

Pokémon: Battle Grid - Official Rulebook v1.0

1. Overview

Pokémon: Battle Grid is a strategic card game where players use **Pokémon TCG cards** to battle for control over a **5-row by 3-space board**. Players must strategically place their Pokémon, manage their **influence tokens**, and dominate columns to win.

2. Game Setup

- **Board:** The game board consists of **5 rows and 3 spaces per row**.
 - Each player has **their own starting row** (the row closest to them).
 - The **middle 3 rows** are neutral spaces where most of the battle occurs.
 - The **opponent's row** is the row farthest from a player's perspective.
- **Deck:** Each player selects **15 Pokémon cards**, with up to **2 copies** of the same card.
- **Pokémon Types:** Only **Pokémon cards** are allowed (no Trainer or Energy cards).
- **Tokens:** Use **influence tokens** to track control of board spaces.
- **First Player:** Flip a coin to determine who places first.

3. Placing Pokémon

- Each player may place a **Basic Pokémon for free in their own starting row (the closest row to them), but only once and only on their first turn.**
- **All other Pokémon require influence tokens in the space to be placed.**
- **Pokémon can only be placed on spaces where the player has their own influence tokens, except for their starting row on their initial turn.**

4. Directional Influence System

When placing a Pokémon on the grid, it will can control over nearby spaces based on the following rules:

Pokémon Type	Influence Directions (Which Spaces It Affects)
Basic Pokémon	Forward and Sides (↑ ← →)
Stage 1 Pokémon	All Adjacent Spaces (↑ ↓ ← →)
Stage 2 Pokémon	All Adjacent + Diagonal (↑ ↓ ← → ↖ ↗ ↘ ↙)
EX/V/GX Pokémon	All Adjacent + Diagonal, Plus Special Effect

From the influence directions available to the Pokémon, the player will decide which immediate spaces in these directions will receive an influence token.

5. Influence Tokens & Placement Costs

Pokémon Stage	Spaces Influenced	Tokens Required to Place
Basic Pokémon	Choose 2 spaces to place 1 Token each	Free in starting row (only on the first turn); Otherwise, requires 1 Token in space
Stage 1 Pokémon	Choose 3 spaces to place 1 Token each	Requires 2 Tokens in the space to be placed
Stage 2 Pokémon	Choose 4 spaces to place 1 Token each	Requires 3 Tokens in the space to be placed
EX/V/GX Pokémon	Choose 5 spaces to place 1 Token each + Special Effect	Requires 4 Tokens in the space to be placed

6. Influence Takeover - Removing Opponent Tokens

- If a player places a Pokémon next to an opponent's tokens, they may select that space as one of their influence selections.
- Instead of adding their own tokens, they first **remove** opponent influence tokens.

Pokémon Stage	Opponent Tokens Removed
Basic Pokémon	Removes 1 Token
Stage 1 Pokémon	Removes 2 Tokens
Stage 2 Pokémon	Removes 3 Tokens
EX/V/GX Pokémon	Removes 4 Tokens

- If the opponent's tokens reach **zero**, any extra removal is converted into placing the player's own tokens.

7. Win Condition - Column Control & Scoring

- The game **ends when no more Pokémon can be placed**.
- Each of the **3 columns** is scored separately.
- The player with the **highest total HP of Pokémon in a column wins that column**.
- The winning player's total HP from that column is added to their final score.
- The losing player gains **0 points** for that column.
- If **both players have the same HP in a column**, it is a draw, and **no points** are awarded.
- After all **three columns are scored**, the **player with the highest total score wins the game**.

8. Example Scoring

Column	Player A's Pokémon HP Total	Player B's Pokémon HP Total	Who Wins?	Points Earned
Left Column	300 HP	250 HP	Player A Wins	300 points to Player A
Middle Column	280 HP	280 HP	Draw	No points for either player
Right Column	270 HP	320 HP	Player B Wins	320 points to Player B
Final Score	300	320	Player B Wins the Game!	

9. Summary of Key Rules

- Each player has a starting row where they may place a **Basic Pokémon** for free, but only once and only on their first turn.
- Pokémon require influence tokens to be placed beyond the starting row.
- Influence Tokens are placed when a Pokémon is played.
- Players can remove opponent tokens to take over spaces.
- Winning is based on column control and total HP in each column.

Now you're ready to play **Pokémon: Battle Grid!**



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