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Want to learn how to build a Pokemon TCG deck?When I was first learning the Pokemon Trading Card Game, I was a little overwhelmed. Where do you start? A lot of the starter decks you found at stores back then were hardly tournament ready. They came with supporters that let you draw a few cards, and Pokemon with no abilities that seemed to serve almost no relevant purpose.When we took those starter decks (combined with a few upgrades from booster packs) online and tried to battle on the Pokemon TCG Online rank ladder, we got mercilously crushed by actual decks. So how do you build a Pokemon deck that can actually win at a competitive level? We asked the question, we did the tests, and we learned the hard way so that you don't have to. *Updated March 18, 2024 to fit new cards and mechanics in the Pokemon TCG standard format.Pokemon How to Build a Deck – The BasicsBefore getting into the more complex stuff, let's start with the very fundamental aspects of Pokemon deck building. By reading this, you'll basically be able to skip the intro level step that those lower tier Pokemon decks you find at the store are supposed to fill. After reading this section, you'll know:What the different types of Pokemon cards are.How many of each different type should typically be included in a deck.Pokemon Card TypesThere are several different Pokemon card types that you will need to be aware of. Broadly speaking, Pokemon cards fall into one of three buckets.PokemonTrainer cardsEnergiesThat being said, there are several different types of cards that fall within those three broader categories.PokemonRight now in the standard format (more on that later), there are several different types of Pokemon you need to know about. I'm not talking about their element typing (grass, fire, water etc...). Specifically, I'm talking about rule-box Pokemon vs non rule-box Pokemon.Those of you already familiar with Pokemon from the games will already understand the difference between basic Pokemon and stage 1, and stage 2, as well as the different types and weaknesses of Pokemon (grass, fire etc.). However, rule boxes are unique to the Pokemon TCG world. Single-prize non-rule box Pokemon Non rule box Pokemon are just your regular, run of the mill Pokemon cards. There's no special rules around them – what you see is what you get. Usually, the majority of the Pokemon cards in your deck will be non rule box cards. But just because non-rule box Pokemon tend to have less HP and dish out less damage than their rule box counterparts that doesn't mean they don't have their advantages. For starters, many of them have incredible abilities that make up the backbone of your deck strategy. Other than that, your opponent only takes one prize when they are knocked out, making them incredibly valuable in their own way.Rule-box Pokemon cardsHowever, rule box Pokemon are vital cause they tend to be the main attackers in your deck. Let's go over the different types of rule box Pokemon, and what you need to know. In standard right now, there are five different types of rule box Pokemon. These are:Pokemon VPokemon VMAXPokemon VSTARPokemon exRadiant PokemonPokemon V Pokemon V are quite unique in that they are considered basic Pokemon regardless of the stage they might normally be otherwise. For example, a Charizard may be a stage 2 Pokemon under regular circumstances. But you can have a basic Pokemon V, enabling you to play a much stronger than usual card onto your bench without having to evolve it. However, to help balance this powerful card out, there's a cost. When your opponent knocks out one of these powerful Pokemon V, they get two prize cards. Pokemon VMAX Pokemon VMAX are the evolved forms of Pokemon V. They are gigantimax versions of the evolved Pokemon that you can play immediately as Pokemon V (a mechanic stemming from the Sword & Shield era games). While Pokemon VMAX see considerably less play these days, you will come across them, and Mew VMAX is still very much a popular deck. Pokemon VMAX have massively high HP for having to just be evolved once. Their trade off, however, is equally high, giving your opponent three prize cards when they are knocked out. Pokemon VSTAR Pokemon VSTAR also evolve from Pokemon V. And while their HP tends to be lower than their VMAX counter parts (only affording your opponent two prize cards when knocked out) they also include a special, once per use ability called a VSTAR power or ability.The most popular VSTAR in the game is arguably Arceus VSTAR (which was also one of the very first VSTAR Pokemon introduced to the game). Pokemon ex The current two-prize Pokemon (Pokemon card that affords two prizes to opponent when knocked out) is the Pokemon ex. Unlike Pokemon V, Pokemon ex function more like regular Pokemon cards in that they need to be evolved like normal (no stage 2s being benched right away as if they were basics etc...). Their HP also tends to go inline with the level of evolution that they are. While you will find basic Pokemon ex like Chien-Pao with inflated HP, it takes a stage 2 Pokemon to reach the HP ceiling that was previously reserved for Pokemon VMAX. Pokemon ex don't have special moves like Pokemon VSTAR. However, they are quite powerful, and as previously mentioned give your opponent two prize cards when knocked out. Radiant Pokemon The last rule box Pokemon we'll talk about is also quite unique. Unlike all the other rule box Pokemon on this list, Radiant Pokemon don't give your opponent extra prize cards when knocked out. They work almost exactly like regular, non rule box Pokemon except that they have one special ruling – you can only have one copy of a single Radiant Pokemon in your deck. This means that if you play the popular Radiant Greninja, for example, you can only have one copy of it in your deck, and you can't play any other Radiant Pokemon. Paradox PokemonIn addition to different card types, Pokemon in the Pokemon TCG will often have additional classifications that have an impact on gameplay. Right now, the most important additional classification to know about are the Future and Ancient Pokemon.In-and-of themselves, these clasifications don't do anything. However, they certainly have a large impact when they interact with other Future/Ancient cards. In fact, entire decks can be built around being Future or Ancient decks. To know whether a Pokemon card is Ancient or Future, look for the corresponding badge on the card.How Many Pokemon Should Be in My Deck?While when first picking up the game the temptation might be to include A LOT of Pokemon in your deck, you really shouldn't have too many. Most competative decks in the current standard format have around 18 Pokemon. While that's not a hard and fast rule, it helps you see that your deck should run somewhere in the neighborhood of 25% Pokemon, and rarely more than 30%.Different Types of Trainer CardsTrainer cards are more varied than Pokemon cards with very different rules surrounding the different types.In general, however, you will have four different types of trainer cards. These are:ItemsToolsSupportersStadiumsItems Items are your most commonly used type of trainer card, and what's great about item cards is that you can play as many of them as you want during your turn. Tools Recent changes to the game have made it so that Tools are not considered items. You can still play as many of them as you want, but you can't use cards that search for items (like Mew from Celebrations) to pull tools. Tools get equipped to your Pokemon and have effects that impact usually just that one Pokemon it is equipped to. Supporters Supporters are your most powerful option when it comes to trainer cards. In fact, they are so powerful that you can only play one of them per turn. Typical competitive Pokemon decks usually run 7-10 of these cards.Stadiums Stadiums grant effects to the entire board – you and your opponent. Popular Stadium cards include Path to the Peak – a stadium which shuts off rule box Pokemon's abilities. Like supporters, you can only play one stadium per turn, and it has to be a different stadium than the one already in play. Only one stadium can be in play at any given time, and when you play one, you discard the one in play. Typically, you will only run around 4 stadiums or less in your deck.Additional classifications for Trainer cardsIn addition to the Trainer card types above, trainers can also have additional classifications similar to Paradox Pokemon. These appear either as Future or Ancient trainer cards. See an example below. Typically, these cards interact with other Ancient/Future cards to unlock additional benefits. Take Techno Radar, for example. This powerful Item card lets you search your deck for two Pokemon of any type. That's an insane card search ability. However, there's a catch: those Pokemon have to be Future Pokemon to be brought to your hand in this way.EnergiesLast but not least, we have energies. Energies are vital to your deck, giving your Pokemon the resources they need to get off powerful attacks. While many new players tend to want to put too many energies into their decks, you don't need as many as you might think. Most competitive decks run around 10 energy cards in their deck (give or take a few). The type of energy you will select will vary greatly depending on your deck.Some decks do well running all basic energies of a given type, while others run mostly special energies. Basic energies are the most common type of energy. They grant one energy of any given type. They can be searched and retrieved relatively easy from the deck or discard.Special energies have special rules and usually can't be searched or retrieved from the deck/discard (with a few notable exceptions). Jet energy is a special energy popular in the Pokemon TCG right now This is just a basic psychic energy. Last but not least, you need to know about ACE SPEC Pokemon cards. Revealed in Temporal Forces, ACE SPEC Pokemon cards are very important aspect of deck building in 2024. In brief, ACE SPEC Pokemon cards can be either items, tools, or energies. The really important thing about ACE SPEC, however, and why they warrant their entire own section is that you can only have one ACE SPEC card in your deck. Not just one of each type – one of any ACE SPEC. In this way, you can think of ACE SPEC cards as being similar to Radiant Pokemon. Like Radiant Pokemon they are similarly incredibly powerful relatively.A Typical Pokemon Deck Breakdown and RatiosWhile every deck you build is going to look different, a typical deck will follow this typical breakdown in regards to numbers of different cards in the 60 card deck. Pokemon cards: 18Trainer cards: 30Energies: 12 Now that we've covered our ground on the different types of cards, let's go over building a Pokemon deck. What we would suggest to start is to pick one of the current Pokemon standard meta decks and use those decks as the framework for your deck. These decks have been proven to be effective in tournaments, and largely optimized. You could pretty much take the list from one of these decks and build your own deck with them, making tweaks to fit your playstyle. As you advance in your Pokemon TCG journey, you'll get better and better at building decks, and could even explore off-meta decks that you want to try. However, starting with what has worked for others is the best place to start for you. However you want to do it, follow these steps to build your Pokemon deck.#1 Choose a Main AttackerTo begin, you will need to choose who your main attacker is. In Pokemon, most decks are based around a primary attacker. You will run around four copies of that attacker and its base form (if it has one) to ensure you can get it readily into play. (there are decks that run a variety of attackers. Called "box" decks, these decks tend to be tricker to pilot than decks with one or two main attackers. We recommend starting with one attacker and then branching out). We recommend choosing a main attacker from our list of top 10 best Pokemon decks to get you started.#2 Research the DeckLuckily we've done this for you, so if you go to that link we shared above, you will find current, detailed lists of the top performing decks and subsequent guides on how to play them. #3 Edit Your ListPart of the fun of Pokemon TCG is getting to actively create and edit your deck to optimize it for you. While working from a meta deck list is a great starting point, the best players analyze the game and make adjustments they think will give them the edge. It's also important to take your own unique play style into consideration when deck editing. Choose cards and card counts that make sense for how you like to play, and don't feel pidgen holed into the lists you find online. They are a starting point. Ultimately get to decide your actual list.A great way to build and edit your decks is directly within Pokemon TCG Live. Lists can then be exported from there so that you can reference your list when shopping for your cards.#3 Purchase Your CardsWhile opening Pokemon sealed products is a fun activity for collectors, players are going to get more bang for their buck buying singles. We buy our Pokemon singles from either eBay or TCGplayer. Once you've come up with your list, head over there to find the best prices on Pokemon singles.#4 Test and RefineIt's very hard to go to a tournament and win without first testing and practicing with your deck. Luckily, Pokemon TCG Live gives you an ideal way to practice playing with your deck. While there is a test feature you can use, we recommend just diving in and testing your deck via real matches. This way you will know how your deck actually performs in a competitive environment. As you play against strong opponents, you'll realize what cards and card counts work.Additional Rules to Keep In Mind When Building Your Pokemon DeckDecks must have 60 cardsYou cannot have more than four copies of the same card in your deck. Different versions of the same Pokemon count towards that four copy limit.When playing standard (the format most tournaments follow), you need to keep in mind the special letter at the bottom of your deck. Right now, only cards with letters "F" or later are allowed at competitive play. You will want to build your deck accordingly.You cannot have more than one Radiant Pokemon in your deck.You cannot have more than one ACE SPEC card in your deck.A Note on Draw SupportDespite all the emphasis on strong Pokemon and battle, the primary power of strong Pokemon decks lies not in combat alone but in the strength of its draw engine. This is why decks like the ever popular Mew VMAX deck have done so well on the competitive stage. The best decks include a strong draw engine or card search engine to make sure you can get the cards you need when you need them. For this reason, you will want to pay attention to a few supporter cards that are really effective at getting cards into your hand. Right now, the best draw supporters are:Professor's ResearchIonoCollress's Experiment for Lost Zone decksIrida for water decksBest Draw and Card Search Engines in the GameIn addition to these strong draw supporters, most decks will have Pokemon cards that allow them to draw or search for cards. The most popular draw engines in the game right now are:Comfey for Lost Zone decksArceus VSTARPidgeot exMew exGenesect V for Fusion Strike decksKirlia for Gardevoir ex decksXatu is a powerful draw supporterWhile the list we shared of best decks earlier will help you sort this out, it's a good idea to start your deck building journey leveraging one of these strong draw engine, and also including appropriate draw supporters to match.And that's it! That's everything you need to know to get started building your own Pokemon TCG deck today! Joseph Anderson Engage with the Pokémon TCG Online community to share deck-building strategies and seek advice from fellow trainers. Joining discussions and participating in forums can provide fresh insights and inspire new ideas for your decks.Step into the world of strategic mastery and let your creativity run wild. With every card you choose and every battle you fight, you're building not just a deck, but your legacy as a Pokémon Trainer. Dive in, experiment, and enjoy the journey to becoming a deck-building champion! The Pokemon Trading Card Game is an easy game to get into, but it can be surprisingly difficult to master. Part of it comes down to deck control, which means making sure you get the cards you need when you need them. You'll also need to ensure that every card synergizes strongly. Success means not a single spot of 60 wasted. Related Make the most of using these cards while you can. There's a lot of depth to this game's strategy, but it's not all theory. By playing the game, you'll quickly see where your deck's strengths and weaknesses are. If you keep the following tips in mind, you will start strong right out the gate, minimizing the time it will take you to become a competitive Pokemon TCG player. Updated on January 24, 2025, by Ryan Hay: There are plenty of rules and lessons to learn while building your personal deck in the Pokemon TCG. Some come from playing the game and getting familiar with your deck, while others come from studying and understanding your cards. If you're ready to jump into building your own deck and make the move to a more competitive play, we have updated this article with some more tips to get started. When players first start building decks, they often put too much emphasis on Pokemon and Energy cards. The former mistake is understandable; after all, it's the iconic nature of these critters that has printed billions of dollars for decades. The latter is also an easy trap to fall into, as it's a reasonable reaction to see your Pokemon's energy costs and fear the worst. We recommend giving the following formula a chance when you're just starting out: 15 Pokemon, 12 Energy, 33 Trainer. Depending on your future needs, you may end up with decks that have greater or fewer of each main category, though you'll rarely, if ever, climb higher than 20 Pokemon or 15 Energy. In the Pokemon games, it's best to have six Pokemon of different types with move sets that can counter anything you might run into. You take Ice Pokemon to fight Dragon Pokemon or Bug Pokemon for Dark and Grass Pokemon. But in the Trading Card Game, you don't have that luxury. You could try to have six different types and have one for each stage of their evolution, and at least four Energy types. But that is terribly impractical. The odds of drawing the right Pokemon for the right Energy card are nil, especially when you factor in the possibility that it's part of the Prize Card pile. Related Ever wondered about how much your old Pokémon cards are worth? If you've got the cards on this list, you're sitting on a fortune! So, does that mean you should build your deck around one or two types? Possibly. Possibly not. That's not the most helpful advice, we realize. It boils down to whether or not the cards you need can all be found within so few types. One of the trickiest aspects of the game is recognizing that sometimes, you'll have (for example) a Fire/Water deck that also contains a handful of Pokemon from other types. Ultimately, our recommendation is to aim for something around one to two types with a handful of outside cards when needed. There are ways to get around the need for energy cards of both types if you're doing dual-type decks. In fact, there are even ways to get around needing 'basic' Energy cards at all. Look for nifty special Energy such as Fusion Strike, Double Turbo, and Regenerative. Not all Pokémon are suitable to be a deck's main attacker. To qualify, your main attacker absolutely needs to have these two traits: Firstly, it must be able to set up quickly, and secondly, it needs to do a lot of damage. What does it mean to set up quickly? It means you need to be able to start attacking as soon as possible, and that depends largely on the energy cost of your Pokemon's attacks. Terapagos EX has both a two-energy colorless attack that scales with your Bench. It also has a three-energy special attack that takes three different types, but the trade-off is an exceptionally powerful effect. Not every Pokemon can be your main attacker or even a secondary one. Some Pokemon have powerful abilities that can add significant utility to your deck. Archeops from Silver Tempest has the Primal Turbo ability, letting you search your deck for up to two Special Energy cards and add them to one of your Pokemon. While Archeops isn't particularly powerful, and you probably will never have to attack with Archeops, the ability lets you take a stronger card and immediately attack with it. Paying careful attention to your Pokemon's abilities can help you control your deck. The more control you add, the less you'll be subject to random chance, and the better a winning strategy you can reliably incorporate at any given time. You know who your main attacker is, so now you need to get them out on the field as quickly as possible. But not just your attacker. You'll also need them to have Energy and Items equipped. Maybe you need a Stadium out on the field and your bench out as well. If you need specific cards, make sure you have either multiple copies of them (if you can) or have ways to search them up. Cards like Neo Upper Energy will help accelerate your primary attackers when conditions are met and can put you leagues ahead of your opponent. Meanwhile, cards like Ultra Ball can find whatever Pokemon card you need, making it so you don't need to rely on the luck of the draw to get your strategy started. It's not enough to just throw any Trainer cards in your deck. You need the right ones, and the answer to what is "right" is going to vary significantly depending on your strategy and personal preference. Trainers come in four subtypes, which should help to explain why they're so prolific in deck-building: Supporters Items Tools Stadiums Related Ex cards are the bread and butter of the Pokemon Trading Card game, and these cards are the most valuable of the bunch. For Supporters, it is critical that most of them are cards that allow you to draw. To start with, include eight to ten of these. Be sure to have at least a few that allow you to shuffle your hand back into your deck. Drawing is important, but so is not running out of cards. Then include three or four other Supporters for added utility, like the excellent Boss' Orders card that will force your opponent to replace their active Pokemon with one of your choice. You can use as many Item cards per turn as you'd like, while Supporters are limited to one per turn. For Items and Tools, shoot for 17 cards, with six to eight of them being Pokemon search cards. These will help you get your main attacker out as quickly as possible, helping you secure a quick win. And finally, pick three Stadium cards that complement your Pokemon's type and move set. You won't always follow our number suggestions. In fact, you may never find cause to do so. But our ratios are fairly common for a reason. And even if you're not using Stadiums actively, strongly consider adding one to your deck to counteract the effect of one your opponent might send out since the only way to get rid of a Stadium is with another Stadium card. When you copy a winning deck, that doesn't mean that you'll automatically win. You have to learn how the deck works and why. By playing with decks built by other people, you'll start seeing the logic behind the deck. What cards do they have? What moves do they use most often? When should you be using your Trainer cards? Play with the deck several times to get a feel for what it does well and where it feels lacking. As you learn the meta of the game as a whole, and for your local community if you're playing at a gaming store, you will understand where certain decks fall short and how to get around various decks. One major thing to keep in mind is that every so often, the Pokemon TCG will go through what is called a Rotation. This means older sets are moved out of the Standard format, easily the most played and most widely supported format. Related Is Pokemon Pocket or TCG Live the very best like no one ever was? As sets rotate out of Standard, they will no longer be playable in Standard legal decks. Making sure you play with cards from the most recent sets, or at least ones that are not rotating soon, is vital in making sure that your commitment and investment in a new deck isn't lost in a few months. The next Pokemon TCG Standard Rotation is coming on April 11, 2025, kicking out all cards with the "F" regulation mark, found on the bottom left-hand corner of the card, near the set symbol. This might seem like a silly thing to include, but we cannot stress how vital it is that you read every inch of your cards. Make sure you know all the Energy commitments of your attacks, what their Weakness and Resistances are, and exactly how much HP they have. Knowing that Pidgeot ex's Quick Search ability can only be used once each turn, even if you have multiple copies in play, will help you plan out your turns more efficiently so you're not accidentally breaking any rules or cutting yourself off from different lines of play. Speaking of weaknesses, it is vital that you know where your deck falls short. In some cases, that might be very literal, with your Pokemon being weak to attacks of other types. Other times, it is a matter of different decks having different philosophies behind their strategy, which can put you at a disadvantage. If you are playing a deck that takes a few turns to ramp up to full strength, a faster and more aggressive deck might beat you before you have a chance to find your footing. At the same time, a faster deck isn't always better since if your opponent is playing a lot of cards that will disrupt your gameplan, there's not much you can do to stop them. Are you ready to embark on an exciting journey into the world of Pokémon Trading Card Game (TCG)? As a beginner, building your first deck can seem daunting, but fear not! This comprehensive guide will equip you with 10 essential deck building strategies that will set you on the path to becoming a Pokémon TCG master. Whether you're aiming to dominate local tournaments or just have fun with friends, these tips will help you create a powerful and balanced deck that stands out from the rest. 1. Choose Your Strategy: The Foundation of Success Before you start selecting cards, it's crucial to decide on your overall strategy. Do you want to focus on quick attacks, energy acceleration, or tanky Pokémon that can withstand heavy hits? Your strategy will guide your card choices and playstyle. For beginners, it's often best to start with a straightforward strategy, such as a deck that focuses on one or two types of Pokémon with complementary abilities. 2. Balance Your Pokémon Lineup A well-balanced deck typically contains 15-20 Pokémon cards. Aim for a mix of Basic Pokémon and their evolutions. Include 3-4 main attackers, 2-3 support Pokémon, and a few tech choices to counter popular strategies. Remember, consistency is key – consider running multiple copies of your most important Pokémon to increase your chances of drawing them. 3. Energy Management: The Lifeblood of Your Deck Energy cards are essential for powering up your Pokémon's attacks. A good rule of thumb is to include 12-15 energy cards in a 60-card deck. If your strategy relies heavily on energy acceleration, you might want to include more. Don't forget to consider special energy cards that can provide additional benefits or flexibility to your deck. 4. Trainer Cards: Your Secret Weapons Trainer cards, including Items, Supporters, and Stadiums, are the backbone of any successful deck. These cards help you draw more cards, search for specific Pokémon or energy, and disrupt your opponent's strategy. Aim for about 20-25 trainer cards in your deck, with a focus on consistency-boosting supporters like Professor's Research and Marnie. 5. The 60-Card Sweet Spot While it might be tempting to include more than 60 cards to fit in all your favorites, resist this urge! Sticking to the minimum 60-card limit increases the chances of drawing the cards you need when you need them. Every card in your deck should serve a specific purpose and contribute to your overall strategy. 6. Consider the Meta: Know Your Opponents Stay informed about popular decks and strategies in the current competitive scene. This knowledge will help you choose cards that can counter common threats and give you an edge in matches. Websites like LimitlessTCG and PTCGStats are great resources for staying up-to-date on the meta. 7. Test and Refine: Practice Makes Perfect Don't expect your first draft to be perfect. Play test your deck against various opponents and strategies to identify its strengths and weaknesses. Be prepared to make adjustments based on your experiences. Remember, deck building is an iterative process, and even the pros constantly refine their decks. 8. Budget-Friendly Options: Start Smart As a beginner, you don't need to break the bank to build a competitive deck. Many powerful cards are available at reasonable prices. Focus on building a solid foundation with staple cards that can be used in multiple decks. As you gain experience and expand your collection, you can gradually invest in more expensive, meta-defining cards. 9. Synergy is Key: Create Powerful Combinations Look for cards that work well together to create powerful combos. For example, pairing Pokémon with abilities that accelerate energy attachment with those that have high-energy cost attacks can lead to explosive turns. Aim to include 2-3 synergistic combinations in your deck to give it an extra edge. 10. Learn from the Pros: Study Champion Decks Take inspiration from successful decks played by professional players. While you shouldn't copy them card-for-card (as the meta and card availability may differ), studying these decks can give you insights into effective strategies and card ratios. Many tournament-winning decklists are available online for reference. Frequently Asked Questions: Q: How many Pokémon should I include in my deck? A: Aim for 15-20 Pokémon cards in a 60-card deck, with a mix of Basic Pokémon and their evolutions. Q: What's the ideal number of energy cards? A: Include 12-15 energy cards in a 60-card deck, adjusting based on your strategy and energy acceleration needs. Q: How can I improve my deck's consistency? A: Focus on including multiple copies of key cards, use trainer cards that help you draw and search for specific cards, and stick to the 60-card minimum. Q: Should I focus on one Pokémon type or mix multiple types? A: For beginners, it's often easier to focus on one or two complementary types to maintain consistency and synergy. Q: How often should I update my deck? A: Regularly test your deck and make adjustments based on your performance and changes in the meta. Aim to review and refine your deck at least once a month or before major tournaments. Conclusion: Building your first Pokémon TCG deck is an exciting challenge that combines strategy, creativity, and a deep understanding of the game's mechanics. By following these 10 essential deck building strategies, you'll be well on your way to creating a powerful and consistent deck that can hold its own in battles. Remember, the key to success lies in continuous learning, practice, and adaptability. Don't be afraid to experiment with different strategies and card combinations as you grow as a player. With patience and persistence, you'll soon find yourself climbing the ranks and experiencing the thrill of victory in the Pokémon Trading Card Game. So, gather your cards, apply these strategies, and get ready to catch 'em all on your journey to becoming a Pokémon TCG master! With so many interesting Pokémon to choose from and exciting strategies to explore, building your own deck is one of the most enjoyable and rewarding elements of the Pokémon Trading Card Game. Before you begin, it's important to note that each deck must contain exactly 60 cards—with at least one Basic Pokémon—and cannot contain more than four copies of any card (except Basic Energy). There are a lot of ways to approach deckbuilding. Some decks focus on one type of Pokémon such as Fire type or Psychic type, while others may focus on an individual Pokémon's Ability or particularly powerful attack. Decks can include an even distribution of Pokémon, Trainer cards, and Energy cards, or they can be heavily skewed to include, say, mostly Pokémon and virtually no Energy. With so many options available, the task can feel daunting even for the most intrepid deck builder. The good news is a variety of methods can result in a winning deck! Let's take a look at two of the most popular approaches to assembling a solid deck and the design principles that underpin them. How to Build a Pokémon TCG Deck Around One Type Like the teams of many of the Gym Leaders you'll encounter in the Pokémon video games, a lot of successful Pokémon Trading Card Game decks include Pokémon that are almost all the same type. This approach to deckbuilding has merit because types are often thematic, which means Pokémon of the same type will favor a similar strategy. For example, many Fire-type Pokémon are designed to do loads of damage to the opponent's Pokémon, whereas Metal-type Pokémon tend to have attacks, Abilities, and access to Trainer cards that prevent or reduce the damage they take from opposing attacks. In addition, Pokémon of the same type usually use the same type of Energy to attack, and they can often be targeted by the effects of the same Trainer cards. This means it's much simpler to design a deck around one type of Pokémon rather than many types. We'll use the following Water-type deck as an example: Choosing Pokémon for Our Deck After choosing the type of Pokémon to build the deck around, the next step is to choose the Pokémon we want to include. When evaluating a Pokémon, it's important to consider its Hit Points (HP), the damage done by its attacks for each Energy attached to it, any secondary effects of those attacks, and the ease at which the Pokémon can be put into play. Chien-Pao ex is one of the most powerful Water-type Pokémon around. Its Hail Blade attack only has a cost of 2 Water Energy, but it can scale near-infinitely with the amount of Water-type Energy discarded from the player's Pokémon. Consider the strengths and drawbacks of Chien-Pao ex with those of Walking Wake ex or an evolved Pokémon like Quaquaval ex, and you can quickly see why it's such a popular choice. As a general rule, every deck should include a cast of Pokémon with attacks and Abilities that complement each other. Baxcalibur is the perfect partner for Chien-Pao ex because the former's Super Cold Ability can be used to rain down plenty of Water-type Energy into play for Chien-Pao ex's Hail Blade attack. Filling Out Your Deck with Search and Draw Although some decks fall out of this range, most decks include around 12–16 Pokémon, about half of which fill the role of attacker. When choosing Pokémon to include in the deck, priority should be given to those that can be searched for by the same Trainer cards as your main Pokémon. These Pokémon should work well together, and they'll help save space in your deck by not needing their own different sets of supporting cards. If a Pokémon cannot be searched for, then it might be impossible to find when it's needed in battle. Our Water-type deck uses Nest Ball to search for Kyogre, Bidoof, Radiant Greninja, Frigibax, Chien-Pao ex, and Iron Hands ex. Buddy-Buddy Poffin can specifically search for Frigibax and Bidoof, which are crucial to get into play early since they need to evolve. To better the chance that players can access key resources when they need them, all decks should include Supporter cards that draw cards from the deck. Professor's Research and Iono are two popular examples (though our deck largely relies on Irida to search for cards). Our Water-type deck also uses Bibarel's Industrious Incisors Ability and Radiant Greninja's Concealed Cards Ability to draw more cards. As you can see, being able to get the card you need when you need it is crucial in the Pokémon TCG. It's critical to look beyond ways to get a card at the right time besides simply drawing it at the start of your turn. Finishing Your Deck The remaining space in the deck should be dedicated to Trainer cards that enhance the player's strategy or disrupt the opponent's strategy. Trying to do both of these things typically means you're not going to do that well at either one. This is the portion of the deck that will differ the most between players because it is often a reflection of personal taste. For example, some players may choose to include the Artazon Stadium card to increase their chance of setting up evolving Basic Pokémon, while others may prefer the PokéStop Stadium card to turbo through their deck and find key Item cards. Watching for Weakness The major weakness of a deck comprising one type of Pokémon is...just that! Pokémon of the same type often share a Weakness. This Water-type deck would have a difficult time in battle against a deck that attacks with Metal or Fighting-type Pokémon, as the primary attackers—Chien-Pao ex and Iron Hands ex—are respectively weak to Metal-type attacks and Fighting-type attacks. Discerning deck builders add one or two Pokémon of a different type to their deck in order to mitigate the impact of a single Weakness. It can't just be any Pokémon—it needs to be one that can utilize the same type of Energy cards as the other Pokémon in the deck, and one that is consistent with the deck's overall strategy. For example, this Water-type deck incorporates Kyogre, Radiant Greninja, and Iron Hands ex, which are not weak to Metal-type Pokémon and can mostly use Water-type Energy. Building Your Deck Around Specific Pokémon Let's take a look at another approach to deckbuilding—focusing the strategy on one or two specific Pokémon rather than a type. The amount and type of Energy required for a Pokémon to attack varies, and you have to figure out how you'll get the Pokémon into play too. Not surprisingly, this means the decks themselves can vary wildly in the nature and spread of Pokémon, Trainer cards, and Energy cards. Fortunately, there are a few steps that deck builders can follow to make any Pokémon shine. Let's use Great Tusk from the Scarlet & Violet—Temporal Forces expansion as an example in our next deck. Remember when we mentioned that most decks have about 12–16 Pokémon? This one only has 8, and it has little intention of taking Prize cards! The main goal of the deck is to run the opponent out of cards, and this alternate win condition requires a unique approach. The guidelines are always just that—guidelines—and you should always be ready to boldly diverge from them when the time comes. Identifying Core Cards for Your Deck The first step is to identify the core components of the deck. These are the cards that are absolutely essential to the deck's primary strategy. It's often the case that there are four copies of important cards. The more copies of the same card in a deck, the more likely it is a player will be able to draw that card when it's needed. You can see this in the example deck: Great Tusk is the star of the deck, so we include four of it, and its Land Collapse attack reaches its full effectiveness when used after playing an Ancient Supporter card. For this reason, we play four copies of both Professor Sada's Vitality and Explorer's Guidance. Great Tusk requires 2 Colorless Energy to use its Land Collapse attack. This means we need to add Energy cards to the deck, and they can be of any type! Double Turbo Energy is the best choice for this deck because it provides 2 Energy and makes it easy to use Land Collapse. Since Land Collapse doesn't do any damage, there's effectively no drawback to using Double Turbo Energy. This makes it an easy inclusion at the maximum four copies. Double Turbo Energy is strong, but four copies aren't quite enough on their own. For this reason, we include five Fighting Energy to ensure that we deliver enough attacks to run the opponent out of cards. Including Fighting Energy is also crucial to being able to use Professor Sada's Vitality on any given turn. You can get that Fighting Energy into the discard pile either via Explorer's Guidance or Radiant Greninja's Concealed Cards Ability. Selecting Cards to Support an Unconventional Strategy The next step is to ensure that the main Pokémon can be retrieved from the deck or discard pile when they're required for battle. Notice how this Great Tusk deck includes a variety of Trainer cards to achieve that goal—Nest Ball lets you search for Basic Pokémon like Great Tusk, Hisuian Heavy Ball helps you find any Basic Pokémon stuck in your Prize cards, and Super Rod makes it possible to retrieve any Great Tusk that has been Knocked Out. Like the Water-type deck above, Great Tusk also includes Supporter cards and Pokémon with Abilities that enable players to draw these core cards. Access to lots of cards, either by searching with Item cards like those mentioned above or by drawing a bunch of cards (like with Professor's Research), is extremely important in virtually every deck. There are more Pokémon than just Great Tusk too! The strategy of this deck is to run your opponent out of cards in their deck with Great Tusk's Land Collapse attack, but there are other options to support this strategy. You can buy time with Mimikyu in the Active Spot, trap Pokémon in the Active Spot with Mawile, and prevent yourself from running out of cards in your own deck with Pidgeot V. We've already talked about Radiant Greninja and how it is pretty crucial for drawing extra cards throughout a battle. Every deck builder should seek to include cards in their deck that can serve a dual purpose. With the Great Tusk deck in mind, consider the advantage gained by playing Earthen Vessel instead of Energy Search, Explorer's Guidance instead of Professor's Research, and Counter Catcher instead of Boss's Orders. There are basic similarities between these card pairings, but the differences are big enough to sway the outcome of battle. Deckbuilding is made of these small decisions that contribute to the overall result. Now that you've read up on a couple of different approaches to deckbuilding, it's time to build your own deck! Remember, the deckbuilding process is all about experimentation, so don't be disheartened if your first deck does not deliver positive results straight away. Discuss your ideas with friends, test out your ideas on the battlefield, and read on at Pokemon.com/Strategy to turn your deck into a World Championships contender. Good luck, Trainers! Trading cards have been a key pillar of the Pokémon franchise for 25 years, sparking collector hysteria and a competitive game that's grown in sophistication since 1996.While there's many who have collected Pokémon cards at some point in their lifespan, not everyone has delved into the trading card game (TCG). It's a scene which is part of the Pokémon World Championships every year and has smaller regional events too, alongside the video game championships (VGC) and Pokken Tournament DX. With an overwhelming amount of influencers now unboxing Pokémon cards following Logan Paul's viewership success, there's a chance the TCG could be on the receiving end of renewed interest too. So if you're looking to play the game, here's the best places to start and what decks you should be buying. 1. Download and play TCG OnlineTCG Online is the best starting point (Picture: The Pokemon Company) Pokémon Trading Card Game Online (TCGO) is the online version of the trading card game that's free to download and play on PC, Mac along with Android and iOS tablets. This is the best way to learn the basics and play the game without laying down any financial investment (which is the main way pro players are keeping up to speed during the pandemic).Once you earn 500 coins by logging in each day and playing matches, you'll be able to use them to purchase a theme deck — some of which are excellent ways to learn the different mechanics of the game. For early starters, it's recommended to try out Charizard's Relentless Flame deck and Dragonite's Soaring Storm deck. These themed decks have their own competitive ladder within TCG Online too, so you can train against people who have a similar deck level. 2. When it comes to building a deck, don't be afraid to copyWhile not essential to playing TCG, like other card games, there might be a point when you'll consider assembling your own deck to form unique strategies. It can be overwhelming at first, especially as newer decks like Sword and Shield and Darkness Ablaze have shifted the meta significantly over the past year.The easiest way to assemble decks is by playing around with different strategies already out there. On TCG site Limitless, there's lists of past decks used in competitive tournaments, along with a breakdown of its popularity over time and how successful it's been in tournaments."There's nothing wrong with copying people's deck lists," Chip Richey, US TCG player and caster, tells GINX Esports TV. "It's very common in Pokémon TCG to share deck lists and you can copy a list that did well at a tournament and make your own adjustments."3. What are the rules for forming a TCG deck?There's a variety of decks to mix and match (Picture: The Pokemon Company) Pokémon TCG decks are comprised of 60 cards total, split between the three different kinds of card available; trainer, energy and Pokémon. While there's no restrictions on how many of each card you should include, it's generally recommended for beginner's to go for an even split of 20 cards from each category. The rules stipulate there should be no more than four cards of the same name within your deck, outside of energy cards. This also applies across cards from different decks, so having multiple Pikachu's with different artwork still adds to your 'Pikachu' card total. This doesn't apply though to variations like Tag Team cards, like Pikachu and Zekrom GX for example.Much like any Pokémon game ever, you'll want to balance your deck to anticipate and counter type strength and weaknesses. A common strategy is having opposing types, like water and electric, to account for any weaknesses you may face. You can find a full breakdown of Pokémon TCG rules here. 4. Watch TCG personalities on Twitch and YouTubeA great way to keep up to date with the Pokémon TCG meta, while getting involved with the community, is by watching others on YouTube and Twitch.There's plenty of content creators out there, with many pro players like Pedro "Sininchi" Torres streaming on Twitch regularly, and also offering coaching sessions. On YouTube, the likes of Omnipoke and TrainerChip offer comprehensive deck breakdowns.One of the most popular Pokémon TCG streamers today is Trickygym, who features pro TCG play, deck analysis and tournament vlogs from his own runs too. There's even official guides too from The Pokemon Company, which breakdown tips on using certain decks. 5. If you want to go pro, you need the right mindsetYou might go into Pokémon TCG to simply have fun, or if you enjoy it enough, you might find yourself contemplating the path to becoming a professional player.The journey to becoming a professional player however can be long. The Pokémon TCG is split between Junior (under 12's), Senior (12-16) and Master (over 16's) divisions, meaning many start young and climb the ranks over years of practise.Pedro "Sininchi" Torres, who became the Oceania International Champion in 2017 and achieved Top 4 at the 2018 World Championships, has been playing since 2013. He now considers himself one of the oldest in the game, aged 29, and believes his mindset, built from years of playing chess, helped build the pro player mindset."I had played chess for like 20 years, and that mentality of sitting in a place for six or seven hours, where one mistake can cost you the game, that helped me become a pro Pokémon TCG player faster. 90% of people who play Pokémon TCG, when they lose, they think its bad lag or RNG... a lot of people become pro players because they play really well, but when they lose or do a misplay, it's really hard [for them] to actually accept their own mistakes," Pedro said.So it's not only playing well, the important part to becoming a pro player is the mindset," Pedro adds. "I know so many Pokemon pro players who have won so many tournaments, maybe even more than me, but they hardly do well at Worlds because they don't have the perfect mindset about playing the game."So looking to take your play to the next level? Be aware, and acknowledge, your mistakes. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Download Article Build a competitive deck for the Pokémon card game with our guide Download Article The Pokémon Trading Card Game (TCG) is such a fun way to pass the time, and while you may want to put all of your favorite cards into the same deck, sticking with a few types of strong Pokémon you love can improve your chances of winning. We'll help you figure out what to include in your Pokémon deck and pick a strategy that works best for your play style. Keep reading for all the best deck-building tips, along with the official rules and regulations you must follow. Use a balanced Pokémon deck ratio that's around 15–20 Pokémon, 15-19 Energy, and 13–20 Trainers so you have exactly 60 cards. Focus on 1–2 types of Pokémon so it's easier to draw the cards you need. Pick a strong Pokémon as a main attacker to build the rest of your deck's strategy around. Add Trainer cards to your deck that allow you to draw more cards and boost attacks so you can find and use your more powerful Pokémon early on in a game. 1 Use a balance of Pokémon, Trainer, and Energy cards in your deck. The main types of cards in your deck include the Pokémon you'll use to battle, Trainer cards that grant special abilities, and Energy cards that power up your attacks. Aim to keep your Pokémon deck ratio around 15–19 Energy cards, 13–20 Trainer cards, and 15–20 Pokémon so you're able to make a strong play each turn.[1] Pokémon decks are exactly 60 cards, but you can adjust how many cards of each type you have to better fit your play style. Trainer cards come in 3 types: Items, Supporters, and Stadiums. Items are one-time use and any number can be played on your turn, but only 1 Supporter or Stadium can be played each turn. 2 Decide on 1–2 Pokémon types to focus on. There are 11 types of Pokémon in the trading card game, but including them all in your deck makes it difficult to draw specific cards you may need for your strategy. Each card type has a different play style, so choose one that matches the way you want to play as the primary focus of your deck. Then, use a few Pokémon of a different type to cover your weaknesses (for example, using Fighting-types to cover a Psychic deck's weakness against the Darkness-type).[2] Grass-types tend to have attacks that heal themselves or leave your opponent Poisoned. Fire-types have strong attacks that can leave opposing Pokémon Burned, but they take a lot of Energy to charge. Water-types usually have abilities that manipulate energy cards or move Pokémon around on the opposing team. Lightning-types tend to bring Energy back from the discard pile and can leave other Pokémon paralyzed. Psychic-types often have special powers that make your opponent Asleep, Confused, or Poisoned. Fighting-types have riskier attacks that do extra damage and may rely on coin flips to deal devastating combos. Darkness-type Pokémon tend to have attacks that make your opponent discard cards. Metal-type cards can resist attacks a little easier than other types of cards. Fairy-types have abilities that make opposing attacks less effective against your Pokémon. Dragon-types have strong attacks, but they usually have a higher Energy cost than other Pokémon. Colorless-type cards can have a variety of attacks and fit well as supporters in any type of deck. Advertisement 3 Choose the main Pokémon you want to use for attacks. The hero of your deck is the main attacker that you build your entire strategy around. Use your favorite card in your collection or choose a Pokémon that has a high HP stat and powerful attacks. Include a max of 4 copies of the main Pokémon along with copies of any Pokémon in its evolutionary line so you have more opportunities to play it.[3] Example: If you want to build a Fire-type deck around the Stage 2 Pokémon Cinderace to use its powerful Flare Striker attack, be sure to include multiple copies of its evolutionary line, the Basic card Scorbunny and Stage 1 Raboot. Basic Pokémon at the start of an evolutionary line can be knocked out quickly, so be sure you have copies of Stage 1 or 2 cards up your sleeve to quickly evolve. Pay attention to how much energy your Pokémon needs to launch attacks. Try to pick Pokémon cards that deal lots of damage or provide status ailments while maintaining a low energy cost. 4 Add support Pokémon that help your main attacker get on the field. Support Pokémon aren't going to deal large attacks to your opponent, but their abilities and moves can help advance your strategy. These cards tend to let you draw more from your deck or switch active Pokémon so you can access cards that help you evolve into your main attacker and boost power.[4] Example: A Cinccino card may be helpful because its Make Do ability lets you discard a card to draw 2 new cards and its Energy Assist attack lets you recover Energy cards from your discard pile. Avoid using too many Stage 1 or 2 Pokémon in your deck because evolving and playing them can slow down your game and leave you vulnerable to attacks. Try to pick Pokémon cards without "EX" or "GX" in their name for your support Pokémon so your opponent only receives 1 Prize card for defeating them. If you choose EX or GX cards and the other player knocks them out, they receive 2 prize cards and are closer to winning the game. 5 Plan your cards around your winning strategy. There are 3 ways to win the Pokémon card game: claiming all 6 of your Prize cards, knocking out all of your opponent's Pokémon, and making your opponent run out of cards in their deck. While most decks are built around winning battles to claim Prize cards, your opponent may not suspect one of the other strategies. Choose cards that complement the strategy you want to follow so your deck is cohesive.[5] Example: If you want to make your opponent burn through their deck faster, include Sinistea in your deck with the attack Teatime that forces each player to draw 2 cards. Example: If you want to quickly knock out opponents, use Pokémon cards that have the "Single Strike" text in the top-right corner to land powerful attacks that can defeat opponents in a single blow.[6] 6 Pick cards that have abilities that synergize with others in your deck. As you're picking cards to use in your deck, try to find play styles and abilities that complement one another to create powerful combos. As you add Trainer cards to your deck, pick a few that directly support or boost your Pokémon's power and fit into your overall strategy.[7] Example: Try building an offensive deck around Arrokuda and Cramorant. Arrokuda's Flock ability lets you find more copies of the card to put into play while Cramorant's Continuous Gulp Missile deals 60 damage for each Arrokuda you discard. 7 Include Trainer cards that let you draw more from your deck. Cards that let you cycle through your deck help you find the Pokémon, Trainers, and Energy cards to use for powerful turns and attacks. As you're looking through the cards in your collection, read through the abilities on your Pokémon and Trainer cards and pick a few to include that increase your card draw so you can put your strategies into play.[8] The Trainer card Professor's Research allows you to discard all the cards in your hand to draw 7 new ones from the deck. The Trainer card Marnie is a great addition because it makes you and the other player each put your hand at the bottom of your deck and draw new cards. Use Quick Ball in your deck to search for a Basic Pokémon in your deck and place it directly in your hand. 8 Test the build of your deck by drawing a starting hand. Try shuffling your deck and drawing the top 7 cards from your hand. The first draw from your deck must contain at least 1 Basic Pokémon, or else you'll have to reshuffle and redraw your hand. If you don't have any Basics in your opening hand, then you may need to adjust the Pokémon in your deck or the ratio of cards you're using to ensure you have a strong opening hand.[9] Every time you reshuffle your deck at the start of the game, your opponent gets to draw an extra card so they'll have more options for what to play. Advertisement 1 Make a deck with exactly 60 cards. All Pokémon decks have to include an even 60 cards with no more and no less. As you're building your deck, remember to include an almost-even split between Pokémon, Trainer, and Energy cards so you always have something to play on your turn.[10] 2 Use up to 4 copies of cards with the same name in your deck. Besides Basic Energy cards, you may only include up to 4 copies of cards that have the same name, even if they're from different sets or have different artwork. If the printed name of the card is different or has extra symbols, then they don't count as duplicates.[11] Example: Charizard and Charizard GX don't have the same printed names, so they're considered different cards and you're able to have 4 copies of each in your deck. The only other exceptions to the 4-card limit are "Radiant" cards that have a special shiny coloration. You may only include 1 Radiant Pokémon in your deck.[12] 3 Check the legal card sets you're playing competitively. In competitive tournaments, older expansions are sometimes made illegal to use so the game stays fresh and challenges players to find new builds. The set of legal cards changes each year to include new expansions and card sets, so check the Pokémon TCG news site to find out what you're currently allowed to use in a competitive deck.[13] In the 2023 format, cards that have the "D" regulation mark in the bottom corner are no longer legal in competitive games. Advertisement Add New Question Question Can I use all different types and more than 25 Pokemon, even 10 trainers? Not really, as you need to pack a substantial amount of energy cards because you have to have lots of energy cards for each type that you are using. It's not recommended. Question How many cards should there be in a deck? There should be 60 cards in a deck. No more, no less. If you're building your own deck, then that's part of the challenge, making sure you have enough but not too much. Question Am I allowed to use more than two elements in battle? If so how many types can I use? Yes! You can use as many different types as you want in your deck, but some types are not good matches. For example, Fairy types and Grass types are not a good pair because if I play a Fire theme deck, then the Grass types will be torched and only your Fairy Pokemon will be of any use. You will want to think about the types you pick very carefully so you do not have large exploits in you hand. If you are talking about energy for specific Pokemon like Dragon types that require Water, Fire,and or Electric energy, that is also allowed, but again, unfavorable unless you are running a full Dragon deck and have enough energy. See more answers Ask a Question Advertisement Thanks Thanks Thanks The advice in this section is based on the lived experiences of wikiHow readers like you. If you have a helpful tip you'd like to share on wikiHow, please submit it in the field below. When picking main attacker Pokémon, prioritize cards with high HP and attacks that deal lots of damage without requiring tons of energy. This establishes a solid foundation. Use the online deck building tool at Pokemon.com to experiment with card combinations and view summaries of expected damage potential. This will help inform your choices. Include Trainer cards that let you draw extra cards from your deck, like Professor's Research or Quick Ball. More options makes powerful moves accessible. Find abilities in different Pokémon that synergize, like Arrokuda flocking more copies into play for Cramorant to discard for extra damage. Check your local game store's tournament rules on legal sets before buying cards to build a competitive deck. Rotations change yearly. Test opening draw hands when finished to ensure your ratio allows starting with basics. Missing this risks falling behind fast. Advertisement This article was co-authored by Ishrak and by wikiHow staff writer, Hunter Rising. Ishrak is a Gaming & Video Expert specializing in sharing Pokémon and Minecraft videos. With over eight years of gaming and streaming experience, Ishrak has a follower base of over 35,000 YouTube subscribers and over 8 million views. He is also a Pokémon ROM-Hacker and some of his most popular videos highlight tips and advice for people learning how to play Pokémon games. This article has been viewed 1,157,429 times. Co-authors: 101 Updated: May 6, 2025 Views: 1,157,429 Categories: Pokemon Card Games Print Send fan mail to authors Thanks to all authors for creating a page that has been read 1,157,429 times. "I would recommend having 12 energies,15 Pokemon and 33 trainers and having 11 commons and 4 full arts, for example, GX,EX,V,VAMX and VSTAR. I think that having good trainers will help you a lot in battle. For example, I have a full art 25 and a university professor oak trainer that is a supporter and you discard your hand and draw 7 cards. And I also have a "normal" trainer like any other trainer and you discard your hand and draw 10 cards! So the point is that read what it does before trading for it or buying it. Thank you."..." more Share your story