continual Pokémon Power that specifies "your Pokémon" you must immediately designate whether it is targeting your Pokémon or your teammate's Pokémon (such as Dodrio's Retreat Aid or Meganium's Wild Growth).

Once an effect has its target designated, that target cannot change while that Pokémon remains in play. This means that if you had a Slowking targeting one opponent, if that player leaves the game that Pokémon Power cannot be retargeted unless that Slowking leaves play. Stadium cards affect all players in a game. Only 1 Stadium card may be in play per game (standard rules apply).

Specific Card Clarifications:

Alakazam's Damage Swap: This Pokémon Power reads - As often as you like during your turn (before your attack), you may move 1 damage counter from 1 of your Pokémon to another as long as you don't Knock Out that Pokémon.

Applying rule #12 allows you to either move a damage counter from one of your Pokémon to another of your Pokémon OR to move a damage counter from one of your teammate's Pokémon to another of his or her Pokémon. You cannot use this power to move a counter from one of their Pokémon to one of yours (or vice versa).

Bill: This trainer card reads - Draw 2 cards. Since there is not a "you" or "your" in this cards text, you CANNOT play this card on a teammate, only on yourself.

Double Gust: This trainer reads - If you have any Benched Pokémon, your opponent chooses 1 of them and switches it with your Active Pokémon. Then, if your opponent has any Benched Pokémon, choose 1 of them and switch it with his or her Active Pokémon.

When you play this card you must first declare which opponent you are using it on. That opponent then gets to decide which Pokémon (yours or your teammates) gets switched with that player's Active Pokémon. Then you would get to decide which of that opponent's Pokémon gets switched with their Active Pokémon.

Entei's Howl: This Pokémon Power reads - When you play Entei from your hand, you may discard the top 5 cards of your deck (If you have fewer cards than that, discard all of them.) If any of those cards are (fire) Energy cards, attach them to any of your Pokémon of your choice. Using this power ends your turn.

You can choose to use this Pokémon Power on yourself or on your teammate during your turn. Either way, the person who is actually playing the card (takes it from his or her hand and puts it on their bench and decides to use the Pokémon Power) ends their turn (whether they or their teammate used the Power).

Gengar's Curse: This Pokémon Power reads - Once during your turn (before your attack), you may move 1 damage counter from 1 of your opponent's Pokémon to another (even if it would Knock Out the other Pokémon).

Again, applying rule #12 allows you to either move a damage counter from one of your opponent's Pokémon to another of that same opponent's Pokémon OR to move a damage counter from your other opponent's Pokémon to another of his or her Pokémon. You cannot use this power to move a counter from one opponent's Pokémon to the other opponent's Pokémon (or vice versa).

Pokémon Breeder: This trainer reads - Put a Stage 2 Evolution card from your hand on the matching Basic Pokémon. You can only play this card when you would be allowed to evolve that Pokémon anyway.

While it may appear that you could play this card on your teammate, read the last sentence of this card. Other player's cannot normally evolve a Pokémon on your turn. So this card can only be played on yourself in this format.

Pokémon Trader: This trainer reads - Trade 1 of the Basic Pokémon or Evolution cards in your hand for 1 of the Basic Pokémon or Evolution cards from your deck. Show both cards to your opponent. Shuffle your deck afterward.

You can choose to play this card on yourself or on your teammate on your turn. Your teammate must have a Pokémon in his or her hand in order for you to play it on them though.

Professor Elm: This trainer reads - Shuffle your hand into your deck. Then, draw 7 cards. You can't play any more trainer cards this turn.

You can choose to use this card on yourself or on your teammate during your turn. Either way, the person who is actually playing the card (takes it from his or her hand and discards it) cannot play any more Trainer cards that turn (this is a cost).

Time Capsule: This trainer reads - Your opponent may choose 5 Basic Pokémon, Evolution, and/or basic Energy cards in his or her discard pile. (If your opponent doesn't have that many, he or she chooses all or none of them.) If your opponent chooses any cards, he or she shuffles them into his or her deck. Either way, you may do the same, and you can't play any more Trainer cards this turn.

When you play this card you must first declare which opponent has the option to use this cards ability. After they have done so, you can then choose whether you or your teammate gets to use this cards ability. Either way, the person who is actually playing the card (takes it from his or her hand and discards it) cannot play any more Trainer cards that turn (this is a cost).