



Play Lab Modules Explained

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OVERVIEW

What Is the goal of Play Lab?

Play Lab aims to provide a modular experience designed for conventions and fairs. This experience allows newcomers to Pokémon to gently gain experience and familiarity at a level appropriate for their interests and age range. Depending on the convention or festival, Play Lab will offer different play experiences, and staff will help triage attendees into their optimal demonstration.

Overall, Play Lab is: Fun, interesting, and easy to learn. Play Lab may include fast and easy demos such as Poké Catch or longer and more extensive as 30-Card Decks.

Play Lab Modules

Discover Lab – TCG Play

The three modules below work well together. They tell the participants a story, which helps them remember some game elements. This allows the experience to be adapted to the participants. If the Professor realizes a new player is not ready to go beyond the first or second module, they stop. The participant will still learn some game items and can play at home with their cards.

Playing the three modules one after another facilitates teaching a full Pokémon TCG game. By breaking down the game into small pieces, we spread the information load, allowing participants to learn step-by-step by playing. As a result, the time spent explaining and playing the three games is equivalent to a standalone 30-card deck battle.

Story:

Welcome, Trainers. Let's take the first step in your Pokémon TCG journey! Your first act as a Pokémon Trainer is to catch your own Pokémon; let's go! **Poké Catch game: 10 min.**

Now that you have caught your Pokémon, let's engage in a simple battle with your Pokémon. **Catch & Attack: 5 min.**

After warming up, let's go to the arena to face your first opponent in a Pokémon TCG battle! **Demo Deck Battle: 15 min.**

Poké Catch

Concept

Poké Catch is a basic teaching tool designed to introduce players to Pokémon and Energy types.

<https://tcg.pokemon.com/en-us/pokecatch/>

Materials

- 10 or 15 Pokémon cards (3, 4 or 5 types)
- 20 or 30 Basic Energy cards (match the Pokémon)

Set Up & Play

1. Separate the cards into a Pokémon deck and Energy deck, then shuffle each. Place one deck on either side of the play area.
2. Reveal 4 cards from the top of the Pokémon deck and place them side-by-side between the two decks.
3. Each player draws 2 cards to start the game.
4. Each turn, a player draws 1 Energy card, and attaches an Energy card from their hand to a Pokémon.
5. When a player has attached an amount of Energy to a Pokémon that enables it to use its strongest attack, that player removes that Pokémon from the play area and draws a new Pokémon to replace it.
6. Play continues until a single player has caught 3 Pokémon of different types.

Catch and Attack

Concept:

This is an extra step after playing a Poké Catch game to raise the difficulty of the game and introduce players to the mechanics: attaching an energy, attacking, and dealing damages.

Materials

- 3 Pokémon (from the Poké Catch deck)
- Pile of Energy cards (same as Poké Catch)
- Damage counters

Set Up & Play

The 3 Pokémon caught during the Poké Catch game became the deck of the player. If the player didn't catch 3 Pokémon, they could choose their missing cards from the 4 cards remaining in play.

1. Each player places 1 Basic Pokémon in the Active Spot, and the remaining 2 onto the Bench. Flip of coin to know who starts.
2. The first player draws a card, attaches an Energy to one of the Pokémon matching the type but doesn't attack.
3. Before each turn, the player draws an Energy on the Energy pile. Play through each turn using standard Trading Card Game rules to attach Energy, and attack.
4. Game won when the first player knocked out all the opponent's Pokémon.
5. If Energy pile run out, we take all the energy in hands, shuffle and deal 2 cards each.

We do not explain Evolution or apply any special conditions, weakness or retreat costs.

30-Card Demo Deck Battle

Concept

The *Demo Deck Battle* utilizes 30-card demo decks. It showcases the full, shortened, simplified Trading Card Game experience.

Materials (for each player)

- 1 Pokémon TCG Demo Deck

Set Up & Play

1. Shuffle the deck, and use the standard Trading Card Game rules to set up the play area
2. Each player sets out 3 Prize cards
3. Play through each turn using standard Trading Card Game rules
4. Play continues until one player has no Pokémon left in play.

Battle Lab – VG

Pokémon Scarlet and Pokémon Violet

Pokémon Scarlet and *Pokémon Violet* are the first open-world RPGs in the Pokémon series. As a student of a prestigious Pokémon Academy, the player will traverse the vast and open Paldea region and experience “stories” that they can take on in any order and at any pace.

Players can choose to play with their console or the ones in the booth. The Professors' consoles will only be played by Professors. Note: we cannot accommodate Switch Light, we will try to dedicate one table for it.

Trainer Rank

This introductory path will guide you through the basics of Pokémon gameplay. You will learn to catch Pokémon and engage in your first Pokémon battle!

- Duration: 15 minutes
- Play Level: Stage 1

Set-up:

- The participant is the only one playing; the Professor's console won't be required here.
- All participants' consoles will have 4 Pokémon under level 20
- Mix of familiar Pokémon and newly introduced Pokémon
- Make sure you have sufficient Poké Balls (c.25) and healing items before starting the demo
- Do not save the game after a demo

Below is an example of a demo. This is only an example, you don't have to accomplish all the tasks. Do as much as you can and what the participant wants within the 15 minutes

- Greet participants and try to understand their familiarity with the game.

- Make them explore and see the world of Pokémon; they can go anywhere.
- When they encounter a wild Pokémon, explain the basics of how to do a battle.
- Teach them how to catch a Pokémon.
- Find a trainer on the road and battle.
- You can narrate what's happening and cheer on the players as they progress in the game.

Champion Rank

In this advanced path, players will have the chance to battle an on-site Professor! Learn how to build a team to become the best Trainer you can be.

- Duration: 15 minutes
- Play Level: Stage 2

Set-up:

- The Professor battles 1 participant
- Each participant's console will have 3 teams of Level 50 Pokémon.
- Open X Menu > Go to Poké Portal > Press L to connect to the Internet > Go to Link Battle > Create a link code > Select which mode to play!
 - o No restrictions on Pokémon
 - o 3v3 or 4v4 is recommended, as 6v6 may be too long for a 15-minute game.
- Adapt to the player; if they are already players and want a battle, you don't have to narrate what's happening. Here are some talking points:
 - o How to build a team (understanding type balancing, Natures, EVs/IVs, etc.)
 - o Explaining Held Items
 - o Explaining the benefits of non-attacking moves
 - o Explaining move/item combos (such as Shell Smash + White Herb)
 - o Explaining Double Battle mechanics

All steps explained in the BattleLab_Demo Flow PDF.