

2014-2019

- Players flip coin BEFORE setup - winner of flip chooses who goes first.
- For each mulligan, opponent may draw up to 1 card per mulligan, after setup is complete (numbers of mulligans cards opp chooses to draw must be announced prior)
- Player going First:
 - player draws a card to start their turn
 - player has no card restrictions
 - player can NOT attack
- Cards specify whether they can, or cant, be used to evolve Pokemon on the first turn or turn they're played. Cards specify whether they can, or cant, be used to evolve Pokemon on the first turn or turn they're played.
- Players can only play one Stadium card per turn.

(Weakness & Resistance specified on cards)

- Poison = 1 damage counter between turns
- Confusion = 30 dmg (weakness & resistance does NOT apply)
 - Burn = coin flip between turns
(if tails, 2 damage counters and Pokemon remains burned)