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Nintendo

DMG-AXQ-NUK4

GAME BOY COLOR™



TRADING CARD GAME

INSTRUCTION BOOKLET  
INSTRUKTIONSBOK  
INSTRUKTIONSBOG  
KÄYTTÖOHJEET

Scandinavia:  
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Nintendo®

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*This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.*



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. Then save this book for future reference.

Läs noga igenom instruktionerna innan du börjar spela och spara häftet för framtida bruk.

Læs venligst den medfølgende folder for at sikre dig, at du behandler dit nye spil korrekt. Gem folderen til senere brug.

Lue nämä käyttöohjeet huolellisesti, niin nautit pelistäsi varmasti. Sästä vihkonen vastaisuuden varalle.

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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 you'll visit Dr. Mason in his laboratory. He will then give you 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 which are mysterious and extremely rare cards held by the four greatest Pokémon card players of all time – the Grand Masters may become available! Rumor has it, that the Grand Masters are looking for one player to inherit the legend... That player must defeat all four of the Grand Masters... Only then will that player be 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!" However 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!!"

"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 teach you the basics of the game. Then, I'll help you through your first duel!"



# Dr. Mason's Tutorial

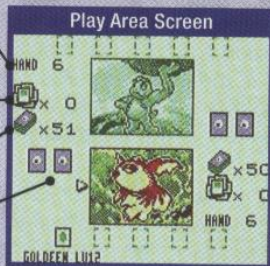
## How Your Play Area Should Look

Opponent's Hand

Opponent's Discard Pile

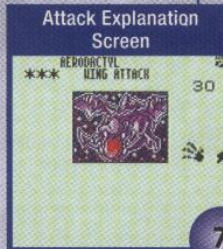
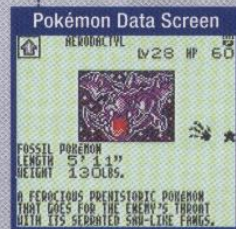
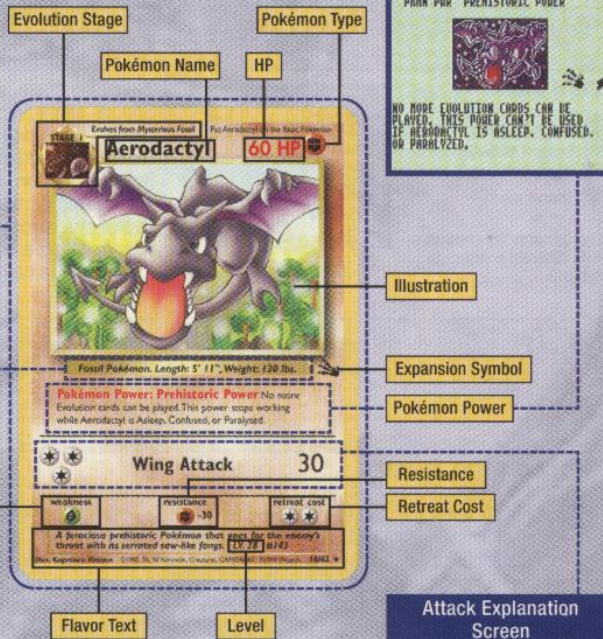
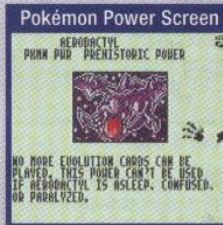
Opponent's Deck

Your Prizes



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

## Explanation of Pokémon Trading Cards



## This is Your Hand!



"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..."

### Card Marks

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

Energy cards are marked with different energy symbols.



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.



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.

## Starting the Duel



Before any turns are taken, you must choose your Active Pokémon – the one that will duel first. However, you can only choose a Basic Pokémon card for your Active Pokémon. Next, choose up to 5 other Basic Pokémon to place on your Bench. These Pokémon can be switched with your Active Pokémon during a duel. 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. 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. Then 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!!!

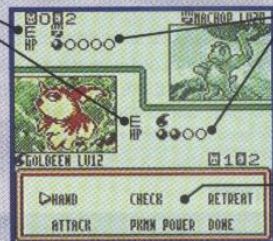


Now it's time to flip the coin to see who goes first.

## The Battle Screen

### Energy Display

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



### 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!

### Commands

See chapter "Starting the Game" for details.

## Your Turn



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

### 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. However you can't evolve a Pokémon on the same turn you played it!



- Number of Bench Pokémon
- Number of Prize Cards Remaining



Energy cards are necessary in order to attack. However 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.



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.



There are also Trainer cards. Depending on how you use them can make the tide of battle suddenly change!



## The 4 Special States of Pokémon



### Paralysis



Paralysed Pokémon lose a turn. Then on the next turn, a Paralysed Pokémon cannot attack or retreat.

- ◆ Paralysis is automatically removed after the Paralysed 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.

- ◆ 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.

- ◆ 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

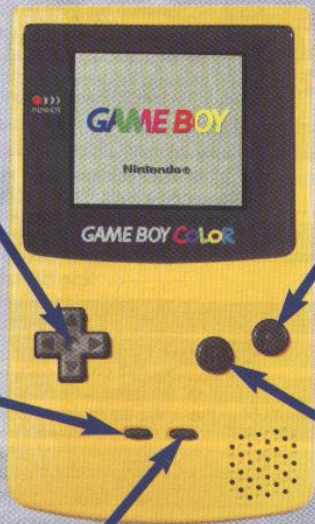


Confused Pokémon must toss the coin in order to do anything.

- ◆ When 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.
- ◆ Other effects are the same as Poison.



## Controls



### + Control Pad

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

### A Button

- Confirm commands and select cards.
- Also, use for talking to people, checking bookcases, etc.

### 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.

### B Button

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

### START

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



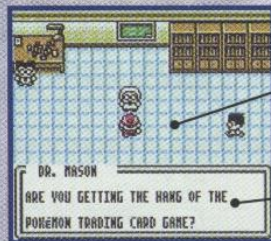
Press **SELECT** to access the **Menu Screen** when your Pokémon is knocked out.



## Viewing the Game Screen

### The Main Screen

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



#### Main Screen

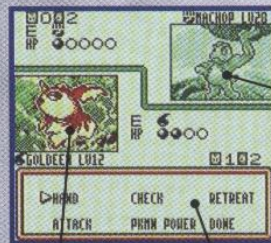
The map, characters you can speak with and other items are displayed here.

#### Message Screen

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

### The Battle Screen

This is the screen seen while dueling.



#### Opponent's Pokémon

Your Pokémon

Command Menu

### 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



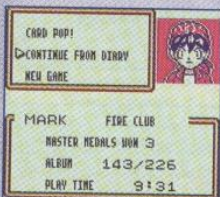
## Starting the Game

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 the **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 the cards you've collected.**



### CONTINUE FROM DIARY

Choose this option to continue a game from the point at 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 Pause Menu Screen

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



### STATUS

View the **STATUS** of your game.

### CARD

Confirm which cards you currently have.

### DECK

Choose this option to view or rearrange your **DECK**.

### 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**.

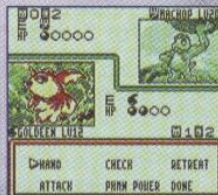
**Note:** The **SKIP SOME** setting allows you to skip non-attack animation by pressing the **B** Button.



## 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, and 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.

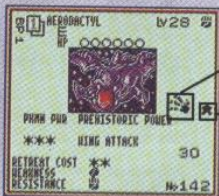


## Pokémon Card Marks

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
- 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.

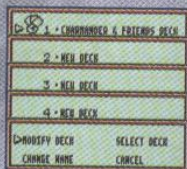
### Rules for Building Decks – Limits on Cards

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

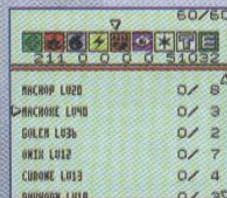
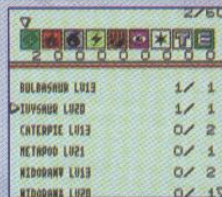
- MODIFY DECK:** Rearrange the selected deck.
- CHANGE NAME:** Change the name of the selected deck.
- SELECT DECK:** Choose to use the selected deck in all duels. The currently selected deck will be noted by a card mark.



You can save up to four decks at one time.

## Modifying a Deck

On the **Pause Menu**, choose **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 (organised by Pokémon 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.)

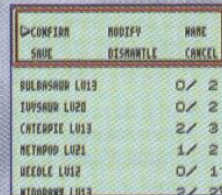


To check a card's information, select a card and press the A Button to view it. You can also press **START** to confirm which cards are currently in your deck.

### 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.
- MODIFY:** Continue modifying your deck.
- NAME:** Change your deck's name.
- SAVE:** Save your deck.
- DISMANTLE:** Take the entire deck apart.
- CANCEL:** Cancel your deck modifications.



If you do not save a deck you've modified, you will not be able to use it. When you modify a deck, be certain to save it here. Then after modifying your deck, make sure you 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, each machine features five different deck-building methods. You'll have access to one machine from the start, 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.

✕ 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 if you press the A Button.

※ 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 **Main Screen**.



## The Deck Save Machine

The DECK SAVE MACHINE will record the configurations for your modified decks and can then 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.

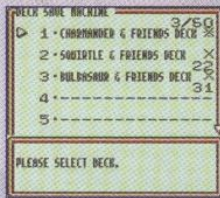
• **SAVE A DECK:** Save your current deck configuration.

• **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 **Main Screen**.

Using two Game Boy Color systems (each sold separately), you and a friend can trade decks saved in the DECK SAVE MACHINE. See chapter "Trading Cards & Decks" 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!, Card Trading 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.

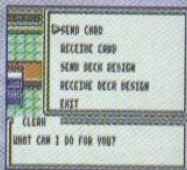
The GIFT CENTER Receptionist is on the right.



## Sending & Receiving Cards

- The person who is to 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.



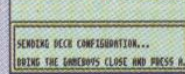
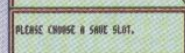
- Choose CONFIRM to begin communications.
- The person sending and the person receiving should bring their Game Boy Color systems together as described on the previous page, then the person sending the card should press the A Button to begin transmission. When transmission has succeeded, a screen like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

## Trading Deck Designs

You can also trade deck configurations recorded in the DECK SAVE MACHINE at Dr. Mason's Lab. First, be certain to save the deck configuration that you want to send in the DECK SAVE MACHINE. Then go to the GIFT CENTER.

- The person receiving the deck should choose RECEIVE DECK, then 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 19, then 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.**



## Card Pop!

CARD POP! is a feature in which you and a friend each receive a new card using two **POKÉMON 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 19 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!

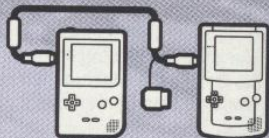


# The Battle Center

## Preparing to Duel

Using the Universal 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.

NOTE: To connect two Original Game Boys, you will need the Game Link Cable!



## Necessary Items

- 2 Game Boy systems
- 2 POKÉMON TRADING CARD GAME Game Paks
- 1 Universal Game Link cable or 1 Game Link cable if you are using two Original Game Boy Systems.

## Linking the Game Boys

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

## Linked Play Precautions

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

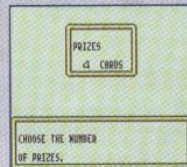
- The Universal Game Link cable is not properly inserted.
- The Universal Game Link cable is unattached during game play.
- The incorrect Game Link cable is being used.

Removing the cable or turning the power OFF during a duel will end the duel at that point.

**CAUTION: Do not connect the Universal 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 will then have to determine the number of prizes using the + Control Pad, next press the A Button to confirm. Finally the duel will begin!



## Special Controls During Linked Duels

During linked duels, you can check your hand, your own Play Area 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.

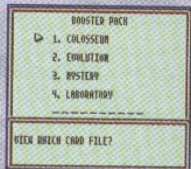
### CARD ALBUM

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 CONFIGURATION:** 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.**



## Hints

### 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 Pokémon 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 duelling the same person.

One rare card is included in each pack!

