



Rules adaptation for Pokémon

Folklore Fusion cards can seamlessly be added to both Pokémon and Magic: The Gathering decks, allowing for creative and dynamic gameplay. Whether you're crafting a unique deck or mixing Folklore Fusion cards into your existing strategies, these cards bring fresh mechanics and new possibilities.

However, when incorporating Folklore Fusion cards into Pokémon, certain effects and rules require adaptation to maintain balance and consistency within the game. The following sections outline the necessary rule adjustments to ensure smooth gameplay when using Folklore Fusion cards in Pokémon.

If anything feels missing, unclear, or unbalanced, feel free to adjust the rules to suit your needs and creativity.

General Swiju Rules:

Swijus behave like basic Pokémon cards and do not evolve. When a Swiju is Knocked Out (K.O.) it gives the attacking player 1 score point.

Swiju Stats:

Life Points (HP): Multiply the defense value by 20 to determine the Swiju's total Life Points (HP).

Attack: Multiply the attack value by 20 to determine the Swiju's Attack stat.

When a Swiju's Life Points (HP) reach 0, it is Knocked Out (K.O.).

Swiju Tap Mechanic:

When a Swiju is tapped, it cannot attack during that turn. It will untap at the beginning of your next turn.

Damage System:

All damage are multiplied by 10 and does not affect any player directly.

Damage Targeting:

All damage intended for a creature is instead targeted at the active opposing Pokémon.

Damage Redirection:

All damage that would be dealt to a player is instead redirected to an adverse Swiju.

Healing Effects:

All added Life Points targeted at a specific target are multiplied by 10. Any Life Points added to a player are instead redirected to a Swiju or Pokémon.

Mana:

Each mana color is a new, specific energy type that must be managed in this game. A Swiju can attack only once it has the required amount of Mana as indicated on its card (top right). Mana can be attached on a Swiju just like an energy.

Retreat Cost:

The Retreat Cost for a Swiju is half of its invoke cost, rounded down to the lower number.

Item Usage:

Folklore Fusion Items do not have a mana cost to be played. They are directly attached to a Swiju or Pokémon like a Pokémon tool. However, to use the effects of these Items, the Swiju or Pokémon must have the required energies attached to it.

