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In addition to the Pokémon figures that are used in gameplay, there are also a number of Plates that can be used. Plates are comparable to Trainer cards in the Pokémon Trading Card Game in that they will give you special effects for your Pokémon such as boosting their attack damage or healing them. They are obtained by Trevo, obtained at the end of a stage in the reward wheel, or by purchasing them outright in the shop.

Each plate has got a specific cost and you cannot have the cost of the plates exceed 8 in your deck. Each plate can only be used once per game.

ID No.	Icon	Plate Title	Rarity	Cost	Effect
ID-1		Long Throw	EX EX	2	Move one Pokémon from your bench to one space away from your entry point. Your turn ends.
ID-2		Bright Powder	EX EX	1	Choose one of your Pokémon on the field. For this turn, you can make any battle opponent of this Pokémon spin again once.
ID-3		Recycle	EX EX	2	All Plates from both players except Recycle become usable. Your turn ends.
ID-4		X Sp. Atk	EX EX	1	Choose one of your Pokémon on the field or bench. For this turn, it has ☆+2
ID-5		Max Revive	R R	2	Choose one of your Pokémon in the P.C. Move that Pokémon to the bench. (It will not gain Wait.)
ID-6		Desperate Times	R R	2	Choose one of your Pokémon on the field or bench. For this turn, if that Pokémon spins an attack between 10 and 50 damage, it deals +50 damage
ID-7		Double Chance	R R	1	Choose a Pokémon on the field or bench. (You cannot select unusable Pokémon) For this turn, you can choose to respin once for it.
ID-8		Clear Wait	R R	2	Choose one of your Pokémon on the field or bench. This Pokémon cannot have Wait.
ID-9		Focus Band	R R	2	Select a Pokémon on the Field or on your Bench. This turn, the Pokémon cannot be Knocked Out by attacks.
ID-10		Full Heal	R R	1	Choose one of your Pokémon on the field. Remove all special conditions from that Pokémon. (This excludes Wait.)
ID-11		Scoop Up	UC UC	1	Choose one of your Pokémon on the field. Return it to the bench.
ID-12		X Attack	UC UC	1	Choose one of your Pokémon on the field or bench. For this turn, it deals +30 damage
ID-13		Pokémon Switch	UC UC	1	Choose two of your Pokémon on the field or bench and switch their positions. Your turn ends. (You cannot select two Pokémon from the Bench)
ID-14		Swap Spot	UC UC	1	Switch 1 of your Pokémon with another of your Pokémon on the field
ID-15		X Defend	UC UC	1	Choose one of your Pokémon on the field or bench. For this turn, if its opponent deals 10-100 damage in battle, this Pokémon will not be knocked out
ID-16		No Guard	UC UC	1	Choose one of your Pokémon on the field or bench. For this turn, it can spin again once if it spins a Blue Attack.
ID-17		Quick Care	UC UC	1	Choose one of your Pokémon on the field. If there is space in your P.C., move it there. Your turn ends.
ID-18		Priority Recovery	C C	1	Switch the order of your Pokémon in the P.C. You cannot use this Plate if there are less than 2 Pokémon in the P.C. Your turn ends.
ID-19		Ballast	C C	1	Choose one of your Pokémon on the field. For this turn, it cannot be affected by Whirlwind.
ID-20		Awakening	C C	1	Choose one of your Pokémon on the field. That Pokémon is no longer asleep
ID-21		Paralyz Heal	C C	1	Choose one of your Pokémon on the field. That Pokémon is no longer paralysed
ID-22		Confuse Heal	C C	1	Choose one of your Pokémon on the field. That Pokémon is no longer confusion

## Game Names

Pokémon Duel  
Pokémon Conmaster

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## 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
























































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Pikachu's Summer Festival!

























































				C		Pokémon is knocked out by a Dark-type Pokémon. Your turn ends
ID-26		Flame Power		C	2	Fire-type Pokémon deal +20 damage. This effect lasts until one of your opponent's Pokémon is knocked out by a Fire-type Pokémon. Your turn ends
ID-27		Meadow Power		C	2	Grass-type Pokémon deal +20 damage. This effect lasts until one of your opponent's Pokémon is knocked out by a Grass-type Pokémon. Your turn ends
ID-28		Splash Power		C	2	Water-type Pokémon deal +20 damage. This effect lasts until one of your opponent's Pokémon is knocked out by a Water-type Pokémon. Your turn ends
ID-39		Invisibility Cape		EX	3	Choose one of your Pokémon on the bench. For this turn, it can move through other Pokémon when making an MP move
ID-40		Power Battle		UC	2	Choose on of your Pokémon on the field or bench. For this turn, if this Pokémon or its opponent spins a Purple Attack in battle, they must both spin once again.
ID-41		Hurdle Jump		UC	2	Choose one of your Pokémon on the field and move it over a connected Pokémon. Your turn ends.
ID-42		Mind Power		C	2	Psychic-type Pokémon deal +20 damage. This effect lasts until one of your opponent's Pokémon is knocked out by a Psychic-type Pokémon. Your turn ends
ID-49		Toxic Power		C	2	Poison-type Pokémon deal +20 damage. This effect lasts until one of your opponent's Pokémon is knocked out by a Poison-type Pokémon. Your turn ends
ID-50		Draco Power		C	2	Dragon-type Pokémon deal +20 damage. This effect lasts until one of your opponent's Pokémon is knocked out by a Dragon-type Pokémon. Your turn ends
ID-53		Switcheroo		R	1	Choose one of your Pokémon on the bech. Switch it with one of your Pokémon from your P.C. Your turn ends.
ID-56		Goal Block		R	2	Choose one of your Pokémon on the field and move it to your goal point if it is open. Your turn ends.
ID-57		Clay Power		C	2	Ground-type Pokémon deal +20 damage. This effect lasts until one of your opponent's Pokémon is knocked out by a Ground-type Pokémon. Your turn ends
ID-61		Spooky Power		C	2	Ghost-type Pokémon deal +20 damage. This effect lasts until one of your opponent's Pokémon is knocked out by a Ghost-type Pokémon. Your turn ends
ID-73		Zap Power		C	2	Electric-type Pokémon deal +20 damage. This effect lasts until one of your opponent's Pokémon is knocked out by a Electric-type Pokémon. Your turn ends
ID-80		Ice Heal		C	1	Choose one of your Pokémon on the field. That Pokémon is no longer frozen
ID-90		Burn Heal		C	1	Choose one of your Pokémon on the field. That Pokémon is no longer burned
ID-91		X Speed		R	1	Choose one of your Pokémon on the field or bench. For this turn, one of this Pokémon's White Attacks will be changed to a Gold Attack before battle
ID-303		Force Remove		EX	1	This Plate can be used when you have Pokémon on all of your opponent's entry points. Select one of your Pokémon on the field or bench. If that Pokémon's attack knocks a Pokémon out that turn, it will be eliminated from the duel
ID-304		Counter Attack		EX	1	This plate can be used when you have enemy Pokémon on all of your entry points. Select one of your Pokémon on the field. That Pokémon will have MP + 1 for that turn.
ID-306		X Accuracy		UC	1	Select one of your Pokémon on the field or bench. If the Attack for that Pokémon is a miss that turn, it will shift to the adjacent attack.
ID-312		Burn Drive		UC	1	Select your Genesect from the field or bench. During this turn, if your Pokémon's move lands of Miss, it will shift to the move next to it instead. Also, if the Fainted opposing Pokémon is a Grass-type, Ice-type, Bug-type or Steel-type, the opponent will be removed from the duel.
ID-313		Douse Drive		UC	1	Select your Genesect from the field or bench. During this turn, if your Pokémon's move lands of Miss, it will shift to the move next to it instead. Also, if the Fainted opposing Pokémon is a Fire-type, Ground-type or Rock-type, the opponent will be removed from the duel.
ID-314		Chill Drive		UC	1	Select your Genesect from the field or bench. During this turn, if your Pokémon's move lands of Miss, it will shift to the move next to it instead. Also, if the Fainted opposing Pokémon is a Grass-type, Ground-type, Flying-type or Dragon-type, the opponent will be removed from the duel.
ID-315		Shock Drive		UC	1	Select your Genesect from the field or bench. During this turn, if your Pokémon's move lands of Miss, it will shift to the move next to it instead. Also, if the Fainted opposing Pokémon is a Water-type or Flying-type, the opponent will be removed from the duel.
ID-316		Burn Drive EX		R	1	Select 1 of your Genesect on the fieldor on the bench. During this turn, that Pokémon can re-spin 1 time during battle. Also, if the fainted battle opponent is a Grass-type, Ice-type, Bug-type or Steel-type, the opponent will be excluded from the duel.
ID-317		Douse Drive EX		R	1	Select 1 of your Genesect on the fieldor on the bench. During this turn, that Pokémon can re-spin 1 time during battle. Also, if the fainted battle opponent is a Fire-type, Ground-type or Rock-type, the opponent will be excluded from the duel.
ID-318		Chill Drive EX		R	1	Select 1 of your Genesect on the fieldor on the bench. During this turn, that Pokémon can re-spin 1 time during battle. Also, if the fainted battle opponent is a Grass-type, Ground-type, Flying-type or Dragon-type, the opponent will be excluded from the duel.
ID-319		Shock Drive EX		R	1	Select 1 of your Genesect on the fieldor on the bench. During this turn, that Pokémon re-spin 1 time during battle. Also, if the fainted battle opponent is a Water-type or Fly type, the opponent will be excluded from the duel.
ID-320		Cosmo Energy		R	1	During this duel, when your Deoxys is attacked, before the battle, you may switch that Deoxys with another of your Deoxys on the field or bench. Your turn ends
ID-321		Flame Energy		R	1	During this duel, your Fire-type Pokémon cannot be frozen or burned. Your turn ends

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

























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**Japanese Promos**  
-SM Promos  
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ID-323		Overdrive	 R	1	Choose on of your Reshiram, Zekrom, Black Kyurem or White Kyurem on the field. Remove all special conditions affecting that Pokémon. (Except Wait.). While that Pokémon is on the field, that Pokémon deals +30 damage
ID-324		Land's Energy	 R	1	During this duel, the effect of Land's Wrath from your Zygarde becomes "Spin for all of the opponent's Pokémon on the field, excluding Flying-types. If it lands on Purple Attacks, the Pokémon Faints". Your turn ends
ID-325		el	 R	1	Choose 1 of your Rhyperior on the field or bench. Until the end of the duel, the effect of that Rhyperior's Rock Wrecker becomes: : "Knock out 1 of your opponent's Fire, Ice, Flying or Bug-type Pokémon that are 1, 2 or 3 steps away." Your turn ends
ID-328		Concentrated Fertilizer	 UC	1	Select 1 of your Grass-type pokémon on the field or bench. For this turn, that Pokémon gains ☆+1. It also gains damage +20
ID-329		Sticky Grass	 UC	1	Select one of your Grass-type Pokémon on the field. While that Pokémon is on the field, the battle opponent of that Pokémon cannot respin. Spin-again effects are trated as single spins only.
ID-331		Tropical Energy	 R	1	Any special conditions are removed from your Grass-, Flying-, and Bug-type Pokémon. During this duel, the effects of Abilities that allow you or your opponent to respin or force respins in battle are nullified for the battle opponents of your Grass-, Flying- and Bug-type Pokémon. Your turn ends
ID-332		Dark Energy	 R	1	During this duel, if the opponent Pokémon is a Psychic-type, your Dark-type Pokémon are not knocked out in battle, but are moved to the bench and gain Wait instead. And, when you have two or more Dark-type Pokémon on the field, Energy effects on your opponent's Psychic and Ghost-type Pokémon are nullified. Your turn ends.
ID-333		Phantom Energy	 R	1	During this duel, your Ghost-type Pokémon can move over Pokémon affected by special conditions when using an MP move. In addition, when one or more of your Ghost-type Pokémon surround an opposing Pokémon, if there are three or more opposing Pokémon on the field or on your opponent's bench with the same name as the surrounded Pokémon, remove the surrounded Pokémon from the game. Your turn ends
ID-335		Steel Energy	 R	1	During this duel, your Steel-type Pokémon cannot become poisoned or noxious and the damage of one of each of those Pokémon's most highly damaging White Attacks that normally deal at least 10 damage is increased by 10. Your turn ends.
ID-336		Poison Blade	 EX	1	Select one of your Steel-type Pokémon on the field. While that Pokémon is on the field, the White Attacks of that Pokémon gain: The battle opponent becomes Poisoned.
ID-338		Muscle Energy	 R	1	Remove the sleep and frozen conditions, Mp-1 and MP -2 markers and Wait from all of your Fight-type Pokémon. During this duel, your Fighting-type Pokémon gain +1 to the damage they deal after those Pokémon move from P.C. to bench. Your turn ends
ID-339		Mud Energy	 R	1	During this duel, if there are 2 or more Water-type Pokémon and 2 or more Ground-type Pokémon on the field, your opponent's Pokémon on the field get +1 to Wait effects that they receive. Your turn ends.
ID-340		Electro Energy	 R	1	Removes the paralyzed condition from all of your Electric-type Pokémon. During this duel, if one of your Electric-type Pokémon would deal damage, and there is an Electric-type Pokémon adjacent to it, that damage increased by 10. Your turn ends.
ID-341		Molting Energy	 R	1	During this duel, whenever one of your Bug-type or Flying-type Pokémon moves from the P.C. to the bench, it can evolve. If it does, that Pokémon gains Wait 3. Your turn ends.
ID-343		Eon Flute	 EX	2	During a duel, this plate can be used when your Latias or Latios is excluded from the duel. That one Latias or Latios appears on your bench. That Pokémon is excluded from the duel after your next turn has ended.
ID-344		Salamencite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Salamence on the field, and Mega Evolve it for 7turns.
ID-345		Charizardite X	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Charizard on the field, and Mega Evolve it for 7turns.
ID-346		Charizardite Y	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Charizard on the field, and Mega Evolve it for 7turns.
ID-347		Beedrillite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Beedrill on the field, and Mega Evolve it for 7turns.
ID-365		Venusaurite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Venusaur on the field, and Mega Evolve it for 7turns.
ID-366		Blastoisinite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Blastoise on the field, and Mega Evolve it for 7turns.
ID-367		Gengarite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Gengar on the field, and Mega Evolve it for 7turns.
ID-368		Sceptilite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Sceptile on the field, and Mega Evolve it for 7 turns.
ID-369		Blazikenite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Blaziken on the field, and Mega Evolve it for 7 turns.
ID-370		Swampertite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Swampert on the field, and Mega Evolve it for 7 turns.
ID-371		Metal Coat	 EX	1	Choose one of your Onix, Scyther, or Steel-type Pokémon on the field. If you choose ( or Scyther, evolveit. Until the end of the duel, battle opponents of the Pokémon you c....., or the Pokémon that evolved from it, have the effects of their Abilities that increase or decrease Attack damage nullified. This ends your turn.
ID-372		Golden Module	 EX	2	Choose one of your Genesect on the field or bench. For this turn, that Pokémon's Purple Attack becomes the Gold Attack Extreme Speed 100. Also, if a battle opponent knocked

					out by that Pokémon is a Dark or Fairy-type Pokémon, that battle opponent is excluded from the duel.
ID-373		Scizorite	 EX	2	This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Scizor on the field, and Mega Evolve it for 7 turns.
ID-374		Metal Sphere	 R	1	Choose one of your Steel-type Pokémon. Until the end of the duel, while that Pokémon is on the field, your Steel-type Pokémon do not become poisoned or noxious and their White Attacks that deal 10 or more damage deal +10 damage. Your turn ends. The effects of this plate do not stack.
ID-375		Phantom Sphere	 R	1	Choose one of your Ghost-type Pokémon. Until the end of the duel, while that Pokémon is on the field, your Ghost-type Pokémon on the bench can move past Ghost-type Pokémon and Pokémon affected by special conditions. Your turn ends.
ID-376		Flame Sphere	 R	1	Choose one of your Fire-type Pokémon. Until the end of the duel, while that Pokémon is on the field, your Fire-type Pokémon do not become frozen or burned, and they can MO move past burned Pokémon on the field. Your turn ends.
ID-377		Electro Sphere	 R	1	Choose one of your Electric-type Pokémon. Until the end of the duel, while that Pokémon is on the field, your Electric-type Pokémon deal +10 damage for each Electric-type Pokémon next to them. Your Electric-type Pokémon can MP move past Pokémon that have Wait. Your turn ends. The effects of this plate do not stack.
ID-378		Mewtonite X	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Mewtwo on the field, and Mega Evolve it for 7 turns.
ID-379		Winged Sphere	 R	1	Choose one of your Bug-type Pokémon or Flying-type Pokémon. Until the end of the duel, while that Pokémon is on the field, your Stage 1 or higher Bug- or Flying-type Pokémon may MP move over opposing non-Flying-type Pokémon. Your turn ends.
ID-380		Galladite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Gallade on the field, and Mega Evolve it for 7 turns.
ID-381		Mystic Sphere	 R	1	Choose 1 of your Fairy-type Pokémon. Until the end of the duel, while that Pokémon is on the field, your Fairy-type Pokémon cannot have markers attached to them from the Attacks of other Pokémon. Your turn ends.
ID-382		Sablenite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Sableye on the field, and Mega Evolve it for 7 turns.
ID-383		Mewtonite Y	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Mewtwo on the field, and Mega Evolve it for 7 turns.
ID-384		Mighty Sphere	 R	1	Choose one of your Fighting-type Pokémon. Until the end of the duel, while that Pokémon is on the field, opposing Pokémon surrounded by your Fighting-type Pokémon move to your P.C. Your turn ends.
ID-385		Dark Sphere	 R	1	Choose one of your Dark-type Pokémon. Until the end of the duel, while that Pokémon is on the field, opposing Ghost-type Pokémon and Psychic-type Pokémon cannot pass through your Dark-type Pokémon by the effects of Abilities. Your turn ends.
ID-386		Altarianite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Altaria on the field, and Mega Evolve it for 7 turns.
ID-387		Ampharosite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Ampharos on the field, and Mega Evolve it for 7 turns.
ID-388		Magnet	 UC	1	Choose one of your Electric-type Pokémon on the field. While that Pokémon is on the field, it deals +20 damage. Your turn ends.
ID-389		Sharp Beak	 UC	1	Choose one of your Flying-type Pokémon on the field. While that Pokémon is on the field, it deals +20 damage. Your turn ends.
ID-390		DNA Splinters	 EX	1	Choose one of your Kyurem on the field, and one of your Zekrom or Reshiram on the field or bench in the P.C.. Exclude that Zekrom or Reshiram from the duel, and change form of Kyurem to Black Kyurem or White Kyurem.
ID-391		Miracle Seed	 UC	1	Choose one of your Grass-type Pokémon on the field. While that Pokémon is on the field, it deals +20 damage. Your turn ends.
ID-392		Never-Melt Ice	 UC	1	Choose one of your Ice-type Pokémon on the field. While that Pokémon is on the field, it deals +20 damage. Your turn ends.
ID-393		Microwave Oven	 EX	1	Choose one of your Rotom, Wash Rotom, Frost Rotom, Fan Rotom or Mow Rotom on the field and change its form to Heat Rotom. Removes the burned condition from all Pokémon. All Pokémon become Fire-type Pokémon for 9 turns.
ID-394		Washing Machine	 EX	1	Choose one of your Rotom, Heat Rotom, Frost Rotom, Fan Rotom, or Mow Rotom on the field and change its form to Wash Rotom. Remove the poisoned condition from all Pokémon. All Pokémon become Water-type Pokémon for 9 turns.
ID-395		Refrigerator	 EX	1	Choose one of your Rotom, Heat Rotom, Wash Rotom, Fan Rotom or Mow Rotom on the field and change its form to Frost Rotom. Removes the burned condition from all Pokémon. All Pokémon become Ice-type Pokémon for 9 turns.
ID-396		Electric Fan	 EX	1	Choose one of your Rotom, Heat Rotom, Wash Rotom, Frost Rotom or Mow Rotom on the field and change its form to Fan Rotom. Removes the Wait Condition from all Pokémon. All Pokémon become Flying-type Pokémon for 9 turns.
ID-397		Lawnmower	 EX	1	Choose one of your Rotom, Heat Rotom, Wash Rotom, Frost Rotom or Fan Rotom on the field and change its form to Mow Rotom. Remove the asleep condition from all Pokémon. All Pokémon become Grass-type Pokémon for 9 turns.
ID-398		Tyrannitarite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Tyrannitar on the field, and Mega Evolve it for 7 turns.
ID-399		Aggronite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Aggron on the field, and Mega Evolve it for 7 turns.
ID-400		Gracidea	 EX	2	Choose one of your Shaymin on the field and change its form to Sky Forme. If any of your Sharmin becomes knocked out, this plate returns to its unused state.



ID-401		Stony Sphere	 R	1	Choose one of your Rock-type Pokémon. Until the end of the duel, while that Pokémon is on the field, opposing Flying-type Pokémon and Fairy-type Pokémon cannot pass through your Rock-type Pokémon by the effects of Abilities. Your turn ends.
ID-402		Hard Stone	 UC	1	Choose one of your Rock-type Pokémon on the field. While that Pokémon is on the field, it deals +20 damage. Your turn ends.
ID-403		Lucarionite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Lucario on the field, and Mega Evolve it for 7 turns.
ID-404		Houndoominite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Houndoom on the field, and Mega Evolve it for 7 turns.
ID-405		Charcoal	 UC	1	Choose one of your Fire-type Pokémon on the field. While that Pokémon is on the field, it deals +20 damage. Your turn ends.
ID-406		Meteoric Teachings	 EX	2	This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Rayquaza on the field, and Mega Evolve it for 7 turns. That Rayquaza's Break Energy becomes Dragon Ascent 90 until the duel ends. If any of your Rayquaza or Mega Rayquaza become knocked out, this plate returns to its unused state.
ID-407		Galitite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Galie on the field, and Mega Evolve it for 7 turns.
ID-408		Dragon Fang	 UC	1	Choose one of your Dragon-type Pokémon on the field. While that Pokémon is on the field, it deals +20 damage. Your turn ends.
ID-409		Dragon Sphere	 R	1	Choose one of your Dragon-type Pokémon. Until the end of the duel, while that Pokémon is on the field, your Dragon-type Pokémon with MP 1 or lower get +1 MP. If those Pokémon are not affected by a special condition, they can MP move over other Pokémon on the field. Your turn ends.
ID-410		Blue Orb	 EX	2	Choose one of your Kyogre on the bench. It undergoes Primal Reversion
ID-411		Red Orb	 EX	2	Choose one of your Groudon on the bench. It undergoes Primal Reversion
ID-412		Mystic Water	 UC	1	Choose one of your Water-type Pokémon on the field. While that Pokémon is on the field, it deals +20 damage. Your turn ends.
ID-413		Aqua Sphere	 R	1	Choose one of your Water-type Pokémon. Until the end of the duel, while that Pokémon is on the field, your Water-type Pokémon that are next to Water-type Pokémon gain +1 MP (to a maximum of MP3) Your turn ends
ID-414		Gyaradosite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Gyarados on the field, and Mega Evolve it for 7 turns.
ID-415		Grass Sphere	 R	1	Choose one of your Grass-type Pokémon. Until the end of the duel, while that Pokémon is on the field, your Grass-type Pokémon do not move from effects of opposing Attacks that would move them to the bench, P.C., or the Ultra Space. Your turn ends.
ID-416		Latiasite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Latias on the field, and Mega Evolve it for 7 turns.
ID-417		Gardevoirite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Gardevoir on the field, and Mega Evolve it for 7 turns.
ID-418		Latiosite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Latios on the field, and Mega Evolve it for 7 turns.
ID-419		Soul Dew	 R	1	Choose one of your Latias or Latios on the field. While that Pokémon is on the field, it deals +30 damage. Your turn ends
ID-420		Venom Sphere	 R	1	Choose one of your Poison-type Pokémon. Until the end of the duel, while that Pokémon is on the field, the effects of Abilities of opposing Pokémon that are poisoned or noxious that increase or decrease Attack damage are nullified. Your turn ends.
ID-421		Poison Barb	 UC	1	Choose one of your Poison-type Pokémon on the field. While that Pokémon is on the field, it deals +20 damage. Your turn ends.
ID-424		Necrozizer	 EX	1	Choose one of your Necrozma on the field and one of your Solgaleo or Lunala on the field, bench or in the P.C. That Solgaleo or Lunala moves to the Ultra Space and the Necrozma changes its form into Dusk Mane Necrozma or Dawn Wings Necrozma
ID-425		Spell Tag	 UC	1	Choose one of your Ghost-type Pokémon on the field. While that Pokémon is on the field, it deals +20 damage. Your turn ends.
ID-426		Odd Incense	 UC	1	Choose one of your Psychic-type Pokémon on the field. While that Pokémon is on the field, it deals +20 damage. Your turn ends.
ID-430		Black Glasses	 UC	1	Choose one of your Dark-type Pokémon on the field. While that Pokémon is on the field, it deals +20 damage. Your turn ends.
ID-431		Alakazite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Alakazam on the field, and Mega Evolve it for 7 turns.
ID-432		Kangaskhanite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Kangaskhan on the field, and Mega Evolve it for 7 turns.
ID-433		Twisted Spoon	 R	1	Choose one of your Psychic-type Pokémon on the field. While that Pokémon is on the field, it gains ☆+1. Your turn ends.
ID-435		Ultra Burst	 EX	1	Choose one of your Dusk Mane Necrozma or Dawn Wings Necrozma on the field and change its form to Ultra Necrozma for 4 turns.
ID-436		Mawilite	EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Mawile on the field, and Mega Evolve it for 7 turns.
ID-437		Diancite			This plate can be used when none of your Pokémon are Mega Evolved. Choose one of

			 EX		your Diancie on the field, and Mega Evolve it for 7 turns.
ID-438		Metagrossite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Metagross on the field, and Mega Evolve it for 7 turns.
ID-439		Steelixite	 EX		This plate can be used when none of your Pokémon are Mega Evolved. Choose one of your Steelix on the field, and Mega Evolve it for 7 turns.
ID-440		Restorer	 R	1	Choose a Restored Pokémon in your P.C. That Pokémon moves to the bench without gaining Wait. Move one of your Restored Pokémon that has been excluded from the duel to your P.C.
ID-441		Primal Sphere	 R	1	Choose one of your Restored Pokémon. Until the end of the duel, while that Pokémon is on the field, if the number of your own Pokémon on the field, bench and in your P.C. is lower than the number of the opponent's Pokémon on the field, bench, and in the opponent's P.C., your Restored Pokémon and Pokémon that have evolved from Restored Pokémon deal +30 damage and gain +1 ☆. Your turn ends. The effects of this plate do not stack.
ID-442		Frost Sphere	 R	1	Choose one of your Ice-type Pokémon. Until the end of the duel, plates with Sphere in their name, except for Frost Sphere, have their effects negated on opposing Pokémon within 3 steps of that Pokémon. Your turn ends
ID-447		Reveal Glass	 EX	1	Change the form of each Tornadus, Thundurus, and Landorus on the field, if possible. This plate can be used again if the opponent uses a plate that is not Reveal Glass. This ends your turn
ID-448		Silk Sphere	 R	1	Select one of your Bug-type Pokémon. While this Pokémon is on the field, the Abilities of opposing Pokémon that have an MP-reducing marker attached to them are nullified. This ends your turn.
ID-451		Silver Powder	 UC	1	Choose one of your Bug-type Pokémon on the field. While that Pokémon is on the field, it deals +20 damage. Your turn ends.
ID-452		Silk Scarf	 UC	1	Choose one of your Normal-type Pokémon on the field. While that Pokémon is on the field, it deals +20 damage. Your turn ends.
ID-453		Karate Belt	 UC	1	Choose one of your Fighting-type Pokémon on the field. While that Pokémon is on the field, it deals +20 damage. Your turn ends.
ID-454		Soft Sand	 UC	1	Choose one of your Ground-type Pokémon on the field. While that Pokémon is on the field, it deals +20 damage. Your turn ends.