

# What Parents & Educators Need to Know about POKÉMON TCG POCKET



## WHAT ARE THE RISKS?

Pokémon TCG Pocket is a mobile version of the hugely popular Pokémon Trading Card Game, downloaded over 100 million times on Android and iOS. Players collect cards, battle others online, and open packs of cards – known as booster packs – to expand their decks. While the core game can be fun and helps develop tactical and numeracy skills, its design encourages spending and can feed addictive behaviours – making it important for adults to understand the risks.

### ADDICTIVE PACK OPENING



Booster packs rely on probability to provide rare or powerful cards. The excitement of opening them – and the dopamine rush when finding a sought-after card – can become addictive. Unlike purely cosmetic loot boxes, the cards here are integral to competitive gameplay, adding extra pressure for serious gamers to collect more.

### QUICK BUT ABSORBING



Card battles last around five to six minutes, making it easy to fit in “just one more game”. This quick format, combined with the drive to win, can lead to prolonged play sessions and increased screen time without noticing. With limited-time Ranked Match seasons constantly being refreshed – an opportunity to accumulate points and earn profile emblems – players may find themselves drawn into this game mechanic repeatedly.

### PREMIUM PASS PRESSURE



A monthly subscription gives players access to exclusive missions, rewards, and an extra daily booster pack. Missions and rewards are replaced each month, providing an incentive to stay subscribed. While some premium rewards are exclusive, others are available through free play – making the pass more about faster progression and obtaining cosmetic items than true necessity.

### ENDLESS PACK LOOPS



New themed sets of cards are released each month, ranging from around 85 to over 370 cards per expansion. This constant cycle encourages players to keep opening packs in an effort to complete collections or improve their battle decks, potentially promoting unhealthy spending habits. With the introduction of limited-time booster packs, some players may feel increased pressure to collect these cards while they’re still available.

### COST OF BOOSTER PACKS



Although free to play, with set rewards and two free booster packs given daily, players can exchange Poké Gold if they wish to open more, and a small amount of Poké Gold is rewarded for free as the player levels up. Poké Gold is also sold in bundles that are often just short of what players need to open extra packs, encouraging them to buy additional bundles.

### COMPETITIVE ONLINE PLAY



Interactions in Pokémon TCG Pocket are relatively safe – there’s no messaging between players, friend requests require player approval, no real names are used, and card trading is restricted to fair trades between friends. On the other hand, the competitive nature of online play can still cause frustration, over-investment, and isolation if children spend too much time focused on the game.

## Advice for Parents & Educators

### MONITOR SPENDING HABITS



Set clear boundaries around in-game purchases. Treat Poké Gold as an occasional rather than routine reward, helping children develop healthier attitudes towards digital spend.

### SET REALISTIC EXPECTATIONS



Talk about the unpredictable nature of booster packs and prepare children for disappointment when duplicates appear or rare cards don’t surface. Understanding probability can help minimise disappointment – use the game’s built-in offering rates guides to find out more about it.

### PLAY TOGETHER



Card battles can help children learn tactics, problem-solving, and rule-following, as well as numeracy skills. Playing alongside them is a great way to share in their enjoyment, while also modelling balanced play and keeping an eye on how much they’re investing in the game.

### TEACH FAIRNESS



Losing a battle can be discouraging, especially when money has been spent on collecting the cards to build a deck. Support children in recognising the importance of fairness, learning from both wins and losses, and making considered choices when trading cards.

### Meet Our Expert

Dan Lipscombe is a videogame journalist and children’s book author with over 15 years of experience. Specialising in technology and gaming, he has written extensively on how digital platforms affect young people and has been playing games for more than three decades.



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