



Quick Links - Home - Forums - Contact - Discord - Pokédex Hub - GO Pokédex - SM & Let's Go Pokédex - Pokéarth

Custom Search Search

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News  
Archived news  
**Pokédex**  
-Red/Blue Pokédex  
-Gold/Silver Pokédex  
-Ruby/Sapphire Pokédex  
-Diamond/Pearl Pokédex  
-Black/White Pokédex  
-X & Y Pokédex  
-Sun & Moon Pokédex  
-Let's Go Pokédex  
**Attackdex**  
-Gen 1 Attackdex  
-Gen 2 Attackdex  
-Gen 3 Attackdex  
-Gen 4 Attackdex  
-Gen 5 Attackdex  
-Gen 6 Attackdex  
-Gen 7 Attackdex  
ItemDex  
Pokéarth  
Abilitydex  
Spin-Off Pokédex  
Spin-Off Pokédex DP  
Spin-Off Pokédex BW  
Cardex  
Cinematic Pokédex  
Game Mechanics  
-Sun/Moon IV Calc.  
Pokémon of the Week  
-7th Gen  
-6th Gen  
Forums  
Discord Chat  
Current & Upcoming Events  
Event Database  
8th Generation Pokémon

## Anime

Episode Listings & Pictures  
AniméDex  
Character Bios  
The Indigo League  
The Orange League  
The Johto Saga  
The Saga in Hoenn!  
Kanto Battle Frontier Saga!  
The Sinnoh Saga!  
Best Wishes - Unova Saga  
XY - Kalos Saga  
Sun & Moon - Alola Saga  
Pokémon Chronicles  
Pokémon Generations  
The Special Episodes  
The Banned Episodes  
Shiny Pokémon  
Movies In Anime  
GBA Video Listings

## Video Games

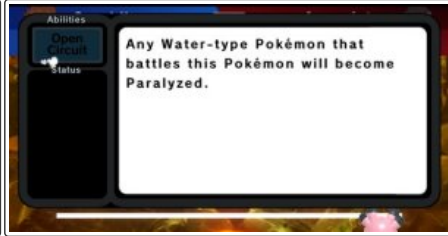
**Gen VIII**  
Sword & Shield  
Pokémon HOME  
Pokémon Masters  
Pokémon Sleep  
Detective Pikachu 2  
**Gen VII**  
Sun & Moon  
Ultra Sun & Ultra Moon  
Let's Go, Pikachu! & Let's Go, Eevee!  
Pokémon GO  
Pokémon: Magikarp Jump  
Pokémon Rumble Rush  
Pokkén Tournament DX  
Detective Pikachu  
Pokémon Quest  
Super Smash Bros. Ultimate  
**Gen VI**  
X & Y  
Omega Ruby & Alpha Sapphire  
Pokémon Bank  
Pokémon Battle Trozei  
Pokémon Link: Battle  
Pokémon Art Academy  
The Band of Thieves & 1000  
Pokémon  
Pokémon Shuffle  
Pokémon Rumble World  
Pokémon Super Mystery Dungeon  
Pokémon Picross  
Detective Pikachu  
Pokkén Tournament  
Pokémon Duel  
Smash Bros for 3DS/Wii U  
Nintendo Badge Arcade  
**Gen V**  
Black & White  
Black 2 & White 2  
Pokémon Dream Radar  
Pokémon Tretta Lab  
Pokémon Rumble U  
Mystery Dungeon: Gates to Infinity  
Pokémon Conquest  
PokéPark 2: Wonders Beyond  
Pokémon Rumble Blast  
Pokédex 3D  
Pokédex 3D Pro  
Learn With Pokémon: Typing  
Adventure  
TCG How to Play DS  
Pokédex for iOS  
**Gen IV**  
Diamond & Pearl

## Abilities

Like the main Pokémon games, Pokémon Duel has some Pokémon have special abilities. These abilities give them special perks such as the ability to move over Pokémon, or an increase/decrease in attack damage within certain circumstances. Some abilities are passive while others require activating using the activate ability option. The game will note in the top right when ability is being used.

Abilities are not changeable so they are set depending upon the figure and so Pokémon will lose the ability if they evolve into a figure that lacks the ability.

Below is a list of all the abilities in the current version (V. 7.0.14+), as well as all Pokémon figures available with that ability. Click the figure to go to the detailed page.



## Abilities Listings

Ability Name	Effect	Figures with Ability
(Pre 1.1)Run Away	When this Pokémon is attacked, you may return it to the Bench. This Pokémon waits 1 turn (Post 1.1) None	
Ace	This Pokémon can't be Paralyzed	
Aftermath Soul	This Pokémon can MP move through other Pokémon on the field. When this Pokémon is knocked out, you may knock out one of your Drifloon on the field and all Pokémon adjacent to it.	
Aftermath Switch	When this Pokémon is knocked out, you may knock out one of your Voltorb on the field and all Pokémon adjacent to it	
Air Lock	While this Pokémon is on the bench, it gains +1 MP. While this Pokémon is on the field, your Pokémon do not move to the Ultra Space from the effects of Abilities and Attacks of opposing Pokémon	
Air Power	Restored Pokémon. If this Pokémon is not affected by a special condition, it may MP move over Pokémon on the field that don't have Soar. Opposing Pokémon that are not Ghost- or Ground-type Pokémon cannot MP move through this Pokémon using the effect of an ability. If this Pokémon is on the field, opposing Pokémon cannot use the effect of Air Balloon to MP move over other Pokémon	
Antagonism	This Pokémon spins when it attacks its battle	

## Game Names

Pokémon Duel  
Pokémon Conmaster

## Console

iOS  
Android

## Sections

Information  
Pre-Release Screenshots  
Pokémon Figure Listings  
Pokémon Abilities Listings  
Plate Listings  
Quest Mode  
Carmonte Island  
Location Listings  
League Details  
Gameplay Mechanics  
Items  
Shop & Microtransactions  
**Events & Updates**  
Carnival Events  
Gym Events  
Patches & Updates

## Picture



## Details



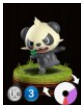



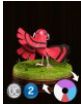


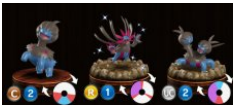



Developer: HEROZ  
Genre: Board Game  
Players: 1-2

### Menu Icon



## Release Date

Android  
Japan: April 12th 2016  
International: January 24th 2017  
iOS  
Japan: April 19th 2016  
International: January 24th 2017

Platinum Heart Gold & Soul Silver Pokémon Ranger: Guardian Signs Pokémon Rumble Mystery Dungeon: Blazing, Stormy & Light Adventure Squad PokéPark Wii - Pikachu's Adventure Pokémon Battle Revolution Mystery Dungeon - Explorers of Sky Pokémon Ranger: Shadows of Almia Mystery Dungeon - Explorers of Time & Darkness My Pokémon Ranch Pokémon Battrio Smash Bros Brawl <b>Gen III</b> Ruby & Sapphire Fire Red & Leaf Green Emerald Pokémon Colosseum Pokémon XD: Gale of Darkness Pokémon Dash Pokémon Channel Pokémon Box: RS Pokémon Pinball RS Pokémon Ranger Mystery Dungeon Red & Blue Pokémon Trozei Pikachu DS Tech Demo PokéPark Fishing Rally The E-Reader PokéMate <b>Gen II</b> Gold/Silver Crystal Pokémon Stadium 2 Pokémon Puzzle Challenge Pokémon Mini Super Smash Bros. Melee <b>Gen I</b> Red, Blue & Green Yellow Pokémon Puzzle League Pokémon Snap Pokémon Pinball Pokémon Stadium (Japanese) Pokémon Stadium Pokémon Trading Card Game GB Super Smash Bros. <b>Miscellaneous</b> Game Mechanics Video Game Championships In Other Games Virtual Console Special Edition Consoles Pokémon 3DS Themes Smartphone & Tablet Apps Virtual Pets amiibo		this Pokémon gains +1 MP	
	Apex Predator	Restored Pokémon (If evolved). If its battle opponent is not evolved, and this Pokémon is not affected by a special condition, this Pokémon cannot be knocked out in battle. If this Pokémon is knocked out, it is excluded from the duel. When this Pokémon is excluded from the duel, it returns to its previous Evolution, if possible	
	Arena Trap	Any Pokémon adjacent to it, except for Flying-type Pokémon, will be unable to use MP Move. (You can still pass by, though.)	
	Arm Thrust Evolution	If this Pokémon spins Arm Thrust three or more times in a battle, it may evolve after the battle	
	Artificial Turf	If this Pokémon is on the field and is not affected by a special condition, your MP1 Grass-type Pokémon gain +1MP	
	Assist	Any Pokemon adjacent to this Pokemon will do +30 damage.	
	Bad Dreams	Opposing Pokémon that are asleep adjacent to this Pokémon are knocked out. (Pokémon passed while moving do not count).	
	Baile	When this Pokémon is on the field, your Fire-type Pokémon deal +1 damage for each Fire-type Pokémon on the field.	
	Balloon Body	If a Pokémon finishes an MP move next to this Pokémon, this Pokémon moves 1 space away.	
	Balloon Trick	All the Purple Attacks of the battle opponents of this Pokémon become Misses	
	Band Attack	This Pokémon deals +10 damage for each Hydreigon, Zweilous or Deino on the field.	
	Barbed Horns	This Pokémon can MP move through other Pokémon on the field. If this Pokémon is on the field, opposing Pokémon cannot tag any other Pokémon. All Gold Attacks of battle opponents with MP-reducing markers attached will all be Misses. Your Bug-type and Flying-type Pokémon each deal +10 damage	
	Battery	Your Electric-type Pokémon next to this Pokémon gain +1 MP (to a maximum of MP3)	
	Battle Armor	If your battle opponent spins an Attack with 10 or more damage, you can force them top spin again once per turn	
	Beat Down	All the Blue Attacks of the battle opponents of this	
<b>Manga</b> General Information MangaDex Character BIODs Detailed BIODs Chapter Guides Volume Guides RBG Series Yellow Series GSC Series RS Series FRLG Series Emerald Series DP Series Platinum Series HGSS Series BW Series B2W2 Series XY Series ORAS Series SM Series			
<b>Movies</b> <b>Anime</b> The Origin of Mewtwo Mewtwo Strikes Back The Power of One Spell Of The Unown Mewtwo Returns Celebi: Voice of the Forest Pokémon Heroes Jirachi - Wish Maker Destiny Deoxys! Lucario and the Mystery of Mew! Pokémon Ranger & The Temple of the Seal The Rise of Darkrai! Giratina & The Sky Warrior! Arceus and the Jewel of Life Zoroark - Master of Illusions Black: Victini & Reshiram White: Victini & Zekrom Kyurem VS The Sword of Justice -Meloetta's Midnight Serenade Genesect and the Legend Awakened Diancie & The Cocoon of Destruction Hoopa & The Clash of Ages Volcanion and the Mechanical Marvel Pokémon I Choose You! Pokémon The Power of Us Mewtwo Strikes Back Evolution <b>Live Action</b> Pokémon's Detective Pikachu <b>Sections</b> Cinematic Pokédex Live Action Character Biographies			
<b>Pikachu Shorts</b> Pikachu's Summer Vacation Pikachu's Rescue Adventure Pikachu And Pichu Pikachu's PikaBoo Camp Pikachu! Gotta Dance!! Pikachu's Summer Festival!			

Pikachu's Ghost Festival!  
Pikachu's Island Adventure!  
Pikachu's Exploration Club  
Pikachu's Great Ice Adventure  
Pikachu's Sparkling Search  
Pikachu's Really Mysterious Adventure  
Eevee & Friends  
Pikachu, What's This Key?  
Pikachu & The Pokémon Music Squad

**Trading Cards**

Cardex  
-Extra Pokémon Types  
Trainer Cards  
Energy Cards  
Alternate Art Cards  
**English Sets**  
-Hidden Fates  
-Unified Minds  
-Unbroken Bonds  
-Detective Pikachu  
-Team Up  
-Lost Thunder  
-Dragon Majesty  
-Celestial Storm  
-Forbidden Light  
-Ultra Prism  
-Shining Legends  
-Crimson Invasion  
-Burning Shadows  
-Guardians Rising  
-Sun & Moon  
-XY Series  
-BW Series  
-DP/HS Series  
-EX Series  
-Neo/eSeries  
-First Gen Series  
**English Promos**  
-SM Promos  
-XY Promos  
-BW Promos  
-HSSS Promo  
-POP Series  
**Japanese Sets**  
-Dream League  
-Remix Bout  
-Miracle Twin  
-Sky Legend  
-GG End  
-Double Blaze  
-Full Metal Wall  
-Night Unison  
-Tag Bolt  
-GX Ultra Shiny  
-Pokémon VS  
**Japanese Promos**  
-SM Promos  
-XY Promos

	Pokémon become Misses	
Behavioral Prediction	This Pokémon gains +1 ☆	
Bide	This Pokémon cannot battle.	
Big Chorus	If there are 3 or more Politoed on the field (including this Pokémon), the opposing player cannot use Plates	
Bigg Eggspslosion	Before battle, allows one of friendly Exeggcute to be choosed. If Barrage is spun, it deals +60 damage. If it does, the Exeggcute is Knocked Out	
Billows of the Fell Dragon	When this Pokémon moves from the bench to the field, or appears as an evolution, it removes the burned condition from your Pokémon. While this Pokémon is on the field, your Pokémon cannot be burned. Your Water-type and Dark-type Pokémon each deal +10 damage	
Bite Down	The battle opponent of this Pokémon cannot move by effects other than the Attacks of this Pokémon until the end of battle	
Bite Instinct	This Pokémon must battle if possible after making an MP move	
Biting Movement	This Pokémon can always attack after moving	
Black Core	This Pokémon cannot be surrounded by your opponent's Pokémon. If this Pokémon surrounds an opponent's Pokémon, this Pokémon may evolve. While this Pokémon is on the field, effects of Energy plates are negated	
Blackout	When this Pokémon moves to the field, the effects of Energy plats are lost, and they count as having been used. While this Pokémon is on the field, Pokémon that become Paralyzed gain Wait 3. In this Pokémon's first battle after moving to the field, Pokémon that battle it will become paralyzed.	
Blaze Boogie	This Pokémon can MP move over other Pokémon on the field. Opposing Pokémon moved over in this way are now Burned. Your Fire-type and Fighting-type Pokémon do +10 damage.	
Blue Skies Captor	This Pokémon can use an MP move to fly over Pokémon on the field that don't have Soar. Move opposing Pokémon surrounded by this Pokémon to your P.C. Your Fire-type Pokémon deal	

	+10 damage and your Flying-type Pokémon deal +10 damage	
Blue Spark	The Dodges of opposing Pokémon adjacent to this Pokémon become misses.	
Bone Bearer	This Pokémon can MP move over opposing non-Flying-type Pokémon on the field. If this Pokémon moves its battle opponent by the effect of an Attack, you may attach a Weak Armor marker to this Pokémon. The Pokémon with that marker has MP-1 and is not knocked out in battle. The marker and any special conditions on the Pokémon are removed instead of it being knocked out	
Bone Diaper	When this Pokémon moves from the bench to the field, attach a Weak Armor marker to it. The Pokémon with that marker has MP-1 and is not knocked out in battle. The marker and any special conditions on the Pokémon are removed instead of it being knocked out	
Breath of the Abyss	While this Pokémon is on the field, your Dark-type Pokémon and Fire-type Pokémon each deal +10 damage for each burned Pokémon on the field. Pokémon that battle this Pokémon become burned. Your Dark-type and Fire-type Pokémon each deal +10 damage	
Bright Arrow	Undergoes branching Evolution. This Pokémon's MP cannot be 2 or lower (except through the effects of markers). This Pokémon may evolve when it moves from the P.C. to the Bench	
Bug Trap	This Pokémon may MP move over non-Flying-type Pokémon on the field. At the beginning of your turn, instead of MP moving, you may move adjacent opposing Bug-type Pokémon that has MP0 or lower, or that cannot MP move or battle, to your P.C. If you do, your turn ends	
Building Spite	This Pokémon can MP move through other Pokémon on the field. This Pokémon deals +10 damage for each of your Banette and Shuppet that have been knocked out during the duel	
Bullet Speed	This Pokémon can MP move through Pokémon that have Wait. If this Pokémon has evolved, this Pokémon on your bench gains +1MP	
Bust In	This Pokémon can MP move from the bench past Ghost-type Pokémon and Pokémon affected by Special Conditions	
Carry Home	This Pokémon can MP move through other Pokémon on the field. If it MP moves through opposing Pokémon that are frozen, those Pokémon move to your P.C.	

Cerebral Embrace	Opposing Pokémon cannot MP move through this Pokémon using the effect of an Ability. At the start of your turn, this Pokémon may switch places with one of your Pokémon on the field, bench, or in a P.C. Your Psychic and Fairy-type Pokémon each deal +10 damage	
Chemical Pollen	When this Pokémon is on the field, all poisoned and noxious Pokémon have MP-1. This effect does not stack	
Cleansing Fire	If this Pokémon is knocked out, opposing Ghost-type Pokémon on the field spin. Those that spin a Purple Attack are knocked out.	
Come Here	When this Pokémon moves from the bench to the field, or appears as an Evolution, each player moves one Benched Pokémon to its respective entry point (your opponent goes first)	
Compound Eyes	If this Pokémon has evolved, and its Attack lands on Miss, it will shift to an Attack next to it instead.	
Connection	This Pokémon's damage is increased by +10 for every Electric-type Pokémon it is connected to.	
Control Mask	This Pokémon is not moved to the Ultra Space by the Attack effects of opposing Pokémon. If this Pokémon is not affected by a special condition, it is not knocked out by knockout-causing Attack effects	
Coral Power	If this Pokémon is not poisoned or noxious, while this Pokémon is on the field, your non-Corsola Water-type Pokémon with MP1 gain +1 MP	
Cornerstone	Other Pokémon can move over this Pokémon when using an MP move	
Cosmic Surfer	Instead of an MP move, you may move this Pokémon through an adjacent of Electric-type Pokémon and a succession of Electric-type Pokémon adjacent to that Pokémon in another spot. This ends your turn	
Cotton Bird Song	When this Pokémon is on the field, your Normal-type Pokémon and your Flying-type Pokémon take -10 damage	
Crescent Veil	If this Pokémon is on the field and not affected by a special condition, Moonblast from any of your Pokémon deals +50 damage	
Crimson Alloy	This Pokémon can MP move over other Pokémon on the field. If a battle opponent of this Pokémon spins an Attack of 120 or more damage, attach a Cracked marker to the battle opponent. Your Bug-type and Steel-	

	type Pokémon deal +10 damage	
Cross Wind	This Pokémon does not spend MP when moving from the bench to an Entry point. The 3-Pokémon limit does not apply to this Pokémon in your deck	
Cruel Blossom's Incursion	This Pokémon can MP move over Poisoned and Noxious Pokémon. Pokémon this Pokémon moved over gain Wait 5 Your Grass-type and Poison-type Pokémon each deal +10 damage	
Crumbletop Rockshell	If the battle opponent spins a Blue Attack, that Pokémon on the field moves to the bench after the turn end and gains Wait. Your Rock-type and Dark-type Pokémon each deal +10 damage	
Cut Off	When this Pokémon is on the field, it can move to your goal point instead of making an MP move (ends your turn)	
Dark Light	Can MP move through other Pokémon on the field. Attach a Branded marker to burned Pokémon that have been moved through by this Pokémon.	
Dark Slumber	This Pokémon can MP move over non-Flying-type Pokémon on the field. While this Pokémon is on the field, the asleep condition is not removed by the effects of Abilities. If this Pokémon is not affected by a Special Condition, sleeping Pokémon within 2 steps of it can't be tagged	
Dark Stone	This Pokémon gains Wait 9 at the start of the duel	
Darkness Crystal	This Pokémon is not knocked out by battle damage. This Pokémon is not affected by effects of the battle opponent that would apply any markers to this Pokémon or that would inflict any special conditions on this Pokémon, and any such effects are applied to the battle opponent instead. Your Dark-type Pokémon and Ghost-type Pokémon deal +10 damage.	
Deliver	When this Pokémon moves from a P.C. to the bench, one of your used Mega Evolution plates becomes usable.	
Desolate Land	When this Pokémon is on the field, Ultra Beasts knocked out by its Attack damage are excluded from the duel (without moving to Ultra Space), returning to the bench if this Pokémon leaves the field. When this Pokémon is knocked out in battle, it may go back to being Groudon without moving to the P.C.	
Diamond Aura	If this Pokémon is on the field, your Fairy-type Pokémon that are not affected by a special condition are not knocked out either by Attack damage from Dragon-type	






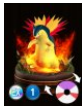


	Pokémon or by knockout-causing effects from Dark-type Pokémon	
Diffuse Poison	When this Pokémon is on the field, all poisoned Pokémon will do a further -20 damage. This effect does not stack.	
Disguise	When this Pokémon moves from the bench to the field, attach a Disguise marker to this Pokémon. While that marker is attached to it, this Pokémon is not knocked out in battle (instead of knocking it out, remove the marker and any special conditions affecting it). This Pokémon can MP move through other Pokémon on the field	
Distort	At the start of your turn, instead of an MP move, this Pokémon may move through an adjacent Pokémon to a point 1-2 steps away from that Pokémon. When it does, this Pokémon may change its form. If it changes its form, until the end of your next turn, any effects of its battle opponent's ability that would increase Attack damage, decrease that damage instead. Your turn ends.	
Dive Entry	This Pokémon can move one additional space on the board when moving from the bench	
Diving Entry	When moving this Pokémon from the bench, it can only move to one space away from the entry point. Your turn ends.	
Double-Edged Axe	When this Pokémon sustains an effect from a battle opponent's White Attack that would knock it out, the battle opponent is knocked out instead	
Doze	This Pokémon will wake up from Sleep condition at the start of your turn and you will be able to use it again.	
Dry Skin	If the battle opponent is a Water-type Pokémon that does not have any other types, this Pokémon is not knocked out in battle	
Dual Brains	If your Reuniclus, Duosion or Solosis is adjacent, deal x2 damage	
Earthen Blessings	This Pokémon cannot win you the duel by moving to the goal point. This Pokémon may MP move through other Pokémon on the field. While this Pokémon is on the field, the start-of-turn Z-Move gauge increase of each player is boosted for each of that player's Pokémon that is affected by a special condition	
Earthen Rage	Opposing Pokémon cannot MP move through a point next to this Pokémon to pass it. If this Pokémon is on the field, all the Blue Attacks of opposing Pokémon that are affected by a special	

	condition becomes Misses.	
Eartne Rapids	This Pokémon can MP move under other Pokémon on the field. While this Pokémon is on the field, your Water-type Pokémon and Ground-type Pokémon get +1MP (up to a maximum of MP3). Your Water-type Pokémon and your Ground-type Pokémon deal +10 damage.	
Electric Fur	If this Pokémon is not affected by a special condition, all of the Blue-Attacks of non-Ground-type battle opponents of this Pokémon become Misses. This Pokémon cannot be Paralyzed.	
Electric Mat	Other Pokémon can move over this Pokémon when using an MP move. If those Pokémon are the opponent's Pokémon, those Pokémon become Paralyzed.	
Electric Surge	This Ability is only valid on your turn. This Pokémon can MP Move past non-Fairy-type Pokémon on the field. When this Pokémon is on the field, your Electric-type Pokémon deal +30 damage (this effect is not cumulative). It removes the Asleep condition from Pokémon within 2 steps of this Pokémon.	
Electric Upsurge	While this Pokémon is on the field, your Electric-type Pokémon deal +10 damage for each paralyzed Pokémon on the field. This effect does not stack.	
Electric Web	The opponent's Pokémon that have passed over this Pokémon by using Fly Away, Fly or Soar become paralyzed.	
Electrical Charge	If this Pokémon is paralyzed, it gains +1 MP and deals +30 damage.	
Electrobind	While this Pokémon is on the field, the effects of Abilities of opposing Electric-type Pokémon and opposing paralyzed Pokémon that allow passing by other Pokémon with MP moves are negated. At the start of your turn, instead of an MP move, this Pokémon may switch places with an adjacent Electric-type Pokémon or paralyzed Pokémon.	
Electromagnetic Barrier	This Pokémon is not subject to spin-inducing effects of Attacks.	
Electroswap	At the start of your turn, instead of an MP move, this Pokémon may switch places with an adjacent Electric-type Pokémon or paralyzed Pokémon.	
Emergency Exit	When this Pokémon is attacked, it may switch a Pokémon on your bench that is neither Wimpory nor Golisopod (no battles are triggered). If it does, this Pokémon and the	




	Pokémon that it switched with both gain Wait.	
Emergent Evolution	Restored Pokémon. After this Pokémon battles, it may evolve if it's on the field.	
Enforcer	This Pokémon can only be set as a form in a deck. The Ability of the Pokémon that battles this Pokémon is nullified while that Pokémon is on the field. If this Pokémon is knocked out, it is excluded from the duel. When this Pokémon leaves the field, it returns to the form it was before it changed forms.	
Enhanced Core	When this Pokémon is on the field, your Pokémon that are both Electric and Steel type deal +20 damage. If this Pokémon has evolved, it gains +1MP	
Enigmatic Signal	For effects that move this Pokémon's battle opponent, you decide whether it is used, which Pokémon is targeted, and where the targeted Pokémon will be moved to	
Entangle	If there are no Pokémon next to this Pokémon, instead of an MP move you can force an opposing Pokémon that is two steps away from this Pokémon to spin. If you do, this Pokémon gains Wait 3. If the spin results in a White Attack, the opposing Pokémon comes one step closer and gains Wait	
Entry Shot	When this Pokémon moves from the bench to the field, or appears as an evolution, spin for each opposing Pokémon on an entry point. If a Purple attack is spun, knock that opposing Pokémon out. This Pokémon can MP move through other Pokémon on the field.	
Evolution to Beauty	When this Pokémon is knocked out in battle, it may evolve without moving to the P.C.	
Fairy Powder	Any Dragon-type Pokémon that battles this Pokémon will become paralyzed	
Family Bond	Before battle, any effects on the battle opponent that prevent it from being knocked out in battle are negated, and the battle opponent loses any markers with effects that prevent it from being knocked out in battle. This Pokémon cannot be knocked out if it's not affected by a special condition and its battle opponent is a Ghost-type Pokémon. Your Normal-type Pokémon deal +20 damage	
Fang Trap	Opposing Pokémon next to this Pokémon cannot be moved by the Abilities or Attacks of opposing Pokémon. This Pokémon cannot be moved by the Attacks of its battle opponent.	

Fearsome Frost Tree	While this Pokémon is on the field, opposing Flying-type and Dragon-type Pokémon each have MP -1. Your Grass-type and Ice-type Pokémon each deal +10 damage	
Fight Song	When this Pokémon is on the field, your Dragon-type and Flying-type Pokémon deal +10 damage	
Fire Alert	The battle opponent's Gold Attacks become Misses	
Fire Arrow	It can MP move through your Pokémon and through opposing Grass-type Pokémon and Ice-type Pokémon. If there are opposing Pokémon on all of your entry points, this Pokémon gets +1MP	
Fire Bell	If this Pokémon is knocked out, all Grass-type Pokémon within two steps become burned	
Fire Leak	Any Grass-type Pokémon or Bug-type Pokémon that battles this Pokémon will become burned.	
Fire Rush	Can MP Move past burned Pokémon. This Pokémon on the bench gains +1MP	
Fire Scales	This Pokémon may MP move over non-Flying-type Pokémon on the field. If this Pokémon is evolved, any Pokémon that battle this Pokémon are burned after the battle	
Flame Acceleration	MP+1 for this Pokémon for each Pokémon you have in your P.C.	
Flame Turbine	Can MP move past Fire-type Pokémon and Burned Pokémon. If the battle opponent is affected by a special condition, the battle opponent's spins are shifted by one segment clockwise	
Flawless Jewel	If this Pokémon is on the field, your Pokémon cannot become affected by special conditions, and your Fairy-type Pokémon that are not affected by a special condition are not knocked out either by Attack damage from Dragon-type Pokémon or by knockout causing Attack effects from Dark-type Pokémon. Your Rock-type and Fairy-type Pokémon each deal +10 damage	
Floating Candle	When this Pokémon moves from the bench, it can only move to a point 1 step away from an entry point. Your turn ends. Your Pokémon on the field can pass through this Pokémon when using an MP move. If this Pokémon burns the battle opponent, it may evolve.	
Flower Carpet	While this Pokémon is not affected by a special condition and is on an entry point, Mega	


	Evolution does not end via passage of turns for the Pokémon of the player whose entry point it is	
Fluffy	The damage dealt to this Pokémon by its battle opponents (excluding Fire-type Pokémon) is cut in half.	
Force Balance	When placed adjacent to this Pokémon, your Pokémon will be boosted from 0-1MP to 2 MP, and your opponent's Pokémon will be reduced from 3+MP to 2MP	
Forest Leap	At the start of your turn, instead of an MP move, you can move this Pokémon to a spot next to an adjacent Grass-type Pokémon. If there is a succession of Grass-type Pokémon adjacent to the first, you may instead move this Pokémon to a spot adjacent to any of them.	
Forest Mischief	On the field, this Pokémon can pass through other Pokémon. Attach a Forest Mischief marker to any Psychic-type Pokémon that battles this Pokémon. (While that marker is attached, that Pokémon is not subject to Energy effects.)	
Forest Mystery	Pokémon that have battled this Pokémon becomes Grass-type while they are on the field (but they stop being Grass-type if they leave the field). Your Pokémon can move over this Pokémon when using an MP move	
Forest Regeneration	When this Pokémon moves from the bench to the field, or when this Pokémon appears as a Mega Evolution, move Grass, Flying and Bug-type Pokémon from your P.C. to the bench. Your Grass-type Pokémon and your Dragon-type Pokémon deal +10 damage	
Form Herd	The 3-Pokémon limit does not apply to this Pokémon	
Foundation	Your Pokémon may move over this Pokémon	
Frost Arrow	This Pokémon can MP move through your Pokémon and opposing Ground-type and Flying-type Pokémon. If there are opposing Pokémon on all your entry points, this Pokémon gains +1MP	
Frost Tag	If this Pokémon is on the field and not affected by a special condition, opposing Ice-type Pokémon next to your Ice-type Pokémon get MP-1. This effect does not stack	
Full Metal Body	The battle opponent of this Pokémon cannot move by effects other than the Attacks of this Pokémon until the end of battle. If this Pokémon is not affected by a special condition, markers from the Attacks of the battle	

	opponent cannot be attached to this Pokémon	
Gale Wings	In its first battle after moving to the field, all of this Pokémon's White Attacks become Gold Attacks	
Gaseous Form	This Pokémon cannot surround the opponent's Pokémon, and cannot be surrounded itself. It can also move through other Pokémon when making an MP move	
Ghost Sensor	Opposing Pokémon cannot MP move through this Pokémon using the effect of an Ability	
Gloomdweller	This Pokémon can MP move through other Pokémon on the field. While this Pokémon is on the field, opposing Pokémon deal -20 damage for each Ghost-type Pokémon adjacent to them. This effect does not stack	
Gluttony	When in the P.C., this Pokémon will move back to the bench if Sweet Scent is spun on the field	
Gooley	Pokémon that battle with this Pokémon gain Wait.	
Grassy Surge	This Ability is only valid on your turn. This Pokémon can MP move past non-Fairy-type Pokémon on the field. When this Pokémon is on the field, your Grass-type Pokémon ignore knockout and movement-causing effects of opponents' Attacks. Removes Wait Condition from Pokémon within two steps of this Pokémon	
Green Power	This Pokémon cannot be paralyzed. If this Pokémon is on the field and not affected by a special condition, your Grass-type Pokémon deal +5 damage for each Grass-type Pokémon on the field	
Greenhouse	This Pokémon cannot be paralyzed. If this Pokémon is on the field and is not affected by a special condition, your MP1 Grass-type Pokémon on the field gain +1 MP.	
Grounding	This Pokémon cannot be Paralysed	
Group Attack	If there is a Carvanha within 2 spaces of this Pokémon, this Pokémon's White Attacks become Gold Attacks.	
Grudge Stone	When this Pokémon moves from the bench to the field, spin a Pokémon. If it spins a White Attack, attach a Curse marker to it, Your Pokémon on the field can pass through this Pokémon when using an MP move	
Guardian	This Pokémon has MP 3 if it is confused. When this	

	Pokémon is knocked out in battle, you can move one of your Pokémon that is in the Ultra Space to the point where this Pokémon was	
Guartop Steelshell	This Pokémon can MP move under other Pokémon. Opposing Fairy-type Pokémon on the field that MP move within 2 stops of this Pokémon move to the P.C. after the end of that turn. Your Steel-type Pokémon deal +20 damage	
Gulp	This Pokémon gains +1MP after moving to the bench or field until its first battle. At the start of your turn, instead of using an MP move, this Pokémon may move to a point by passing through adjacent Pokémon that have Wait. If it does, those adjacent Pokémon move to the Ultra Space outside of the field. Your turn ends.	
Guts	If this Pokémon has a special condition, it deals +50 damage	
Hacking Gems	This Pokémon can pass through other Pokémon when it MP Moves. When this Pokémon is on the field, opposing Pokémon deal -1 damage.	
Hallucination	If this Pokémon is knocked out, it is removed from the duel	
Harvest Festival	If this Pokémon is excluded from the duel, exclude Pokémon with Pumpkin markers attached to them from the duel. This Pokémon can MP move through other Pokémon on the field	
Headwind	If this Pokémon is on the field and is not affected by a special condition, Attack damage-increasing effects on Flying-type battle opponents of your Flying-type Pokémon are negated	
Healing Seed	When this Pokémon is on the field, your Grass-type and Poison-type Pokémon cannot become poisoned or noxious.	
High Flying	This Pokémon can also attack Pokémon that are two spaces away, provided that there is a Pokémon between them.	
High-Speed Drill	When this Pokémon moves from the bench, it may move to a point 1 step away from an entry point. At the start of your turn, instead of an MP move, this Pokémon may move through an adjacent Pokémon to a point 1-2 steps away from that Pokémon. Your turn ends.	
Homeward Lights	When this Pokémon appears as a Mega Evolution, and again when its Mega Evolution ends, you may move one of your Pokémon in the Ultra Space or P.C. next to this Pokémon. Your Electric-type and your Dragon-type Pokémon deal +10 damage.	

Hoverjet	May MP move over your Pokémon on the field. If any of your Drive plates have been used, then, when this Pokémon is knocked out, one of them becomes usable (other than a plate still in use on that turn).	
Huge Power	If this Pokémon is not affected by a special condition, it deals +50 damage	
Hypnotic Stare	Any Pokémon that battles this Pokémon will become confused	
Hypnotic Voice	The next turn after using this Pokémon, your opponent will be unable to use Plates	
Ice Breaker	Before using this Pokémon, you can switch its position with an adjacent Ice-type Pokémon or frozen Pokémon. Your Ice-type Pokémon can move over this Pokémon when using an MP move	
Ice Scramble	Before using this Pokémon, you may move this Pokémon on the bench next to one of your Avalugg on the field. If you do, this Pokémon's MP is 1. Frozen Pokémon next to this Pokémon cannot be tagged	
Ice Shield	Restored Pokémon (if evolved). At the start of your turn, instead of an MP move, you may freeze one of your Restored Pokémon that has been excluded from the duel and move it to a point 1-2 steps away from this Pokémon. Your turn ends. When this Pokémon is excluded from the duel, it returns to its previous Evolution, if possible	
Ice Wall	This Pokémon cannot be burned or frozen	
Icy Armor	When this Pokémon is knocked out, it returns to being Glalie without moving to the P.C. Your Ice-type Pokémon deal +20 damage.	
Illusion	When this Pokémon is on the bench or has not yet engaged in its first battle after moving to the field, and another of your Pokémon has not yet engaged in its first battle after moving to the field is attacked, before the battle, that Pokémon may switch places with this Pokémon.	
Immunity	This Pokémon cannot be Poisoned or noxious	
Impermeable Mail	This Pokémon can MP move over any Pokémon on the field that is not a Flying-type. After a battle, attach a Cracked marker to opposing Pokémon adjacent to this Pokémon. Add +1 spin to the spin-	




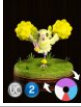



	again attacks of your Pokémon. Your Bug-type and Fighting-type Pokémon each deal +10 damage.	
Indiscriminate Poison	When this Pokémon is on the field, Pokémon that are not Poison-type Pokémon or Steel-type Pokémon deal 10 less damage	
Infernal Hunt	This Pokémon and Pokémon that battle it become burned after battle.	
Inferno Ladder	When this Pokémon appears as a Mega Evolution, remove the frozen condition from all of your Pokémon. Pokémon knocked out by the attacks of this Pokémon are temporarily removed from the duel, returning to the bench 7 turns later	
Infiltrator	On the field, this Pokémon can pass through other Pokémon	
Inner Focus	This Pokémon cannot enter Wait status on the field	
Insomnia	This Pokémon can't be Asleep	
Intense Shell Cannon	This Pokémon deals +10 damage for each Water-type Pokémon on the field. Your Water-type Pokémon each deal +20 damage	
Intimidating Aura	If this Pokémon is on the field and is not affected by a special condition, the opposing player cannot use plates. Your Dark-type Pokémon deal +20 damage	
Invisible Wall	Opposing Pokémon cannot pass by this Pokémon nor a continuous succession of your Pokémon adjacent to it with an MP move	
Iron Heart	This Pokémon and your Pokémon adjacent to this Pokémon are not knocked out by Gold Attacks from their battle opponents	
Irritating Sting	Any Psychic-type Pokémon that battles this Pokémon will become confused.	
Jet Current	If this Pokémon is on the field, your Water-type Pokémon that are not affected by special conditions may MP move through other Pokémon. Your Water-type and Dark-type Pokémon each deal +10 damage	
Justified	This Pokémon's deals +10 damage for each opposing Dark-type Pokémon on the field. When this Pokémon is knocked out in battle, it may change its form to Keldeo Resolute Form without moving to the P.C.	
King Horn	If this Pokémon is on the field, add +1 spin to the	

	spin-again attacks of your Pokémon. While a Cracked marker is attached, the battle opponent's Blue attacks become misses	
King Spike	Opposing Pokémon adjacent to this Pokémon cannot tag or be tagged. Gold Attacks of battle opponents that have an MP-reducing marker become White Attacks	
Land's Call	Your Ground-type Pokémon deal +10 damage when this Pokémon is on the field, unless this Pokémon is affected by a special condition	
Lava Therapy	This Pokémon can't be Frozen or put to Sleep.	
Leaf Arrow	This Pokémon can MP move through your own Pokémon, and opposing Water-type and Rock-type Pokémon. If there are opposing Pokémon on all your entry points, this Pokémon gets MP+1	
Leaf Guard	This Pokémon cannot be affected by special conditions other than sleep. Do not attach markers to this Pokémon from the Attacks of its battle opponent	
Light Stone	This Pokémon gains Wait 9 at the start of the duel	
Lightning Rod	If the battle opponent is an Electric-type Pokémon, the damage it deals to this Pokémon is reduced by 30	
Lock On: Blue	If this Pokémon is not affected by a special condition, then instead of an MP move, it can force one opposing Pokémon within 2 steps to spin. If the spin results in a Blue Attack, attach a Lock-On marker to that Pokémon. Your turn ends	
Lock On: Gold	If this Pokémon is not affected by a special condition, then, instead of an MP move, it can force one opposing Pokémon within 2 steps of it to spin. If the spin results in a Gold Attack, attach a Lock-On marker to that Pokémon. Your turn ends	
Lock On: Purple	At the start of your turn, instead of an MP move, this Pokémon can force opposing Pokémon within 2 steps of it to spin. If the spin results in a Purple Attack, attach a Lock-on Marker to that Pokémon. Your turn ends	
Long Lick	Instead of an MP move, you can force an opponent's Pokémon that is 2 steps away from this Pokémon to spin. If you do, this Pokémon gains Wait 3. If the result of that spin is a White Attack, that Pokémon gains Wait 3	
Loyalty	At the start of your turn, if this Pokémon is on the field, it may move to the	


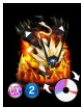






	bench. You can use this Pokémon immediately. If this Pokémon has evolved, this Pokémon gains +1MP	
Magic Trick_Miss	If this Pokémon spins Miss in battle, one of your plates will switch from used to unused.	
Magnetic Body	At the start of your turn, if any of your other Metan or Metagross are within 2 steps, you may move this Pokémon to a point 2 steps away instead of an MP move. If you do, your turn ends	
Malevolent Fire	While this Pokémon is on the field, your Fire-type Pokémon deal +10 damage for each burned Pokémon on the field. If this Pokémon is burned, Pokémon that battle it become burned	
Marine Rage	This Pokémon games +10 damage for each Water-type Pokémon in each player's bench	
Marked by the Aura	While this Pokémon is on the field, and unless they are affected by special conditions, your Fighting-type Pokémon and your Steel-type Pokémon are not knocked out by Gold Attacks from their battle opponents. Your Fighting-type and Steel-type Pokémon each deal +10 damage	
Marvel Scale	When this Pokémon moves from the bench to the field, or appears as an evolution, it removes the burned condition from your Pokémon. If this Pokémon is affected by a special condition, its opponents deal -50 damage to it	
Max Vital Spirit	This Pokémon can MP Move as far as its MP range will allow.	
Meditative Alchemy	Your Psychic-type Pokémon deal +20 damage. If this Pokémon is using the Twisted Spoon plate, it can attack Pokémon that are 2 steps away. While it does, this Pokémon's Attacks have Range 2. When this Pokémon moves to the field or appears as a Mega Evolution, choose a Pokémon on the field and attach an Alchemy marker to it. The White Attacks of the Pokémon with that marker become Gold Attacks and its Gold attacks become White attacks	
Metamorphosis	If this Pokémon is not knocked out in battle, it can evolve.	
Migraine	If your opponent spins a Purple Attack, you can force them to respin once a turn.	
Minus	When Plusle is adjacent to this Pokémon, the White Attacks of your Electric Pokémon gain the battle	

	opponent becomes Paralyzed	
Miraculous Cry	This Pokémon can MP move over other Pokémon on the field. If this Pokémon is knocked out, all of your Pokémon that have been excluded from the duel and all of your Pokémon in Ultra Space move to your bench. Your Dragon-type Pokémon and Fairy-type Pokémon deal +10 damage	
Misty Surge	This Ability is only valid on your turn. This Pokémon can MP move past non-Fairy-type Pokémon on the field. When this Pokémon is on the field, whenever your Water-type Pokémon move from the bench, they may only move to a point one step away from an entry point. This ends your turn. Pokémon within two steps of this Pokémon are not affected by new special conditions.	
Mold Breaker	This Pokémon negates abilities that boost or lower attack damage for your opponent.	
Mud Coating	When this Pokémon is on the field, if there are 3 or more Water-type Pokémon on the field, your Ground-type Pokémon with MP1 or lower get +1MP	
Multitype	When this Pokémon moves to the field, choose one Pokémon on the field. While this Pokémon is on the field, this Pokémon's type becomes the type of the chosen Pokémon. This Pokémon is not excluded from the duel by the Attack effects of opposing Pokémon. This Pokémon is not moves to the Ultra Space by the Attack effects of opposing Pokémon.	
Mystic Arrow	This Pokémon can MP move through your Pokémon and opposing Dragon-type and Dark-type Pokémon. If there are opposing Pokémon on all your entry points, this Pokémon gains +1MP	
Neuroforce	Ultra Beast. This Pokémon can only be set as a form in a deck. In this Pokémon's first battle after moving to the field, its battle opponent's Gold Attacks become White Attacks. Any effect of this Pokémon's battle opponent's Ability that would increase Attack damage decrease it instead	
Night Stalker	This Pokémon can pass through other Pokémon when it MP moves. If it passes through Poisoned, noxious or sleeping Pokémon, they will faint.	
No Guard: Spectral	This Pokémon may MP move through other Pokémon on the field. If this Pokémon or its battle opponent spins a Blue Attack, shift the spin to an Attack next to it instead.	

Non-Stop	This Pokémon cannot have Wait. Can MP Move through Pokémon on the field that are paralyzed or have Wait.	
Oblivious	This Pokémon cannot be paralyzed. This Pokémon is not affected by Taunt	
Ocean's Gift	If this Pokémon is on the field, your Water-type Pokémon's attacks do +30	
Onslaught	This Pokémon can move up to 2 steps in a straight line.	
Open Circuit	Any Water-type Pokémon that battles this Pokémon will become Paralyzed	
Open Sea Singer	If this Pokémon is not affected by a special condition, while this Pokémon is on the field, the effect of Round becomes: Damage is multiplied by the number of your own Pokémon on the field that also have Round or Sing.	
Otherworldly Talons	This Pokémon can MP move past other Pokémon. Pokémon next to this Pokémon cannot move using the effects of moves, Abilities or Energy. Opposing Pokémon next to this Pokémon cannot make MP moves. Your Ghost- and Poison-type Pokémon each deal +10 damage	
Own Tempo	This Pokémon cannot be Confused	
P'au	When this Pokémon is on the field, your Psychic-type Pokémon deal +1 damage for each Psychic-type Pokémon on the field.	
Paper Sword	In this Pokémon's first battle after moving to the field, it can attack Pokémon that are two steps away. When it does, this Pokémon's Attacks have Range 2. If it knocks out a Pokémon with a Cracked marker on it, that Pokémon (excluding Fire-type Pokémon) moves to the Ultra Space outside of the field.	
Parallel Arithmetic	When this Pokémon is on the field, your Pokémon deal +1 damage for each Pokémon on the field. While this Pokémon is on the bench, it gains +1 MP	
Permafrost	If this Pokémon is not affected by a special condition, then the frozen condition of Pokémon within two steps of this Pokémon cannot be removed by tagging	
Plus	When Minun is adjacent to this Pokémon, the White Attacks of your Electric Pokémon gain the battle opponent becomes Paralyzed	








Poison Touch	Any Pokémon that battles this Pokémon will become poisoned.	
Poisoning Order	While this Pokémon is on the field, the misses of your Beedrill become the battle opponent becomes noxious. Your Bug-type Pokémon deal +10 damage and your Poison-type Pokémon deal +10 damage	
Poisonous Bunker	This Pokémon cannot be moved by the Attacks of other Pokémon. Grass-type Pokémon and Fairy-type Pokémon cannot pass by this Pokémon by means of effects of their Abilities. When this Pokémon is on the field, the abilities of poisoned and noxious Grass-type Pokémon and Fairy-type Pokémon cease providing the capability to pass by other Pokémon	
Poisonous Evolution	If this Pokémon makes its battle opponent poisoned or noxious, it may evolve	
Pom-Pom	When this Pokémon is on the field, your Electric-type Pokémon deal +1 damage for each Electric-type Pokémon on the field	
Power Construct	If your Pokémon filleither your P.C. or your opponent's P.C., this Pokémon may change its form to Zygarde Complete Forme without moving to the P.C. when it is knocked out by damage in battle	
Power Draw	When this Pokémon is on the field, your other Pokémon deal +1 damage	
Power Spot	If this Pokémon is at an entry point, this Pokémon deals +30 damage	
Pressure	When this Pokémon is on the field, Wait lasts 1 turn longer for opposing Pokémon when you cause them to gain Wait	
Prey Scent	If an opponent's Pokémon has a special condition, this Pokémon gains +1 MP	
Primal Rage	If the opponent has Groudon, Kyogre or Rayquaza on the field, this Pokémon does +20 damage	
Primordial Sea	While this Pokémon is on the field, Ultra Beasts do not move from the Ultra Space to the field by the effects of Abilities or Attacks. When this Pokémon is knocked out in battle, it may go back to being Kyogre without moving to the P.C.	
Prism Armor	Ultra Beast. In this Pokémon's first battle after moving to the field, its battle opponent's Gold Attacks become White Attacks. If this Pokémon is not affected by a	










	special condition, any effects of the battle opponent's Ability that increase or decrease Attack damage are nullified	
Prism Armor: Dawn	Ultra Beast. When this Pokémon appears with its form changed, it may attach a Photon marker to an opposing Pokémon within X+1 steps, where X is the number of Pokémon in the Ultra Space. In this Pokémon's first battle after moving to the field, its battle opponent's Gold Attacks become White Attacks. This Pokémon can MP move through other Pokémon on the field. When this Pokémon is knocked out in battle, it may change its form to Necrozma without moving to the P.C. If it does and any of your Lunala are in the Ultra Space, move on of them to the bench.	
Prism Armor: Dusk	Ultra Beast. When this Pokémon appears with its form changed, it may attach a Photon marker to an opposing Pokémon within X+1 steps, where X is the number of Pokémon in the Ultra Space. In this Pokémon's first battle after moving to the field, its battle opponent's Gold Attacks become White Attacks. The battle opponent's Attacks cannot attach markers to this Pokémon. When this Pokémon is knocked out in battle, it may change its form to Necrozma without moving to the P.C. If it does and any of your Solgaleo are in the Ultra Space, move on of them to the bench.	
Proactive	In battles on your turn, this Pokémon deals +20 damage.	
Psychic Amplifier	If this Pokémon is using the Twisted Spoon plate, it can attack Pokémon that are 2 steps away. While it does, this Pokémon's attacks have Range 2	
Psychic Arrow	This Pokémon can MP move through your Pokémon and opposing Fighting-type and Poison-type Pokémon. If there are opposing Pokémon on all entry points, this Pokémon gains +1 MP	
Psychic Net	You may redo battle spins up to the number of your other Reuniclus on the field.	
Psychic Sensor	Psychic-type Pokémon have their in-battle effects of their abilities nullified.	
Psychic Surge	This ability is only valid on your turn. This Pokémon can MP-Move past non-Fairy-type Pokémon on the field. When this Pokémon is on the field, your Psychic-type Pokémon gain +1 ☆. (This effect is not cumulative.) The Gold Attacks of Pokémon within 2 steps of this Pokémon become White Attacks.	

Pulsar Venom	Ultra Beast. When this Pokémon moves to the field, or appears as an Evolution, it excludes each player's used plates from the duel. After its first battle since moving to the field, it poisons its battle opponent and each Pokémon that has a special condition	
Purification	When this Pokémon moves from the bench to the field, remove any special conditions and Curse markers from all the Pokémon you have in the duel	
Purity Veil	Your opponent's Dark-type Pokémon will do -20 damage	
Queenly Majesty	All Gold Attacks of opposing Pokémon adjacent to this Pokémon become misses	
RKS System	This Pokémon may MP move over non-Flying-type Pokémon on the field. When this Pokémon moves to the field or appears as an Evolution, choose one Pokémon on the field. While this Pokémon is on the field, its type becomes the type of the chosen Pokémon. This Pokémon cannot be surrounded by Ultra Beasts. This Pokémon is not moved to the Ultra Space by the Attack effects of opposing Pokémon	
Raging Wind	This Pokémon may MP move past other Pokmon on the field. While this Pokémon is on the field, the Gold attacks of Burned opposing Pokémon become Misses. Opposing Pokémon adjacent to this Pokémon cannot change forms with an Ability	
Raid	Instead of using an MP move, this Pokémon can move to within 3 spaces of an opponent's Pokémon	
Rally	This Pokémon's Ember gains +20 damage for each of your Pokémon in the P.C.	
Rampager	This Pokémon may MP move through other Pokémon on the field. Pokémon that are knocked out by the attacks of this Pokémon are temporarily excluded from the duel and can move to their P.C. after 5 turns	
Rapid Approach	All the Blue Attacks of this Pokémon's battle opponents become misses	
Rapid Evolution	When this Pokémon faints in battle, you can evolve it without sending it to the P.C.	
Reckless Charge	This Pokémon can move up to 2 steps in a straight line	



	this Pokémon may route move to a point 1-4 steps away in a straight line instead of an MP move. If it does, this Pokémon counts as having already battled. Your turn ends	
Sacred Fencer	This Ability is only valid on your turn. When this Pokémon is on the field, Sword of Justice from your Pokémon deals +30 damage. The battle opponent of those Pokémon cannot move by effects other than the Attack effects of those Pokémon until the end of battle	
Sand Blizzard	Your opponent's Fly Away effects are nullified. When this Pokémon is on the field and has evolved, the Soar effects of Pokémon on the field are nullified	
Sand Veil	If this Pokémon is to be attacked, it may slip past the attacking Pokémon	
Sap Sipper	If the battle opponent is a Grass-type Pokémon, this Pokémon is not knocked out in battle.	
Scarlet Bladewings	Pokémon that this Pokémon moves over using Fly are knocked out. Your Dragon-type Pokémon deal +10 damage and your Flying-type Pokémon deal +10 damage	
Scrappy	This Pokémon cannot be knocked out if it's not affected by a special condition and its battle opponent is a Ghost-type Pokémon	
Sensu	This Pokémon can MP move through other Pokémon on the field. When this Pokémon is on the field, your Ghost-type Pokémon deal +1 damage for each Ghost-type Pokémon on the field	
Sentry	This Pokémon can MP move over opposing non-Flying-type Pokémon on the field. When this Pokémon surrounds an opposing Pokémon, if there are three or more opposing Pokémon on the field with the same name as the surrounded Pokémon, the surrounded Pokémon is excluded from the duel	
Serene Light	When this Pokémon is knocked out, all Pokémon in your P.C. are moved to the bench (this Pokémon excluded).	
Shadow Shield	The battle opponent of this Pokémon cannot move by effects other than the Attacks of this Pokémon until the end of battle. If this Pokémon is not affected by a special condition, halve the Attack damage dealt to this Pokémon by the battle opponent. This Pokémon can move through other Pokémon on the field	
Shed Skin	This Pokémon will recover from any status effect at the start of your turn, and the turn will end	


Shell Armor	This Pokémon is not knocked out by the knockout-causing Attack effects of opponents	
Shelter	This Pokémon and your Pokémon next to it will be protected from instant knock out effects of Attacks. The 3 Pokémon limit does not apply to this Pokémon in your deck	
Slime Barrier	This Pokémon negates status effects for your opponent's White Attacks	
Slime Touch	At the start of your turn, instead of an MP move, this Pokémon may attach a Slime marker to one of your adjacent Pokémon. If it does, your turn ends. The Ability of a Pokémon that has that marker becomes Slime Barrier (any effects of its battle opponent's White attacks that would give this Pokémon a special condition are nullified), and the effects of its original Ability are nullified.	
Slippery	Just once, before this Pokémon would be surrounded, it may switch places with an adjacent Pokémon	
Slow Start	This Pokémon gets +1 MP for each species of Regirock, Regice and Registeel on the field. This Pokémon cannot be moved by plates, Abilities or other Pokémon's attacks	
Sneaky Steps	If there are no opposing Pokémon within two steps of this Pokémon, this Pokémon has MP 3 while on the field	
Snow Cloak	If this Pokémon is attacked, it may move under the attacking Pokémon to a point next to it. (A battle does not occur.) This Pokémon can MP move past Ice-type Pokémon on the field	
Snowy Transformation	At the start of your turn, instead of an MP move, if this Pokémon is on the field, it may switch with a frozen Pokémon, or if this Pokémon is on the bench, it may switch with one of your frozen Pokémon. If it does, your turn ends	
Soar	This Pokémon can fly over Pokémon that don't have Soar using an MP Move	
Soar: Aerodactyl	Restored Pokémon. This Pokémon may MP move over Pokémon on the field that don't have Soar.	
Sonic Blast	When this Pokémon moves from the bench to the field, remove Wait from all your Pokémon on the field.	
Sonic Tyranny	This Pokémon can MP move under other Pokémon. If this Pokémon is attacked, it may move under the attacking Pokémon to a point next	

	to it. (A battle does not occur) If it does, that Pokémon becomes burned. All Blue Attacks of this Pokémon's battle opponents become Misses. Your Dragon-type and Ground-type Pokémon each deal +10 damage	
Soul Burner	If this Pokémon is knocked out, knock out opposing Pokémon that have a Branded marker. This Pokémon can MP move through other Pokémon on the field	
Soul-Heart	This Pokémon deals +10 damage for each time one of your Pokémon has been knocked out. This Pokémon can remove Curse markers and Cracked markers by tagging	
Space Distortion	If there are other Pokémon on your bench, this Pokémon cannot enter the field using an MP move. This Pokémon is not knocked out in battle-if it would be, it moves to the bench instead.	
Spaceborn	Ultra Beast. When this Pokémon is on the field, at the start of your turn, your Ultra Beasts on the field are treated as though they have newly moved to the field (any special conditions and markers remain). Until it engages in its first battle after moving to the field, at the start of your turn, this Pokémon may move to a point three steps away instead of using an MP move (this ends your turn)	
Spark Noise	When this Pokémon moves from the bench to the field, the Pokémon on the opponent's bench spin. Pokémon that spin a Purple Attack gain wait	
Special Delivery	When this Pokémon is knocked out, you may move one of your Pokémon that has been excluded from the duel to the bench. This Pokémon is excluded from the duel (without moving to the P.C.).	
Speed Booster	When this Pokémon evolves, it will gain +1 MP	
Speed Booster: Omaster	Restored Pokémon. If this Pokémon is evolved, it has MP +1. When this Pokémon is excluded from the duel, it returns to its previous Evolution, if possible	
Spellbind	While this Pokémon is on the field, the Sleep Condition is not removed by the effects of other abilities	
Spicy Scent	This Pokémon gains +20 damage in battles in your turn	
Spinning Pattern	This Pokémon's spin will miss by two segments in a clockwise direction	



Spiteful Maze	This Pokémon can MP move through other Pokémon on the field. The Gold Attacks of this Pokémon's battle opponents become White Attacks. This Pokémon deals +10 damage for each of your Banette and Shuppet that have been knocked out during the duel. Your Ghost-type Pokémon deal +20 damage	
Spontaneous Evolution	Whenever this Pokémon moves from the P.C. to the bench, it can evolve.	
Sprinkler	If this Pokémon is on the field and is not affected by a special condition, your Water-type Pokémon can MP move through other Water-type Pokémon	
Stance Change: B	This Pokémon can only be set as a form in a deck. At the start of your turn, this Pokémon may change its form to Shield Forme. On the turn this Pokémon appears with its form changed, this Pokémon's MP is 2, and it can attack Pokémon that are 2 steps away (when it does, this Pokémon's Attacks have Range 2). Your Pokémon on the field may MP move through this Pokémon. When this Pokémon leaves the field, its form changes to Shield Forme	
Stance Change: S	This Pokémon may MP move through other Pokémon on the field. Before using this Pokémon, you may change its form to Blade Forme	
Static	Opposing Pokémon that battle this Pokémon will be paralyzed after the battle	
Steel Breaker	If a battle opponent of this Pokémon spins an Attack of 130 or more damage, attach a Cracked marker to the battle opponent.	
Stench	Opposing Grass-type and Fairy-type Pokémon within 2 steps of this Pokémon have MP-1	
Step Work	This Pokémon can move over non-Flying-type Pokémon on the field using MP moves.	
Sticky Web	Other Pokémon cannot use Fly Away to pass over this Pokémon	
Still	This Pokémon cannot be moved by other Pokémon's Attacks (except Sweet Scent). This Pokémon can't be affected by any conditions other than Sleep	
Stormbringer's Mischief	This Pokémon cannot win you the duel by moving to the goal point. This Pokémon may MP move through other Pokémon on the field. While this Pokémon is on the field, paralyzed Pokémon deal +30 damage.	

Stormy Anger	This Pokémon may MP move through other Pokémon on the field. Opposing Pokémon that have MP moved next to this Pokémon on this turn cannot attack. If this Pokémon is on the field, all purple attacks of opposing paralyzed Pokémon become misses	
Streamlined Finish	When this Pokémon is on the field, the effect of its Abilities that decrease damage that your Dragon-type and Psychic-type Pokémon deal, and the effects of abilities that increase damage that battle opponents of your Dragon-type and Psychic-type Pokémon deal, are nullified. Your Dragon-type and Psychic-type Pokémon each deal +10 damage	
Streamlined Mirage	When this Pokémon is on the field, the Gold Attacks of battle opponents of your Dragon-type and Psychic-type Pokémon become White Attacks. Your Dragon-type and Psychic-type Pokémon each deal +10 damage.	
Strong Breeze	Before using this Pokémon, you can switch its position with another one of your own Pokémon in an adjacent space.	
Sturdy	If this Pokémon is not affected by a Special Condition, it is not knocked out by knockout-causing Attack effects	
Superjammer	When this Pokémon moves from the bench to the field, or when this Pokémon appears as an Evolution, the Abilities of opposing Pokémon that have a cracked marker are lost while those Pokémon are on the field. Your Psychic-type and Steel-type Pokémon each deal +10 damage	
Supersonic Speed	If this Pokémon has evolved, all the Gold Attacks of battle opponents of this Pokémon become White Attacks	
Surprise	Ultra Beast. Until this Pokémon engages in its first battle after moving to the field, the Purple Attacks of your Fire-type Pokémon gain +1 ☆. If this Pokémon knocks out its battle opponent with one of its Attacks, the opponent's Z-Move gauge is reduced by half its max value. This Pokémon can MP move through other Pokémon on the field	
Surprise Back	When attacked, you can move this Pokémon back two steps without battling. It gains Wait.	
Surprise Strike	If there is an opponent's Pokémon on your entry point, and this Pokémon is on the bench, at the beginning of your turn, this Pokémon can move next to that Pokémon and battle. After the battle, if this Pokémon is not knocked out, move it to your bench	
Survive	This Pokémon cannot be	

	excluded from the duel (aside from movement to the Ultra Space)	
Swarm	Instead of an MP move, this Pokémon may move on of your Ledian or Ledyba on the field next to itself. If there are no opposing Pokémon at any of your entry points, you may move one of your Ledian or Ledyba on the bench next to this Pokémon. In either case, your turn ends	
Swift Swim	If there is an adjacent Water-type Pokémon, this Pokémon gains +1MP	
Synchronize	When this Pokémon becomes poisoned, noxious, paralyzed, burned etc. by an Attack, the Pokémon that caused the condition will also become it.	
Team Fight	If there is an adjacent Durant, this Pokémon's White Attacks become Gold Attacks. While this Pokémon is on the field, it can move over other Durant. The 3-Pokémon limit does not apply to this Pokémon in your deck	
Team Play	This Pokémon deals +20 damage for each friendly Sneasel on the field	
Tectonic Tunnel	Your Steel-type and Ground-type Pokémon each deal +10 damage. This Pokémon cannot be surrounded by your opponent's Pokémon. At the start of your turn, instead of an MP move, this Pokémon may move through an adjacent Pokémon to a point 1-2 steps away from that Pokémon. Your turn ends.	
Teravolt	This Pokémon can only be set as a form in the deck. The effects of Abilities of the battle opponent that increase or decrease Attack damage are nullified. This Pokémon can MP move over other Pokémon. When this Pokémon is knocked out, it can change form to Kyurem without moving to the P.C.. If it does, and there are any of your Zekrom that have been excluded from the duel, move one of the Zekrom to the bench	
Territoriality	While this Pokémon is on the bnch, it gains +1 MP. Your opponent's Pokémon cannot pass by this Pokémon with an MP move. Any opposing Pokémon that has used an MP move to move next to this Pokémon must attack it on that turn.	
Thankfulness	This Pokémon can MP move over non-Flying-type Pokémon on the field. While this Pokémon is on the field, MP1 or lower Pokémon on your bench, and MP1 or lower Pokémon within 2 steps of this Pokémon gain +1 MP	

Thermostat	If this Pokémon is on the field and is not affected by a special condition, your Fire-type Pokémon take 30 less damage from the Attacks of Fire-type battle opponents. This effect does not stack	
Thicket Slip	This Pokémon can MP Move past Grass-type Pokémon on the field	
Thunder Rush	This Pokémon can MP Move past Paralyzed Pokémon.	
Thunder Spear	It can MP move through your Pokémon and through opposing Water-type Pokémon and Flying-type Pokémon. If there are opposing Pokémon on all of your entry points, this Pokémon gets +1MP	
Time Distortion	If there are other Pokémon on your bench, this Pokémon cannot enter the field using an MP move. This Pokémon is not knocked out in battle-if it would be, it moves to the bench instead.	
Time Travel	If this Pokémon is not affected by a special condition, it can MP move over opposing non-Flying-type Pokémon on the field. You may use this Ability at the start of your turn. If you do, return the duel to the start of your previous turn and exclude this Pokémon from the duel. Neither player's remaining time changes. Until the end of your opponent's next turn, neither player can use Time Travel.	
Trainee	This Pokémon gains Wait 10 at the start of the duel. When this Pokémon faints in battle, you can evolve it without sending it to the P.C.. If you do, move 1 of the Pokémon in your PC to the bench	
Transcendant Helix	This Pokémon cannot be moved by the Attacks of other Pokémon. When this Pokémon battles, this Pokémon's number of Mega Evolution turns increases by 2. Your Psychic-type Pokémon deal +20 damage	
Truant	This Pokémon cannot attack in the same turn as it made an MP move	
Tunnel Construction A	When this Pokémon moves from the bench, it may move to a point 1 step away from an entry point. If it does, your turn ends.	
Tunnel Construction B	At the start of your turn, instead of an MP move, you may move this Pokémon to a point 2 steps away. Your turn ends.	
Turboblaze	This Pokémon can only be set as a form in the deck. The effects of Abilities of the battle opponent that increase or decrease Attack damage are nullified. This Pokémon	

	can MP move over other Pokémon. When this Pokémon is knocked out, it can change form to Kyurem without moving to the P.C.. If it does, and there are any of your Reshiram that have been excluded from the duel, move one of the Reshiram to the bench	
Two-Sword Strike	This Pokémon can attack Pokémon that are 2 steps away. While it does, your Pokémon's Attacks have Range 2. Your Psychic-type and Fighting-type Pokémon deal +10 damage	
Ultra Pump Up	Until it engages in its first battle after moving to the field, at the start of your turn this Pokémon may move to a point by moving over an adjacent Pokémon instead of using an MP move. Your turn ends. This Pokémon deals +29 Attack damage for each Pokémon in the Ultra Space	
Ultra Sprint	In this Pokémon's first battle after moving to the field, any effects of the battle opponent's Ability that increase or decrease damage are nullified. This Pokémon gets +1 MP for each Pokémon in the Ultra Space (to a maximum of MP4)	
Ultra Stack	Ultra Beast. Until the end of this Pokémon's first battle after moving to the field, the Blue Attacks of your Steel-type Pokémon are not lost from the effects of Abilities or Z-Moves. The added damage and number of persistent turns of Attack effects of this Pokémon are additively increased for each Pokémon in the Ultra Space	
Upside-Down Evolution	Whenever this Pokémon moves from a P.C. to the bench, it can evolve.	
Vibrating Sound	Your opponent's Pokémon cannot pass next to this Pokémon using an MP move. If the Pokémon your opponent moved last turn is next to this Pokémon, it cannot attack.	
Victory Star	If this Pokémon is not affected by a special condition, it may MP move over opposing non-Flying-type Pokémon on the field. This Pokémon may respin just once in battles on your turn	
Volt Swap	Before using this Pokémon from the bench, you may have it switch places with one of your paralyzed Electric-type Pokémon on the field. When it does, any opposing Pokémon on your entry points become paralyzed	
Voltage Zone	If this Pokémon is on the field, opposing Pokémon become paralyzed when they move to the field. While this Pokémon is on the field, opposing paralyzed Pokémon have MP-1. Your Electric-type	

	Pokémon each deal +20 damage	
Wall-Climb	While on the bench, this Pokémon can MP move over non-Ghost-type Pokémon	
Water Arrow	It can MP move through your Pokémon and through opposing Fire-type Pokémon and Ground-type Pokémon. If there are opposing Pokémon on all of your entry points, this Pokémon gets +1MP	
Water Weed	Your Bug-type Pokémon can move over this Pokémon when using an MP Move	
Whims of the Wind	This Pokémon cannot win you the duel by moving to the goal point but can MP move through other Pokémon on the field. While this Pokémon is on the field, burned Pokémon have MP=1 to a maximum MP of 4	
White Noise	When this Pokémon moves to the field, the effects of Energy plates are lost and they count as having been used. In its first battle after moving to the field, all of this Pokémon's White Attacks become Gold	
Whiteout	Opposing Flying-type Pokémon and Dragon-type Pokémon within 2 steps of this Pokémon have MP-1	
Wily Jaws	Plates cannot be used on opposing Pokémon next to this Pokémon. Opposing Pokémon next to this Pokémon cannot be moved by the Abilities or Attacks of opposing Pokémon. This Pokémon cannot be moved by the Attacks of its battle opponent. Your Steel-type and Fairy-type Pokémon each deal +10 damage	
Winged Terror	Restored Pokémon. If this Pokémon is not affected by a special condition, it may MP move over Pokémon on the field that don't have Soar. Opposing Pokémon that are not Ghost- or Ground-type Pokémon cannot MP move through this Pokémon using the effect of an ability. Your Rock-type and Flying-type Pokémon each deal +10 damage	