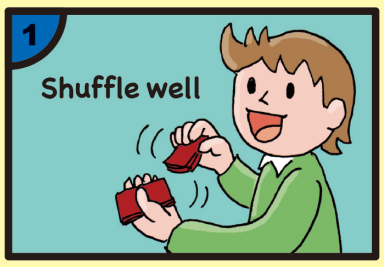
How to play "Pokémon Babanuki"
3 to 6 players (recommended: 5)



Remove the two spare cards that do not show a Pokémon. Shuffle the rest of the cards.



Deal out all the cards to the players. This will be your hand.



If a player has a matching pair in their hand, show the pair to everyone and then give each card to a different player. (If there are three or more players other than yourself, you may choose which two players to pass to)



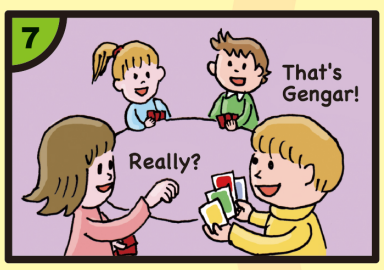
Whoever has the "Top Player" card places it in front of themselves.
The game starts with that person.



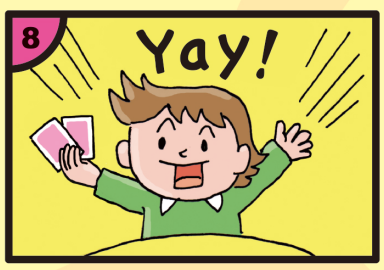
First, draw a card from the hand of the person to your right. This card will have a word written on it (e.g., "Pī-kā"), so say the word out loud. This includes the Gengar card. If there is a special effect written on the card, follow the instructions.



If you get a pair of matching cards, discard them. (If there is a special effect on the drawn matching card, you must still follow the instructions before discarding it)



The player to the left of the starting player will then draw a card from the hand of the person to their right. This is repeated in a circle.



Whoever is left with no cards in their hand wins and leaves the game. (If the person to your right has already left the game, you should not draw a card, but let the next player after you draw one of your cards)



The last person who holds the Gengar card loses the game.

Types of Cards



The game starts with the person who has this card.



This is a regular card. When you draw the card, say the word written on top ("Nyā-su-nyā!" etc.). If there is a special effect written on the card, carry out the instructions.



Whoever holds this card at the end of the game loses.



The person who is dealt this card is the first player. To start, draw a card from the person to your **right**.
When you draw a card, say the word written at the top of the card out loud, e.g. **"Pī-kā"**.
(If you draw a matching card and make a pair, discard both cards.)
Next, let the person to your **left** draw one of your cards.



If you draw this card, choose any other card you are holding, turn it face down and quietly pass it to someone else.



This is the Gengar card.
Whoever holds this card at the end of the game loses.



If you draw this card, draw another card from the same player.



If you draw this card, you may switch it with a card in someone else's hand. (You may choose not to switch)



If you draw this card, you may draw another card from a player of your choice.

























If you draw this card, you may switch it with a card in someone else's hand. (You may choose not to switch)

If you draw this card, you may draw another card from a player of your choice.

How to play "Pokémon Matching Game"
2 to 6 players



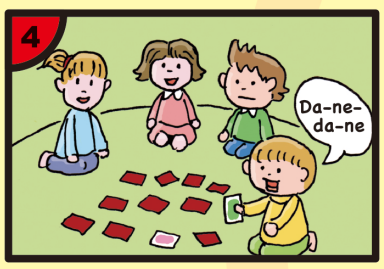
Remove the "Top Player" and the two spare cards (the ones without Pokémon).



Lay out the 33 cards, face down.



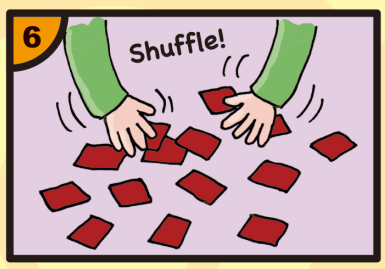
Decide the order with a game of rock-paper-scissors. Start with the person who wins, and move clockwise.



When it's your turn, flip over two cards. If they are both different Pokémon, show them to the other players, remember where they were, and flip both cards back face down. (It's fun to make the Pokémon's sound when you turn over the cards!)



If the two cards show the same Pokémon, you get to keep them both. (In Pokémon Matching Game, the cards' special effects are not used. Similarly, the Gengar card does not determine the loser at the end)



If you flip over a card and get Gengar, place the Gengar card face down, and then mix up all the cards.



The game ends when there is only Gengar left. The person who holds the most cards wins.

Types of Cards



This is a regular card. When you draw the card, say the word written on top ("Mē-ta-mo-n!" etc.). Ignore the special effects written on the bottom.



If you draw this card, return it face down, and then mix up all the cards. The game ends when there is only this card left.



Spare card

This is a spare card.
Remove both from the deck before playing.
If you lose any cards, draw a picture on one of these to use instead.

For ages 4 & up