Topic Sentence Outline  
Thesis: Pokémon cards, even though they are just cardboard, are valuable commodities because they are tradable, collectable, playable, acquired randomly, investments, artistically appealing, constantly evolving and backed by toys, television shows, video games, movies, and ancillary products.  
  
I. Pokémon cards are “almost currency-like in the sense that they have virtually no use value at all outside their own completely enclosed economy of meaning”  
 A. Cards have emotional and monetary value when it comes to trading  
 1. People value cards differently  
 2. People will steal, and cheat for Pokémon cards, just like people do for money

II. Although I am not nearly as addicted, I still hold a passion for Pokémon and it is interesting to look back at my card collection and determining the price of my cards, as well as feeling nostalgic  
 A. Cards have a certain collectible value based on how rare a card is  
 1. Supply and demand manipulation  
 2. The most expensive card only has 5 cards in circulation, it is desirable  
 B. Pokémon cards and their sentimental and nostalgic value  
 1. In my experience, it is a blast from the past to look at my cards from childhood

III. Apart from collecting and trading, Pokémon cards are used to play a game  
 A. The rules are hard for children to understand  
 1. Kids made up their own game  
 2. Certain cards are more valuable to the game because they are strong  
 B. More expensive and rare cards tend to be more powerful and valuable to the game

IV. The Pokémon franchise markets, advertises, and sells Pokémon in a way that makes it irresistible to the consumers  
 A. Pokémon’s success at cross-penetration in media and entertainment forms  
 1. Video games, movies, toys, ancillary objects, cards  
 2. All the different forms support each other, and increase Pokémon’s presence  
 B. Pokémon is a complete universe to kids

V. The Pokémon trading card game is always changing and keeping the players interested in new characters, versions, generations, evolutions  
 A. Pokémon is adaptable, and seemingly endless  
 1. New Pokémon are created, new video games, new shows, new movies  
 2. There are special types of cards, different evolutions of Pokémon  
 3. As a new generation of Pokémon come out, the older ones become more valued  
  
VI. Pokémon cards are valued because of their artistry  
 A. (I want to find an artist interpretation of Pokémon cards)  
 B. Importance of art on cards when valuing or just its scarcity  
 C. I want to find out how much it cost to produce a card vs selling