

Advanced Players' Rulebook Ver 2.2 (12/07/2018)

The rules in this Rulebook are guidelines so that all Pokémon TCG players can enjoy a fair game. Please refer to this Rulebook when necessary so that players can proceed with the game with a mutual understanding of the rules.

*The underlined parts in this Rulebook refer to the sections of I Supplement to the Players' Guide and II Card Text. Please refer to the corresponding sections as needed.

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I. Supplement to the Players' Guide

In this section, we will further explain certain sections of the Players' Guide in more detail. It is intended to clarify questions you may have, and to provide further explanation on Pokémon TCG for advanced players.

A. Pokémon

Cards used to attack your opponent using attacks printed on the card. Aside from Attacks, a player can use an Ability, Retreat, Bench, or evolve Pokémon.

A-01 Attacks

- ◆ A player can only use one attack that is written on the Active Pokémon's card during their turn. An attack ends your turn. If you don't use an attack and have no other actions to take, announce to your opponent that you're ending your turn.
- ◆ To attack, you need to attach the exact number or more of the same Energy type as the Attack Cost. You can't use the attacks that don't satisfy this condition.
- ◆ Steps for using Attacks

Follow the steps below to attack.

1. Announce the Attack:

Decide which attack to use and announce it to your opponent.

- a. If the Attacking Pokémon is in a state in which it **can't attack**, you can't announce all (or specific) attacks. Tell your opponent that you're ending your turn without attacking.
- b. If the Attacking Pokémon is Asleep or Paralyzed, you can't announce an Attack. Tell your opponent that you're ending your turn without attacking.

2. Check the status of the Attacking Pokémon:

- a. If the Attacking Pokémon is affected by effects such as below, flip a coin to determine whether the attack would be successful.

Example : Attack, Smokescreen (Cyndaquil SM8 016/095)

Your opponent flips a coin. If tails, that attack does nothing.

If heads, the attack is successful. Proceed to 2-b.

If tails, the attack does nothing, and it counts as if you didn't use the attack. Your turn ends.

- b. If the Attacking Pokémon is Confused, flip a coin to determine whether the attack is successful.
If Heads, the attack is successful. Proceed to 3.
If Tails, the attack does nothing, and it counts as if you didn't use the attack. Put 3 damage counters on the Attacking Pokémon. Your turn ends.

3. Follow the instructions on the card if the attack text says, "Before doing damage."

4. Damage calculation

Calculate damage based on the damage that is written on the right side of the attack name. Follow the instructions if there are details related to damage in the attack text.

→ See [Steps for calculating damage](#)

5. Effects other than damage

Follow the instructions for everything else other than damage in the attack text. Unless otherwise stated, follow the attack text in sequence.

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If your opponent's Active Pokémon has an effect that activates when doing damage, follow those instructions.

7. Check for Knock Out

Any Pokémon that has no remaining HP by damage or effects will be Knocked Out.

→ See [D. Knock Out](#)

◆ Steps for calculating damage

Follow the steps below to calculate damage.

1. Attack damage calculation

a. The damage of an attack is the number on the right side of the attack name.

b. If there is a +, ×, or – symbol next to the damage number, calculate the damage according to that attack text. Damage calculation ends when the attack's damage results in zero or a negative number due to multiplication or subtraction.

2. Effects on the Pokémon dealing damage

If the Pokémon dealing damage is affected by effects that change the damage they're going to deal such as below, reflect that change to the damage of step 1.

Choice Band (SM1+ 049/051): The attacks of the Pokémon this card is attached to do 30 more damage to your opponent's Active Pokémon-GX or Active Pokémon-EX (before applying Weakness and Resistance).

If the total damage becomes zero or a negative number due to effects such as below, end the damage calculation step.

Example: Attack, Ferocious Bellow (Stoutland SM1S 048/060): During your opponent's next turn, the Defending Pokémon's attacks do 50 less damage (before applying Weakness and Resistance).

3. Weakness Calculation

If the Weakness type of the Pokémon that takes damage is the same type as the Pokémon dealing damage, calculate the damage of step 2 based on the number on the right side of Weakness.

4. Resistance Calculation

If the Resistance type of the Pokémon that takes damage is the same type as the Pokémon dealing damage, calculate the damage of step 3 based on the number on the right side of Resistance.

If the damage total becomes zero or a negative number due to Resistance, end damage calculation.

5. Effects on the Pokémon that takes damage

If the Pokémon that takes damage is affected by effects that change damage such as below, reflect that change to the damage of step 4.

Choice Helmet (SM8 085/095): The Pokémon this card is attached to takes 30 less damage from the attacks of your opponent's Pokémon-GX and Pokémon-EX (after applying Weakness and Resistance).

If the total damage becomes zero or a negative number due to Resistance, end damage calculation.

6. Final amount of damage

Once the final amount of damage is determined, place the corresponding damage counters on the Pokémon taking damage.

If the Pokémon that takes damage is in a state in which it does not take damage from attacks, do not follow step 6, Final Amount of Damage, but end damage calculation.

A-02 **Abilities**

- ◆ Aside from attacks, some Pokémon have Abilities. Abilities are categorized into two kinds: ones that are activated by announcing it and ones that are automatically active when that card is in play.
- ◆ An Ability that contains the wording “You may use” requires announcing in order to be activated. Unless otherwise stated, it can be used in the Active Spot or on the Bench. Unlike an attack, using an Ability does not end your turn.

Example: Ability, Ultra Road (Solgaleo-GX SM1S 040/060)

You may use this Ability once during your turn. Switch your Active Pokémon with 1 of your Benched Pokémon.

- ◆ Steps for Abilities that require announcing

1. Announce the Ability

Decide which Ability to use from your Pokémon in play and announce it to your opponent. If there are conditions for using that Ability, follow those conditions.

Example: Ability, Fluffly Pillow (Mareep 033/095)

Once during your turn (before your attack), if this Pokémon is your Active Pokémon, you may leave your opponent's Active Pokémon Asleep.

If you can't follow the conditions, you can't announce the Ability. If you know that there will be no change upon step 2, you can't announce the Ability.

2. Executing the steps

Follow the instructions in the Ability text. Follow all the steps in the sequence that is written in the Ability text. However, if there are any special instructions or process, follow those.

- ◆ An Ability that does not include the wording “You may use” is treated as an Ability that is automatically active. Unless there are any special instructions or process, follow all of the steps in the text. Abilities that are automatically active can't be nullified at the player's will.

Example: Ability, Water Bubble (Araquanid SM1S 019/060)

Prevent all damage done to this Pokémon by attacks from your opponent's  Pokémon.

A-03 **Retreat**

- ◆ Retreat is when you move your Active Pokémon onto your Bench at your own will. If you retreat, you need to choose 1 of your Benched Pokémon as your new Active Pokémon.
- ◆ You can only use Retreat once during your turn.
- ◆ When retreating, discard the amount of Energy printed on the bottom left corner of the card. If there's no Energy printed on the card, there's no Retreat Cost.
- ◆ Any Energy (other than the cards discarded when retreating), Items, or damage counters attached to the card remain attached and will move to the Bench.
- ◆ You can Retreat even when there are 5 Benched Pokémon. If you don't have any Benched Pokémon, you can't Retreat.
- ◆ Retreating to the Bench removes all Effects and Special Conditions.
- ◆ Steps for Retreating
 1. Announce to your opponent that you are retreating your Active Pokémon.
 - a. If you don't have the amount of Energy specified under Retreat, you can't Retreat your Pokémon.
 - b. Pokémon that are Asleep or Paralyzed can't Retreat.
 - c. An Active Pokémon that's in a state in which it can't Retreat due to an effect from an attack such as Bear Hug (Bewear SM1S 052/060) can't Retreat.
 2. Discard the amount of Energy necessary for the Active Pokémon to Retreat.
 3. Move the Active Pokémon to your Bench and switch it with 1 of your Benched Pokémon.

A-04 **Put Pokémon onto Bench**

- ◆ Basic Pokémon from your hand can be put onto your Bench.
- ◆ As long as the number of Benched Pokémon doesn't exceed 5, you may put any number of Basic Pokémon onto your Bench during your turn.
- ◆ When you put a Basic Pokémon from your hand onto your Bench, you do so one Pokémon at a time. You can't put multiple Pokémon onto your Bench simultaneously.

A-05 **Evolve**

- ◆ You can evolve a Pokémon by stacking a Stage 1 or a Stage 2 Pokémon that shows that pre-evolution Pokémon. You can evolve your Active Pokémon or any of your Benched Pokémon. You can evolve as many Pokémon as you like during your turn.
- ◆ Neither player can evolve a Pokémon on their first turn. Any Basic Pokémon that came into play or Pokémon that evolved on that turn can't evolve on the same turn.
- ◆ When a Pokémon evolves, it keeps all Energy, Items, and damage counters that were attached to the pre-evolution Pokémon.
- ◆ Evolving removes all Effects and Special Conditions.
- ◆ After a Pokémon evolves, it can't use the attacks or Abilities of its previous evolution.

B Trainers

Trainers are cards that help the action of a player or a Pokémon. Trainers are categorized into three sub-types: Items, Supporters, and Stadiums. Each card has a different usage and effect.

B-01 Items

- ◆ Items are Trainer cards that as many of as you like can be played during your turn. Once you have played an Item, discard that card. Items have a rule that states, "You may play as many Item cards as you like during your turn."
- ◆ Steps for playing an Item
 1. If there are conditions for using the Item, follow the instructions.
If you can't follow them, you can't play that Item. If you know that nothing would change even if you follow through step 3, you can't play it.
 2. Choose an Item you want to play from your hand and reveal it to your opponent.
 3. Follow the instructions on the Item card. Unless otherwise stated, follow all the steps in the Item text in order.
 4. Discard the Item after you've played it.
- ◆ Some of the Items have additional rules such as the Pokémon Tool Rule, which states, "Attach a Pokémon Tool to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it."
- ◆ A Pokémon Tool card can only be attached to 1 of your Pokémon in play. While it is attached, the written effect is automatically active. Unless otherwise stated, keep the Pokémon Tool card attached to the Pokémon until it's Knocked Out. When it's Knocked Out, discard the card along with the Knocked Out Pokémon. Keep the Pokémon Tool card attached even when it evolves or moves to the Bench due to retreating.

E.g. Escape Board (SM5M 060/066)

The retreat cost of the Pokémon this card is attached to is ★ less, and it can retreat even if it's Asleep or Paralyzed.



- ◆ Unless otherwise stated, follow all the steps that are on the Pokémon Tool card. Automatically active effects of Pokémon Tool cards can't be removed at the player's will.
- ◆ A Pokémon Tool can't be removed at the player's will. Furthermore, you can't switch it with another Pokémon Tool you have in your hand.

B-02 **Supporters**





- ◆ Supporters are Trainer cards that can only be used once on your turn. Once you have played a Supporter card, discard that card. Supporters have a rule that states, "You may play only 1 Supporter card during your turn."
- ◆ Steps for using a Supporter
 1. If there are conditions for using a Supporter, follow those instructions. If you can't follow them, you can't play the Supporter. If you know that nothing would change even if you follow through step 3, you can't play it.
 2. Choose a Supporter you want to play from your hand and reveal it to your opponent.
 3. Follow the instructions on the Supporter card. Unless otherwise stated, follow all the steps in sequence.
 4. Once you have played the Supporter, discard it.

B-03 **Stadiums**










- ◆ Stadiums are Trainer cards that continue to apply an effect to both players and their Pokémon when a player plays them. You may only play 1 Stadium card from your hand during your turn. A Stadium card has a rule that states, "You may only play 1 Stadium card during your turn. Discard this card if a Stadium card with a different name comes into play."
- ◆ A Stadium you played from your hand stays in play. When either player plays a Stadium with a different name, discard the Stadium that had been in play and switch it with the new one. A Stadium with the same name as the one in play can't be played from your hand.

- ◆ The effects of Stadiums can be categorized into two sub-types: ones you announce to your opponent in order for the effect to be activated, and ones in which the effect is automatically active by being in play.
- ◆ For Stadium cards that contain the wording “You may” or “player may,” they can be used after each player announces the effect during their turn.
 - E.g. Brooklet Hill (SM2L 050/050)
 - Once during each player’s turn, that player may search their deck for a Basic  Pokémon or Basic  Pokémon and, put it onto their Bench. If the player does so, shuffle the deck.
- ◆ Steps for effects of Stadiums that need announcing
 1. If there are conditions for using the Stadium, follow those instructions. If you can’t follow them, you can’t use that Stadium. If you know that nothing would change even you follow through step 3, you can’t use it.
 2. Announce to your opponent that you will be using the effect of the Stadium.
 3. Follow the instructions on the Stadium card. Unless otherwise stated, follow all steps in sequence.
- ◆ For Stadiums that do not contain the wording “You may” or “player may,” that effect automatically continues. Unless there are special instructions or process, take all actions on the card. A player can’t remove a Stadium effect that is automatically active at their own will.

E.g. Altar of the Moone (SM1+ 050/051)

The Retreat Cost of each Pokémon that has any  or  Energy attached to it is  less.

C Energy

- ◆ Energy are cards you need to power up your Pokémon to attack or retreat. Energy cards are categorized into two types: Basic Energy and Special Energy.
- ◆ If you have an Energy in your hand, you can attach an Energy to 1 of your Pokémon per turn. There is no limit on how many Energy cards you can attach to one Pokémon.
- ◆ Unless otherwise stated, Energy remains on the Pokémon even when it attacks or evolves. Keep it attached until the Pokémon is Knocked Out. When it's Knocked Out, discard the Energy cards along with that Pokémon.
- ◆ There are nine types of Basic Energy:         and . They can be distinguished by the name and the symbol. Attaching a specific type of Energy to a Pokémon provides 1 amount of that type of Energy. You can put as many Basic Energy cards as you like in your deck regardless of the deck rule that states, "You can't have more than 4 cards with the same name in your deck."
- ◆ "Special Energy" is printed on the upper left corner of a Special Energy card. Special Energy is Energy that has special effects. Their effect and use differ depending on the card. Unlike Basic Energy, Special Energy obeys the deck rule "You can't have more than 4 cards with the same name in your deck."

D Knock Out

- ◆ For Pokémon with no remaining HP from damage from attacks, effects of cards, or special conditions, the Knock Out process takes place. If there is even one such Pokémon in play, the Knock Out process takes place.
- ◆ When to confirm Knock Out:
 - At the end of the attack process
 - At the end of Pokémon Checkup
 - Other than the above, when a Pokémon has no remaining HP

E.g. Ability, Feather Arrow (Decidueye-GX SMA 004/059)

You may use this Ability once during your turn. Put 2 damage counters on 1 of your opponent's Pokémon.

E.g. Rainbow Energy (SM1M 060/060)

When attaching this card from your hand to a Pokémon, put 1 damage counter on that Pokémon. As long as this card is attached to the Pokémon, it provides 1 amount of every Energy type. If this card is not attached to a Pokémon, it provides 1★ Energy.

- ◆ Steps for the Knock-Out process
 1. Begin the Knock-Out process if either player has any Pokémon in play that has no remaining HP.
 2. Process any effects that activate when a Pokémon is Knocked Out.
 3. The player who has a Pokémon that has no remaining HP treats that Pokémon as Knocked Out and discards that Pokémon and all cards attached to it.
 4. Both players take the number of Prize cards that correspond to the number of their opponent's Pokémon that were Knocked Out.
 5. The other player moves the next Active Pokémon to the Active Spot.
If both players' Active Pokémon are Knocked Out at the same time during Pokémon Checkup, the player who goes next chooses their new Active Pokémon and puts it out onto the Active Spot. If your opponent's Active Pokémon has not been discarded, proceed to step 6.
 6. Put out your new Active Pokémon.
Unless your Active Pokémon was discarded in step 3, disregard this step.

E Win/Lose

- ◆ The player who Knocks Out the opponent's Pokémon and takes all of their Prize cards wins.
- ◆ If there is no Pokémon in your Active Spot due to Knock Out or effects, you must put out a new Pokémon from the Bench. If a player has no Pokémon to put as their Active Pokémon, that player loses.
- ◆ If a player can't draw a single card from their deck when drawing at the beginning of their turn, that player loses. The player doesn't lose when they have no cards in the deck.
- ◆ Determining the results when the winning/losing conditions are met at the same time

You took all of your Prize cards	Your opponent took all of their Prize cards	You can't put out an Active Pokémon	Your opponent can't put out an Active Pokémon	Result
●		●		Tie
	●		●	Tie
●	●	●	●	Tie
●	●			Tie
		●	●	Tie
●	●		●	You win
●		●	●	You win
●			●	You win
●	●	●		You lose
	●	●	●	You lose
	●	●		You lose

The game could result in a tie.

- ◆ If you want to determine a winner, you can play Sudden Death. Sudden Death is an extended match to break the tie
 1. In Sudden Death, the game restarts from the beginning.
 2. Use only 1 Prize card.
 3. The player who takes the Prize card first wins.

F Pokémon Checkup

- ◆ Pokémon Checkup refers to checking each player's Pokémon's Special Conditions—Poisoned, Burned, Asleep, and Paralyzed—at the end of each player's turn. Pokémon Checkup does not count as either player's turn and it must be done for both players' Pokémon.
- ◆ During Pokémon Checkup, not only the Special Conditions are checked, but the Pokémon's Abilities and Trainer effects are also checked.

E.g. Shrine of Punishment (SM7 094/096)

Between turns, put 1 damage counter on each Pokémon-GX and Pokémon-EX (both yours and your opponent's).

- ◆ Steps for Pokémon Checkup
 1. Check Special Conditions
Check Special Conditions in the order of Poisoned, Burned, Asleep, and Paralyzed. The check is done to each player's Pokémon at the same time.
 2. Check Abilities and Trainers' effects that activate during Pokémon Checkup
Step 2 can be checked prior to step 1. You can't check it during step 1.
If there are multiple effects that are activated in step 2, you can choose either to activate each effect before step 1 or to activate it separately after step 1.
 3. Check for Knock Out
Pokémon that have no remaining HP due to Special Conditions or effects are Knocked Out.
→ See D. Knock Out

G Setting up to play

The following is the order when setting up to play.

1. Greetings and handshake

Shake hands with your opponent.

2. Play a game of rock-paper-scissors to determine which player goes first.

The winner of rock-paper-scissors decides whether to go first or second.

3. Place the deck

Shuffle the deck well and place it face down in the deck location.

4. Draw 7 cards

Draw 7 cards from the deck and put them into your hand.

5. Place an Active Pokémon

In the order of which player is going first, announce to your opponent whether you have a Basic Pokémon in your hand. If both players have Basic Pokémon in their hand, choose one and put it out to the Active Spot face down. If there is no Basic Pokémon, follow the steps below.

a. Tell your opponent that you do not have any Basic Pokémon in your hand.

- If only you didn't have one, proceed to b.
- If both players tell each other that they don't have any, shuffle the hand into the deck after revealing each other's hand to one another, and redo from step 3.

b. Your opponent proceeds to step 7.

- If this is the second (or more) time of not having any Basic Pokémon in your hand, skip b.

c. Reveal to your opponent your hand that doesn't include any Basic Pokémon. After doing so, shuffle the cards into the deck.

d. Return to 3 and redo the steps.

6. Put Pokémon onto your Bench

If you have Basic Pokémon in your hand after putting one as the Active Pokémon, you may put the rest onto the Bench face down (you don't have to). Before starting the game, you can put Basic Pokémon onto your Bench whenever you like.

7. Place Prize cards

Take the top 6 cards of the deck and place them face down as your Prize cards.

After placing the Prize cards, if your opponent has completed 5d, you may announce the number of cards for each time your opponent has to complete 5d. After announcing the number of cards, you draw that many cards. If the card you drew is a Basic Pokémon, you may put it onto your Bench.

8. Begin the game

Both players turn their Active Pokémon and Benched Pokémon face up and begin the game.

H Deck

- ◆ If instructed to draw cards, take the specified number of cards face down from the top of your deck, and put them into your hand.
- ◆ If instructed to choose cards from a deck (search), check the face of cards in your deck as you look through and choose the designated number of cards. Do not show your opponent the face of the cards you are looking through. If choosing multiple cards, you may choose a number that is fewer than that number. You may also not choose any cards, and if you do not, the card selection ends here. However, if instructed to choose whatever card you like, you must choose the specified number of cards.
- ◆ If instructed to shuffle the deck, shuffle the cards so that each player can't figure out the order of the cards. When shuffling, keep the cards face down. When looking through the deck from effects such as "Search your deck for ●● and put them into your hand," as a general rule, you must shuffle your deck.

II. Card Text

Here, we explain certain card text that you see frequently. This section is designed to clarify terminology or questions about the order of specific processes.

A **About Card Text**

- ◆ If the card text is different from the game rules, follow the instructions on the card rather than the game rules. However, if the card effect has been newly changed, use the latest effect.
- ◆ If an effect “do ●●” and an effect “can’t ●●” overlap, the instruction for “can’t ●●” takes precedence.
- ◆ Even if there is a part of the card text that you can’t follow, you can still use its attacks, Abilities, and Trainer cards. If so, only follow the instructions for the parts you can follow. However, if you can’t follow the text due to wording such as “Do ●●. If you do, do ▲▲,” do not follow any parts of the text.
- ◆ If a number is specified in the card text, you may not reduce the number as you wish. However, if choosing a card from the deck (see [H. Deck](#)) and if the card texts say “...choose up to n,” you may choose between 1 and n.
- ◆ If the number of the target is fewer than the number that is specified in the card text, follow the closest number to which it was specified.

B Damage Calculation

B-01 Add ● damage

- ◆ This refers to increasing the base damage when calculating damage. It refers to the + sign that is next to the attack damage.
- ◆ This text is treated as damage calculation rather than an effect. This damage calculation is done in step 1. Calculation of Damage by Attacks of the Damage Calculation step.
- ◆ Same as “add ● damage” of the pre-XY series.

[Example 1] Attack, Leaf Blade (Dartrix SMA 003/059)
Flip a coin. If heads, this attack does 20 more damage.

[Example 2] Attack, Hustling Strike (Incineroar-GX SMA 011/059)
This attack does 20 more damage for each of your Benched {R} Pokémon.

B-02 ▲ damage × number of ●●

- ◆ This refers to the × sign that's next to the attack's damage number. Count the target number and multiply that by the number printed on the text.
- ◆ This text is treated as calculating damage rather than an effect. This damage calculation is done in 1. Calculation of Damage by Attacks of the Damage Calculation step.

[Example 1] Attack, Psychic Boom (Drowzee SM1M 024/060)
This attack does 10 damage times the amount of Energy attached to your opponent's Active Pokémon.

[Example 2] Attack, Continuous Tumble (Pyukumuku SM1S 020/060)
Flip a coin until you get tails. This attack does 30 damage for each heads.

- ◆ If the damage became zero as a result of following the text, the damage calculation ends even if you had 2. Effect on the Attacking Pokémon (e.g. Choice Band SM1+ 049/051).

B-03 The attack does ● less damage

- ◆ This refers to reducing the base damage when calculating the attack damage. It refers to the - sign next to the attack damage.

- ◆ This text is treated as calculating damage rather than an effect. This damage calculation is done in 1. Calculation of Damage by Attacks of the Damage Calculation step.

[Example 1] Attack, Karate Chop (Pancham SM2L 025/050)

This attack does 10 less damage for each damage counter on this Pokémon.

[Example 2] Attack, Heavy Slam (Alolan Golem SM2L 017/050)

This attack does 30 less damage for each ★ in your opponent's Active Pokémon's Retreat Cost.

- ◆ If damage becomes zero or a negative number as a result of following the text, the damage calculation ends even if you had 2. Effect on the Attacking Pokémon (Choice Band SM1+ 049/051).

B-04 **+● damage**

- ◆ Add further damage after determining the base damage of an attack.
- ◆ This text is treated as an effect that applies to the Attacking Pokémon. The damage addition calculation is performed in 2. Effects on the damage dealing Pokémon of Damage Calculation Steps.

[Example 1] Choice Band (SM1+ 049/051)

The attacks of the Pokémon this card is attached to do 30 more damage to your opponent's Active Pokémon-GX or Active Pokémon-EX.

[Example 2] Attack, Work Up (Lillipup SM1S 046/060)

During your next turn, this Pokémon's attacks do 20 more damage to your opponent's Active Pokémon.

- ◆ 2. If there are multiple 2. Effects on the damage dealing Pokémon, calculate the total of all those effects.

[FAQ] Attack, Clanging Scales (Kommo-o SM4A 040/050)

During your opponent's next turn, this Pokémon takes +30 damage from attacks.

Among effects that add damage, there are some that apply to the Pokémon taking damage. The attack Clanging Scales is an effect that applies to the one taking the damage rather than the one dealing the damage and is calculated in 5. Effects on the Pokémon that takes damage

B-05 **-● damage**

- ◆ This refers to reducing the amount of damage after determining an attack's base damage.
- ◆ This text is treated as an effect that is applied to the Defending Pokémon. This damage calculation is done in 5. Effects on the Pokémon taking damage of the Damage Calculation step.
- ◆ This refers to the card text "...does ● less damage."
 [Example 1] Ability, Wall of Sand (Palossand SM1M 034/060)
 This Pokémon takes 20 less damage from attacks.

[Example 2] Attack, Guard Press (Cloyster SM1S 015/060)

During your opponent's next turn, this Pokémon takes 20 less damage from attacks.

- ◆ If there are multiple 5. Effects on the Pokémon taking damage, then calculate the total of those.

[FAQ] Attack, Ferocious Bellow (Stoutland SM1S 048/060)

During your opponent's next turn, the Defending Pokémon's attacks do -50 damage.

Among effects that reduce damage, there are some that apply to the Pokémon dealing damage. Stoutland's attack, Ferocious Bellow, is an effect that applies to the one dealing damage rather than the one taking damage. Thus, perform the calculation in 2. Effects on the damage dealing Pokémon.

B-06 **Don't apply Weakness and Resistance**

- ◆ This refers to doing damage without 3. Weakness Calculation and 4. Resistance Calculation. If this is printed on the attack text, treat it as damage calculation and not an effect of an attack.
- ◆ Same as “Don't Apply Weakness and Resistance” of the pre-XY series.

[Example 1] Attack, Dig Under (Alolan Dugtrio SM1S 038/060)

This attack does 50 damage to 1 of your opponent's Pokémon. This damage isn't affected by Weakness or Resistance.

[Example 2] Attack, Shadow Bullet (Umbreon-GX SM1M 037/060)

This attack does 30 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

B-07 **Not affected by any effects**

- ◆ This refers to dealing damage without calculating 5. Effects on the Pokémon taking damage and Effects that don't take the attack's damage. Use this when calculating damage.
- ◆ Same as the pre-XY era text that says “is not affected by any effects.”

[Example 1] Attack, Psyshock (Espeon-EX XY9 035/080)

This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

[Examples of Effects]

- 5. Effects that are applied to Pokémon taking damage

- Attack, Guard Press (Cloyster SM1S 015/060)

During your opponent's next turn, this Pokémon takes -20 damage from attacks.

- Attack, Clanging Scales (Kommo-o SM4A 040/050)

During your opponent's next turn, this Pokémon takes +30 damage from attacks.

- Ability, Wall of Sand (Palossand SM1M 034/060)

During your opponent's next turn, this Pokémon takes -20 damage from attacks.

- Hard Charm (XY1 057/060)

Any damage done to the Pokémon this card is attached to by an opponent's attack is -20.

Prevent all damage done by X attacks

- Attack, Defense Curl (Togedemaru SM1M 021/060)

Flip a coin. If heads, prevent all damage done to this Pokémon by attacks during your opponent's next turn.

- Scoundrel Guard (Hoopa SM3+ 056/072)

Prevent all effects of attacks, including damage, done to this Pokémon by your opponent's Pokémon-EX or Pokémon-GX

[Ruling change] *Changed from Advanced Players' Rulebook Ver.2.0.

This text no longer refers to the calculation of Weakness and Resistance.

[FAQ1] Weakness Policy (SM2+ 045/0749)

The Pokémon this card is attached to has no Weakness.

After attaching the Pokémon Tool card Weakness Policy to a Pokémon that has a Ⓢ Weakness, when doing damage with Espeon-EX's attack Psyshock to that Pokémon which now has no Weakness, do not calculate Weakness.

[FAQ 2] Magnetic Storm (XY2 080/080)

Each Pokémon in play has no Resistance.

If a Pokémon that has Ⓢ-type Resistance has no Resistance due to the Stadium card, Magnetic Storm, when doing damage with Espeon-EX's attack, Psyshock, do not calculate Resistance.

B-08 This attack does ▲▲ damage (each) to ● of your opponent's Pokémon

- ◆ This is an attack in which you choose a specified number of Pokémon that your opponent has in play and deal damage to those Pokémon. This is treated as damage calculation rather than effects.
- ◆ Same as "choose ● number of your opponent's Pokémon and deal ▲▲ (to each)" of the pre-XY series.

[Example 1] Attack, Sharp Blade Quill (Dartrix SMA 003/059)

This attack does 20 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

[Example 2] Attack, Dual Pump (Shining Volcanion SM3+ 028/072)

This attack does 50 damage to 2 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

- ◆ In addition to the damage to the Active Pokémon, there are attacks in which you choose your opponent's Benched Pokémon and do damage. However, the number on the right of the attack name can only be treated as damage to the Active Pokémon.

[Example 3] Attack, Shadow Bullet (Umbreon-GX SM1M 037/060)

This attack does 30 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

- ◆ Unless there are no special instructions, don't apply Weakness and Resistance for Benched Pokémon.
- ◆ You can choose a Pokémon that is affected by an effect of preventing all damage; however, it cannot do damage.

B-09 This Pokémon does ● damage to itself

- ◆ This is an attack that does damage to the Attacking Pokémon. This is treated as damage calculation and not an effect.

[Example 1] Attack, Take Down (Growlithe SM1S 009/060):

This Pokémon does 20 damage to itself.

[FAQ 1] Eviolite (BW2 065/066)

If the Pokémon this card is attached to is a Basic Pokémon, any damage done to this Pokémon by attacks is -20.

This kind of damage calculation is done the same way as an ordinary damage calculation. Unless there are no special instructions, Weakness and Resistance as well as effects are also calculated. If Growlithe uses its attack, Take Down, while having Eviolite attached to it, the damage that Growlithe takes is 20 less due to Eviolite under 5. Effects on the damage taking Pokémon.

[FAQ 2] Choice Helmet (SM8 085/095)

The Pokémon this card is attached to takes 30 less damage from the attacks of your opponent's Pokémon-GX and Pokémon-EX (after applying Weakness and Resistance).

When a Pokémon to which Choice Helmet is attached takes damage by an attack from your own Pokémon, the effect of the Choice Helmet does not get activated. Similarly, when Growlithe uses its attack, Take Down, while having Choice Helmet attached to it, Choice Helmet can't reduce the damage by 30.

C Effects

C-01 Discard

- ◆ This refers to placing a specific card into the discard pile. Unless there are special instructions, the player who used the effect chooses which card to discard. The discarded card must be placed in the card owner's discard pile.

[Example 1] Attack, Flamethrower (Torracat SMA 010/059)

Discard an Energy from this Pokémon.

- ◆ Card text that says "discard X" is treated the same way.

[Example 2] Guzlord-GX (SM4A 033/050)

Discard the top 5 cards of your deck. If any of those cards are Energy cards, attach them to this Pokémon.

[FAQ] Double Colorless Energy (SM1S 060/060)

Double Colorless Energy provides ★★ Energy.

If a player chooses Double Colorless Energy (SM1S 060/060) that provides 2 ★ Energy when discarding 2 Energy that are attached to a Pokémon, the discarding effect can be satisfied by discarding 1 Double Colorless Energy card.

When choosing 1 Energy to discard, you may choose 1 Double Colorless Energy card to discard.

C-02 Put ●● back to ▲▲

- ◆ This refers to putting cards that are in play back into a player's hand or their deck. The card must be put back into the card owner's hand or deck.

[Example 1] Kahili (SM7a 055/060)

Draw 2 cards. Then, flip a coin. If heads, if you played this Kahili from your hand, put this card into your hand instead of the discard pile. If you have no cards in your deck, you can't play this card.

[Example 2] Attack, Courier (Pelipper SM1M 014/060)

Put 1 of your Benched Pokémon and all cards attached to it into your hand.

- ◆ When putting the Pokémon that was in play to your hand or deck, damage counters that were on that Pokémon or effects on that Pokémon will be removed. If that Pokémon was an Evolved Pokémon, put back pre-evolution Pokémon that were under the Evolved Pokémon into your hand or deck as well.

C-03 Switch your Active Pokémon with 1 of your Benched Pokémon

- ◆ This refers to putting back your Active Pokémon onto your Bench and switching it with 1 of your Benched Pokémon.

[Example 1] Switch (SM1M 056/060)

Switch your Active Pokémon with 1 of your Benched Pokémon.

[Example 2] Attack, Teleport (Cosmoem SM1S 028/060)

Switch this Pokémon with 1 of your Benched Pokémon.

- ◆ Switching is different from retreating in that a Pokémon can be switched with a Benched Pokémon without having to discard Energy needed to retreat.
- ◆ If a player uses an Item such as Switch (SM1M 056/060), the Active Pokémon can be switched with 1 of the Benched Pokémon even when the Active Pokémon can't retreat.
- ◆ If switched, Special Conditions or attack effects ("can't attack during your next turn," etc.) that are on the Active Pokémon will be removed.
- ◆ If you do not have any Benched Pokémon, you can't switch.

C-04 Your opponent switches their Active Pokémon with 1 of their Benched Pokémon.

- ◆ Your opponent switches their Active Pokémon with 1 of their Benched Pokémon.

[Example 1] Repel (SM1S 055/060)

Your opponent switches their Active Pokémon with 1 of their Benched Pokémon.

[Example 2] Attack, Whirlwind (Butterfree SM1S 003/060)

Your opponent switches his or her Active Pokémon with 1 of his or her Benched Pokémon.

- ◆ This effect is to put back your opponent's Active Pokémon onto their Bench; thus, your opponent chooses their new Active Pokémon. Your opponent chooses a Pokémon that was already on their Bench and puts it out into the Active Spot.

- ◆ If the Pokémon are switched, Special Conditions or attack effects (such as “can’t attack during your next turn”) that were on the Active Pokémon are all removed.
- ◆ If your opponent has no Benched Pokémon, they do not switch.

[FAQ] Attack, Agility (Noibat SM3H 046/051) / Ability, Dragon Guard (Flygon SM6a 030/053)


Your opponent’s Active Pokémon is the target of this effect. Thus, if your opponent’s Active Pokémon is in a state in which it is not affected by attack effects, their Pokémon cannot be switched using the effect in which your opponent switched their Active Pokémon with 1 of their Benched Pokémon.

- Attack, Agility (Noibat SM3H 046/051)

Flip a coin. If heads, prevent all effects of attacks, including damage, done to this Pokémon during your opponent’s next turn.

If your opponent’s Active Pokémon is Noibat that is in a state in which it’s not affected by effects of attacks due to its attack, Agility, you can’t switch Noibat with 1 of their Benched Pokémon using Butterfree’s attack, Whirlwind.

- Ability, Dragon Guard (Flygon SM6a 030/053)

Prevent all effects of your opponent's attacks, except damage, done to your  Pokémon. (Existing effects are not removed.)

Even if your opponent’s Active Pokémon is in a state in which it doesn’t take effects of attacks due to Flygon’s Ability, Dragon Guard, if your opponent’s Active Pokémon takes effects of attacks, you can use Butterfree’s attack, Whirlwind, to switch their Active Pokémon with 1 of their Benched Pokémon

C-05 Switch 1 of your opponent’s Benched Pokémon with their Active Pokémon

- ◆ This refers to putting your opponent’s Benched Pokémon onto their Active Spot. When you do, put back their Active Pokémon onto their Bench.

[Example 1] Pokémon Catcher (SMA 047/059)

Flip a coin. If heads, switch 1 of your opponent’s Benched Pokémon with their Active Pokémon.

[Example 2] Attack, Taunt (Alolan Persian SM1S 033/060)

Switch 1 of your opponent's Benched Pokémon with their Active Pokémon.

- ◆ Switching removes the Special Conditions or attack effects ("can't attack during your next turn" etc.) that are affecting the Active Pokémon.
- ◆ If your opponent has no Benched Pokémon, you can't switch their Active Pokémon.

[FAQ] Attack, Agility (Noibat SM3H 046/051) / Ability, Dragon Guard (Flygon SM6a 030/053)


Your opponent's Benched Pokémon is affected by this effect. Thus, if your opponent's Benched Pokémon that you have chosen is in a state in which it is not affected by attack effects, you can't switch their Pokémon using the effect in which your opponent switches their Active Pokémon with 1 of their Benched Pokémon.

- Attack, Agility (Noibat SM3H 046/051)

Flip a coin. If heads, prevent all effects of attacks, including damage, done to this Pokémon during your opponent's next turn.

Even if your opponent's Active Pokémon is Noibat that's in a state in which it's not affected by attack effects due to the attack, Agility, you can switch Noibat with 1 of their Benched Pokémon using Alolan Persian's attack, Taunt.

- Ability, Dragon Guard (Flygon SM6a 030/053)

Prevent all effects of your opponent's attacks, except damage, done to your  Pokémon. (Existing effects are not removed.)

If your opponent's Benched Pokémon is in a state in which it does not take any effects of attacks due to Flygon's Ability, Dragon Guard, you can't switch your opponent's Active Pokémon with 1 of their Benched Pokémon using Alolan Persian's attack, Taunt.

C-06 **Heal ●● damage**

- ◆ This refers to removing damage counters that are on the Pokémon in play.

[Example 1] Potion (SMA 039/059)

Heal 30 damage from 1 of your Pokémon.

- ◆ When healing damage, if the number of damage counters on a Pokémon is less than the healing amount, remove all damage counters on it.
- ◆ When the card text says “Heal all damage from it,” remove all damage counters on that Pokémon.

[Example 2] Attack, Recover (Accelgor SM4A 006/050)

Discard an Energy from this Pokémon and heal all damage from it.

- ◆ You can't choose a Pokémon that has no damage counters on it and play a Trainer card that has this effect. Similarly, Abilities having this effect cannot be used. However, if healing damage from multiple Pokémon, you can use it as long as there is at least 1 Pokémon that has damage counters on it.

C-07 **Put • damage counters**

- ◆ This refers to putting damage counters on Pokémon in play. Put a specified number of damage counters that are each worth 10 damage.

[Example 1] Ability, Feather Arrow (Decidueye-GX SMA 004/059)

You may use this Ability once during your turn. Put 2 damage counters on 1 of your opponent's Pokémon.

[Example 2] Attack, Supernatural Dance (Oricorio SM1+ 024/051)

For each Pokémon in your opponent's discard pile, put 1 damage counter on your opponent's Pokémon in any way you like.

- ◆ Similar to the damage counters that were put on a Pokémon upon doing damage, if damage counters that are more than the remaining HP was put on it due to this attack, this Pokémon will be Knocked Out.
- ◆ When putting damage counters due to an attack, follow 5. Effects other than damage in steps for using attacks. This is not treated as damage, so Weakness and Resistance or effects on Pokémon are not calculated.

[FAQ] Attack, Agility (Noibat SM3H 046/051)

Flip a coin. If heads, prevent all effects of attacks, including damage, done to this Pokémon during your opponent's next turn.

Damage counters (from an attack) can't be put on Pokémon that is in a state in which they're not affected by effects of attacks.

You can't put damage counters on Noibat with Oricorio's attack, Supernatural Dance (damage counters are placed on other Pokémon that are not Noibat) because it is in a state in which it's not affected by effects of attacks due to its attack, Agility,

C-08 Move ▲ number of damage counters from ●● to ■■

- ◆ This refers to moving damage counters that were on Pokémon in play to another Pokémon. Move a specified number of damage counters that are each worth 10 damage.

[Example 1] Ability, Shady Move (Chandelure SM2L 005/050)

You may use this Ability once during your turn. Move 1 damage counter from 1 Pokémon to another Pokémon.

[Example 2] GX attack, Ice Path-GX (Alolan Ninetales-GX SM2K 013/050)

Move all damage counters from this Pokémon to your opponent's Active Pokémon. (You can't use more than 1 GX attack in a game.)

[Example 3] Attack, Psywave (Tapu Lele SM2+ 026/049)

Move any number of damage counters on your opponent's Pokémon to their other Pokémon in any way you like.

- ◆ When moving damage counters using an attack, follow 5. Effects other than damage in the steps for using an attack. Since it won't be treated as damage, Weakness and Resistance or effects on Pokémon are not calculated.
- ◆ Similar to damage counters from damage, if more damage counters than the remaining HP are put from this damage, this Pokémon is Knocked Out.
- ◆ If no Pokémon that corresponds to ■■ are in play, you can't move damage counters.

[FAQ] Attack, Agility (Noibat SM3H 046/051)

Flip a coin. If heads, prevent all effects of attacks, including damage, done to this Pokémon during your opponent's next turn.

If the Pokémon to which damage counters from attacks will be moved is in a state in which it's not affected by effects of attacks, you can't get the effect of moving damage counters. However, you may choose it as a Pokémon to which damage counters are moved to. If so, damage counters that were once removed are not put back on that Pokémon, and the damage counters are removed from the original Pokémon.

When moving damage counters to Noibat that's in a state in which it's not affected by attack effects using Alolan Ninetales-GX's Ice Path-GX attack, the attack ends upon removing all damage counters.

C-09 Attach (up to) ▲ number of ● Energy cards to ■■

- ◆ This refers to attaching Energy to Pokémon in play. You always attach your own Energy to your own Pokémon. You do not attach it to your opponent's Pokémon.
- ◆ Same as pre-XY "Attach ▲ number of ● Energy cards to ■■."


[Example 1] GX attack, Sol Burst-GX (Solgaleo-GX SM1S 040/060)

Search your deck for up to 5 Energy cards and attach them to your Pokémon in any way you like. Then, shuffle your deck. (You can't use more than 1 GX attack in a game.)

[Example 2] Attack, Flower Supply (Lurantis-GX SM1M 006/060)

Attach 2 basic Energy cards from your discard pile to your Pokémon in any way you like.

[Example 3] Attack, Heat Assist (Darmanitan SM6a 006/053)

Attach up to 3  Energy cards from your hand to your Pokémon in any way you like.

- ◆ You may attach Energy in addition to "Attach one Energy from your hand to a Pokémon (C. Energy)" that can be done during your turn.

[FAQ] Ability, Gnawing Curse (Gengar SM4S 022/050)

Whenever your opponent attaches an Energy card from their hand to 1 of their Pokémon, put 2 damage counters on that Pokémon.

When attaching Energy from your hand due to attacks or effects of Abilities, the effect activates each time you attach an Energy. If you attach multiple Energy cards at the same time at once, the effect for that amount of Energy cards attached will be activated.

If you attach an Energy to 2 of your Pokémon with the effect of Darmanitan's attack, Heat Assist, put 2 damage counters each to Pokémon to which Energy is attached from the effect of Gengar's Gnawing Curse ability. If you attach 2 Energy cards to 1 Pokémon, put 4 damage counters on that Pokémon.

C-10 **Move ▲ amount of ● Energy to ■■**

- ◆ This refers to moving Energy that is on a Pokémon in play to another Pokémon. You always attach your Energy to your own Pokémon. You can't attach it to your opponent's Pokémon.
- ◆ Same as the "Move ▲ amount of ● Energy to ■■" of the pre-XY series.

[Example 1] Attack, Y Cyclone (Yveltal-EX XY1 037/060)

Move an Energy from this Pokémon to 1 of your Benched Pokémon.

[Example 2] Ability, Psychic Transfer (Lunala-GX SM1M 028/060)

You may use this Ability as many times as you like during your turn. Move a Ⓢ Energy from 1 of your Pokémon to another of your Pokémon.

- ◆ If you don't have Pokémon that corresponds to ■■ in play, you can't move Energy to your Pokémon.

[FAQ 1] Double Colorless Energy (SM1S 060/060)

Double Colorless Energy provides ★★ Energy.

When moving 1 Energy, you may choose Double Colorless Energy that provides 2 Energy with 1 card. If so, move 1 Double Colorless Energy card.

[FAQ 2] Ability, Safeguard (Suicune K+K 004/018)

Prevent all effects of attacks, including damage, done to this Pokémon by Pokémon-EX.

If Energy will be moved due to an attack and the Pokémon to which Energy is moved is in a state in which it's not affected by effects of attacks, the effect of moving does not take place. However, you may choose it as a Pokémon to which Energy is moved. In this case, Energy that was once removed does not go back on the original Pokémon but is discarded.

Using Yveltal-EX's attack, Y Cyclone to move Energy to Suicune that's in a state in which it's not affected by effects of attacks from Pokémon-EX due to its Ability, Safeguard, discard the Energy removed from Yveltal-EX and end the Y Cyclone attack.

C-11 Put ● number of Basic Pokémon from...onto your Bench

- ◆ This refers to putting Basic Pokémon from your deck or discard pile onto your Bench.
- ◆ Same as “Search your...for ● number of Basic Pokémon and put it onto your Bench” of the pre-XY series.

[Example 1] Attack, Call for Family (Corsola SM1M 012/060)

Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Then, shuffle your deck.

[Example 2] Attack, Borne Ashore (Alomomola SM2L 012/050)

Put a Basic Pokémon from either player's discard pile onto its owner's Bench.

- ◆ If you use an attack that has this effect when you already have 5 Benched Pokémon, end the attack without putting out a Pokémon onto your Bench. If putting a Pokémon from your deck onto your Bench, end the attack before looking through your deck.
- ◆ If you already have 5 Benched Pokémon, you can't use Trainer cards that have this effect. Similarly, you can't use Abilities that have this effect.
- ◆ When putting Pokémon onto the Bench, if the space on the Bench is fewer than the specified number of cards, choose the number of Pokémon that can be put onto the Bench.

C-12 **Put it onto a Pokémon and evolve it**

- ◆ This refers to putting Stage 1 or Stage 2 Pokémon onto a Pokémon in play and evolving it.

[Example 1] Rare Candy (SMA 045/059)

Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

[Example 2] Ability, Initialize (Porygon-Z SM3N 044/051)

When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may devolve each of your opponent's evolved Pokémon by putting the highest Stage Evolution card on it into your opponent's hand.

- ◆ Just like a regular evolution, Pokémon that match the evolution condition of the evolution target card and the Pokémon in play can be evolved. Cards, damage counters, special conditions, effects, etc. that were on at the time of the evolution are treated the same as regular evolutions.
- ◆ Unless there are special instructions, you may evolve a Pokémon on your first turn or a Pokémon that was newly put into play.
- ◆ In the card text, Stage 1 or Stage 2 Pokémon that are stacked on the Pokémon in play may be referred to as Evolution cards or cards that evolve.

C-13 **Devolve a Pokémon by removing an Evolution card from it**

- ◆ This refers to removing an Evolution card that is stacked on a Stage 1 or a Stage 2 Pokémon in play and devolving it to the pre-evolution Pokémon.

[Example 1] Attack, Turn Back Time (Dialga SM7a 038/060)

If your opponent's Active Pokémon is an evolved Pokémon, devolve it by putting the highest Stage Evolution card on it into your opponent's hand.

[Example 2] Ability, Initialize (Porygon-Z SM3N 044/051)

When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may devolve each of your opponent's evolved Pokémon by putting the highest Stage Evolution card on it into your opponent's hand.

- ◆ When a Pokémon has devolved and returned to its pre-evolution form, cards and damage counters that were attached to it move to the pre-evolution Pokémon. All Special Conditions and effects are removed. If the number of damage counters that were kept from the pre-evolution Pokémon were more than the pre-evolution Pokémon's remaining HP, that Pokémon is Knocked Out.
- ◆ Unless otherwise stated, devolved Pokémon are treated as new Pokémon in play, and they cannot evolve during that turn.
- ◆ Stage 1 or Stage 2 Pokémon that are removed from Pokémon in play may be referred to as Evolution cards or cards that evolve.
- ◆ Evolution cards that are stacked on top of the Pokémon to be devolved must be removed from the top.
- ◆ Stage 1 or Stage 2 Pokémon that were directly put into play due to attack effects, etc. can't be devolved.

C-14 **X can't retreat**

- ◆ Pokémon who are affected by this effect can't retreat — an action that can usually be done during a player's turn.

[Example 1] Attack, Bear Hug (Bewear SM1S 052/060)

The Defending Pokémon can't retreat during your opponent's next turn.

[Example 2] Ability, Cursed Whirlpool (Spiritomb SM3+ 048/072)

As long as this Pokémon is in your Active Spot, your opponent's Active Pokémon can't retreat.

- ◆ If a Pokémon takes this effect from attacks when it's put back onto the Bench or is no longer in play, this effect is completely removed. The effect is also completely removed when that Pokémon evolves or devolves.
- ◆ You may switch your Active Pokémon with your Benched Pokémon using effects from Items and the like.

C-15 **X can't attack**

- ◆ You can't choose and announce any of the attacks of Pokémon affected by this effect. Even if sufficient attack cost is attached to the Pokémon, you can't announce its attacks.

[Example 1] Ability, Disgusting Pollen (Vileplume SM3H 003/051)

As long as this Pokémon is your Active Pokémon, your opponent's Basic Pokémon can't attack.

- ◆ If "can't use X" is written in the card text, all other attacks other than the specified attack can be chosen and used.

[Example 2] Attack, Slashing Strike (Fearow SM1M 046/060)

This Pokémon can't use Slashing Strike during your next turn.

- ◆ If a Pokémon is affected by this effect due to attacks, when that Pokémon is put back onto the Bench or is removed from play, the effect is completely removed. The effect is also completely removed when the Pokémon evolves or devolves.


C-16 **Does not take damage from attacks**

- ◆ When Pokémon that are affected by this effect take damage by attacks, the damage taken becomes zero under 6. Final damage in Damage calculation. The calculation can end here.

[Example 1] Attack, Defense Curl (Togedemaru SM1M 021/060)

Flip a coin. If heads, prevent all damage done to this Pokémon by attacks during your opponent's next turn.

[Example 2] Ability, Water Bubble (Araquanid SM1S 019/060)

Prevent all damage done to this Pokémon by attacks from your opponent's  Pokémon.

[Example 3] Sky Pillar (SM7 095/096)

Prevent all effects of the opponent's attacks, including damage, done to Benched Pokémon (*both yours and your opponent's*).

- ◆ If multiple Pokémon take damage from attacks at the same time, Pokémon except the one that's affected by this effect take damage from attacks.

[FAQ] Attack, Psychic Fangs (Brixxish SM1M 016/060)

This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

Damage from attacks that have the text "isn't affected by any effects" can be applied disregarding the status of "prevent all damage from attacks."


C-17 Prevent all effects of attacks

- ◆ If a Pokémon affected by this effect is affected by effects of attacks, proceed to the steps for using attacks without performing 5. Effects other than damage in Steps for using attacks.

[Example 1] Attack, Agility (Noibat SM3H 046/051)

Flip a coin. If heads, prevent all effects of attacks, including damage, done to this Pokémon during your opponent's next turn.

[Example 2] Ability, Dragon Guard (Flygon SM6a 030/053)

Prevent all effects of your opponent's attacks, except damage, done to your  Pokémon. (Existing effects are not removed.)

- ◆ While a Pokémon is affected by effects of attacks, even if it's affected by a new effect that prevents effects, the original effect that was already on that Pokémon isn't removed and that effect continues to be applied.
- ◆ While a Pokémon is affected by Special Conditions from attacks, even if it's affected by a new effect that prevents effects, the original Special Conditions that were already on that Pokémon aren't removed.

[Examples of effects that do not get applied]

- Special Conditions
- Attack, Bubble (Dewpider SM1S 018/060)

Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

- Effects that increase or decrease damage
- Attack, Ferocious Bellow (Stoutland SM1S 048/060)

During your opponent's next turn, the Defending Pokémon's attacks do -50 damage.

- Effects that discard attached cards
- Attack, Roaring Seas (Primarina-GX SMA 014/059)

Discard an Energy from your opponent's Active Pokémon.

- Effects of putting damage counters
- Attack, Night Roam (Dusclops SM3N 020/051)
Put 1 damage counter on each Pokémon (both yours and your opponent's).

- Effects that prevent the usage of attacks
- Attack, Torment (Liepard SM3+ 050/072)
Choose 1 of your opponent's Active Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

- Effects that switch
- Attack, Whirlwind (Butterfree SM1S 003/060)
Your opponent switches their Active Pokémon with 1 of their Benched Pokémon.

C-18 Use it as this attack

- ♦ This refers to executing all the instructions for damage and/or effects of the attack you've chosen.

[Example 1] Attack, Nightcap (Nihilego SM8 046/095)

You can use this attack only if your opponent has exactly 2 Prize cards remaining. Choose 1 of your opponent's Pokémon's attacks and use it as this attack.

[Example 2] Attack, Imittack (Kecleon BW8 046/051)

Choose 1 of your opponent's Active Pokémon's attacks. If this Pokémon has the necessary Energy to use that attack, use it as this attack.

- ◆ Unless there are other special instructions, you can use this attack even when the attack cost is insufficient.
- ◆ If choosing an attack of a Pokémon in play with this effect, you can only choose from Pokémon with...attack.


[FAQ 1] Attack, Slashing Strike (Fearow SM1M 046/060)

This Pokémon can't use Slashing Strike during your next turn.

Nihilego's attack Nightcap allows you to choose other Pokémon's damage or effects of attacks, but the name of the attack remains Nightcap. Thus, even if you choose to use Slashing Strike by using Nightcap and are affected by the effect "can't use Slashing Strike," you can choose Fearow's Slashing Strike again on your next turn and use its damage and effects.

[FAQ 2] Attack, Firestorm (Arcanine SM1S 010/060)

Discard 3  Energy from this Pokémon.

When you choose Arcanine's attack Firestorm by using Nihilego's attack Nightcap, even if you don't have the necessary  Energy attached to Nihilego, you can use the damage and the effects of the attack. If so, there's no Energy to be discarded; thus, do not follow its card text, but only apply damage, and end the attack.

C-19 **X can't play...from their hand**

- ◆ As long as this effect is active, the player in question can't play a specific card from their hand. This effect is applied to the player, not to the Pokémon.

[Example 1] Attack, Disconnect (Luxio SM5M 0139/066)

Your opponent can't play any Item cards from their hand during their next turn.

[Example 2] Attack, Limitation (Sableye SM2L 031/050)

Your opponent can't play any Supporter cards from their hand during their next turn.

[FAQ] Attack, Agility (Noibat SM3H 046/051)

Flip a coin. If heads, prevent all effects of attacks, including damage, done to this Pokémon during your opponent's next turn.

When applying this effect to a player by using an attack, regardless of whether your opponent has a Pokémon in play that's in a state in which it can prevent attack effects, this effect can be applied to that player. Even if your opponent's Active Pokémon is Noibat that's in a state in which it can prevent the effects of attacks due to Agility, you can still apply the effect of Sableye's attack Limitation to your opponent.

C-20 Look at ●● (look at ●● and...)

- ◆ This refers to looking at the face-down cards (e.g. deck, Prize cards, your opponent's hand). After looking at the face-down cards, unless there are other special instructions, put those cards back face down.

[Example 1] Ability, Search the Premises (Gumshoos-GX SM1S050/060)
You may use this Ability once during your turn. Look at your opponent's hand.

- ◆ Similar to the ones that have the wording "reveal(s) X. Then..."

[Example 2] Attack, Spelunk (Alolan Diglett SM1S 037/060)

Look at the top 3 cards of your deck and put them back on top of your deck in any order.

- ◆ Unless there are other special instructions, the player who used the effect looks at the face-down cards.
- ◆ When putting the cards face down after looking at the Prize cards, if it goes back as a Prize card, there's no need to put it back in the same position.

D Glossary

D-01 **The attack does nothing/doesn't happen**

This refers to damage or effects of attacks being nullified.

There are two kinds: ones where you nullify your opponent's attacks and ones where your attacks are nullified.

- ◆ Effects where your opponent's attack doesn't happen
This is an effect that applies to your opponent. This is done in 2. Checking the status of Pokémon using attacks in the step for using attacks. If this fails, the attack is not deemed used, but the turn ends.

[Example 1] Attack, Smokescreen (Cyndaquil SM8 016/095)

If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack doesn't happen

- ◆ This attack does nothing
This refers to attacks that include failure conditions. If it fails, the attack is treated as if it were used and the turn ends.

[Example 1] Attack, Surprise Attack (Makuhita SM1S 029/060)


Flip a coin. If tails, this attack does nothing.

- ◆ If an attack that deals damage fails, even if there is 2. Effects on Pokémon that deals damage (e.g. Muscle Band XY1 057/060), you may not deal any additional damage.

D-02 **As many as you like**

- ◆ This refers to choosing as many of the specified card as you like.

[Example 1] Attack, Rock Artillery (Gigalith SM1M 031/060)

Discard any amount of  Energy from your Pokémon. This attack does 50 damage for each card you discarded in this way.

[Example 2] Attack, Milk Cannon (Miltank SM8 071/095)

Reveal any number of Moomoo Milk cards in your hand. This attack does 60 damage for each card you revealed in this way.

- ◆ If you know that nothing will change by not choosing a single card due to effects of Trainer cards or Abilities, you can't use those Trainer cards or Abilities.

D-03 **All**

- ◆ This refers to choosing all of the specified cards.

[Example 1] Attack, Metallic Sound (Skarmory SM1S 039/060)

Discard all Special Energy from each Pokémon.

[Example 2] Ilima (SM1S 058/060)

Each player shuffles all of their hand into their deck and flips a coin. If heads, that player draws 6 cards. If tails, they draw 3 cards.

- ◆ If you don't have a single specified card, don't take any action. Even so, it counts as if you followed the instruction for "All."

D-04 **Choose**

- ◆ This refers to choosing a specified number of the specified cards.

[Example 1] Pokémon Catcher (SMA 047/059)

Flip a coin. If heads, choose 1 of your opponent's Benched Pokémon and switch it with their Active Pokémon.

[Example 2] Attack, Astonish (Zubat SM1S 021/060)

Choose a random card from your opponent's hand. Your opponent reveals that card and shuffles it into their deck.

[Example 3] Attack, Torment (Liepard SM3+ 050/072)

Choose 1 of your opponent's Active Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

- ◆ You must choose the number that's specified. If you don't have the specified number of the specified card, choose a number that's closest to that number. A player may not choose at their own will a number that's fewer than what is specified. If there's not even a single card that is specified in the specified location, you don't choose anything.
- ◆ If choosing multiple kinds of cards, choose the specified number of those cards. If only one kind among the multiple are available in the specified location, choose the specified number of only that kind.

- ◆ If choosing cards from the deck, see [H. Deck](#).
- ◆ If you know that nothing will change by not being able to choose a single card due to effects of Trainer cards or Abilities, you can't use that Trainer card or Ability.

D-05 Up to ●● of X

- ◆ This refers to choosing specified targets between 1 and that number.
- ◆ Same as the pre-XY series "choose up to"

[Example 1] Field Blower (SM2K 048/050)

Choose up to 2 in any combination of Pokémon Tool cards and Stadium cards in play (yours or your opponent's) and discard them.

[Example 2] Attack, Call for Family (Corsola SM1M 012/060)

Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Then, shuffle your deck.

- ◆ If you know that nothing will change by not being able to choose a single card due to effects of Trainer cards or Abilities, you can't use those Trainer card or Ability.
- ◆ If choosing cards from the deck, see [H. Deck](#).

D-06 ...has X

- ◆ This refers to attacks, Weakness and Resistance that is printed on the Pokémon card in question.

[Example 1] Attack, Silver Fist (Registeel SM7 056/096)

If your opponent's Active Pokémon has an Ability, this attack does 60 more damage.

[Example 2] Attack, Torment (Liepard SM3+ 050/072)

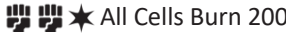
Choose 1 of the attacks that your opponent's Active Pokémon has. That Pokémon can't use that attack during your opponent's next turn.

[Example 3] Ability, Shadow Hunt (Marshadow-GX SM3N 033/051)

This Pokémon can use the attacks that any of the Basic Pokémon in your discard pile has. (You still need the necessary Energy to use each attack.)

- ◆ Attacks that can be used due to effects of Trainer cards or Abilities and the like are not treated as attacks that the Pokémon has. Only attacks that are printed on the Pokémon card are treated as attacks that the Pokémon has.








[Examples of attacks not being treated as ones the Pokémon has]

- Pre-evolution attacks in a condition in which it can be used
- Ability, Time Recall (Shining Celebi SM3+ 004/072)
Each of your evolved Pokémon can use any attack that its previous Evolutions have. (You still need the necessary Energy to use each attack.)
- Special Attacks that can be used due to effects of Trainer cards
- Attack, All Cells Burn (Power Memory XYG 013/019)
The Zygarde-EX this card is attached to can also use the attack on this card. (You still need the necessary Energy to use this attack.)
 All Cells Burn 200
Discard 3 Energy attached to this Pokémon.

D-07 ●-type


- ◆ This refers to the categories (color) of Pokémon and Energy. Types that are printed on the card text refer to Pokémon or Energy.

[Example 1] Attack, Ice Shard (Snover SM5M 009/066)
If your opponent's Active Pokémon is a  Pokémon, this attack does 40 more damage.

[Example 2] Unit Energy    (SM5S 066/066)
This card provides 1  Energy. While this card is attached to a Pokémon, this card provides , , and  Energy but provides only 1 Energy at a time.

D-08 Every type of Energy

- ◆ Energy that are 10 types         and .

[Example 1] Rainbow Energy (SM1M 060/060)
This card provides  Energy. While in play, this card provides every type of Energy but provides only 1 Energy at a time. When you attach this card from your hand to 1 of your Pokémon, put 1 damage counter on that Pokémon.

[FAQ] Attack, Discharge (Togedemaru SM1M 021/060)

Discard all ⚡ Energy from this Pokémon. This attack does 30 damage for each card you discarded in this way.

Energy that works as all types are always treated as all types. You may not only activate one type as you wish. Thus, if you use the attack, Discharge that says, "Discard all ⚡ Energy," Energy that are work as all types would also be discarded.

D-09 **Attack cost**

- ◆ This refers to Energy necessary for attacks. See the Energy marks on the left of the attack name on the Pokémon card.

[Example 1] Attack, Unarmed (Slowking SM2+ 023/049)

If you have no cards in your hand, ignore all Energy in this attack's cost.

[Example 2] Attack, Imittack (Kecleon BW8 046/051)

Choose 1 of your opponent's Active Pokémon's attacks. If this Pokémon has the necessary Energy to use that attack, use it as this attack.

D-10 **Retreat cost**

- ◆ This refers to the Energy necessary to retreat. See the Energy printed on the bottom left corner next to "retreat" on the Pokémon card. If you discard the amount of Energy printed there from this Pokémon, you may retreat it.

- ◆ Same as the pre-XY series "retreat cost."

[Example 1] Altar of the Moone (SM1+ 050/051)

The Retreat Cost of each Pokémon (both yours and your opponent's) that has any {Psychic} or {Darkness} Energy attached to it is ★★ less.

[Example 2] Attack, Aqua Impact (Sharpedo SM1M 039/060)

This attack does 20 more damage for each ★ in your opponent's Active Pokémon's Retreat Cost.

D-11 **...is more**

- ◆ This refers to treating the printed number as if it were more.

[Example 1] Ability, Tangling Hair (Alolan Dugtrio SM1S 038/060)
Your opponent's Active Pokémon's Retreat Cost is ★ more.

[Example 2] Ability, Sticky Membrane (Goomy SM6 065/094)
As long as this Pokémon is your Active Pokémon, your opponent's Pokémon's attacks cost ★ more.

- ◆ If there are multiple effects that are "...is more," calculate the total of those effects. For example, if there are two "Retreat Cost is ★ more," then the Retreat Cost becomes ★★.

[FAQ] Ability, Conductive Body (Beldum SM7 052/096)
As long as this Pokémon is your Active Pokémon, its Retreat Cost is ★ less for each Beldum on your Bench.

If the effects "...is more" and "...is less" are both in effect for the same card, calculate the total of those effects. If one Ability, Tangling Hair, and another, Conductive Body, are in effect at the same time, there are no increase or decrease in the Retreat Cost.

D-12 **...is less**

- ◆ This refers to treating the printed number as if it were less.

[Example 1] Thunder Mountain ◇ (SM7a 058/060)
The attacks of ⚡ Pokémon (both yours and your opponent's) cost ⚡ less.
Whenever any player plays an Item or Supporter card from their hand, prevent all effects of that card done to this Stadium card.

[Example 2] Ability, Conductive Body (Beldum SM7 052/096)
As long as this Pokémon is your Active Pokémon, its Retreat Cost is ★ less for each Beldum on your Bench.

- ◆ If there are multiple effects that are "...is less," calculate the total of those effects. For example, if there are two "Retreat Cost is ★ less," then the Retreat Cost becomes ★★ less.

[FAQ] Ability, Conductive Body (Beldum SM7 052/096)

As long as this Pokémon is your Active Pokémon, its Retreat Cost is ★ less for each Beldum on your Bench.

If the effects "...is more" and "...is less" are both in effect for the same card, calculate the total of those effects. If one Ability, Tangling Hair, and another, Conductive Body, are in effect at the same time, there are no increase or decrease in the Retreat Cost.

D-13 Ignore/have no

- ◆ This refers to treating the specified thing as none.
- ◆ There are two kinds: Effects that ignore required Energy and Effects that remove rules text
- ◆ Effects that ignore required Energy

[Example 1] Ability, Rotomotor (Rotom SM5M 022/066)

If you have 9 or more Pokémon Tool cards in your discard pile, ignore all Energy in the attack cost of each of this Pokémon's attacks.

- ◆ If both Ignore/have/has no and D-11 ...is more (D-12 ...is less) affect the same card, Ignore/have no is prioritized and all other effects are ignored.

[Example 2] Ability, Gyro Unit (Silvally-GX SM4S 045/050)

Your Basic Pokémon in play have no Retreat Cost.

[FAQ 1] Ability, Tangling Hair (Alolan Dugtrio SM1S 038/060)

Your opponent's Active Pokémon's Retreat Cost is ★ more.

If the effects "...Ignore/have/has no" and "...is more" are both in effect for the same card, it would become none. If one Ability, Tangling Hair, and another Ability, Gyro Unit, are in effect at the same time, there would be no Retreat Cost.

[FAQ 2] Ability, Conductive Body (Beldum SM7 052/096)

As long as this Pokémon is your Active Pokémon, its Retreat Cost is ★ less for each Beldum on your Bench.

If the effects "...Ignore/have/has no" and "...is less" are both in effect for the same card, it would become none. If one Ability, Conductive Body, and another Ability, Gyro Unit, are in effect at the same time, there would be no Retreat Cost.

[FAQ 3] Ability, Sticky Membrane (Goomy SM6 065/094)

As long as this Pokémon is your Active Pokémon, your opponent's Pokémon's attacks cost ★more.

If the effects "...Ignore/have/has no" and "...is more" are both in effect for the same card, it would become none. If one Ability, Rotomotor, and another Ability, Sticky Membrane, are in effect at the same time, ignore all Required energy in the Attack cost.

Effects that remove rules text

[Example 3] Weakness Policy (SM2+ 045/049)

The Pokémon this card is attached to has no Weakness.

[Example 4] Ability, Power of Alchemy (Alolan Muk SM1M 023/060)

Each Basic Pokémon in play, in each player's hand, and in each player's discard pile has no Abilities.

[Example 3] Stadium, Lysandre Labs (SM6 092/094)

Pokémon Tool cards in play (both yours and your opponent's) have no effect.

[Example 3] Attack, Evil Admonition (Weavile SM5S 028/066)

This attack does 50 damage for each of your opponent's Pokémon that has an Ability.

If you use Weavile's Attack Evil Admonition while your opponent has an Alolan Muk with the Power of Alchemy Ability in play and other Pokémon with Abilities, the Attack will deal 50 damage once for the Power of Alchemy. The other Abilities are gone due to the Power of Alchemy's effect.

D-14 **Full**

- ◆ This refers to Pokémon that have no damage counters on it. If there is a difference between the max HP and the remaining HP of the specified Pokémon, it won't be treated as "full."

[Example 1] Ability, Sturdy (Donphan SM8 051/095)

If this Pokémon has full HP and would be Knocked Out by damage from an attack, this Pokémon is not Knocked Out, and its remaining HP becomes 10.

[Example 2] Attack, Swift Sting (Beedrill BW8 003/051)

If this Pokémon has full HP, this attack does 40 more damage, and your opponent's Active Pokémon is now Confused and Poisoned.

D-15 **Maximum HP**

- ◆ This refers to the number that is printed as the HP of the Pokémon in play.

[Example 1] Ability, Sunbeam (Solrock SM6b 029/066)

The maximum HP of each of your Lunatone in play is 130.

[Example 2] Bodybuilding Dumbbells (SM3H 048/051)

The Stage 1 Pokémon this card is attached to gets 40 more HP.

- ◆ Only the Pokémon in play are affected by the increase or decrease in their maximum HP due to effects of cards.

D-16 **Remaining HP**

- ◆ This refers to the number after subtracting damage taken from the maximum HP of the Pokémon in play.

[Example 1] Last Chance Potion (SM7 079/096)

Heal 120 damage from 1 of your Pokémon that has 30 HP or less remaining.

[Example 2] Ability, Sturdy (Donphan SM8 051/095)

If this Pokémon has full HP and would be Knocked Out by damage from an attack, this Pokémon is not Knocked Out, and its remaining HP becomes 10.

D-17 Prize cards taken

- ◆ This refers to the number of cards taken from the Prize cards that were placed when setting up to play.

[Example 1] GX Attack, Beauty-GX (Pheromosa-GX SM4+ 012/114)

This attack does 50 damage for each Prize card your opponent has taken. (You can't use more than 1 GX attack in a game.)

[Example 2] Iris (BW9 071/076)

During this turn, your Pokémon's attacks do 10 more damage to the Active Pokémon for each Prize card your opponent has taken.

- ◆ When referencing the number of your Prize cards, subtract the number of Prize cards taken from a total of 6 for a 60-card deck. If playing a 30-card deck, subtract the number of Prize cards taken from a total of 3 cards.

E Other text

E-01 During your opponent's next turn

- ◆ This refers to the turn that is your opponent's next turn, which is immediately after this turn during which you are doing attacks written on this text. It doesn't include Pokémon Checkup. The content that follows this text continues to apply during this period.

[Example 1] Attack, Agility (Noibat SM3H 046/051)

Flip a coin. If heads, prevent all effects of attacks, including damage, done to this Pokémon during your opponent's next turn.

[Example 2] Attack, Bear Hug (Bewear SM1S 052/060)

The Defending Pokémon can't retreat during your opponent's next turn.

E-02 During your next turn

- ◆ This refers to your next turn, which is your turn after the one during which you are using attacks that contain this text. It doesn't include Pokémon Checkup. The content that follows this text continues to apply during this period.

[Example 1] Attack, Blizzard Burn (Lapras-GX SM1S 016/060)

This Pokémon can't attack during your next turn.

E-03 ...when damaged by an attack

- ◆ This refers to when a Pokémon takes damage of 10 or more from attacks. If the damage becomes 0 or less when calculating an attack's damage, it is counted as if no damage was taken.
- ◆ For effects that continue after this text and are treated as 6. Effects that apply when damage is taken by your opponent's Pokémon, do the actions after taking damage and effects of the attacks.

[Example 1] Attack, Shell Trap (Turtonator-GX SM2K 009/050)

During your opponent's next turn, if this Pokémon is damaged by an attack (even if this Pokémon is Knocked Out), put 8 damage counters on the Attacking Pokémon.

[Example 2] Poison Barb (SM1M 057/060)

If the Pokémon this card is attached to is your Active Pokémon and is damaged by an opponent's attack (even if this Pokémon is Knocked Out), the Attacking Pokémon is now Poisoned.

- ◆ If damage that's more than the remaining HP is taken, after doing the effects that continue after this text, that Pokémon is Knocked Out.
- ◆ If multiple 6. Effects that apply when damage is taken by your opponent's Pokémon take effect at the same time, the player of the Pokémon that took damage can take actions in any order they like.

E-04 ...and is Knocked Out

- ◆ This refers to a Pokémon getting Knocked Out by having more damage counters than its remaining HP.

[Example 1] Ability, Innards Out (Pyukumuku SM1S 020/060)

If this Pokémon is your Active Pokémon and is Knocked Out by damage from an opponent's attack, put 6 damage counters on the Attacking Pokémon.

[Example 2] Wishful Baton (SM2+ 046/049)

If the Pokémon this card is attached to is your Active Pokémon and is Knocked Out by damage from an opponent's attack, move up to 3 basic Energy cards from that Pokémon to 1 of your Benched Pokémon.

- ◆ Effects that continue after this text are done in step 2 of Steps for Knock Out process and are done immediately prior to discarding the Pokémon during the Knock Out process. After applying the effects, discard the Pokémon that is Knocked Out.
- ◆ If Pokémon are Knocked Out at the same time, and multiple cards have effects that are done in step 2 of the Knock Out process, the effects can be executed in any order that the player of the Pokémon that is Knocked Out wishes. After applying all the effects, discard the Pokémon that are Knocked Out at the same time.

E-05 When you play this Pokémon from your hand to evolve 1 of your Pokémon

- ◆ This refers to “play a Pokémon from hand to evolve” that can be played during your turn. This text often appears in Ability text.

[Example 1] Ability, Queenly Majesty (Tsareena SM1S 008/060)

When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may have your opponent reveal their hand. Then, discard a card from it.

[Example 2] Ability, Treasure Hunt (Herdier SM1S 047/060)

When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may put an Item card from your discard pile into your hand.

- ◆ Effects that continue after this text can only be carried out when you play a Pokémon from your hand to evolve it. For Abilities that say, “When you play this Pokémon from your hand to evolve 1 of your Pokémon...,” if other actions are taken after the evolution, that Ability can't be used.

[FAQ] Rare Candy (SMA 045/059)

Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

Even if using the effect of Rare Candy to evolve it to a Stage 2 Pokémon that has the Ability written on this text, it is treated as if you played a Pokémon from your hand to evolve it, and you may use the Ability written in the text.

E-06 When you play this Pokémon from your hand onto your Bench

- ◆ This refers to when you played a Basic Pokémon from your hand onto the Bench which can be done during your turn. It mainly appears in Ability text.

[Example 1] Ability, Wonder Tag (Tapu Lele-GX SM2L 022/050)

When you play this Pokémon from your hand onto your Bench during your turn, you may search your deck for a Supporter card, reveal it, and put it into your hand. Then, shuffle your deck.

- ◆ Effects that continue after this text can only be carried out when you play a Pokémon from your hand to evolve it. For Abilities that say, “When you play this Pokémon from your hand to evolve 1 of your Pokémon...,” if other actions are taken after the evolution, that Ability can't be used.

E-07 Whenever (when) you attach an Energy

- ◆ This refers to attaching an Energy card from your hand to 1 of your Pokémon that can be done during your turn or attaching an Energy card to a Pokémon using card effects.

[Example 1] Ability, Comatose (Komala SM2K 046/050)

As long as this Pokémon is your Active Pokémon, whenever you attach an Energy from your hand to it, it is now Asleep.

[Example 2] Ability, Gnawing Curse (Gengar SM4S 022/050)

Whenever your opponent attaches an Energy card from their hand to 1 of their Pokémon, put 2 damage counters on that Pokémon.


- ◆ Effects that continue after this text can only be carried out when you attach an Energy card from your hand. For Abilities that say, "Whenever you attach an Energy card from your hand to this Pokémon, you may...", if other actions are taken after the Energy card was attached, that Ability can't be used.
- ◆ If multiple effects that activate whenever Energy cards are attached are activated at the same time, the owner of the Pokémon that takes the effects can choose the order as they wish.

[FAQ 1] Double Colorless Energy (SM1S 060/060)

Double Colorless Energy provides ★★ Energy.

If attaching a Double Colorless Energy from your hand, the effect that continues after the text that says "Whenever you attach an Energy" can only be done once. The effect can be applied once every time 1 Energy card is attached.

[FAQ 2] Attack, Heat Assist (Darmanitan SM6a 006/053)

Attach up to 3  Energy cards from your hand to your Pokémon in any way you like.

When you attach multiple Energy cards on one turn, carry out the effects that continue after this text for each number of Energy cards attached. Even if multiple Energy cards are attached at once using the attack, Heat Assist, carry out the effect of the Ability, Gnawing Curse, for each Energy card attached.

E-08 **At every Pokémon Checkup**

- ◆ This refers to the actions players take at every Pokémon Checkup. The effects that follow this text are treated as effects of Abilities or Trainer cards that are in effect during Pokémon Checkup. Players have to perform the actions at every Pokémon Checkup.

[Example 1] Shrine of Punishment (SM7 094/096)

Between turns, put 1 damage counter on each Pokémon-GX and Pokémon-EX (both yours and your opponent's).

[Example 2] Ability, Panic Spores (Parasect SM9 007/095)

Put 2 damage counters on your opponent's Confused Pokémon between turns.

- ◆ If there are multiple effects that activate whenever Pokémon Checkup occurs, the owner of the Pokémon that's affected by the effects can choose the order they wish.

E-09 **Before doing damage**

- ◆ This refers to the first action when using an attack. The text that follows this is followed in step 3 of Steps for Using Attacks.

[Example 1] Attack, Pumpkin Bomb (Gourgeist SM4S 025/050)

Before doing damage, you may discard any number of Pokémon Tool cards from your Pokémon. This attack does 40 more damage for each card you discarded in this way.

[Example 2] Attack, Obsidian Fang (Krookodile SM1S 036/060)

Before doing damage, discard all Pokémon Tool cards from your opponent's Active Pokémon.

E-10 **You may**

- ◆ The player who use this card can choose whether to carry out the optional actions on the card.

[Example 1] Attack, Strafe (Umbreon-GX SM1M 037/060)

You may switch this Pokémon with 1 of your Benched Pokémon.

[Example 2] Attack, Superpower (Bewear SM1S 052/060)

You may do 40 more damage. If you do, this Pokémon does 20 damage to itself.

- ◆ If you can't carry out the text that follows "You may...", then you do not carry out the actions that follows "If you do."

E-11 If X were Knocked Out during your opponent's last turn

- ◆ This refers to checking whether the Pokémon in question were Knocked Out during your opponent's last turn. If it was Knocked Out, calculate damage and apply effects that proceed the text.

[Example 1] Attack, Rally Back (Shaymin SM3+ 008/072)

If any of your Pokémon were Knocked Out by damage from an opponent's attack during their last turn, this attack does 90 more damage.

- ◆ Even if multiple Pokémon were Knocked Out during your opponent's last turn, only do damage calculation and effects that follow this text once.
- ◆ This text is not an attack effect. Even if the Pokémon that has this text is put back onto the Bench or is removed from play, you must do this step. You must also do this step when a Knocked-Out Pokémon is put back into play.

E-12 (This Ability) can be used ● times

- ◆ This means you can use the Ability in question a specified number of times.

[Example 1] Ability, Psychic Transfer (Lunala-GX SM1M 028/060)

As often as you like during your turn (before your attack), you may move a {P} Energy from 1 of your Pokémon to another of your Pokémon.

[Example 2] Ability, Feather Arrow (Decidueye-GX SMA 004/059)

Once during your turn (before your attack), you may put 2 damage counters on 1 of your opponent's Pokémon.

- ◆ This wording is on a card where you announce the Ability you are using. Unless specified, your Pokémon in play can use it.
- ◆ If the text says, "once during your turn," then you can play it once during your turn. If you have multiple Pokémon with the same Ability, you can use it once per Pokémon.
- ◆ If the Pokémon that used the Ability that can only be used once is removed from play, but is put back into play, this Pokémon is treated as a different Pokémon, so this Ability can be used.

E-13 As long as this Pokémon is in play

- ◆ This refers to Abilities that are active while a Pokémon in question is in play.

[Example 1] Ability, Toxic Spikes (Toxapex SM1S 026/060)

Whenever your opponent's Active Pokémon retreats, their new Active Pokémon is Poisoned.

[Example 2] Ability, Intimidating Pattern (Arbok SM3+ 038/072)

As long as this Pokémon is your Active Pokémon, your opponent's Active Pokémon's attacks do 30 less damage (before applying Weakness and Resistance).

- ◆ This Ability only works if you have the Pokémon in play.
- ◆ There are Abilities that work only when the Pokémon is in the Active Spot or on the Bench.

E-14 You may not use an Ability with the same name during your turn

- ◆ This refers to not being able to use an Ability with the same name if you've already used one during your turn.

[Example 1] Ability, Plasma Search (Metagross [Team Plasma] BW8 027/051)




Once during your turn (before your attack), you may search your deck for a Team Plasma card, reveal it, and put it into your hand. Shuffle your deck afterward. You may not use an Ability with the same name during your turn.

- ◆ If you have Pokémon with this Ability and another Ability with the same name both in play, you can only use either one.
- ◆ Even if the Pokémon that used this Ability leaves the play during the turn, another Pokémon can't use the Ability with the same name.

E-15 You can't apply more than 1 X Ability at a time

- ◆ Regardless of the number of Pokémon having the Ability in question, the effect doesn't overlap.

[Example 1] Ability, Jungle Totem (Venusaur SM3+ 003/072)

Each basic  Energy attached to your Pokémon provides   Energy. You can't apply more than 1 Jungle Totem Ability at a time.

- ◆ Even if there were two or more of the above Pokémon, you can only be affected by one Pokémon's worth of effect.

E-16 Put ● damage counters instead of n on that Pokémon for this Poisoned condition

- ◆ This refers to applying an effect of Poison that is different from the usual Poison effect. The number of damage counters for Poison you place during Pokémon Checkup increases.

[Example 1] Attack, Triple Poison (Crobat SM1S 023/060)

Your opponent's Active Pokémon is now Poisoned. Put 3 damage counters instead of 1 on that Pokémon between turns.

- ◆ You can recover from the above Poisoned condition the same way you do for Poison. If your Pokémon is poisoned through normal means when it's already poisoned in this unique manner, the new Poisoned condition overwrites this one.

E-17 Once during your turn, if this card is in ●●, you may use this Ability

- ◆ This refers to when the condition of using an Ability is outside the in-play zone.

[Example 1] Ability, Mountain Pass (Trumbeak SM8 075/095)

Once during your turn (before your attack), if this Pokémon is in your hand, you may reveal it. If you do, look at the top card of your opponent's deck and put this Pokémon in the Lost Zone. If that card is a Supporter card, you may put it in the Lost Zone. If your opponent has no cards in their deck, you can't use this Ability.

[Example 2] Ability, Restoration (Darkrai-GX SM2+ 040/049)

Once during your turn (before your attack), if this Pokémon is in your discard pile, you may put it onto your Bench. Then, attach a {D} Energy card from your discard pile to this Pokémon.

- ◆ It's an Ability that can be used when the card is in the hand or the discard pile. It can't be used when it's in play, but can only be used when it's in a specified location.
- ◆ If it says, "Once during your turn..." you can only use it once per turn. If you have multiple cards with the same Ability, you can use the Ability once per card.
- ◆ If a card in which you have used an Ability returns to its location after leaving, that card is treated as a different card, so this Ability can be used again.



E-18 Then, shuffle your deck.

- ◆ This refers to shuffling your deck after looking through it.

[Example 1] Attack, Vivid Charge (Bruxish SM1M 016/060)

Search your deck for up to 3 basic Energy cards, reveal them, and put them into your hand. Then, shuffle your deck.

[Example 2] Ability, Strong Charge (Vikavolt SM1M 020/060)

Once during your turn (before your attack), you may search your deck for a  Energy card and a  Energy card and attach them to your Pokémon in any way you like. Then, shuffle your deck.

- ◆ When shuffling the deck after looking through its contents, make sure that the cards are randomized. Even if you didn't have the specified card due to effects such as "Add X from your deck to your hand," if you looked through your deck, you must shuffle it.

E-19 Do ●●. If you do, do ▲▲.

- ◆ This means if you did the first action, you must do the second action.

[Example 1] Ability, Trade (Zoroark-GX SM3+ 054/072)

Once during your turn (before your attack), you may discard a card from your hand. If you do, draw 2 cards.

[Example 2] Attack, Wake-Up Slap (Poliwrath SM1M 011/060)

If your opponent's Active Pokémon is affected by a Special Condition, this attack does 80 more damage. Then, remove all Special Conditions from that Pokémon.

- ◆ If you were able to follow even a single action in the first sentence, then you must do the actions that follow "If you do." If you couldn't complete the actions in the first sentence, do not proceed to do only the actions following "If you do."

[FAQ] Max Potion (SM1+ 048/051)

Heal all damage from 1 of your Pokémon. If you do, discard all Energy from that Pokémon.

Even if you can't follow the actions following "If you do," you can do the action in the first sentence. Thus, you can use the effect of Max Potion on a Pokémon that has no Energy attached to it and heal all damage.

E-20 The end of the turn

- ◆ This refers to a period that's after the attack process or a player ends their turn without using an attack, but before Pokémon Checkup. It's not part of Pokémon Checkup.

[Example 1] Double Aqua Energy (CP1 033/034)

This card can only be attached to Team Aqua Pokémon. Discard this card at the end of the turn you attached it.

This card provides   Energy only while it is attached to a Team Aqua Pokémon.

(If this card is attached to anything other than a Team Aqua Pokémon, discard this card.)

[Example 2] Attack, Doom News (Absol SM1+ 038/051)

Put all Energy attached to this Pokémon into your hand. At the end of your opponent's next turn, the Defending Pokémon will be Knocked Out.

- ◆ If there are multiple effects that get activated at the end of the turn, the player with the card that takes that effect can choose the order.


E-21 Until the end of your next turn

- ◆ The effect lasts until the end of your next turn after the turn in which you used Attacks, Trainers, Abilities, etc. containing this text.
- ◆ The effect lasts during Pokémon Checkup.

[Example 1] Attack, Gastro Acid (Arbok XY1 025/060)

The Defending Pokémon has no Abilities until the end of your next turn.

[Example 2] Attack, Perplexing Eyes (Espurr SM3N 024/051)

The Defending Pokémon's Weakness is now  until the end of your next turn. (The amount of Weakness doesn't change.)

[FAQ] Ability, Rough Skin (Sharpedo SM1M 039/060)

If this Pokémon is your Active Pokémon and is damaged by an opponent's attack (even if this Pokémon is Knocked Out), put 3 damage counters on the Attacking Pokémon.

The effect of this attack starts activating as soon as the effect is applied to your opponent's Active Pokémon. If you used the attack Gastro Acid on Sharpedo with the Ability Rough Skin, the Ability is removed, so the effect of the Ability Rough Skin doesn't get applied.

[FAQ] Ability, Wall of Sand (Palossand SM1M 034/060)

This Pokémon takes 20 less damage from attacks.

If the attack Gastro Acid is used on Palossand with the Ability, Wall of Sand, damage is changed before applying the effects, so the effect of the Ability, Wall of Sand is activated.

E-22 Until the end of your opponent's next turn

- ◆ The effect lasts until the end of your opponent's next turn after the turn in which you used Attacks, Trainers, Abilities, etc. containing this text.
- ◆ The effect lasts during Pokémon Checkup.

[Example 1] Ability, Stance (Lucario SM3H 028/051)

When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may prevent all effects of your opponent's attacks, including damage, done to this Pokémon until the end of your opponent's next turn.

E-23 If this Pokémon evolved from ●● during this turn

- ◆ This refers to checking whether the Pokémon that used that attack had evolved during the turn in which the attack printed on the card was used.

[Example 1] Attack, Sudden Sting (Beedrill SM4A 003/050)

If this Pokémon evolved from Kakuna during this turn, your opponent's Active Pokémon is now Paralyzed and Poisoned.

[Example 2] Attack, Raid (Zebstrika SM8a 008/052)

If this Pokémon evolved from Blitzle during this turn, this attack does 90 more damage.

[FAQ] GX Attack, Trickster-GX (Zoroark-GX SM3+ 054/072)

Choose 1 of your opponent's Pokémon's attacks and use it as this attack. (You can't use more than 1 GX attack in a game.)

If Zoroark-GX that evolved from Zorua used its GX Attack, Trickster-GX and chose Beedrill's attack, Sudden Sting, since Zoroark-GX didn't evolve from Kakuna, it can't Poison or Paralyze the opponent's Active Pokémon.

- ◆ Evolution is not an effect. Even if the Pokémon with this text had once been returned to the Bench due to effects of Trainers and Abilities, you must follow the Evolution-related instructions.

E-24 If this Pokémon was on the Bench and became your Active Pokémon this turn

- ◆ This refers to checking whether the Attacking Pokémon moved from the Bench to your Active Spot during the turn you're using the attack. How you moved it to the Active Spot includes using Trainers, Abilities, and Retreat. If the Pokémon was on the Bench and became your Active Pokémon, calculate damage and effects that follow the text.

[Example 1] Attack, Surprise Strike (Crobat SM1S 023/060)

If this Pokémon was on the Bench and became your Active Pokémon this turn, this attack does 60 more damage.

- ◆ The wording "was on the Bench and became the Active Pokémon" is not an effect of the attack. Even if a Pokémon was on the Bench and became the Active Pokémon multiple times due to effects of Trainer cards and Abilities, only calculate damage and effects once.

E-25 If you played a Supporter card from your hand during this turn

- ◆ This refers to checking whether you "played a Supporter card from your hand" which can be done during your turn in which you used an attack with this text. If a Supporter card was played, calculate damage and effects that follow this text.

[Example 1] Attack, Sensitive Blade (Virizion-GX SM7a 006/060)

If you played a Supporter card from your hand during this turn, this attack does 80 more damage.

- ◆ Playing "a Supporter card from your hand" in this text is not an effect of an attack. This will still apply even if the Pokémon returned to the Bench or even if it is no longer in play. Also, this will still apply even if the Supporter card is removed from the discard pile.

E-26 If this Pokémon was healed during this turn

- ◆ This refers to checking whether the Attacking Pokémon has recovered 10 or more HP during the turn in which you're using an attack. If HP was restored, calculate damage and effects that follow this text.

[Example 1] Attack, Hefty Whip (Tangrowth SM7b 002/050)

If this Pokémon was healed during this turn, this attack does 130 more damage.

- ◆ The "heal" in this text is not an effect of an attack. Even if HP was restored multiple times, only calculate damage and effects once. Even if the Pokémon was put back onto the Bench or put back into the Active Spot after healing on the Bench, this still applies.

E-27 This attack can be used even if ●●

- ◆ Even if Pokémon are in a condition in which they can't use attacks, if they have fulfilled a specified situation, they can use attacks.

[Example 1] Attack, Fast Raid (Pheromosa-GX SM4+ 012/114)

If you go first, you can use this attack on your first turn.

[Example 2] Attack, Toss and Turn (Snorlax XY10 057/078)

This attack can be used even if this Pokémon is Asleep. If it is, this attack does 90 more damage.

- ◆ Even if it's not a specified situation, if the Pokémon can attack according to the rules, it can use the attack that's written in this text.

E-28 Put ● damage counters instead of n on Burned Pokémon

- ◆ This refers to an effect that is different from the usual Burn effect. The number of damage counters you place during Pokémon check is changed to the number indicated in the card text.

[Example 1] Ability, Scorching Scales (Volcarona BW4 015/069)

Put 4 damage counters instead of 2 on your opponent's Burned Pokémon between turns.

[Example 2] Ability, Flaming Fighter (Infernape SM5S 020/066)

Put 6 damage counters instead of 2 on your opponent's Burned Pokémon between turns.

[FAQ 1] If multiple cards have this card text, only one effect with the largest value is applied.

Even if you have 2 Infernapes with the Ability, Flaming Fighter in play, the Ability's effect does not stack. Thus, you put 6 damage counters on your opponent's Burned Pokémon during Pokémon check.

[Example 2] Ability, Scorching Scales (Volcarona BW4 015/069)

Put 4 damage counters instead of 2 on your opponent's Burned Pokémon between turns. If you have both a Volcarona with the Ability, Scorching Scales and an Infernape with the Ability, Flaming Fighter in play, the effect with the larger value is applied. Thus, you put 6 damage counters on your opponent's Burned Pokémon during Pokémon check.

E-29 Whenever ●● plays a ▲▲ from their hand, prevent all effects


- ◆ As long as the card that has this effect is in play, it is not affected by effects from the specified cards played from the hand.
- ◆ Even if the specified cards cannot affect the cards that have this effect, those specified cards can still be

played. In that case, those cards are considered played and then discarded.

[Example 1] Ability, Unnerve (Galvantula SM8a 011/052)

Whenever your opponent plays an Item or Supporter card from their hand, prevent all effects of that card done to this Pokémon.

[Example 2] Heat Factory \diamond (SM8 093/095)

Once during each player's turn, that player may discard a  Energy card from their hand. If they do, they draw 3 cards.

Whenever any player plays an Item or Supporter card from their hand, prevent all effects of that card done to this Stadium card.

[FAQ 1] Guzma (SM3N 049/051)

Switch 1 of your opponent's Benched Pokémon with their Active Pokémon. If you do, switch your Active Pokémon with 1 of your Benched Pokémon.

You can still use Supporter Guzma even if the only Benched Pokémon your opponent has is a Galvantula with the Ability, Unnerve. In that case, you cannot switch your opponent's Pokémon and the succeeding effect will also not occur. Guzma is considered played and is then discarded.

[FAQ 2] Field Blower (SM2K 048/050)

Choose up to 2 in any combination of Pokémon Tool cards and Stadium cards in play (yours or your opponent's) and discard them.

You can still use Field Blower even if the only Pokémon Tool card or Stadium card in play is Heat Factory \diamond . In that case, while you cannot discard Heat Factory \diamond , Field Blower is considered played and is then discarded.

[FAQ 3] Escape Rope (SM2+ 044/049)

Each player switches his or her Active Pokémon with 1 of his or her Benched Pokémon. (Your opponent switches first. If a player does not have a Benched Pokémon, he or she doesn't switch Pokémon.)

You can switch your opponent's Active Pokémon even if the only Benched Pokémon your opponent has is a Galvantula with the Ability, Unnerve. This is because the target of Escape Rope's effect is the Active Pokémon.