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Pokémon Rumble
Mystery Dungeon: Blazing, Stormy & Light Adventure Squad
PokéPark Wii - Pikachu's Adventure
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Mystery Dungeon - Explorers of Time & Darkness
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will allow for you to remove some Miss chances and increase your most powerful attacks.

Even if you lose, you will get experience.

You can also level up by fusing various figures in the deck option. You will lose the side figures that are selected for this. When you have selected the figures that you want to fuse, you can then spend coins in order to fuse them. The experience gained for the main figure is equal to that of all the experience from each figure added together.

Each Pokémon has only 5 levels, giving an addition of +4 bringing the total move spaces up to 100.

As of Version 4, a new update called Carmonite became available. This allowed you to get your Pokémon up to Level 10. It can only be used once the figure is Level 5. With that, you can then increase other moves widths while decreasing others



Levelling Up - Chain Level

As of Version 1.2.1, when you fuse with the same figure, it'll increase a new level bar known as the Chain Level. This allows for you to combine figures of the same species to boost the level and the amount you need to increase changes depending on the figures rarity
EX - 1
R - 3
UC - 9
C - 30

This can also be done by using the Cube items.

When your Chain Level increases, you gain the ability to increase the power of a move by 1 point meaning a move that was 40 can now be 41, allowing for your figure to have an advantage over others of the same figure. The amount of Carmonite for each level is different depending upon the rarity of the figure

- UX - 50
- EX - 40
- R - 30
- UC - 20
- C - 10

Energy & Match Costs

Single Player

As the game is free to play it has an Energy Gauge. This gauge increases over time by 1 point for every 2 minutes. Each stage you play in the game costs a certain amount of energy to play. This energy is depleted when you go into the match and they cannot be played if you do not have the required energy

Online

To play the ranked matches, you need to have special Lounge Tickets to play. For each match, you have to use one Lounge Ticket. These are obtained through the story mode as well as in Check-in Bonuses each day. This was removed in Version 2

Evolution

Evolution is a feature introduced in Version 2 of the game. When you get a figure that evolves from another, you have the ability to attach that figure to the previous evolution when selecting the Pokémon in the deck. When the Pokémon defeats a Pokémon in battle, it gains the ability to evolve. The evolved figure takes the new details of the figure, but adds 10 to the damage and ☆ to each of the moves, making it more powerful than a standard figure of its species. This can make your Pokémon even more powerful than before.

Some Pokémon can evolve more than once, giving you a variety of options for your Pokémon.



- 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
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Trainer Cards
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English Sets
-Hidden Fates
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-Unbroken Bonds
-Detective Pikachu
-Team Up
-Lost Thunder
-Dragon Majesty
-Celestial Storm
-Forbidden Light
-Ultra Prism
-Shining Legends
-Crimson Invasion
-Burning Shadows
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-Miracle Twin
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-Double Blaze
-Full Metal Wall
-Night Unison
-Tag Bolt
-GX Ultra Shiny
-Pokémon VS
Japanese Promos
-SM Promos
-XY Promos

Mega Evolution

Mega Evolution is a feature introduced in Version 5 of the game. When you get a figure that is a Mega Evolution of another, you can equip it in the deck and you'll receive a special plate to Mega Evolve the Pokémon. When a Pokémon is Mega Evolved, it will remain Mega Evolved for 7 turns. They typically have more power and have an effect that affects your entire team of figures.

You can only Mega Evolve 1 Pokémon per game.

Z-Moves

Z-Moves are a feature introduced in Version 7 of the game. As you make moves through the game, you power up your Z-Move gauge. When it's full, you have the ability to activate the Z-Move on any Pokémon you have in play. The Z-Move will be able to be selected based on the Pokémon's type, with each Z-Move having a different effect. If it's a White Attack, the power is double the highest power of the figure's strongest move.

| Type | Name | Colour | Effect |
|----------|------------------------|---------------|---|
| Normal | Breakneck Blitz | White Z-Move | Pokémon knocked out by this Attack's damage are temporarily excluded from the duel, returning to the bench 7 turns later. |
| Fighting | All-Out Pummeling | White Z-Move | Attaches a Cracked marker to opposing Pokémon in a straight line directly behind the battle opponent |
| Flying | Supersonic Skystrike | White Z-Move | Any Pokémon adjacent to the battle opponent other than this Pokémon spin. Those that spin White Attacks move to the bench. This Pokémon gains Wait 3. |
| Poison | Acid Downpour | White Z-Move | All opposing Pokémon on the field spin. Those that spin White Attacks become Poisoned. |
| Ground | Tectonic Rage | Purple Z-Move | Knocks out the battle opponent |
| Rock | Continental Crush | Purple Z-Move | The battle opponent and opposing Pokémon adjacent to the battle opponent gain Wait 9 |
| Bug | Savage Spin-Out | White Z-Move | Attaches a MP-2 marker to opposing Pokémon within 2 steps. |
| Ghost | Never-Ending Nightmare | White Z-Move | All opposing Pokémon on the field spin. Those that spin White Attacks get an MP-1 marker. |
| Steel | Corkscrew Crash | White Z-Move | If the battle opponent is knocked out, then after the battle, this Pokémon moves to a point 2 steps away |
| Fire | Inferno Overdrive | White Z-Move | The battle opponent and the Pokémon in a straight line directly behind it become burned. |
| Water | Hydro Vortex | White Z-Move | The battle opponent and opposing Pokémon within 2 steps of it become confused. |
| Grass | Bloom Doom | White Z-Move | Removes all special conditions from your Pokémon |
| Electric | Gigavolt Havoc | White Z-Move | The battle opponent and a succession of Pokémon adjacent to the battle opponent (other than this Pokémon) become paralyzed |
| Psychic | Shattered Psyche | White Z-Move | If this Pokémon is on the field, this Pokémon moves to a point 3 steps away after battle |
| Ice | Subzero Slammer | White Z-Move | An opposing Pokémonwithin 2 steps becomes frozen |
| Dragon | Devastating Drake | Purple Z-Move | A Pokémon on the field spins. If it spins a Miss or a White Attack of 120 damage or more, it is knocked out |



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|---|-------|--------------------|---------------|---|--|
| | Dark | Black Hole Eclipse | White Z-Move | Reduces the opponetn\'s Z-Move gauge by two thirds of its max value | |
| | Fairy | Twinkle Tackle | Purple Z-Move | Moves the battle opponent to the bench | |
| Certain other figures also have their own unique Z-Moves. | | | | | |