Attack Flow Chart

① Check to see if you can perform an Attack
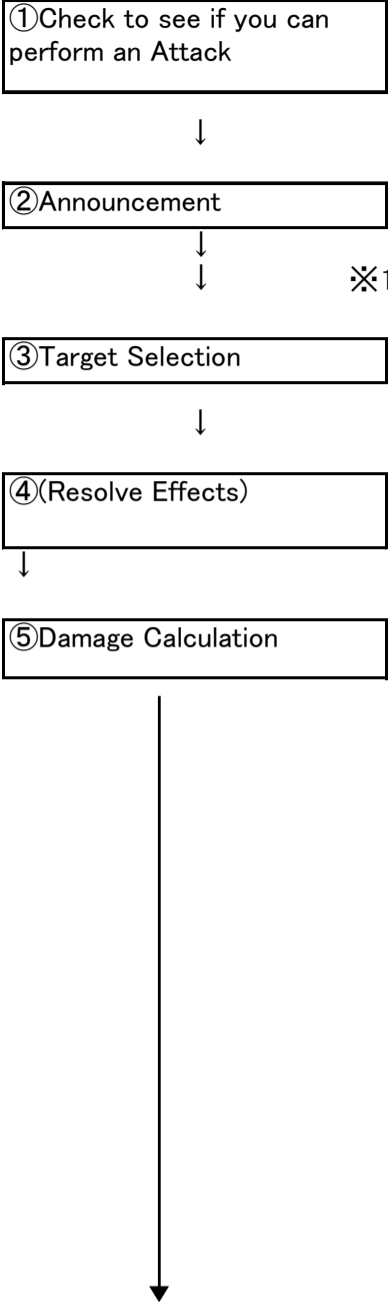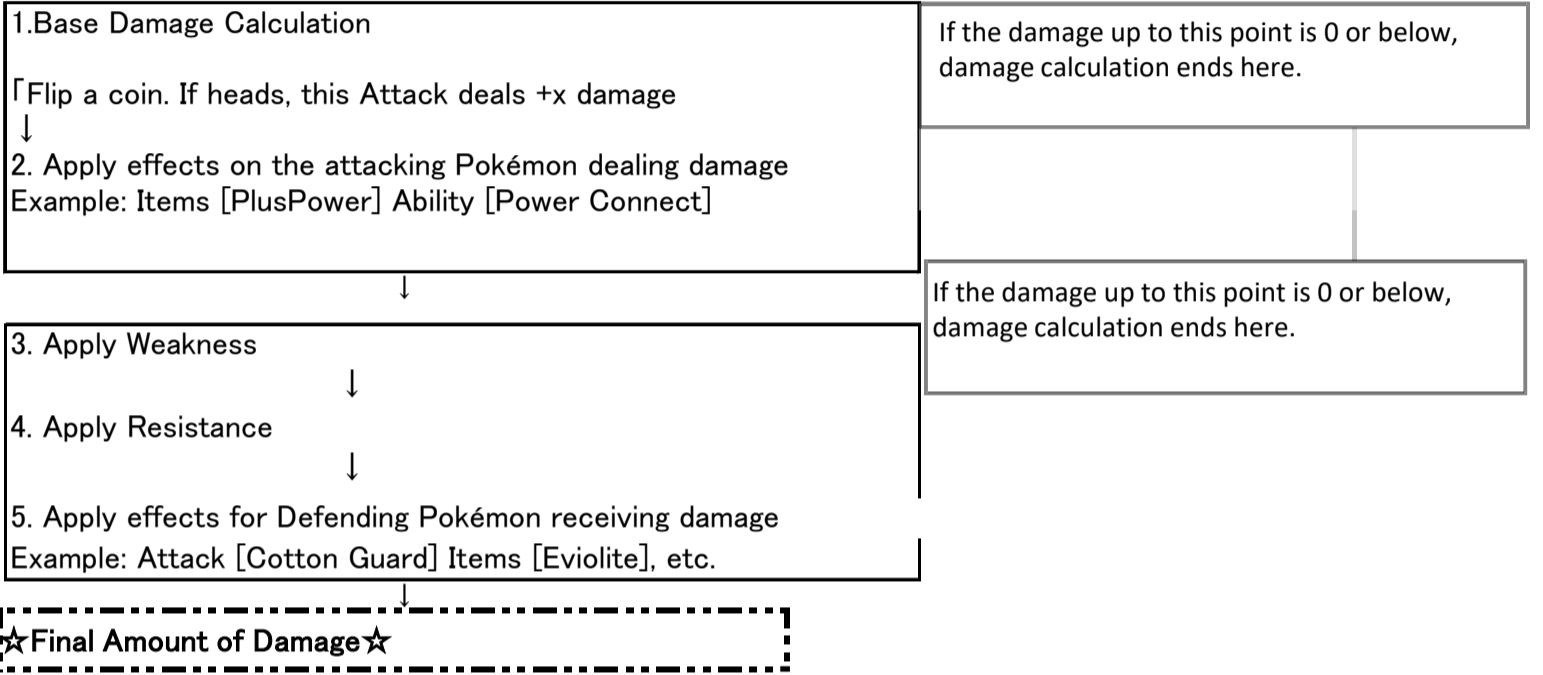
・Is the required Energy for the Attack attached?
・Is the Pokémon affected by effects of Attacks like [Iron Breaker]?
・If the Attack requirements are fulfilled, announce the Attack that your Active Pokémon will use.

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② Announcement

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↓ ※1   Resolve Special Conditions like [Confused] by Coin Flip

③ Target Selection

If the Attack indicates to choose a target, choose which Pokémon you will use the Attack on.
（Resolve only the effects that are indicated as [Before receiving damage]）

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④ (Resolve Effects)

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⑤ Damage Calculation ⇔

1.Base Damage Calculation

「Flip a coin. If heads, this Attack deals +x damage
↓
2. Apply effects on the attacking Pokémon dealing damage
Example: Items [PlusPower] Ability [Power Connect]

If the damage up to this point is 0 or below, damage calculation ends here.

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↓

3. Apply Weakness
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4. Apply Resistance
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5. Apply effects for Defending Pokémon receiving damage
Example: Attack [Cotton Guard] Items [Eviolite], etc.

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☆Final Amount of Damage☆

⑥ Resolve Effect

Resolve the effect according to the text of the Attacking Pokémon
※「Place x damage counters」counts as an effect

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⑦ Resolve Effects of opponent Active Pokémon

Effects that activate when a Pokémon receives the Attack
※[Rocky Helment] etc.

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⑧ Check if the Pokémon is Knocked Out

When resolving steps ①～⑦, if any Pokémon has 0 or less remaining HP, they are all Knocked Out at the same time.

Knocked Out Resolution Chart

① Check remaining HP

Check to see which Pokémon has 0 or less remaining HP.

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② Resolve Effects of Items and Abilities

Resolve effects that activate when a Pokemon is Knocked Out.

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③ Place the Knocked Out Pokémon to Discard Pile

All Pokémon that have been Knocked Out are put in their owner's Discard Pile at the same time.

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④ Take a Prize Card

If both players have Pokémon who are Knocked Out at the same time, the player whose turn it is next will take a Prize first.

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⑤ Put out a Pokémon from the Bench

If both players have Pokémon who are Knocked Out at the same time, the player whose turn it is next will put out a Pokémon first.

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⑥ End

If the Knock Out resolves after Attacking, the player's turn ends.
If the Knock Out resolves during Pokémon Checkup, Pokémon Checkup ends.

※A Knock Out during Pokémon Checkup occurs after both players have resolved all effects and only then will all Pokémon with 0 or less remaining HP be Knocked Out.