

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

### Serebii net

News Archived news Red/Blue Pokédex Gold/Silver Pokédex Ruby/Sapphire Pokédex Diamond/Pearl Pokédex Black/White Pokédex X & Y Pokédex Sun & Moon Pokédex Sun & Moon Poké 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 Abilitydex Spin-Off Pokédex

Spin-Off Pokédex DP Spin-Off Pokédex BW ardex inematic Pokédex Game Mechanics Sun/Moon IV Calc. Pokémon of the Week 7th Gen 6th Gen orums Discord Chat

Current & Upcoming Events Event Database 8th Generation Pokémon

### Anime

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

## Video Games

GBA Video Listinas

en VIII Sword & Shield Pokémon HOME okémon Masters Sun & Moon Ultra Sun & Ultra Moon et's Go, Pikachu! & Let's Go, Eevee! Pokémon GO Pokémon: Magikarp Jump Pokémon Rumble Rush Pokkén Tournament DX 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 okémon Pokémon Shuffle
Pokémon Rumble World
Pokémon Super Mystery Dungeor
Pokémon Picross
Detective Pikachu
Pokkén Tournament
Pokémon Duel
Smash Bros for 3DS/Wii U
Nintendo Badge Arcade
Gen V Pokémon Shuffle

Gen V Black & White Black 2 & White 2 Pokémon Dream Radar Pokémon Tretta Lab Pokémon Rumble U Pokémon Rumble U Mystery Dungeon: Gates to Infinity Pokémon Conquest Pokéfark 2: Wonders Beyond Pokémon Rumble Blast Pokédex 3D Pokédex 3D Pro Learn With Pokémon: Typing earn With Pokémon: Typing Adventure TCG How to Play DS

Pokédex for iOS Gen IV iamond & Pearl As Pokémon Duel is a new game, there are a number of special mechanics created for this game. This page will detail everything about these mechanics.

### The Board

The bulk of the game takes place on the board. To start off, the starting player is chosen at random. The first player makes the decision to move their pieces. There are two portals from which Pokémon can be spawned on each player's side. If a piece is on top of a portal, the player cannot use it to put a Pokémon on the field. The idea of the game is to either have one of your pieces reach the goal spot on the opponent's side, or to remove all the opponent's pieces from the board and prevent them from putting on new pieces. You have a limit of 300 turns per match.

Each player starts with 6 Pokémon, but as they are defeated, they will go into the backup. You can only have two Pokémon in the backup area at any one time. If another is to go in, then one is sent back to your bench and can be used in gameplay again.

Each Pokémon piece can move a set amount of spaces from 1 to 3 depending on the piece. This can be reduced, however, by special effects from an opponent's attack such as String Shot. You can move one piece per turn.

When it's your turn, you can tap each piece and see how far they can travel and what they can do. You can only attack if your piece is adjacent to the opponent's piece

If you are unsure how to move, you can let the computer take your move for you, making the most logical course of action.

### Combat

Combat is guite simple in this game. Each Pokémon piece has got a wheel of moves that it can do. When combat is activated, both players spin their wheel and wherever it stops, that's the attack that is activated. Whichever attack happens depends on the

White Attacks: These are your standard damaging attacks and are ones that can remove Pokémon from a board. Each has got set damage total, while some have special effects such as allowing for rerolling for multiplication of damage and so forth. The player with the highest value at the end wins. If both players have the same value, then it's a draw and both remain on the board.

Purple Attacks: These attacks have priority over the standard attacks. These attacks offer special effects such as poisoning the opponent, slowing them and so forth. The priority depends on how many stars the attack has. If both players land on Purple, then whoever has the highest amount of stars has their attack activate

Blue Attacks: These are the defensive attacks such as Protect and Dodge. They win against all other kind of attacks.

Gold Attacks: Priority moves. Goes before Purple attacks

Miss: The red option is Miss. If it lands on this, then the opponent's attack will win out.

There are various Support cards that can be used to augment these attacks

# あくうせつだん

# **Status Conditions**

Like the main games, there are a numer of status afflictions that can afflict your pieces and your opponent's pieces. These can be afflicted through Purple moves, or by special effects of White moves. The conditions are as follows

Confusion: Your Pokémon's move is rotated away one move from where it lands in

Poison: The damage of moves is reduced by 20

Noxious: The damage of moves is reduced by 40

Paralysis: At the start of each combat round, the smallest of the Pokémon's White, Blue, urple or Gold move turns into a Miss.

Sleep: The Pokémon cannot move or make an attack. It can be woken up by an adiacent

Frozen: The Pokémon cannot take actions and their attacks miss. They can move.

Freeze is cleared after a battle regardless of the outcome Burn: The Pokémon's smallest White, Blue, Purple or Gold move turns into a miss

Damage inflicted is reduced by 10 Wait: The Pokémon is unable to make any actions or movement

Curse: When the Pokémon is defeated, it is removed from the duel

There are various Support cards that can be used to heal these conditions.



### Custom Search Search

Came Names

okémon Duel okémon Comaster

Android

Console

Information Pre-Release Screenshots

Pokémon Figure Listings Pokémon Abilities Listings Pokémon Abilities List Plate Listings Quest Mode Carmonte Island -Location Listings League Details Gameplay Mechanics

Items

Shop & Microtransactions Events & Updates Carnival Events Sym Events Patches & Updates



HERO Board Gan

Japan: April 12th 2016 International: January 2 ary 24th 2017 iOS Japan: April 19th 2016

al: January 24th 2017

Platinum Platinin 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 Pokémon Ranger: Shadows of Almia Mystery Dungeon - Explorers of Time & Darkness My Pokémon Ranch Pokémon Battrio Smash Bros Brawl Gen III Ruby & Sapphire Eire Red & Leaf Green Fire Red & Leaf Green merald Pokémon Colosseum Pokémon XD: Gale of Darkness Pokémon Dash Pokémon Channel Pokémon Box: RS Pokémon Pinball RS Pokémon Prindil RS Pokémon Ranger Mystery Dungeon Red & Blue PokémonTrozei Pikachu DS Tech Demo PokéPark Fishing Rally The E-Reader PokéMate Gen II Gold/Silver Crystal Pokémon Stadium 2 Pokémon Stadium 2 Pokémon Puzzle Challenge Pokémon Mini Super Smash Bros. Melee **Gen I** Red, Blue & Green

Manga

General Information MangaDex Character BIOs etailed BIOs Chapter Guides Volume Guides RBG Series Yellow Series GSC Series RS Series S Series RLG Series Emerald Series DP Series Platinum Series HGSS Series B2W2 Series XY Series ORAS Series

Yellow

Pokémon Puzzle League

Pokémon Stadium (Japanese) Pokémon Stadium

Miscellaneous
Game Mechanics
Video Game Championships
In Other Games
Virtual Console
Special Edition Consoles

Pokémon 3DS Themes Smartphone & Tablet Apps

Virtual Pets

amiibo

Pokémon Trading Card Game GB Super Smash Bros.

Pokémon Snap

Pokémon Pinball

# Movies

Anime The Origin of Mewtwo Newtwo Strikes Back The Power of One nell Of The Unown 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 Rise of Darkrai! Giratina & The Sky Warrior! Arceus and the Jewel of Life oroark - Master of Illusions Black: Victini & Reshiram

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 Destruction Hoopa & The Clash of Ages

Volcanion and the Mechanical /arvel Pokémon I Choose You! Pokémon The Power of Us Mewtwo Strikes Back Evolution Live Action

okémon's Detective Pikachu Cinematic Pokédex Live Action Character Biographies

Pikachu's Summer Vacation Pikachu's Rescue Adventure Gotta Dance!! Pikachu's Summer Festival! will allow for you to remove some Miss chances and increase your most powerful

ven 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

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

EX- 1

**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

R - 30 UC - 20

# Lv5 1/9 24 Thunder Shock 41 101 41 Thunder Shock

Data

LOL

ID 52 Pikachu

ID 87 アチヤモ

# **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 attle, it gains the ability to evolve. The evolved figure takes the new details of the figure, out 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

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

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

### Trading Cards

Cardex
Extra Pokémon Types
Trainer Cards
Energy Cards
Altemate 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
-BW Series
-BW Series
-BW Series
-EX Series
-Neo/eSeries
-First Gen Series
-EX Series
-Moon
-Swap Promos
-SM Promos
-SM Promos
-SM Promos
-BW 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.

d out by this Attack\'s damage are ded from the duel, returning to the er.
ed marker to opposing Pokémon in a tly behind the battle opponent
jacent to the battle opponent other than in. Those that spin White Attacks move s Pokémon gains Wait 3.
émon on the field spin. Those that spin come Poisoned.
attle opponent
ent and opposing Pokémon adjacent to ent gain Wait 9
marker to opposing Pokémon within 2
émon on the field spin. Those that spin t an MP-1 marker.
nent is knocked out, then after the non moves to a point 2 steps away
ent and the Pokémon in a straight line become burned.
ent and opposing Pokémon within 2 ne confused.
cial conditions from your Pokémon
ent and a succession of Pokémon attle opponent (other than this ne paralyzed
s on the field, this Pokémon moves to a ay after battle
émonwithin 2 steps becomes frozen
e field spins. If it spins a Miss or a White mage or more, it is knocked out



Dark Black Hole White Reduces the opponetn\'s Z-Move gauge by two thirds of Eclipse Z- its max value

Move

Twinkle 7- Inches 1- Inches 2- Move Moves the battle opponent to the bench Move

Certain other figures also have their own unique Z-Moves.

All Content is ©Copyright of Serebii.net 1999-2019. | Privacy Policy | Manage Cookie Settings Pokémon And All Respective Names are Trademark & © of Nintendo 1996-2019 **Navigation** Back - Forward - Top