

TCG Format

1. Any Basic Pokémon can evolve into any Stage 1 Pokémon of the same type. The same goes for Stage 1 Pokémon evolving into Stage 2 Pokémon.
2. Only Basic and Stage 2 may use Abilities!
3. Only Stage 1 Pokémon may use Attacks!

- 40-card decks, games played for 4 Prize cards
- *Sun & Moon* onwards
- Only common, uncommon, and rare cards may be used. The rarity symbol on the card needs to be black to count as common, uncommon, or rare. Cards with a foil symbol are considered "ultra rare" (or similar variant) and aren't legal for play in this particular format.
- Limit 2 cards with the same name (excluding basic Energy)

The 'Equal and Opposite' Rule

TCG players, be sure to bring a GX counter along with you to take advantage of this supplemental rule!

Once per game, at any time between turns, you may flip over your GX counter to **invert** which Pokémon can use attacks, and which can use Abilities, for the next 3 turns. This means that for the next 3 turns, only Stage 1 Pokémon may use Abilities, and only Basic and Stage 2 Pokémon may attack!

This only works one way - if you choose to do this, your opponent can't then just use their own GX counter to negate the change. They can however use their own GX counter during this time to begin another 3 turns from that point onwards, thereby extending the number of turns where this rule applies.

Banned Cards

- Eevee (SUM, 101)
- Double Colorless Energy (SUM, 136)
- Granbull (LOT, 138)
- Jirachi (TEU, 99)
- Aerodactyl (TEU, 103) - *let's face it, he'd be no fun*
- Reset Stamp (UNM, 206)
- All TAG TEAM Supporters (CEC)