Nintendo

GAME BOY COLOR

DMG-AXQE-USA

POKÉMON™*



TRADING CARD GAME

INSTRUCTION BOOKLET

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Thank you for selecting the Pokémon™ Trading Card Game Game Pak for the Nintendo® Game Boy® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

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CONTENT RATED BY ESRB

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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Rather talk with a game counselor?

1-900-288-0707 (**U.S.** $1.50 per minute) **1-900-451-4400** (**Canada** $2.00 per minute)

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The Pokémon Trading Card Game Comes to Game Boy!

The Pokémon Trading Card Game for Game Boy turns the hit Wizards of the Coast® strategy card game into a fun and challenging single-player adventure on your Game Boy! This game contains cards based on the Base Set booster packs, and the Jungle and Fossil expansions. There are also exclusive cards found only in this Game Boy version!



After starting the game, read along from page 5 during Dr. Mason's tutorial for a complete explanation on how to play the card game!

The Legend Unfolds...

It was just another typical day of Pokémon card trading with Ronald, a kid from your neighborhood. As always, you were trying to complete your collection of Pokémon Trading Cards, when you overheard an ear-catching rumor . . .

The Legendary Pokémon Cards . . . mysterious and extremely rare cards held by the four greatest Pokémon card players of all time - the Grand Masters! Rumor has it, the Grand Masters are looking for one player to inherit the legend . . . A player who can defeat all four of the Grand Masters . . . One player worthy of the Legendary Cards and worthy of carrying on the legend!

"I wish I could have those cards," you say to yourself. "I will be the one! I will be the player who defeats the Grand Masters and inherits the Legendary Pokémon Cards!" But by the look on Ronald's face, you can tell he has the exact same idea!

"I know," you think to yourself, "I'll enlist the help of Dr. Mason - the Pokémon Trading Card Game researcher! He knows all there is to know about Pokémon Trading Cards! He'll teach me how to play the Trading Card Game. Then, I'll collect all the cards - including those of the Grand Masters themselves!!!"

Dr. Mason's Tutorial

"Why the rush, Mark?" Dr. Mason asks as you race into his lab. "THE LEGENDARY POKÉMON CARDS!" he cries, after hearing your plan. Thinking out loud, Dr. Mason mutters, "clearly, playing the card game is much more fun than just collecting the cards . . . I knew this day would come . . . But if this truly is your dream . . . Perhaps, with my help . . ."

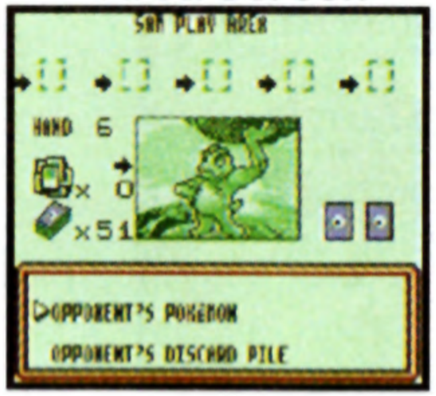
Suddenly he turns to you and warns, "You'll never get those cards if you aren't dedicated."

"I am ready to do whatever it takes to defeat the Grand Masters," you assure him.

"Very well, then! You must not simply learn the card game - you must master it! Start with this deck! Your deck is the set of cards you will use in duels. One deck consists of 60 cards. Your first opponent will be my assistant, Sam. First, we'll tell you the basics of the game. Then, I'll help you through your first duel!"

How Your Play Area Should Look

Opponent's Play Area Screen



Opponent

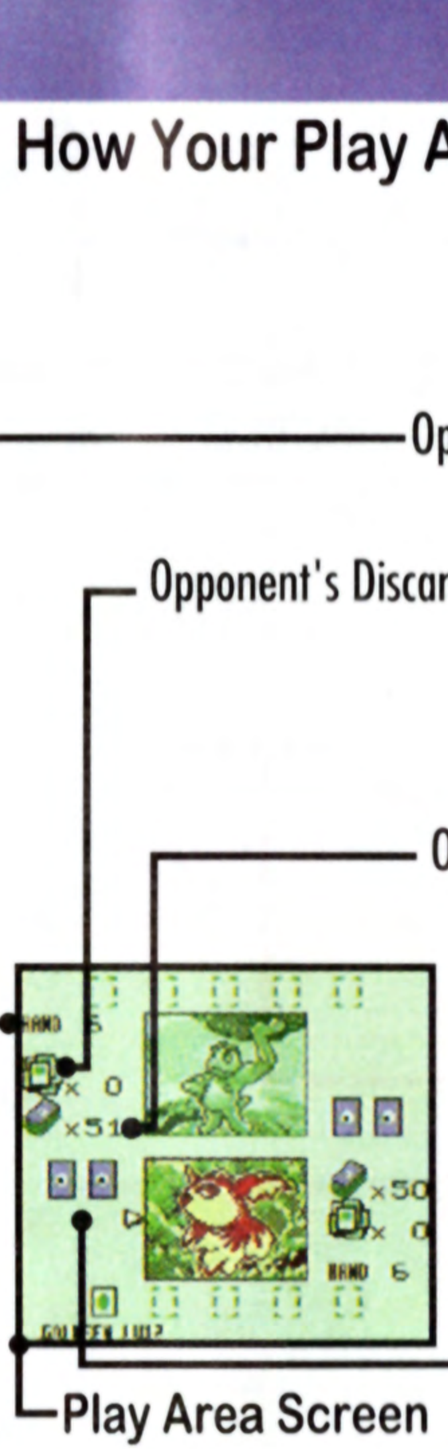
Opponent's Hand

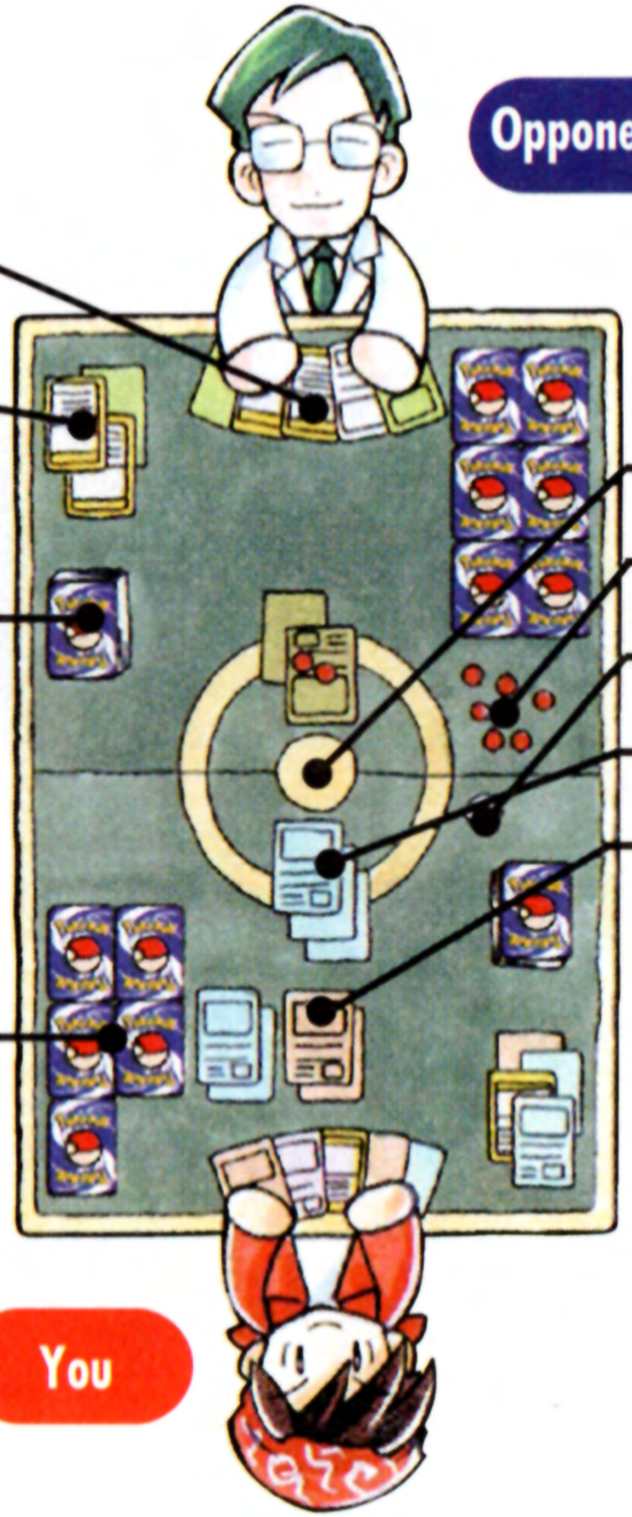
Opponent's Discard Pile

Opponent's Deck

Your Prizes

Play Area Screen





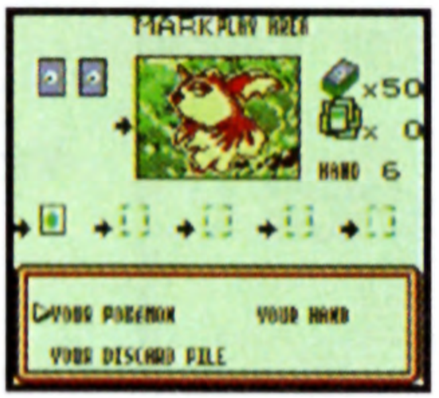
In-Play Area

Damage Counters

Pokemon Coin

Your Active Pokemon

Your Bench



Your Play Area Screen

You

* The discard pile is where you place cards you have finished using.

Dr. Mason's Tutorial

Explanation of Pokemon Trading Cards



In-Game Card Screen

Evolution Stage

Pokémon Name

HP



Pokémon Type

Illustration

Expansion Symbol

Pokémon Power

Resistance

Retreat Cost

Pokémon Data

Weakness

Flavor Text

Level



Pokémon Power Screen



Pokémon Data Screen



Attack Explanation Screen

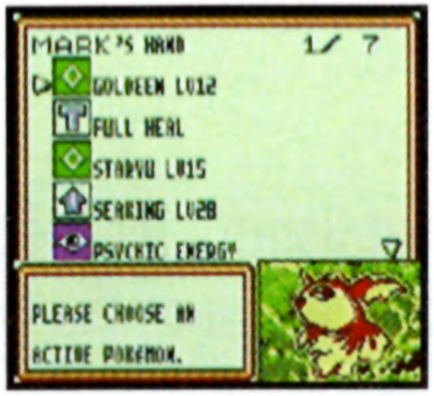


"Now that you've got the basics down, it's time for your first match. Follow my instructions for this practice match against Sam. First, draw 7 cards from your deck. This will be your hand . . ."

This is Your Hand!

Card Marks

- : Basic Pokémon card
- : Stage 1 Evolution card
- : Stage 2 Evolution card
- : Trainer card



Energy cards are marked with the different energy symbols.



For a detailed explanation of a card, choose that card and press START!



If you don't find any Basic Pokémon cards in your hand, shuffle your hand back into your deck and draw again. In the Wizards of the Coast card game, your opponent can draw up to two more cards when you do this, but not in the Game Boy version!

Basically, there are three types of cards: Energy cards, Trainer cards and Pokémon cards. There are also three types of Pokémon Cards: Basic Pokémon cards, Stage 1 Evolution cards and Stage 2 Evolution cards. Each card's type is marked by a symbol to the left of the card's name.





Do you have any Basic Pokémon cards?



Yeah! Goldeen™ and Staryu™!

Starting the Duel



Before any turns are taken, you must choose your Active Pokémon - the one that will duel first. However, you must choose a Basic Pokémon card for your Active Pokémon.



OK! I'll follow your advice and play Goldeen!



Good! Next, choose up to 5 Pokémon to place on your Bench. These Pokémon can be switched with your Active Pokémon. For our practice duel, place Staryu on the Bench.



Gotcha!



Now, you and your opponent must each place your Prizes in the play area. In the Wizards of the Coast card game, you would place 6 cards, but in the Game Boy game, many people play with only 4 Prizes. Since this is just practice, we'll make it a 2-Prize duel! Draw your Prizes from the top of your deck and place them in your play area.



You can draw one of your Prizes each time you Knock Out one of your opponent's Pokémon. On your next turn, you can use any Prize you draw! The first one to draw all his or her Prizes in a match wins! So, if there are 2 Prizes in the match, you must Knock Out 2 of your opponent's Pokémon to win!!!

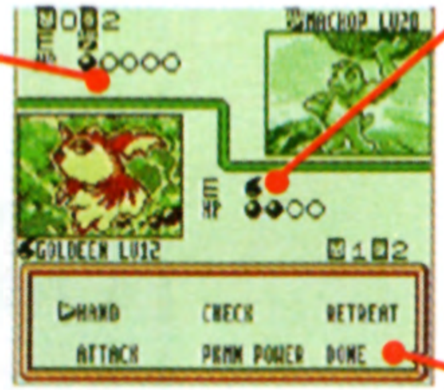


Now it's time to flip the coin to see who goes first. It's heads! You won the coin toss! You get the first turn, so get ready to battle!

The Battle Screen!

HP Display

Each ○ represents 10 HP. When your Pokémon receives a damage counter, ● will be displayed. When all ○ change to ●, your Pokémon is Knocked Out!



Energy Display

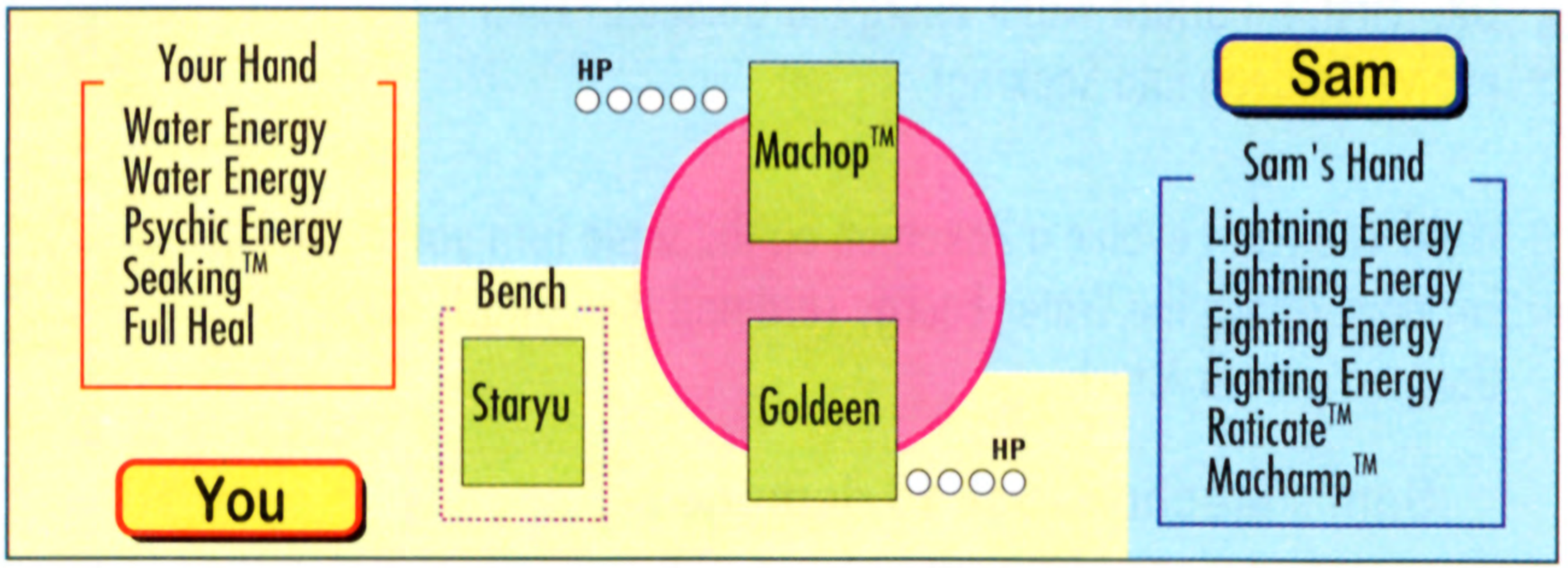
The Energy Cards attached to your Active Pokémon are displayed here. The marks shown depend on the type of Energy attached.

Commands

See page 35 for details.



Now, let's begin. At the start of each turn, draw 1 card from the top of your deck.



Dr. Mason's Tutorial

Turn 1: Your Turn



At the start of each turn, you draw 1 card from your deck. You drew a Water Energy card! You can do the following during your turn:

You Must Do This To Start Your Turn:
Draw 1 card from your deck.

You Can Do These During Your Turn:
1. Attach 1 Energy card on 1 Pokémon.
2. Place Basic Pokémon on the bench.
3. Evolve Pokémon using Evolution cards.
4. Retreat your Active Pokémon.
5. Use Trainer cards.
6. Attack.



Once you attack, your turn ends.



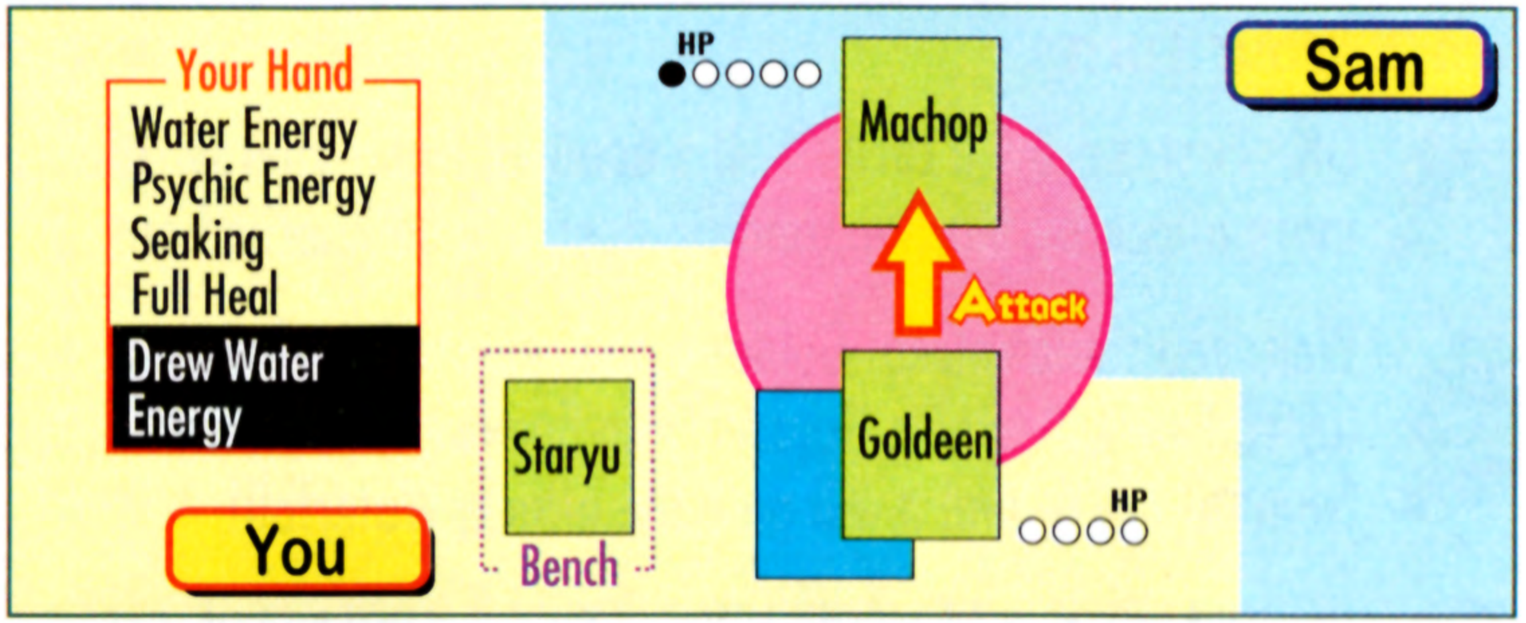
OK. First, I'll attach Water Energy to Goldeen. Then, I'll evolve Goldeen into Seaking!

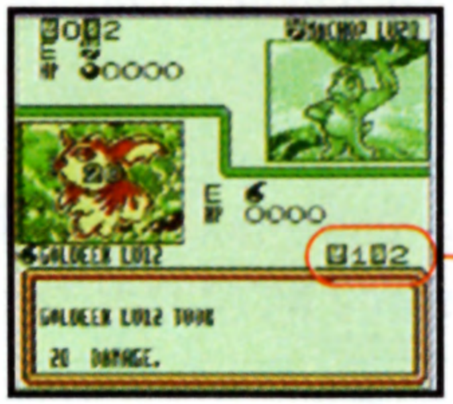


Wait! You can't evolve a Pokémon on the same turn you played it! For now, attach the Water Energy card and then attack using Goldeen's Horn Attack.



Sam's Machop took 10 damage.





= Number of Bench Pokémon

= Number of Prize Cards Remaining

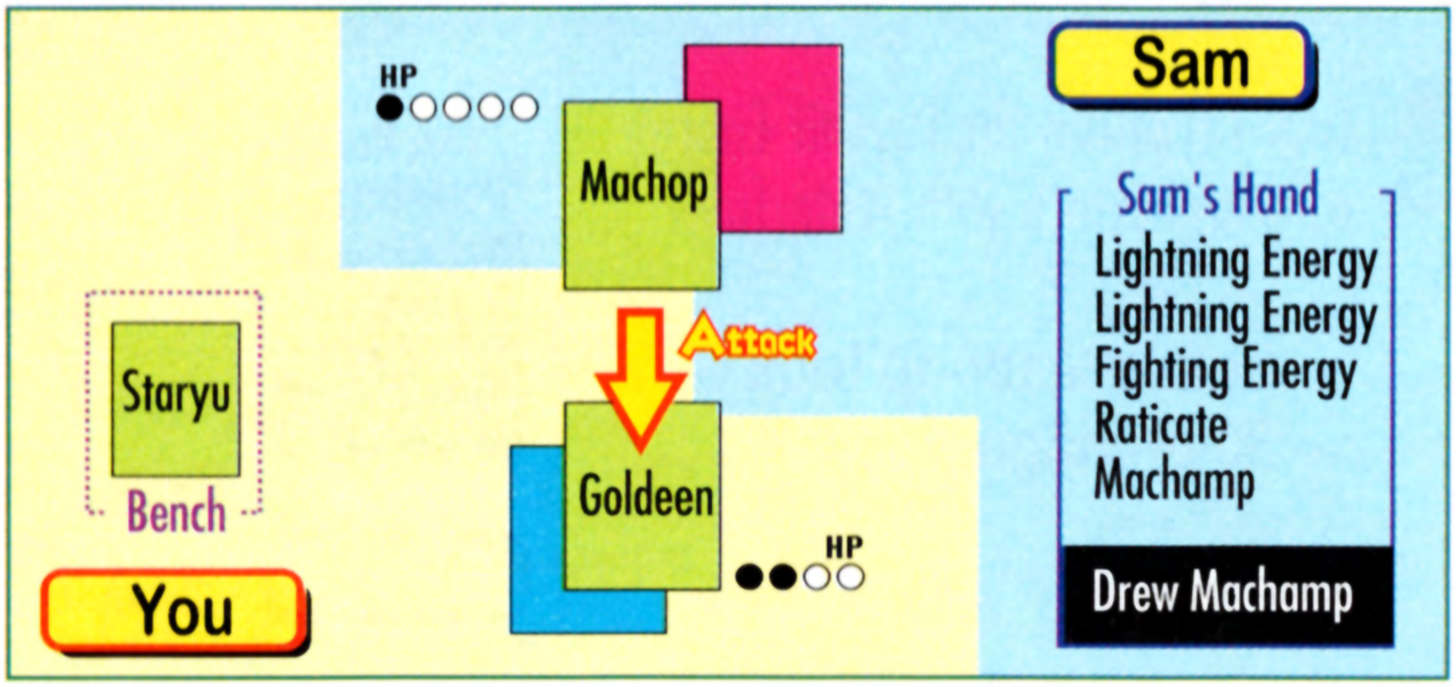
Turn 1: Sam's Turn



Now, Sam draws a card from his deck. He's attached a Fighting Energy card to Machop.



Uh-oh! He's attacked using Machop's Low Kick for 20 damage! Goldeen only has 40 HP, so one more turn, and it's Knocked Out!



Dr. Mason's Tutorial

Turn 2: Your Turn



OK. First, I draw a card . . . It's another Water Energy card! But one more attack by Machop, and Goldeen will be knocked out . . .

Well, you could retreat Goldeen and replace it with Staryu, but instead we will evolve Goldeen into Seaking! Its HP will change from 40 to 70, and it will gain the attack, Waterfall!

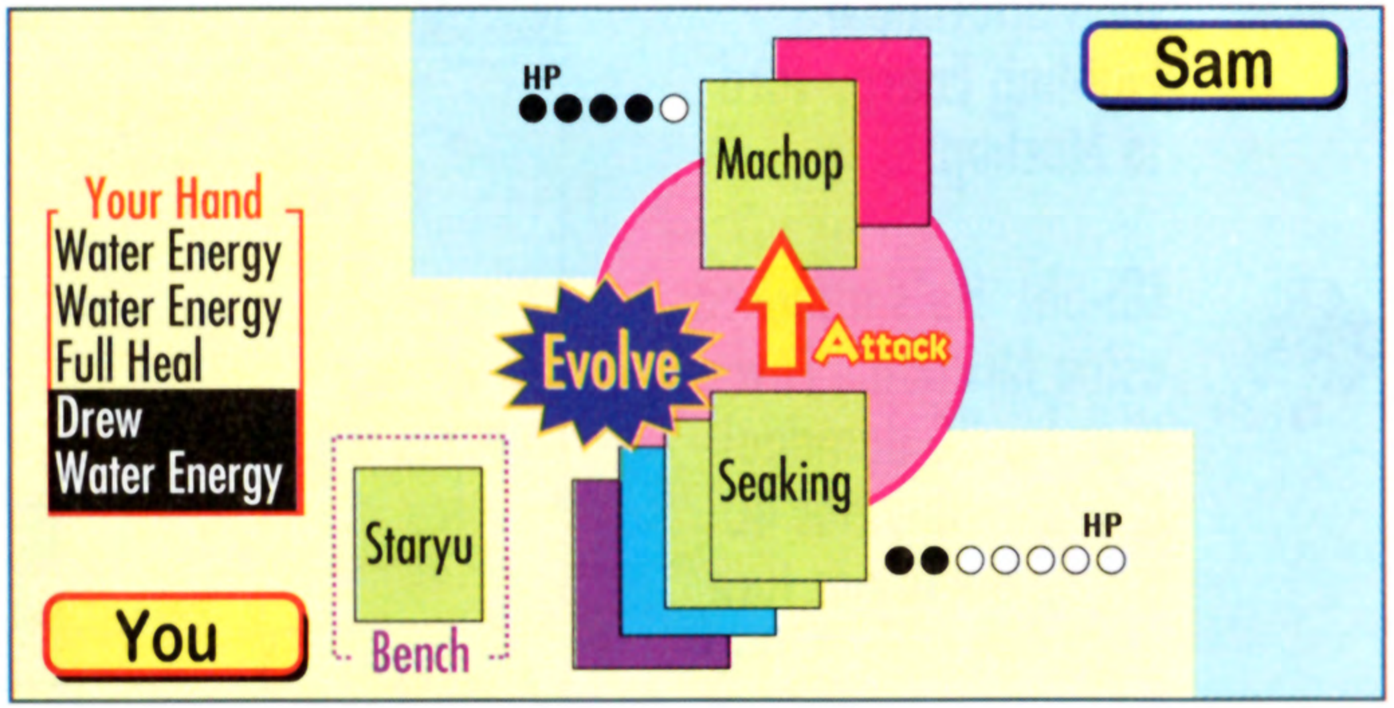


So, I'll have to add another Water Energy card in order to use Waterfall.

Wait! Waterfall requires one Water Energy and one Colorless Energy. But any Energy card counts as Colorless Energy, so save your Water Energy for Staryu. Making the most of your Energy cards is very, very important!

OK! I'll attach the Psychic Energy card and attack with Waterfall!

Sam's Machop took 30 damage.



Turn 2: Sam's Turn



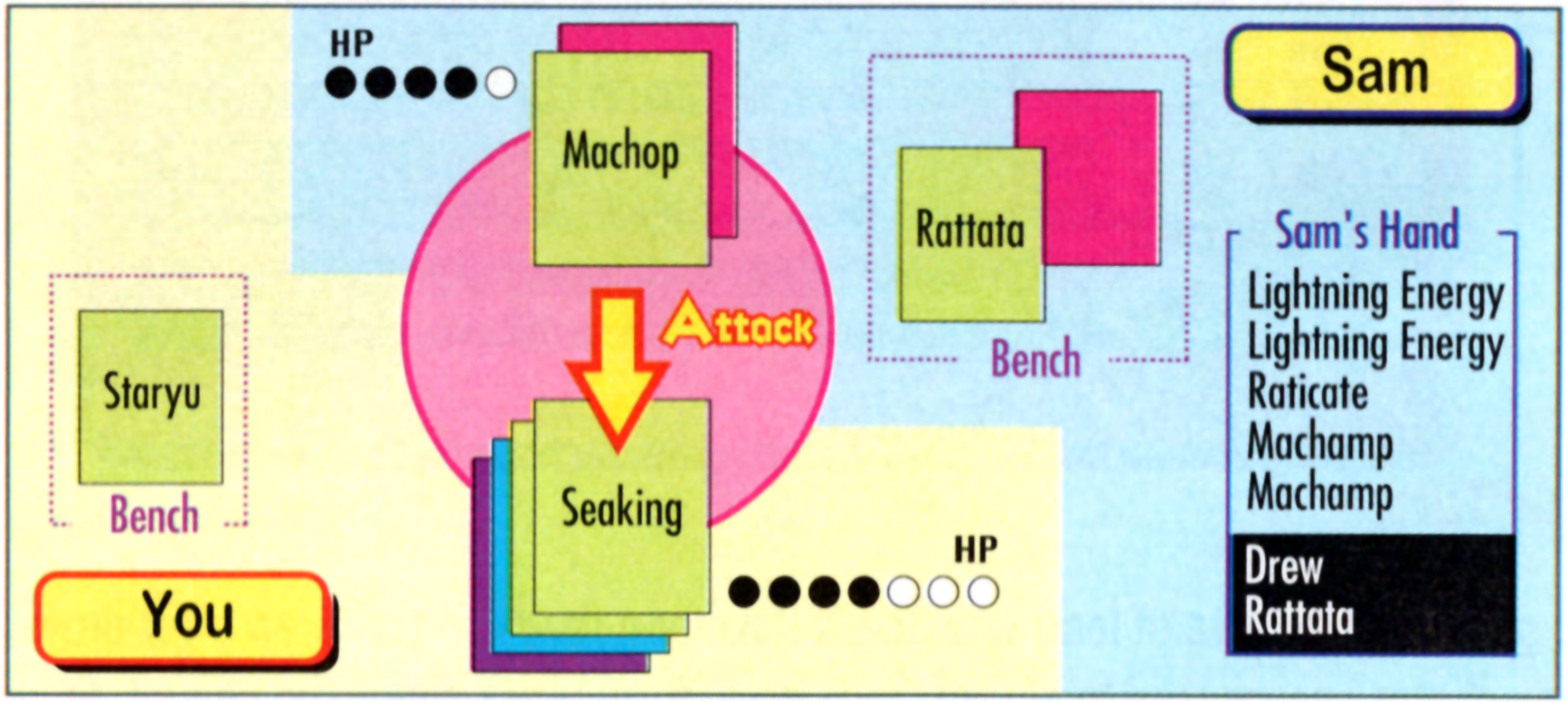
Your turn has ended, so Sam draws one card. Hmm . . . He drew a Rattata™, placed it on his bench and attached a Fighting Energy card to it.





Uh-oh! Machop is attacking with its Low Kick!

Your Seaking takes 20 damage from Machop's Low Kick attack.



Dr. Mason's Tutorial



Energy cards are necessary in order to attack. But the number and kinds of Energy Cards required are different for each attack, so pay close attention to which Energy Cards you use.

Energy Used to Attack

★	Any kind of Energy card is OK.
⚡	Only a Lightning Energy card will work.
★ ★	Any 2 Energy cards or 1 Double Colorless Energy card is OK.
⚡ ⚡	Two Lightning Energy cards only.
💧 ★ ★	One Water Energy card plus any two Energy cards.

Turn 3: Your Turn



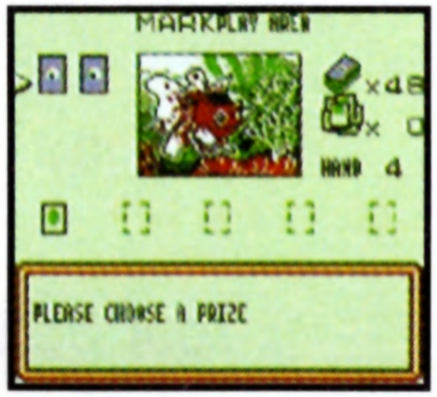
It is a good idea to have at least one Bench Pokémon ready to battle, so after drawing your card, attach a Water Energy card to Staryu. Seaking's Horn Attack should be enough to knock out Machop.

Seaking attacks with Horn Attack, Knocking Out Sam's Machop!

Now you can choose a Prize card!

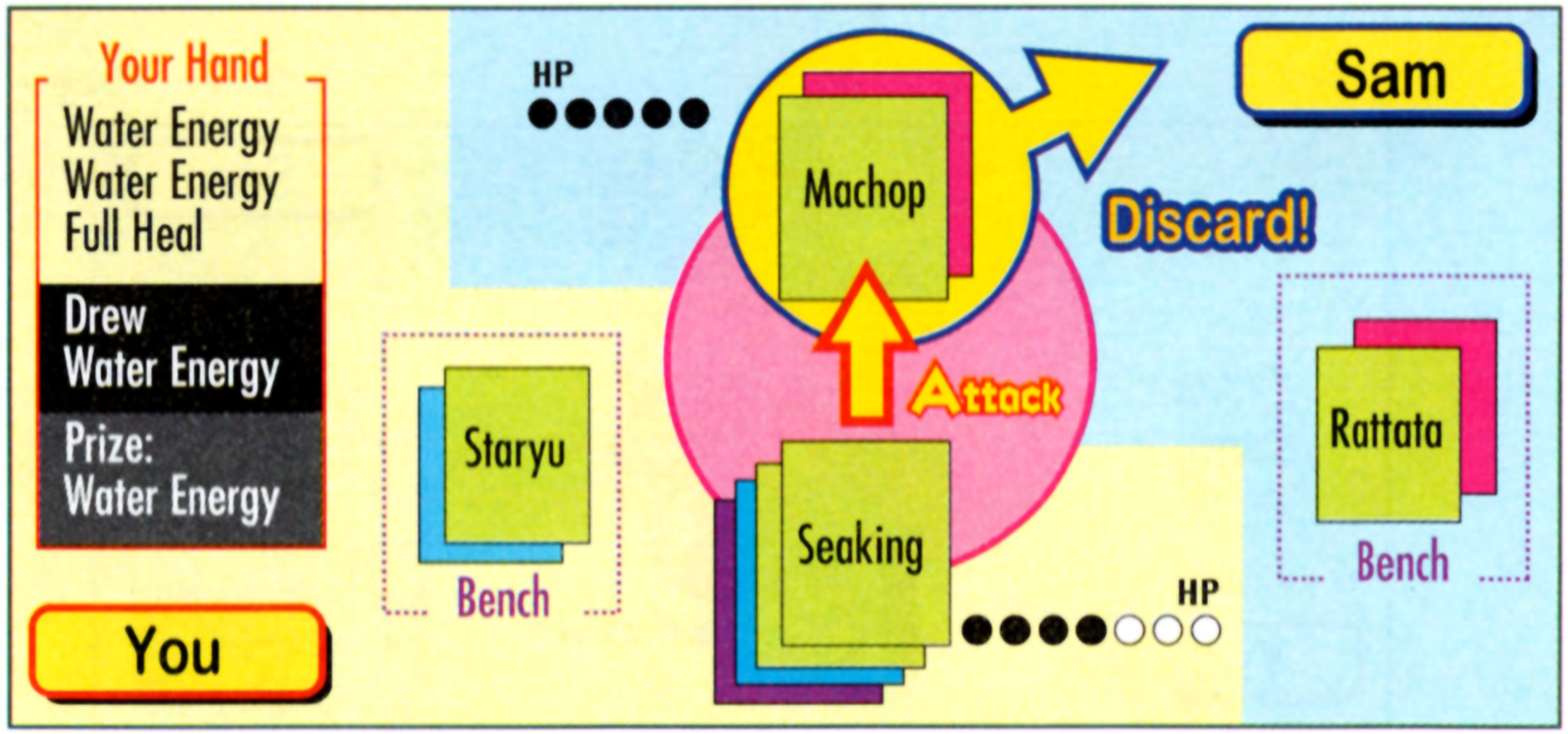
I get it! It's a prize for Knocking Out the Pokémon!

The Prize card you draw is a Water Energy card.



Hmm . . . Machop was Knocked Out . . . OK, I'll play Rattata.

Knock Out one more Pokémon to win the duel!



Dr. Mason's Tutorial

Turn 3: Sam's Turn



YES! I drew a Fighting Energy card!

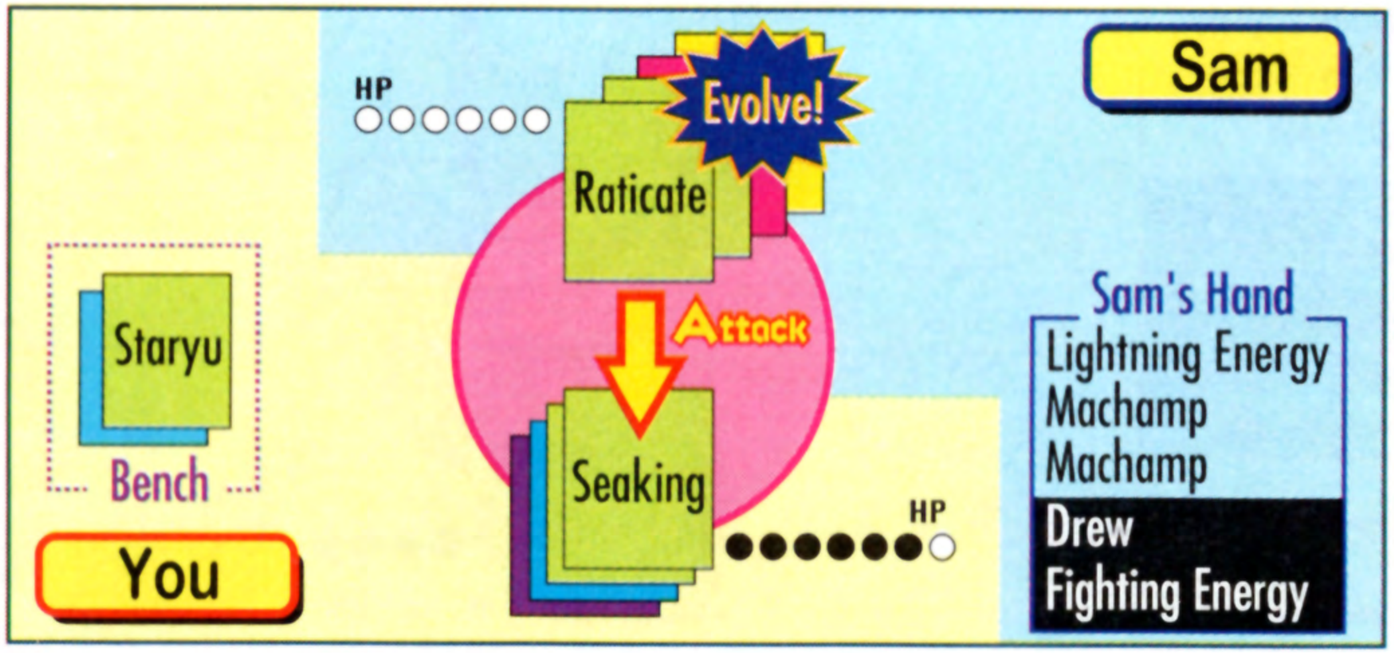
First, I'll evolve Rattata into Raticate!
Then, I'll attach Lightning Energy to Raticate.



Now, I'll attack Seaking using Raticate's Bite!

Your Seaking takes 20 damage.





Turn 4: Your Turn

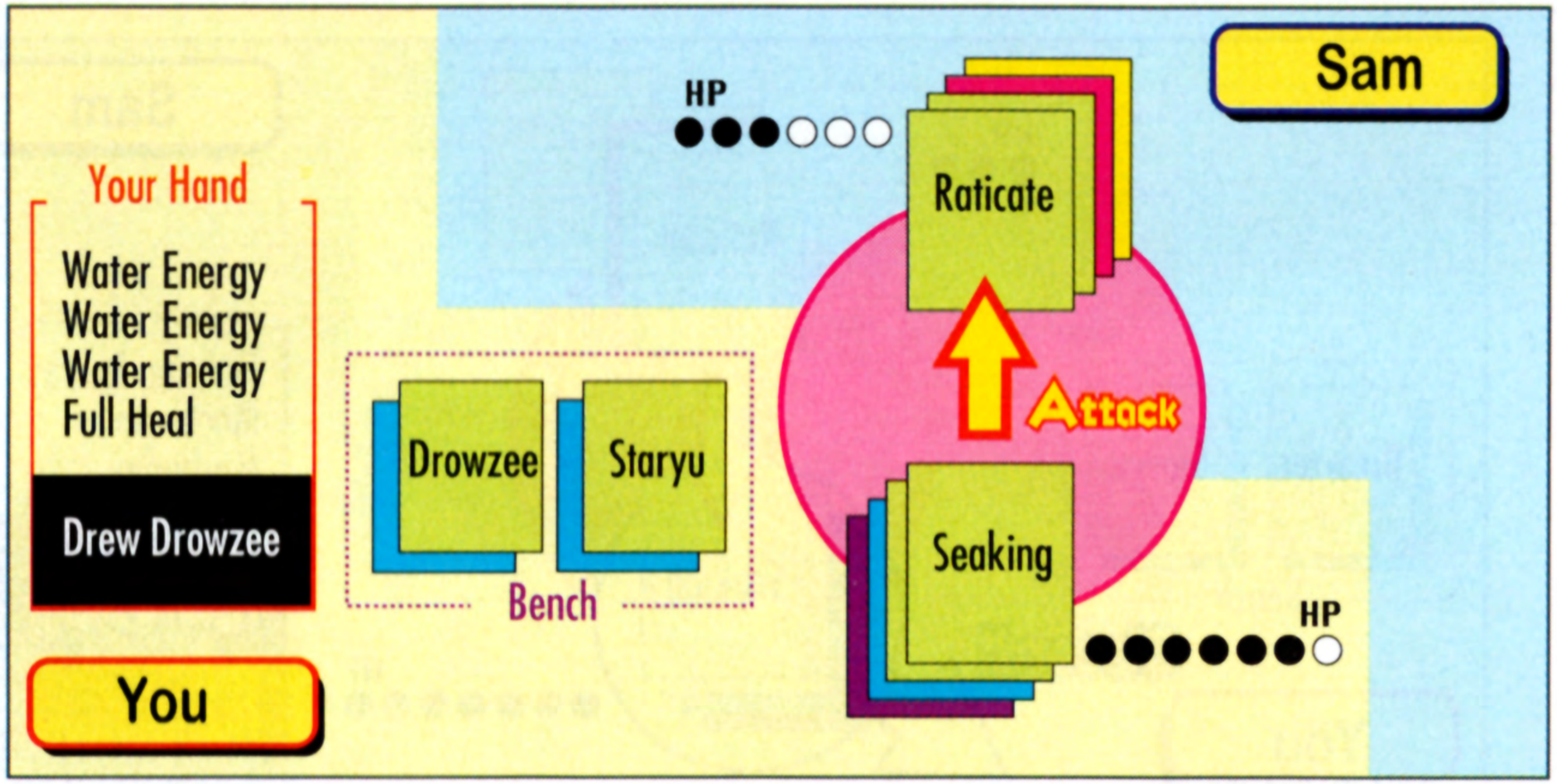


I drew Drowzee™ - a Basic Pokémon! I'll put Drowzee on the Bench and attach a Water Energy card to it to get it ready to attack.



Now, I'll attack Raticate with Seaking's Waterfall!

Raticate takes 30 damage.



Dr. Mason's Tutorial

Turn 4: Sam's Turn



Aww, I drew another Fighting Energy card.

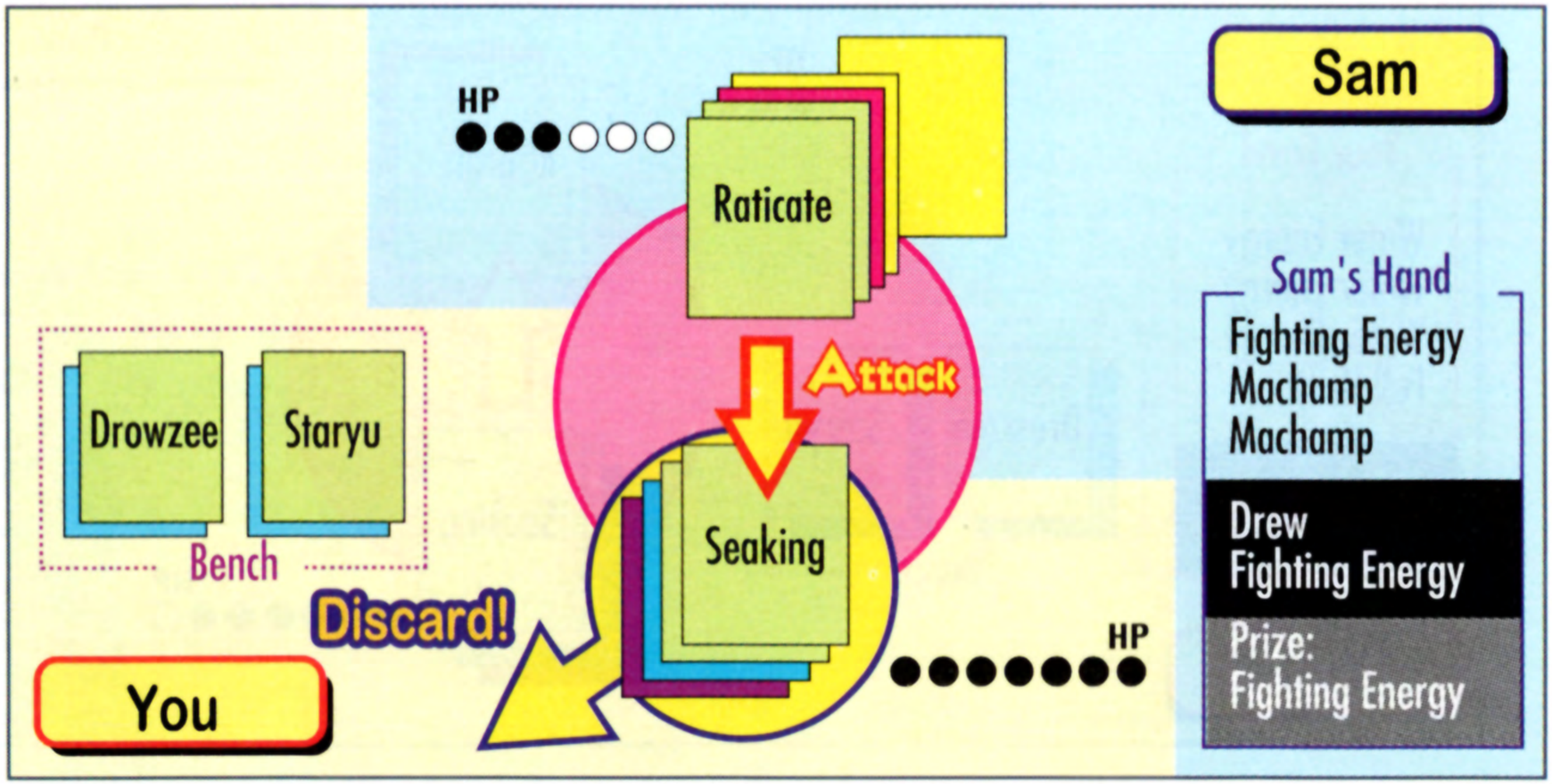


I guess I'll attach a Lightning Energy card to Raticate.

OK, I'll attack Seaking with Raticate's Bite.



Ahh! Seaking's Knocked Out! I'll play Staryu, just as Dr. Mason says.



Turn 5: Your Turn



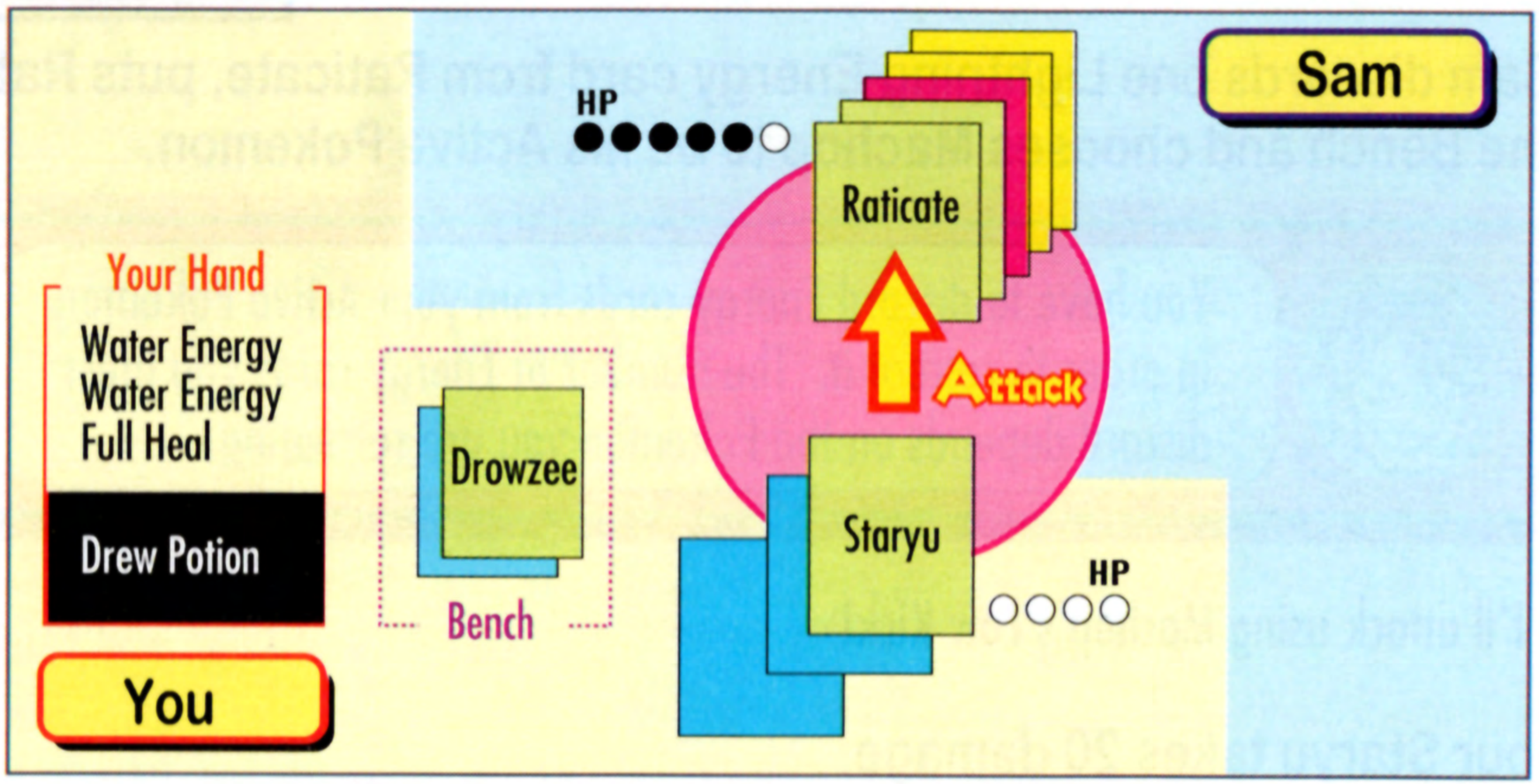
You drew Potion - a Trainer card! That should come in handy!





All right! I'll attach a Water Energy card to Staryu and attack using Staryu's Slap.

Sam's Raticate has taken a total of 50 damage.



Turn 5: Sam's Turn



Yes! I drew the Basic Pokémon, Machop! I'll put it on my Bench and attach Fighting Energy to it.

Hmm . . . Raticate will get Knocked Out if I don't do something.

Raticate (60 HP) has 50 HP worth of damage counters on it.



Well, I'll have to retreat Raticate and place Machop in the arena.



Sam discards one Lightning Energy card from Raticate, puts Raticate on the Bench and chooses Machop to be his Active Pokemon.

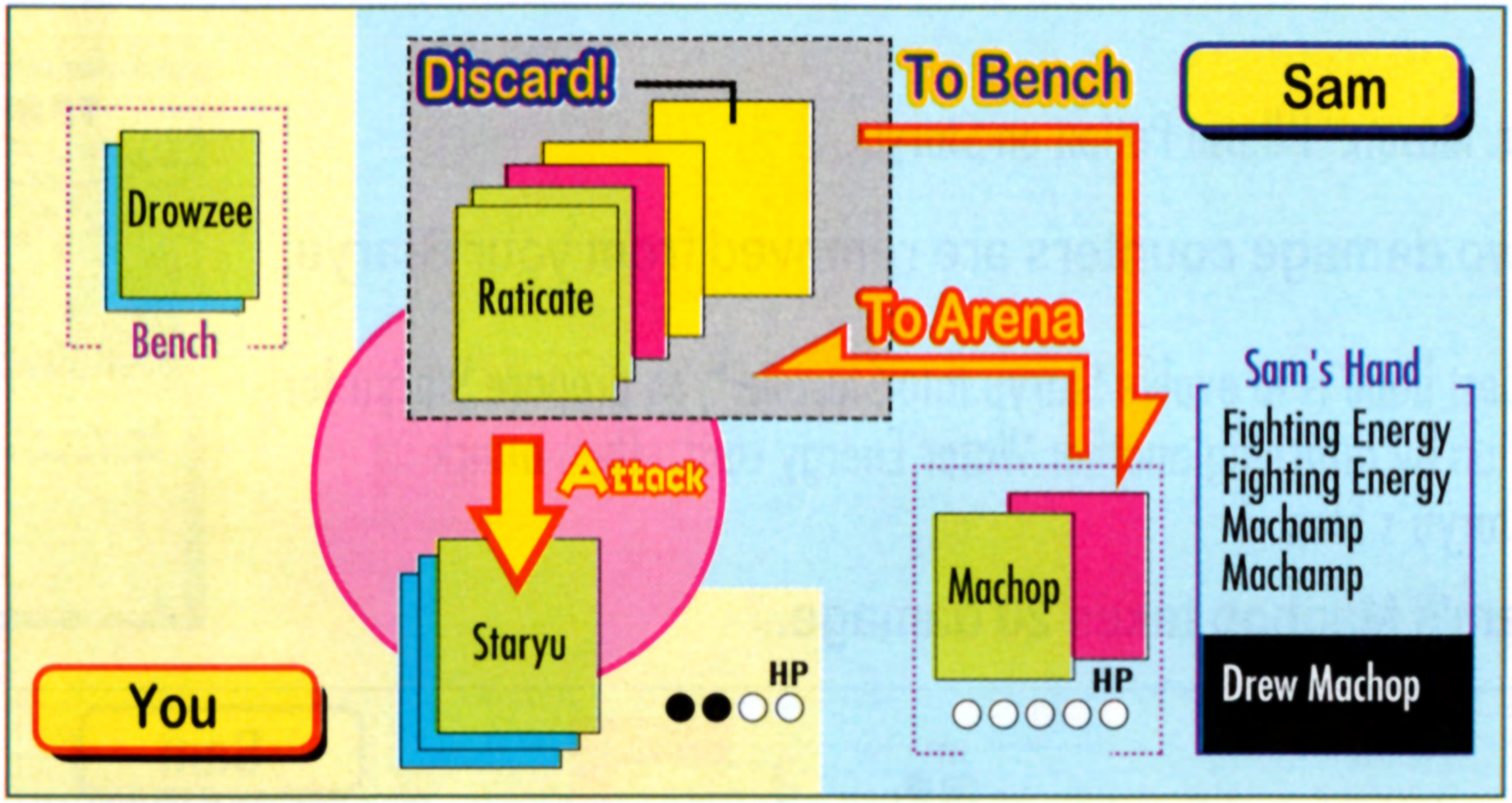


You have to discard Energy cards from your Active Pokémon in order to retreat it. The number of Energy cards you must discard depends on the Pokémon you are retreating.



Now, I'll attack using Machop's Low Kick!

Your Staryu takes 20 damage.



Turn 6: Your Turn

Draw one card from your deck . . . It's Seaking!



Oh no! I'll lose!



Don't worry! Use your Trainer card to recover your HP!



This is how you use your Trainer cards. Depending on how you use them, the tides of battle can suddenly change!

Dr. Mason's Tutorial



OK, Dr. Mason. I'll use Potion on Staryu.

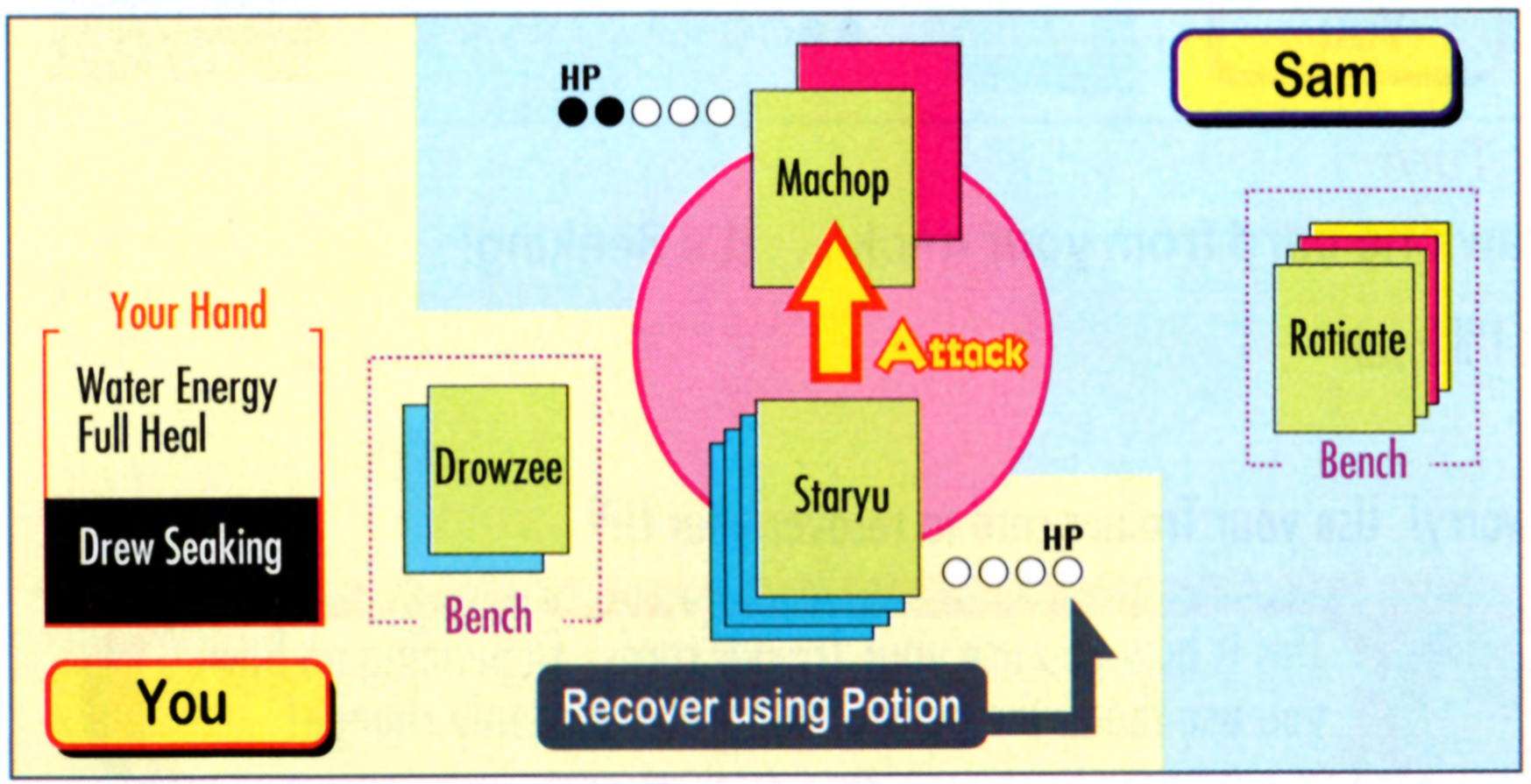
Two damage counters are removed from your Staryu.



Your best hope is to evolve Staryu into Starmie™, so prepare Staryu for evolution by attaching another Water Energy card. Then attack with Staryu's Slap.

Sam's Machop takes 20 damage.

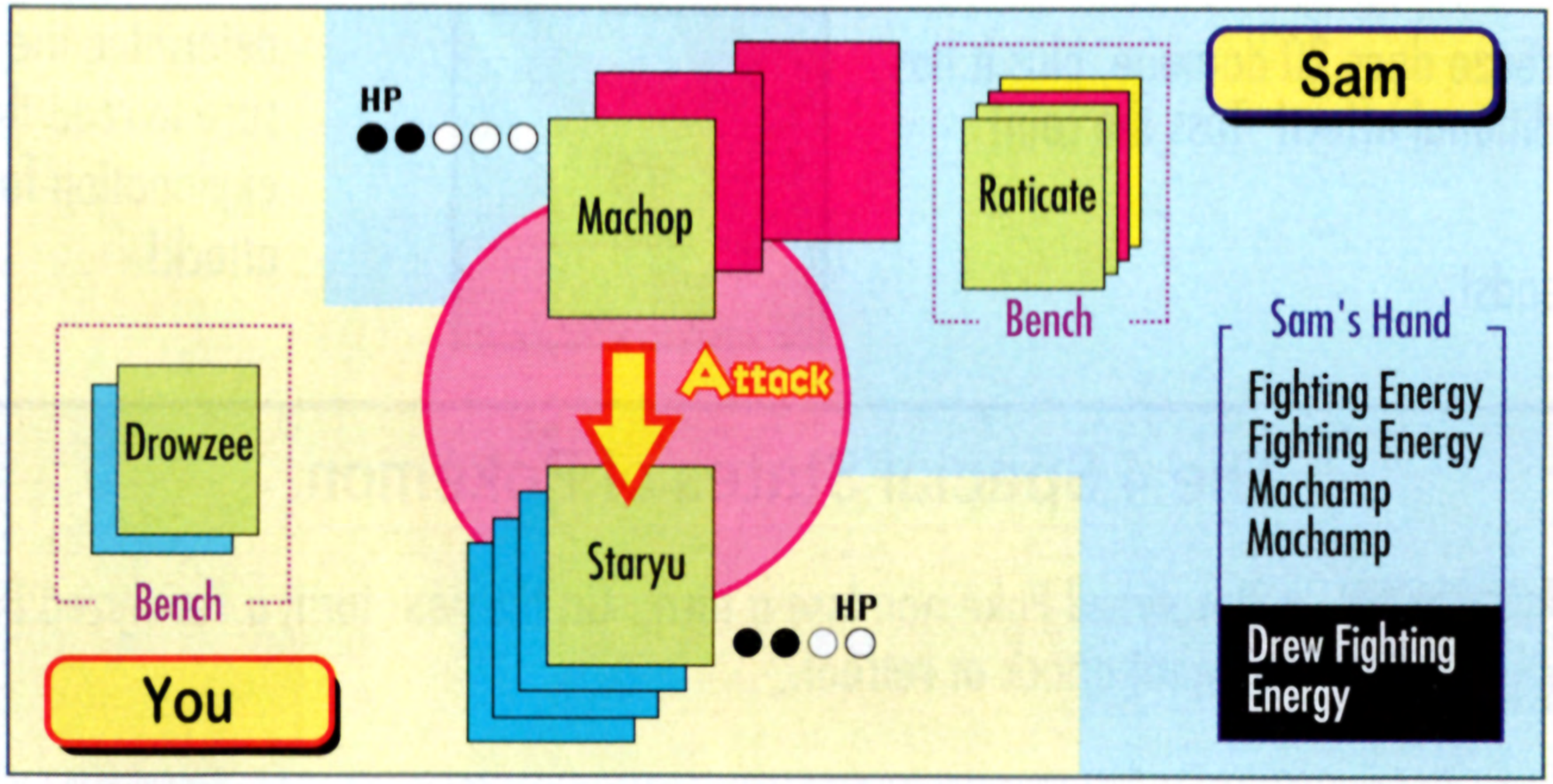




Turn 6: Sam's Turn



OK. Draw one card . . . another Fighting Energy card. OK, I'll attach Fighting Energy to Machop and attack with Low Kick.



Turn 7: Your Turn



All right! Now it's coming down to the wire! I'll draw my one card. . . YES! It's Starmie! I'll evolve Staryu into Starmie!



With all the Energy cards you attached to Staryu, you can use Starmie's Star Freeze!

Dr. Mason's Tutorial



YES! Star Freeze!



Star Freeze does 20 damage, plus it has an additional effect! Toss the coin!



It's heads!





There are many attacks similar to Star Freeze in which a coin is tossed to determine the effect. Be sure to read the explanation for each attack!



The 4 Special States of Pokémon



Paralysis

- Paralyzed Pokémon lose a turn. On the next turn, a Paralyzed Pokémon cannot attack or retreat.

Curing Paralysis

- Paralysis is automatically removed after the Paralyzed Pokémon has given up its turn.
- Paralysis is removed if the Pokémon is evolved.
- The Trainer card, Full Heal, will remove Paralysis.
- Using the Trainer card Switch or Scoop Up to change the Active Pokémon will cure Paralysis.



Sleep

- Pokémon affected by Sleep cannot attack or retreat.

Curing Sleep

- In the coin toss, heads will cure Sleep, but tails will not. Also, if you evolve your Pokémon, Sleep will be cured.
- The Trainer card, Full Heal, cures Sleep.
- Using the Trainer card Switch or Scoop Up to change the Active Pokémon will cure Sleep.



Poison

- Poisoned Pokémon receive 10 damage after each player's turn.

Curing Poison

- Evolving the Poisoned Pokémon or retreating it to the bench will cure Poison.
- The Trainer card, Full Heal, cures Poison.
- Using the Trainer card Switch or Scoop Up to change the Active Pokémon will cure Poison.



Confusion

- Confused Pokémon must toss the coin in order to do anything.

When Confused

- When a Pokémon is Confused, the coin must be tossed prior to attacking. Heads means the Pokémon is able to attack. Tails means it attacks itself in its Confusion for 20 damage. It will also feel the effects of resistances and weaknesses.
- The retreat of a Confused Pokémon is also determined by a coin toss. Heads means the retreat is successful, while tails means it failed. However, you must pay the retreat cost either way.

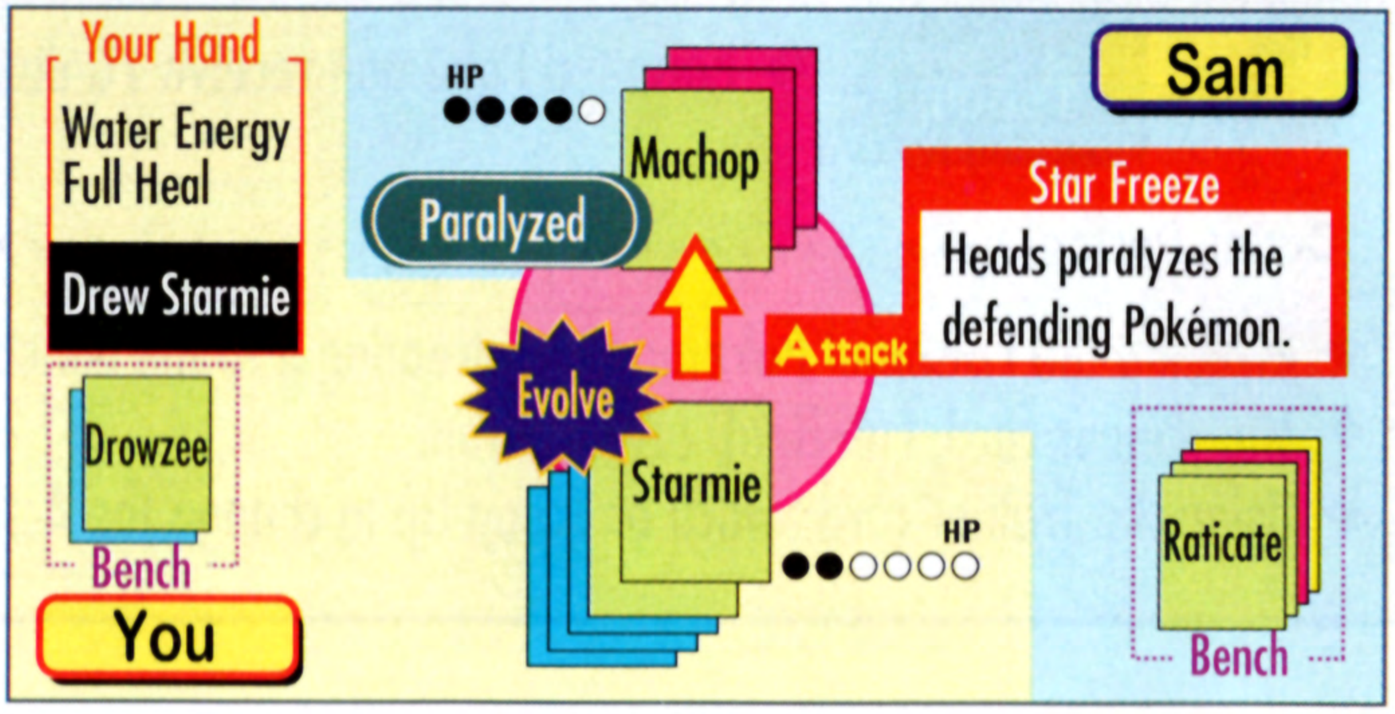
Curing Confusion

- Same as Poison.



Since you got heads, Sam's Machop is now Paralyzed!

Sam's Machop takes 20 damage and is Paralyzed.



Turn 7: Sam's Turn

Sam draws . . . Raticate from the top of his deck.



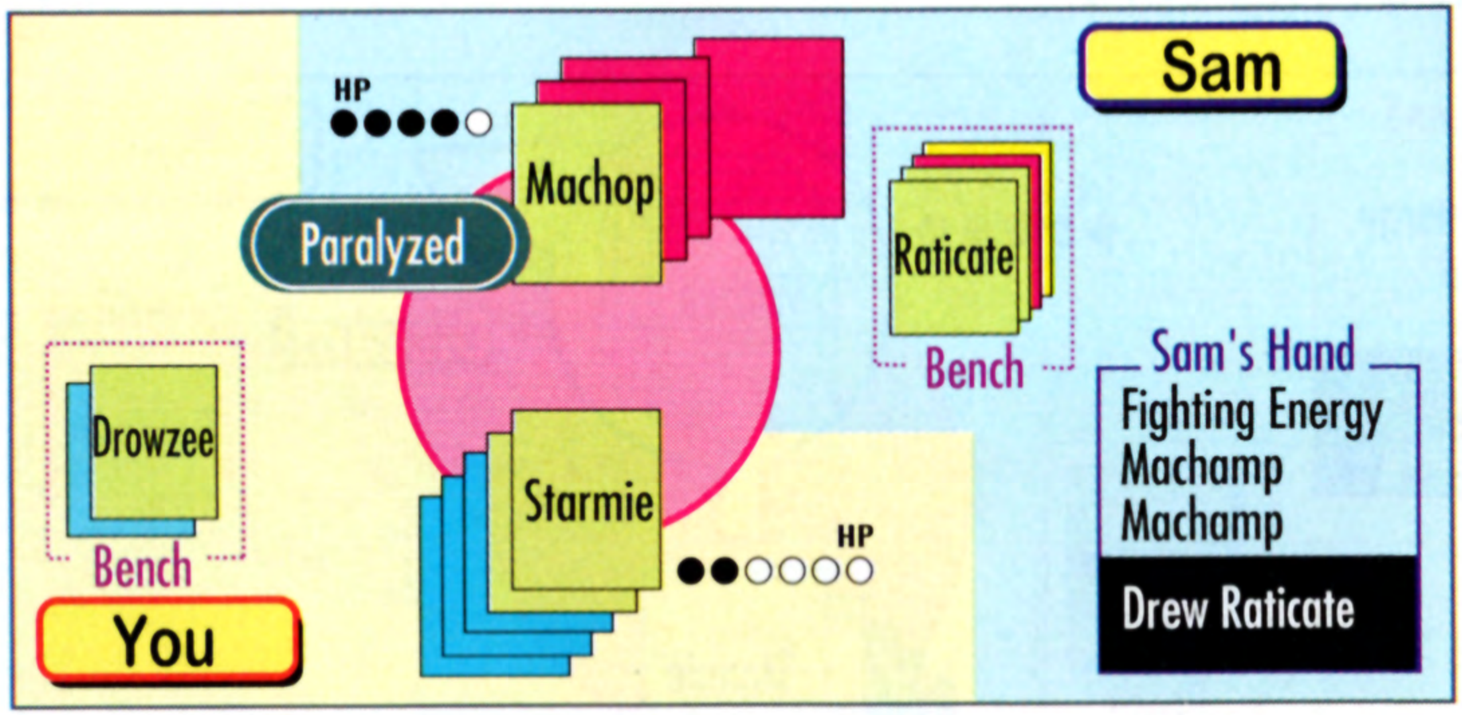
This isn't good!

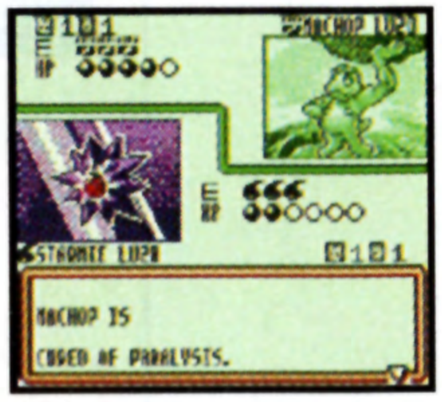


Paralyzed Pokémon can't attack or retreat.



I guess I'll just attach a Fighting Energy card to Machop and end my turn.







Now that the turn has ended, Machop is cured of Paralysis.

Turn 8: Your Turn



OK! Do it Starmie! Use your Star Freeze!

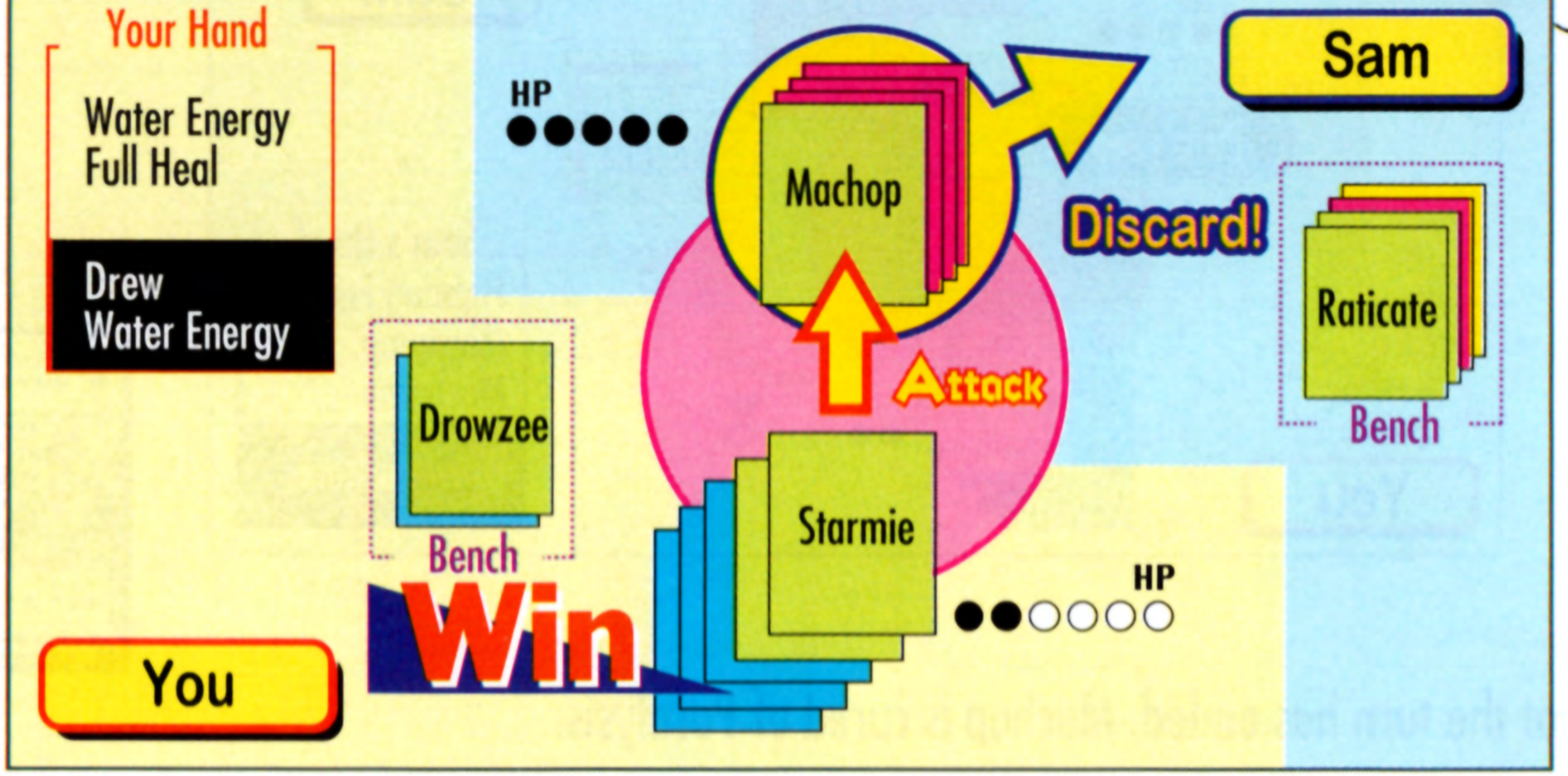
Starmie's Star Freeze paralyzes Sam's Machop and does 20 damage, knocking it out.



Now, draw your last Prize card to win the match! Congratulations!



You draw a Prize card.



YES!!! I took all the Prizes! I won my first duel!

Well, those are the basics of the game. Did you get the hang of it?

Get the hang of it? I beat Sam, didn't I!?! Now I'm off to take on the eight Club Masters and earn the Master Medals, so I can challenge the Grand Masters!



And even though you beat me, I'll still tell you anything you need to know about cards. Just ask me! . . . Or check the bookcases if I don't have the answer you're looking for.

Controls



+ Control Pad

- Move cursor and make menu selections.
- Move character.

SELECT

- Use to view the Play Area screen, your Play Area or your opponent's Play Area.
- On the Hand Screen, use to arrange your hand.

START

- View explanations of the selected Pokémon Card or the contents of your deck.
- When moving, access the Pause Menu.

A Button

- Confirm commands and select cards.
- Also, use to talk to people, check bookcases, etc.

B Button

- Cancel commands. Also, use to return to the previous screen in menus.



Press SELECT to access the Menu Screen when your Pokémon is knocked out.

Viewing the Game Screen



Map Screen

On this screen, you can move your character and talk to other people.

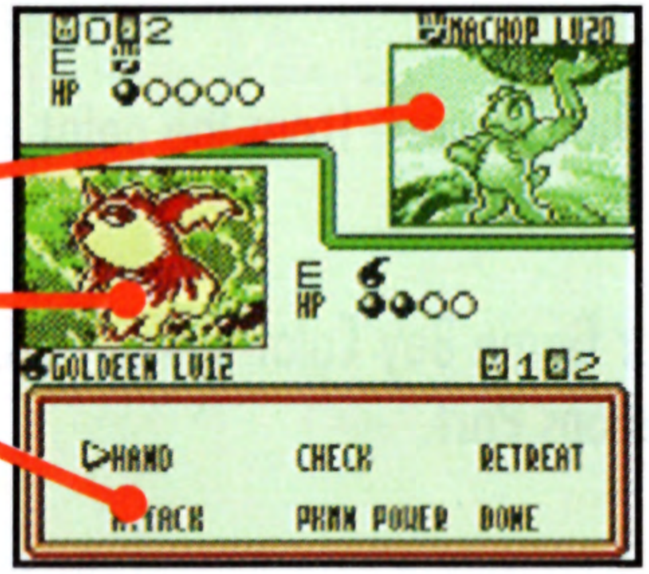
Main Screen
The map, characters you can speak with and other items are displayed here.

Message Screen
This is where all conversations are displayed. Press the A Button to view a continued message or finish viewing a final message.

Battle Screen

This is the screen seen while dueling.

Opponent's Pokémon
Your Pokémon
Command Menu (See page 35.)



Special Battle Screen Controls

On the Battle Screen, you can press the B Button and the + Control Pad to move to other screens.

- B Button + ↓: View your Active Pokémon
- B Button + ←: View your discard pile
- B Button + ↑: View your opponent's Active Pokémon
- B Button + →: View your opponent's discard pile

Starting the Game

Press START on the Title Screen to access the Main Menu. Use the + Control Pad to make a selection and press the A Button to confirm.





New Game

Start a new game from the beginning. On the Name Entry Screen, use the + Control Pad and A Button to register your name, then choose END to start your game. Be careful when starting a new game. If you already have saved data, starting a new game will erase all saved data, including all cards collected.

Continue from Diary

Choose this option to continue a game from the point in which you last wrote in your Diary.



Card Pop!

Communicate with another Game Boy Color using the Card Pop! feature and the Infra-Red Communications Port.

Continue from Duel

This option will only appear if the power was turned OFF during a duel. You will be able to restart the duel from the point at which the power was turned OFF. However, once you restart the duel, or if you choose Continue from Diary, the saved duel data will be erased.

The Menu Screen

Press START on the Map Screen to access this menu. You can use it to save your game and change settings.



Status

View the status of your game.

Deck

Choose this option to view or rearrange your deck. See page 36 for more information.

Cards

Confirm which cards you currently have.

Diary

Every time you write in your Diary, your game is saved.

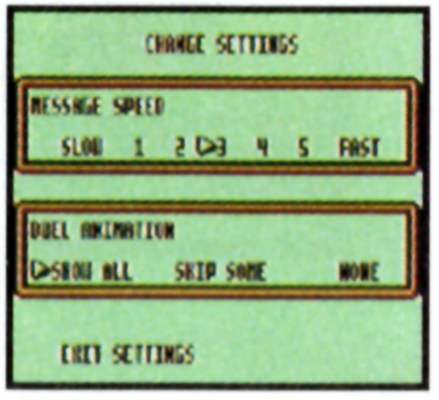


Config

Choose Config to change the following game settings:

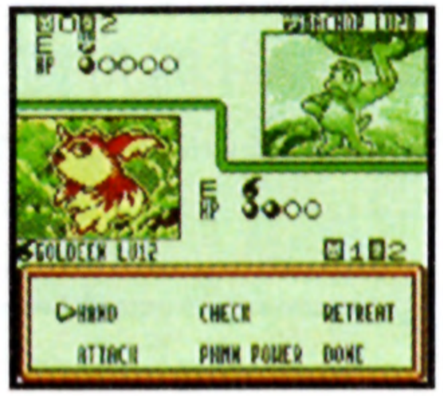
- Message Speed: Set to between 1 and 5.
- Duel Animation: Set to Show All, Skip Some or None.

Note: The Skip Some setting allows you to skip non-attack animation by pressing the B Button.



Duel Commands

The following are the commands you may use during duels and their uses:



- Hand: View your Hand Screen.
- Check: View the entire Play Area, view your own Pokémon and Discard Pile or your opponent's, or check the Glossary.
- Retreat: Retreat your Active Pokémon to the bench.
- Attack: Use one of your Active Pokémon's attacks.
- PKMN Power: Use when a Pokémon with Pokémon Power is on your bench or active.
- Done: End your turn.

Pokémon Card Marks

To the right of a Pokémon card's illustration are two marks. These marks show which Expansion series the card came from and the rarity of the card.

Mark Explanation



Rarity Mark

- ● Common
- ◆ Uncommon
- ★ Rare

Expansion Symbols

- Jungle
- Fossil
- GB Game Boy Game Original Card

Cards with no mark are from the Starter Set, the First Edition Booster Packs or are Promotional Cards.

Building Decks

This section explains how to build your own decks. There are certain rules that must be followed when building decks.

Rules for Building Decks

- Limits on Cards

A deck must have 60 cards - no more, no less. Of course, you must have at least one Basic Pokémon card. Also, other than Energy cards, you may not have more than 4 of the same type of card in your deck, so pay attention when building your deck.

Card Type	Maximum Number of Cards
Basic Energy Cards	No limit
Double Colorless Energy Cards	4
Basic Pokémon	4 of any single Pokémon card
Evolution Pokémon	4 of any single Pokémon card
Trainer Cards	4 of any single Trainer card

The Deck Menu

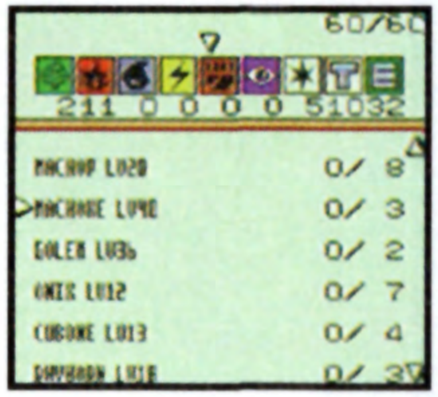
Modify Deck: Rearrange the selected deck.
Change Name: Change the name of the selected deck.
Select Deck: Choose to use the selected deck in all duels. The currently-selected deck will be noted by a card mark.
You can save up to four decks at one time.



Modifying a Deck

On the Pause Menu, choose Edit Deck to access the Deck Menu. Next, choose the deck you would like to modify and press the A Button. After choosing Modify Deck, a list of every card you own, organized by Pokemon type, will be shown. Use the + Control Pad to scroll through the card types and press the A Button to access a card type list. After scrolling down the list and highlighting a card, press the A Button to access it. Then press ← or → on the + Control Pad to add it to or remove it from the deck. (Left will remove cards; right will add cards.)





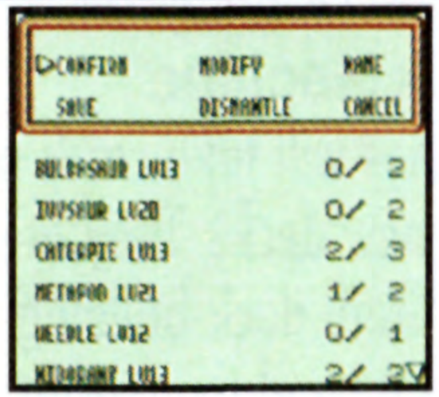


To check a card's information, select a card and press the A Button to view it. You can also press START to confirm which cards are currently in your deck.

Saving Your Deck

Once you have finished modifying your deck, press the B Button. The following commands will appear:

Confirm: Confirm the contents of the deck you made.
Name: Change your deck's name.
Modify: Continue modifying your deck.
Save: Save your deck.
Dismantle: Take the entire deck apart.
Cancel: Cancel your deck modifications.



If you do not save a deck you modified, you will not be able to use it. When you modify a deck, be certain to save it here. After modifying your deck, be sure to choose to write in your Diary, or the changes will be lost when you turn the power OFF.

Using Modified Decks

Try using your modified decks in duels with Aaron, a researcher in Dr. Mason's Lab. Each time you defeat him, he will give you a Booster Pack filled with the Energy cards needed to keep your decks powered up!



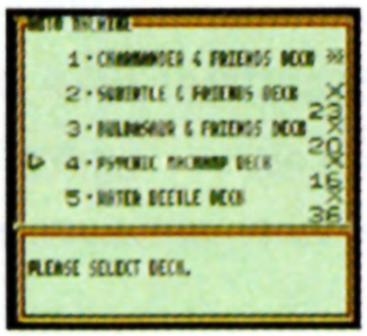
Also, it is easy to forget to set a modified deck as your battle deck, so be sure to confirm which deck you are using before beginning a duel.

The Auto Deck Machine

Auto Deck machines will take cards not used in your current deck and automatically turn them into a new deck. They are located in Dr. Mason's lab, and each one features five different deck-building methods. You'll have immediate access to one machine, but you'll need the Master Medals you receive for defeating the Club Masters in order access the others.



- Making a Deck . . . Each machine has a list of deck names, and each deck name has a mark beside it. When you want to make a deck, refer to the marks shown on screen.



○	You are able to build the new deck immediately.
X	You do not have the cards needed to build this deck. The number indicates the number of cards missing. A list of the cards needed will also be displayed.
※	This deck can be built if you dismantle your current deck.



- Read the Instructions: View the deck you are about to build.
- Cancel: Return to the Map Screen.

The Deck Save Machine

The Deck Save Machine will record the configurations for your modified decks and can rebuild those decks for you. As with the Auto Deck Machines, this is also in Dr. Mason's Lab. It can save up to 60 different deck configurations.



- Save a Deck: Save your current deck configuration.
- Delete a Deck: Delete a saved deck configuration.
- Build a Deck: Use the cards not included in your current deck to automatically build a new deck. Please refer to the Auto Deck Machine section for details on building a new deck.
- Cancel: Return to the Map Screen.

- Using two Game Boy Color systems (each sold separately), you and a friend can trade decks saved in the Deck Save Machine. See page 41 for details.

Trading Cards & Decks

You can trade cards and decks or use the Card Pop! feature to generate new cards with your friends. To do this, you need two Game Boy Color systems and two Pokémon Trading Card Game Game Paks.

To communicate, align the ▲ marks on the front of the Game Boy Color systems and keep the systems between 1.5" and 2" (4-5 cm) apart. Place the systems on a table or other flat surface to increase the chance of success. See the Game Boy Color Instruction Booklet for more information about using the Infrared Communications Port.

NOTE: Card Pop! and Card and Deck trading will only work with two Game Boy Color systems. These functions cannot be used with Game Boy or Game Boy Pocket systems.

Trade at the Gift Center!

You can conduct trades at the Gift Centers located in each of the eight Clubs.



The Gift Center Receptionist is on the right.

Trading Cards and Decks

Sending & Receiving Cards



- The person who will receive a card should select Receive Card and wait for the person sending the card to finish their preparations.
- The person sending a card should select Send Card, then choose the card to be sent. You may choose more than one card. After choosing the card, press the B Button to display the menu. The menu selections are:



Confirm: Confirm which card you have chosen.
Send: Send the card to the other player.
Cancel: Don't send the player a card.



- Choose Confirm to begin communications.
- The person sending and the person receiving should bring their Game Boy Color systems together as described on page 41, and the person sending the card should press the A Button to begin transmission. When transmission has succeeded, a screen like the one at the right will appear.

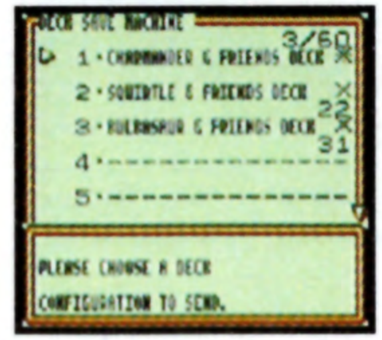


Trading Deck Designs

You can also trade deck configurations recorded in the Deck Save Machine in Dr. Mason's Lab. First, be certain to save the deck configuration you want to send in the Deck Save Machine. Then go to the Gift Center



- The person receiving the deck should choose Receive Deck, and when the Deck Save Machine Screen is displayed, choose a save slot. Once the Transmission Screen is displayed, wait for the person sending the deck.



- The person sending the deck should choose Send Deck and then choose the deck to be sent.

- The person sending and the person receiving should bring their Game Boy Color Systems together as described on page 41, and the person sending the deck should press the A Button to begin transmission.



NOTE: Even if you send a saved deck configuration, it will not be lost.

If transmission fails, please re-read page 41 and try again.

Card Pop!



Card Pop! is a feature in which you and a friend each receive a new card using two Pokemon Trading Card Game Game Paks and two Game Boy Color systems.

You will not lose any cards by using Card Pop!



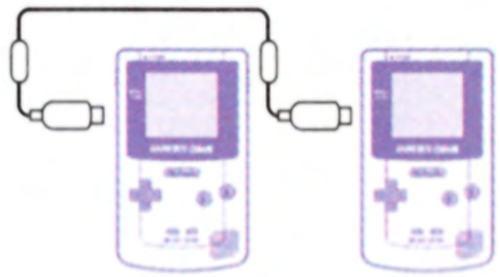
- Choose Card Pop! on the Main Menu to access the Transmission Screen. Bring your two Game Boy Color systems together as described on page 41 and press the A Button to begin transmission. If successful, you will both receive a new card! However, you will not be able to Card Pop! with that friend for a while. Since you will receive different cards by doing Card Pop! with different friends, find as many friends to Card Pop! with as you can!



The Battle Center

Preparing to Duel

Using the Game Link® cable (sold separately), you and a friend can duel. Connect two Game Boy, Game Boy Pocket or Game Boy Color systems as shown in the picture.



Necessary Items

Game Boy systems	2
Pokémon Trading Card Game Game Paks	2
Game Link cable	1

- The cable needed may vary depending on the Game Boy system. Please consult the appropriate Game Boy system Instruction Booklet for details.



Linking the Game Boys

1. Make sure the power is turned OFF on both systems.
2. Properly insert one end of the Game Link cable into each system's EXT connector.
3. Turn the power ON on both systems.
4. Refer to page 46 for further instructions.



Linked Play Precautions

The following conditions may result in a malfunction, so please be sure to properly connect the systems.

- The Game Link cable is not properly inserted.
- The Game Link cable is disconnected during game play.
- The incorrect Game Link cable is being used.

CAUTION: Do not connect the Game Link cable to a Game Boy system containing a different language version of the Pokémon Trading Card Game. Doing so may cause the loss of your saved game data.

Battle Center





Once preparations are complete, go to any one of the Battle Clubs located in each of the 8 clubs and speak with the receptionist on the left. Once the screen changes, one player must press START. The person who presses START should determine the number of prizes using the + Control Pad, then press the A Button to confirm. Then the duel will begin!

Special Controls During Linked Duels



During linked duels, you can check your hand or your own or your opponent's play area while you are waiting for your opponent to finish his or her turn. If you are using these controls when your opponent completes his or her turn, the screen will automatically switch back to the Play Area Screen.

The PC Menu



The PC found in Dr. Mason's Lab and in each of the Club lounges can offer you assistance in your quest.

Card Album

Every card you have received at least once is recorded here, divided into their appropriate Booster Packs.

Read Mail

As you reach certain points in the game, Dr. Mason will e-mail hints to help you along your way. Use this option to read new mail or re-read old messages.



Glossary

Look-up definitions of card game terminology.

Print

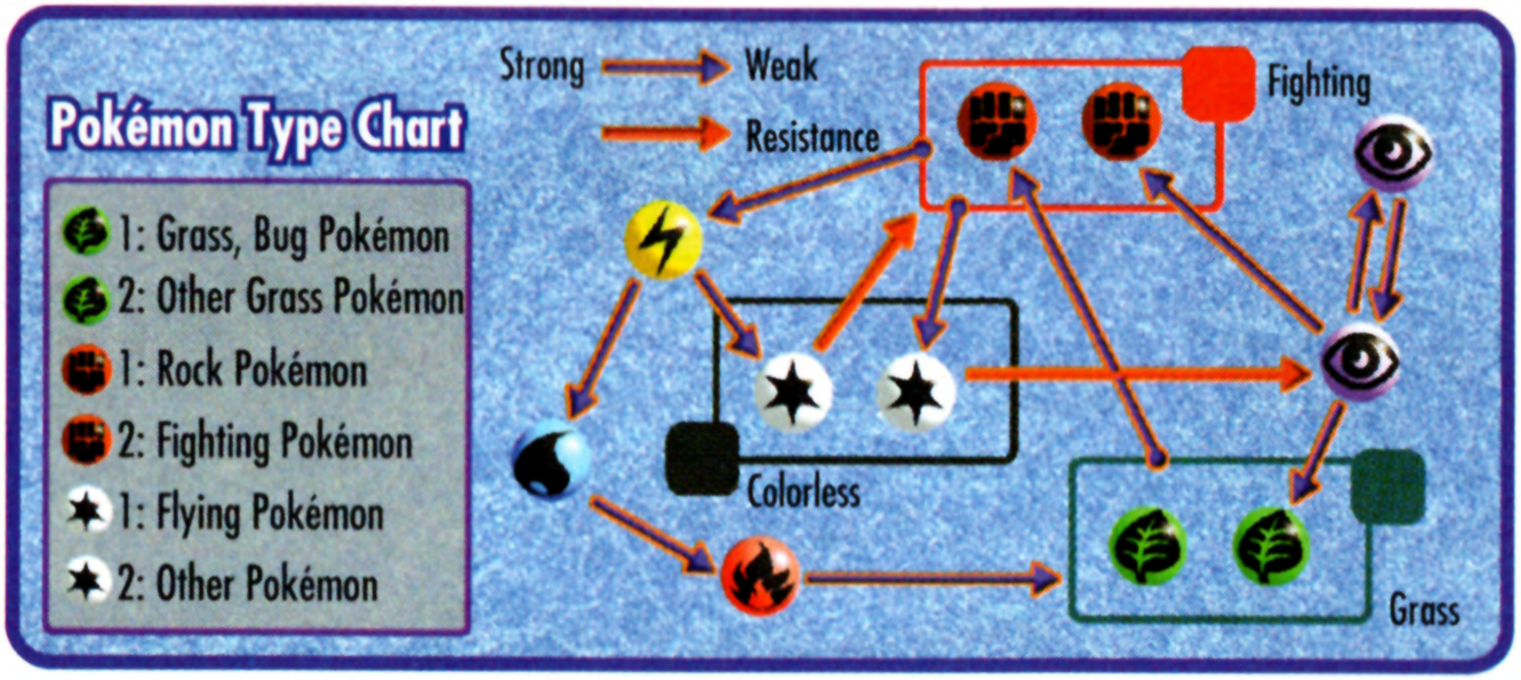
Use this option when you have connected your Game Boy system to a Game Boy® Printer (sold separately). You will be able to print out the following items:

- Pokémon Cards — You can print out your cards one by one. Both the picture and data will be printed.
- Deck Design — Print out the deck designs saved in the Deck Save Machine.
- Card List — Print out a list of the cards you own.
- Print Quality — Set the print quality to one of 5 settings.

• Please read the Game Boy Printer Instruction Booklet before using.

Compatibility and Resistance

There are 7 Pokémon color types and each type has certain compatibilities and resistances. When building decks, it is important to design decks that support the weaknesses of the main Pokemon type you intend to use.



Collecting Cards Effectively

When you win a duel, you will receive a Booster Pack. Each Booster Pack contains 10 cards, and the cards available in the different Booster Packs will vary.

The Booster Packs you receive vary depending on your opponent. You will continue to get similar cards by dueling the same person.



One rare card is included in each pack!

Important:

REV-B

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REV-K

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