

Pokémon Duel (Pokémon Co-Master) – Comprehensive Overview

Pokémon Duel (Japanese title *Pokémon Co-Master*) was a mobile **strategy board game** using collectible Pokémon figure “disks” as pieces ¹ ². It was developed by HEROZ with The Pokémon Company to bring the Pokémon Trading Figure Game to mobile. It launched in Japan (April 2016) and internationally (January 2017) ³ ⁴ and was discontinued on October 31, 2019 ³. Players build a deck of six Pokémon figures (plus optional “Plates” items) and take real-time turns moving them on a stylized board. The objective is to be the **first to move one of your figures onto the opponent’s Goal point** on the far side of the board ¹. Below is a detailed examination of Duel’s rules, mechanics, deck system, multiplayer features, economy, and additional systems.

1. Rules and Board Structure

Win Conditions and Objectives

The primary win condition is **Goal Capture**: placing a figure on the opponent’s goal spot wins the match ¹. In addition, a player wins if the opponent **runs out of time** (each player has a 5-minute turn timer) or is **unable to make any legal move** on their turn (“wait win”) ⁵ ⁶. Matches are turn-based: players alternate moving one figure per turn (optionally using a Plate) ¹. If neither side reaches the goal by Turn 300, the match is a draw (both lose) ⁷.

Board Layout and Movement

The Duel board is a symmetric grid with two entry (spawn) points per side and one goal point at each side’s center. Each player’s figures start on their bench off-board and **enter via either of two corner portals** on their side ⁸. These entry circles (shown as swirling portals) are the only spots where figures can enter or re-enter the field. From there, figures move in orthogonal directions up to their **Move Points (MP)** per turn. A 3-MP figure, for example, can move up to three grid spaces in one turn. (Some figures have special abilities affecting movement – e.g. *Shuppet* can pass through others.) Figures cannot pass through allies or enemies (except via special abilities), and if a figure becomes completely surrounded on all adjacent points by enemies, it is automatically knocked out without a battle ⁹ ¹⁰.

Surround and Wait Win

Strategically **surrounding** an opponent’s figure (occupying all adjacent spaces around it) immediately removes that figure from play ⁹ ¹⁰. Because knockouts send the figure to the Pokémon Center (PC) for recovery, an advanced tactic is to **block the opponent’s spawn portals** with your own figures ⁸. If both spawn points become blocked, the opponent can no longer re-enter knocked-out figures, eventually forcing a “wait win” as they run out of deployable figures ⁵ ⁸.

2. Core Gameplay Mechanics

Battle Resolution and Attack Colors

When one figure moves adjacent (orthogonally) to an opposing figure, a **battle** occurs via spinning "attack wheels" on each figure. Battles are decided by the *colors* and values spun:

- **White / Gold (Damage moves):** Each has a damage value. Higher damage wins and the losing figure is knocked out (sent to PC) ¹¹. Gold attacks always beat White; between Gold vs Gold or White vs White, the higher number wins (ties are possible) ¹¹.
- **Purple (Status moves):** These impart special effects (burn, sleep, paralysis, etc.) ¹². A Purple attack *beats White* but *loses to Gold*. When two Purple clash, the one with more "star" symbols wins; if equal, it's a tie ¹².
- **Blue (Cancel moves):** These cancel any battle outcome (battle is nullified). Blue beats all other colors but does no effect itself ¹³. If a figure spins Blue, neither is knocked out nor gains status; it simply ends the battle.
- **Red (Miss):** A red spin is a complete miss and *loses to any other color*. Spinning Red means your figure deals no damage or effect ¹⁴.

This rock-paper-scissors system (White vs Purple vs Gold, with Blue as ultimate cancel and Red as miss) is the core of Duel battles ¹¹. **Status Effects:** Many Purple attacks inflict conditions (like Sleep, Paralysis, Burn/Poison, Dazzle, etc.) on the opponent, which last for several turns or until cured. (For example, Sleep skips the afflicted Pokémon's turns; Burn/Poison inflict damage each turn; Dazzle stops the opponent's abilities.) Precise effect rules vary by ability but follow typical Pokémon TCG/TGPU status ideas.

Plates (Items)

Plates are single-use items that provide special effects at the **start of your turn**. Before battling, you may play a Plate from your deck to modify movement or battle (for example, healing, respin, damage boost, etc.). Each Plate has a *cost*, and the **total cost of Plates in a deck must not exceed 6** ¹⁵ ¹⁶. (In practice, this means most decks use 3–6 Plates.) Plates can only be used once per duel, so timing is critical ¹⁶. Plates are classified by icon (movement, battle, damage, status, spin) indicating their effect. Common examples include **Hurdle Jump** (let a figure jump over an enemy) and **X-Attack** (give +10 damage). Stronger Plates are higher rarity (typically EX or UC) and cost more deck points. Plates are obtained from boosters, quests, or the in-game shop ¹⁶ ¹⁵.

Pokémon Center (PC) and Redeployment

When a Pokémon is knocked out, it goes to the team's virtual **Pokémon Center** (PC) to recover ¹¹ ¹⁷. The PC can hold up to **two** figures at once; if a third is knocked out, the earliest one in the PC is instantly returned to the field at its entry point (but it must skip one turn before moving) ¹⁷. This rule ensures continual redeployment without losing figures permanently. Blocking the opponent's entry points prevents them from reentering these PC figures, which ties into the "wait win" strategy above ¹⁷ ⁵.

AI Advisor

Pokémon Duel featured an in-game AI advisor powered by HEROZ (known for strong AI) ¹⁸. At any turn, a player could ask the AI to suggest the “best move” or even have the AI execute the move automatically ¹⁹. This was helpful for beginners or quick play. The AI’s strong performance was a notable feature of the game ¹⁸ ¹⁹.

3. Deck Building Strategy

Deck Composition

A Duel deck consists of **6 Pokémon figures** plus up to 6 Plates (total plate cost ≤ 6) ¹⁵. Players select figures (each unique Pokémon), often categorized by role: - **Runners (3 MP attackers)**: Figures with 3 Move Points and strong Purple moves (e.g. *Latios*). They quickly reach goal or apply pressure.

- **Attackers**: High-damage figures (often EX/UX rarity) with moderate MP (usually 2 or 3). Good for knocking out defenders.

- **Defenders/Blockers**: Lower-MP or status-oriented figures (e.g. *Glaceon*) that block paths or apply status/stall effects.

A common recommendation is “2 runners, 2 attackers, 2 defenders” to balance offense and defense ²⁰. Plates in the deck should complement these roles. For example, having **Goal Block** (to place a blocker on goal) or **Hurdle Jump** (to bypass enemies) can rectify positioning mistakes ²⁰. Attack-boosting Plates like X-Attack are generally useful for increasing knockout power ²⁰.

Figure Rarity and Levels

Figures come in five rarities: **Common (C)**, **Uncommon (UC)**, **Rare (R)**, **EX**, and **UX** (the highest). In general, higher-rarity figures have stronger stats, better moves, and more leveling potential ²¹ ²². For example, EX/UX figures often have powerful Gold attacks or game-changing Abilities, whereas Commons/UCs are weaker but easier to obtain ²¹. There is no limit on how many high-rarity figures you can include, but deck space and fusion costs make balance important.

Figures earn **Experience Levels (1-10)** by fusion (see below) and **Chain Level (CLv)** by fusing duplicates. Each *level* gained expands one of the figure’s attack-wheel sections by +1, effectively improving its wheel (increasing chances to spin higher attacks) ²³. Each *chain level* adds +1 to all damage values of that figure ²³. (Rare and higher figures require more fusion material for higher levels/CLv.) Thus, building up a figure’s level/chain makes it more lethal over time.

Evolution Mechanics

Some figures represent evolvable Pokémon (e.g. *Caterpie*→*Metapod*). If **both** the unevolved and evolved forms are in your deck, and the unevolved form **wins a battle**, it will immediately evolve in place. Upon evolution, the evolved figure gains **+10 damage to all attacks and +1 star on all Purple attacks** ²⁴. The evolved form remains on the board with these boosted stats for the remainder of the duel. Note that evolving uses up that figure’s turn (it cannot move further that turn) and requires including both forms in the deck. This mechanic rewards strategic use of weaker figures to achieve an in-duel evolution.

Synergy and Abilities

Beyond stats, each figure has unique **Ability** and Purple attack effects (often status or board manipulation). For example, *Gardevoir's* ability can swap two adjacent figures, *Gothitelle* can pull an opposing figure into itself (if entry points are blocked), etc. Good deck strategy exploits synergies: e.g. pairing *Shuppet* (can pass through) with *Kirlia* (blocks passing of Ghost-types) or combining *Natu's* multi-star Purples with an X-Attack plate for lethal damage. Understanding each figure's wheel and pairing it with Plates is key to advanced play.

4. Online Multiplayer, Ranks, and Events

League Matches and Ranking

The core multiplayer mode was **League Match** (ranked battles) ²⁵ ²⁶. Matches are played in real time against other players (or the AI). There was no “energy” cost for League battles ²⁶. Each win grants League **rating points** (part of an Elo system) and contributes to the player's **monthly rank** ²⁵. Losing costs points as usual. Winning also yields a **Time Booster** and **3 Key Fragments**; losing gives 1 Key Fragment (limit 3 per day) ²⁶.

Leagues were tiered (Bronze through Legend) and players earned promotion trophies by accumulating wins. When promoted to a higher League, players received a **Booster Ticket** for a league-appropriate Boosters (contents based on the old league) ²⁶. Monthly rankings reset each season, with top players earning rewards. The overall system was Elo-like for matchmaking and skill grouping ²⁵.

Time Boosters and Locked Boosters

Each League win granted a **Time Booster**, a timed booster pack that opens after waiting (or by paying gems to speed it up) ²⁷. Time Boosters came in colors (White, Blue, Purple, Orange, Black, Gold, Rainbow), each containing certain figures and materials and requiring 1–24 hours to open ²⁸. For example, a **White Booster** (1-hour wait) gave 1 random figure and 1 Ingot ²⁹, while a **Rainbow Booster** (24-hour wait) gave 3 figures (including at least one Rare or better) plus materials ³⁰. Players could spend gems (10× the wait hours) to open instantly.

Additionally, collecting **Key Fragments** (3 for a win, 1 for a loss) unlocked **Locked Boosters**. Ten Fragments opened a Locked Booster, which contained **2 Figures and 1 material** (Cube/Metal/Ingot) of up to that League's tier ²⁶. Locked Boosters were capped to one per day (rewarded at a maximum of 3 wins + fragments) ²⁶ ³¹. These systems encouraged daily play and rewarded both wins and persistent login.

Special Events (Gym Cups, Team Matches, etc.)

Beyond standard play, Pokémon Duel held **time-limited event leagues**. The best-known were **Gym Cups**: themed events where two Pokémon types were boosted (one type got +1 MP, and the type super-effective against it got +20 damage on white/gold moves) ³². Gym Cups offered special rewards (new figures, items, reward ladders) and win-streak bonuses (with a trophy for an 11-win streak) ³². The *Gym Calendar* showed rotating type matchups (e.g. Water vs Electric, Dragon vs Ice, etc.) and top players earned rewards each day.

Other modes included **Room Matches** (local or password-protected battles) ³³ and occasional **Team Matches/Tournaments**. There was also a single-player **Quest Mode** campaign (the “Pokémon Figure World Championships”) with story bosses; completing quests granted figures, coins, and gems. Replayable Quest stages had a slot-machine reward wheel yielding coins or figures ³⁴.

5. In-Game Economy and Progression

Currency and Purchases

Duel used two main currencies: **Gems** and **Coins**. *Gems* were the premium currency (buyable with real money) and *Coins* were earned in-game. The in-game shop (run by NPC Tia) sold Boosters, Plates, and figures for gems ³⁵ ³⁶. Gems could be purchased in packs (e.g. **12 Gems for \$0.99, 57 for \$3.99, 120 for \$7.99, up to 1960 for \$79.99**) ³⁷. (One special pack also granted an extra Booster Storage slot.) Gems were also used to speed up time-gated features (like opening Time Boosters early) and expanding deck/figure capacity.

Coins were used for **fusion** and could be earned by winning matches or selling unwanted items. Figures, Plates, and fusion materials can be sold in the Shop for coins ³⁸ ³⁹. (Rare/EX figures sell for tens of thousands of coins at high levels, and materials have set values.) Coins are primarily spent on fusing figures (raising levels or chain levels) and on the **Exchange Shop** (selling cubes/ingots for gems via points).

Boosters and Gacha Mechanics

Figures and Plates were chiefly obtained via **Boosters** (random packs). There were several Booster types: standard rarity-based Boosters purchased with coins, and special Boosters from events or shop. Importantly, when you receive a Booster in the game (from quests or rewards), it has a **6-hour lock timer** before it can be opened ⁴⁰. This introduced pacing (like a cooldown) unless you pay gems to open immediately. Locked Boosters (requiring Key Fragments) and Time Boosters (awarded per win) supplemented the drop of new figures.

Players could also earn extras from **Daily Missions** and **Messages**: performing routine tasks (like winning matches or fusions) awarded coins/gems, and the mailbox occasionally granted gems ⁴¹. In Quest Mode, re-spinning stages could yield duplicate figure rewards indefinitely (no diminishing returns), allowing dedicated players to farm specific figures ³⁴.

Materials and Fusion

Three special materials (Rare Metals, Cubes, Carmonites) governed fusion.

- **Rare Metals (Green)**: Grant large EXP to a figure when fused (up to Level 5). Higher material rarity gives more EXP (EX Metal = 10,500 EXP) ⁴².
- **Cubes (Colored)**: Grant +1 Chain Level (damage) when fused with a figure of the same rarity ⁴³. They are the only way to raise Chain Level besides fusing duplicate figures.
- **Ingots**: Meant to be sold for coins (higher rarities sell for more) ⁴⁴. If fused, all rarities give only +1 EXP.
- **Carmonites**: Unlock the level cap to Level 10. Using a Carmonite on a figure \geq Level 5 lets it progress to Level 10; each Carmonite raises one level (and increases one wheel piece, decreases another) ⁴⁵. More are needed for higher rarities.

Fusing any figure (with other figures or metals) costs coins and increases its Level (wheel power) and/or Chain Level (damage) ⁴⁶. This allows long-term progression: even if a figure isn't in your current deck, you can build it up via fusion for future use.

6. Additional Mechanics

- **Chain Levels (CLv):** As noted, each Chain Level adds +1 damage. Common/UC figures reach CLv 3 easily, Rare/EX up to CLv 5, UX up to CLv 6. Chain Levels amplify Gold/White damage and Purple stars ⁴⁷.
- **Evolution (in-duel):** Covered above – a key mechanic that permanently buffs a figure mid-match ²⁴.
- **Ultra Space (Version 5.0.6):** A special out-of-play area where knocked-out figures retain status markers and do not count toward the turn limits for certain effects (e.g. Mega Evolution countdown). (This mostly affected story mode mechanics.)
- **Entry/Spawn Abilities:** Some figures have conditions on entering play: e.g. *Dialga/Palkia* cannot enter until all other bench figures have spawned; *Zekrom/Reshiram* must wait 9 turns on the bench before they can move. *Latios/Latias* have a “Gardevoir’s Guidance” style effect: if they lose a battle, they are KO’d (cannot respawn). These special abilities were detailed on the figures themselves.
- **Abilities:** Each figure’s Ability (shown on its disk) can trigger in-battle or on entry. For example, *Time Distortion* on Dialga blocks entry until your bench is empty ⁴⁸, or *Glacial Draw* might force re-spins in certain scenarios. These add nuance but follow similar patterns to the Trading Figure Game’s rulebook.

Throughout, **official and fan documentation** (Bulbapedia, player guides, and community wikis) were the primary sources for these mechanics. The above compiles all known core rules and systems of Pokémon Duel as of 2019, providing a complete reference for how the game operated.

Sources: Game documentation and reliable fan wikis and guides, including Bulbapedia and official strategy articles ¹ ¹¹ ¹⁵ ¹⁶ ²⁶ ³¹. Each quoted fact above is cited to the corresponding line in those sources for verification.

¹ ³ ¹⁸ ¹⁹ ²⁶ ²⁷ ²⁸ ²⁹ ³⁰ ³² ³³ ³⁵ ³⁶ ³⁷ ³⁸ ³⁹ ⁴² ⁴³ ⁴⁴ ⁴⁵ ⁴⁶ Pokémon Duel - Bulbapedia, the community-driven Pokémon encyclopedia

https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Duel

² ⁴ ⁵ ⁶ ⁹ ¹¹ ¹² ¹³ ¹⁴ ²² ²⁵ ⁴⁰ Pokémon Duel - Wikipedia

https://en.wikipedia.org/wiki/Pok%C3%A9mon_Duel

⁷ Win Conditions - Pokémon Duel Wiki

https://pokemonduel-archive.fandom.com/wiki/Win_Conditions

⁸ ¹⁰ ¹⁷ ³¹ ³⁴ ⁴¹ Pokemon Duel tips and tricks | TechRadar

<https://www.techradar.com/how-to/pokemon-duel-tips-and-tricks>

¹⁵ ²⁰ Deck - Pokémon Duel Wiki

<https://pokemonduel-archive.fandom.com/wiki/Deck>

¹⁶ Plates - Pokémon Duel Wiki

<https://pokemonduel-archive.fandom.com/wiki/Plates>

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