

Advanced Player's Rulebook Ver. 3.4 (01/08/2025)

This Rulebook contains in-depth rules explanations to allow all players to enjoy fair and fun matches. Please refer to these any time you need clarifications for a match to proceed smoothly. Good luck, have fun, and follow the spirit of the game!

※ Some underlined text in this Rulebook refers to subsections of *Section I – Complement to the Basic Rulebook* as well as *Section II – Cards Text*. Please refer to the relevant subsections as required.

Table of contents:

I - Complement to the Basic Rulebook

A - Pokémon

A-01 Attacks A-02 Abilities A-03 Retreat A-04 Putting onto the Bench A-05 Evolution

B - Trainer Cards

B-01 Items B-02 Pokémon Tools B-03 Supporters B-04 Stadiums

C - Energy Cards

D - Knock Out

E - Win and Loss

F - Pokémon Checkup

G - Setting Up to Play

H - Deck

II - Card Text

A - About Card Text

B - Damage Calculation

B-01 This attack does ●● more damage

B-02 ■■ damage for each ●●

B-03 This attack does ●● less damage

B-04 ■■ does ●● more damage

B-05 ■■ takes ●● less damage

B-06 Isn't affected by Weakness or Resistance

B-07 Isn't affected by any effects on

B-08 ■■ damage to ●● of your opponent's Pokémon

B-09 This Pokémon also does ●● damage to itself (/ This attack also does ●● damage to ■■ of your Pokémon)

C - Effects

C-01 Discard

- C-02 Put (/ Shuffle) ●● into ■■
- C-03 Switch your Active Pokémon with 1 of your Benched Pokémon
- C-04 Switch out your opponent's Active Pokémon to the Bench
- C-05 Switch in 1 of your opponent's Benched Pokémon to the Active Spot
- C-06 Heal ●● damage
- C-07 Put ●● Damage Counters
- C-08 Move ■■ damage counters from ●● to □□
- C-09 Attach ■■ ●● Energy cards to □□
- C-10 Move ■■ ●● Energy from ♦♦ to □□
- C-11 Put ■■ Basic Pokémon from ●● onto your Bench
- C-12 Put it onto that Pokémon to evolve it
- C-13 Devolve ●● by ■■ing the highest Stage Evolution card on it
- C-14 Can't retreat
- C-15 Can't use attacks
- C-16 Prevent all damage done by attacks
- C-17 Prevent all effects of attacks
- C-18 Use it as this attack
- C-19 Your opponent (/ Each player) can't play any ●● from their hand
- C-20 Look at ●● (/ Your opponent reveals ●●)

D - Terminology

- D-01 The attack does not happen (/ does nothing)
- D-02 Any amount of (/ Any number of)
- D-03 All
- D-04 Choose
- D-05 Up to ■■ ●●
- D-06 ■■'s attack / Ability / ... (/ If ■■ has a ●●)
- D-07 ●● Type
- D-08 Every type of Energy
- D-09 Attack cost (/ Necessary Energy to attack)
- D-10 Retreat Cost
- D-11 Costs ■■ more (/ is ■■ more)
- D-12 Costs ■■ less (/ is ■■ less)
- D-13 Has no ■■ (/ Ignore all ■■ in the cost)
- D-14 Full HP
- D-15 Pokémon's HP
- D-16 Remaining HP
- D-17 Prize cards taken
- D-18 Pokémon with a Rule Box
- D-19 Remains on the new Pokémon

E - Other Effect Text

- E-01 Your opponent's next turn

- E-02 Your next turn
- E-03 Is damaged by an attack
- E-04 When ●● is Knocked Out
- E-05 When you play this Pokémon from your hand to evolve
- E-06 When you play this Pokémon from your hand onto your Bench
- E-07 Whenever any player (/ you / your opponent) attaches an Energy
- E-08 During Pokémon Checkup
- E-09 Before doing damage
- E-10 You may
- E-11 If any of your Pokémon were Knocked Out during your opponent's last turn
- E-12 Once during your turn / as often as you like during your turn
- E-13 While this Pokémon is in play (*Implied*)
- E-14 You can't use more than 1 ●● Ability during your turn.
- E-15 The effect of this Ability doesn't stack
- E-16 Put ■■ damage counters on that Pokémon for this Special Condition
- E-17 Put ■■ more damage counters on Pokémon with this Special Condition
- E-18 Once during your turn, if this Pokémon is in ●●, you may
- E-19 Then, shuffle your deck
- E-20 Do ●●. If you do, do ■■
- E-21 End of the turn
- E-22 Until the end of your next turn
- E-23 Until the end of your opponent's next turn
- E-24 If this Pokémon evolved from ●● during this turn
- E-25 If this Pokémon moved from your Bench to the Active Spot this turn
- E-26 If you played a Supporter card from your hand during this turn
- E-27 If this Pokémon was healed during this turn
- E-28 This attack can be used even if ●● (/ If ■■, you can use this attack during ●●)
- E-29 Whenever ●● plays ■■ from their hand, prevent all effects of that card
- E-30 You must discard ●● from your hand in order to use this Ability. Once during your turn, ■■.
- E-31 Before you put it into your hand
- E-32 If ●●, this attack can be used for ■■
- E-33 ●● (up to) ■■ from your hand
- E-34 Choose ■■ from your face-down Prize cards
- E-35 Shuffle them face down (*Implied*)
- E-36 Shuffle ●● into your (/ their) deck
- E-37 Pokémon in ●● that has the ■■ attack
- E-38 ●● wins (/ loses) this game
- E-39 ■■ Basic ●● Energy

I - Complement to the Basic Rulebook

This section explains in further detail the rules described on the Trainers Website:

Singapore: <https://asia.pokemon-card.com/sg/about/> | Malaysia: <https://asia.pokemon-card.com/my/about/> | Philippines: <https://asia.pokemon-card.com/ph/about/>

Please refer to this section to solve issues for which the answer cannot be found on the Trainers Website, or if you simply want to have a deeper understanding of the Pokémon Trading Card Game!

A. Pokémon

Cards put into play to take part in battles. Players can use the attacks and Abilities written on Pokémon cards, among other actions such as having them Retreat, and Evolving them by playing specific Pokémon with a different name from their hand.

A-01 Attacks

- ◆ During their respective turn, players can use one attack written on their Active Pokémon. Once an attack has been used, that player's turn ends.
If a player does not wish to use an attack and there are no other actions they wish to do during their turn, they may also announce the end of their turn without attacking.
- ◆ In order to use an attack, the Pokémon must have the right amount and type(s) of Energy matching the attack cost (either exactly or more). If this condition isn't met, the attack cannot be used.
- ◆ **Steps to using an attack**

Attacks are resolved in the following order:

1. Announce the attack ("*Announcing*" means clearly and audibly conveying one's actions to the opponent)
Choose which attack you wish to use, and announce it to your opponent.
 - a. If the Pokémon you wish to attack with is unable to use attacks (or a specific attack), you cannot announce the attack. In that case, you can announce that you will now end your turn without attacking.
 - b. If the Pokémon you wish to attack with is *Asleep* or *Paralyzed*, you cannot announce an attack. In that case, you can announce that you will now end your turn without attacking.
2. Check any conditions and effects on the attacking Pokémon
 - a. If the attacking Pokémon is affected with an effect stating "*When this Pokémon tries to attack, flip a coin. If tails, that attack doesn't happen*", flip a coin to check if the attack doesn't happen.

Heads	→ The attack happens: proceed to step 2-b.
Tails	→ The attack does not happen: your turn ends without using the attack.

Example: Sandslash's *Sand Attack* attack (MEG)

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

- b. If the attacking Pokémon is *Confused*, flip a coin to check if the attack doesn't happen.

Heads → The attack happens: proceed to step 3.

Tails → The attack does not happen: but 3 damage counters on the Pokémon that tried to attack, then your turn ends without using the attack.

3. If the attack's text includes "*Before dealing damage*", apply that part now.

4. Damage calculation

Calculate the damage done by the attack, based on the damage written to the right of the attack name. If the attack's text mentions the attack's damage, follow those instructions.

→ Refer to: **Damage Calculation Order**

5. Effects outside of damage

If the attack's text mentions any effects outside of damage, follow those instructions. Unless specified otherwise, apply them in the order they are written.

6. Effects activating when a Pokémon is damaged

If your opponent's Active Pokémon has any effects on it that activate *when it is damaged*, apply those.

7. Checking for Knock Outs

Pokémon whose remaining HP has become 0 due to damage or a card's effect are *Knocked Out*.

→ Refer to: **D - Knock Out**

◆ Damage Calculation Order

Damage is calculated in the following order:

1. The Attack's Damage

- a. The number written to the right of the attack name is that attack's damage.
b. If the number has a +, − or × sign, adjust the attack's damage following the instructions in the attack text. If a × or − makes the damage become 0 or negative, end the damage calculation there.

2. Effects on the Pokémon doing the damage

If the Pokémon doing the damage has any effects on it that affect its damage, apply them to

the damage calculated in Step 1.

If an effect (from another attack or such) makes the total damage become 0 or negative, end the damage calculation there.

Example: *Premium Power Pro* – Item (MEG)

During this turn, attacks used by your Fighting Pokémon do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Example: Buneary's *Charm* attack (MEG)

During your opponent's next turn, attacks used by the Defending Pokémon do 20 less damage (before applying Weakness and Resistance).

3. Apply Weakness

If the type of the Weakness on the Pokémon receiving the damage is the same as the type of the Pokémon doing the damage, apply the modifier written in the Weakness to the damage calculated in Step 2.

4. Apply Resistance

If the type of the Resistance on the Pokémon receiving the damage is the same as the type of the Pokémon doing the damage, apply the modifier written in the Resistance to the damage calculated in Step 3. If Resistance makes the damage become 0 or negative, end the damage calculation there.

5. Effects on the Pokémon taking the damage

If the Pokémon taking the damage has any effects on it that affect the damage it takes, apply them to the damage calculated in Step 4.

If such an effect makes the damage become 0 or negative, end the damage calculation there.

Example: *Iron Defender* – Item (MEG)

During your opponent's next turn, all of your Metal Pokémon take 30 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance). (This includes new Pokémon that come into play.)

6. Final Damage

Once the final damage has been calculated, put damage counters on the Pokémon taking the damage, indicating the damage taken.

If the Pokémon being attacked has an effect on it that prevents all damage done to it by attacks, it does not take the final damage, and the damage calculation ends there.

A-02 Abilities

- ◆ Some Pokémon cards have Abilities, which differ from attacks. Abilities can be sorted in two broad categories: those that their *player must announce to use*, and those that are *automatically active* just by having the Pokémon in play.
- ◆ Abilities whose text include “*you may*” must be announced to be used. Unless specified

otherwise, they can be used either from the Active Spot or from the Bench. And unlike using attacks, your turn does not end after using an Ability.

Example: Gumshoos's *Evidence Gathering* Ability (MEG)

Once during your turn, you may use this Ability. Switch a card from your hand with the top card of your deck.

◆ Steps for using Abilities that must be announced

1. Announce the Ability

Among the Abilities of your Pokémon in play, choose the one you wish to use and announce it. If the card's text specifies conditions in order to use the Ability, follow those instructions.

Example: N's Zoroark ex's *Trade* Ability (JTG)

You must discard a card from your hand in order to use this Ability. Once during your turn, you may draw 2 cards.

If you can't fulfil the conditions, you cannot use that Ability. Additionally, you can't use the Ability if going through the effects of Step 2 below would not change the game state in any way.

2. Go through the actions written in the Ability text

Follow the instructions in the Ability text. Unless specified otherwise or unless some other effect applies, go through all of the actions in the order they are written.

- ◆ An Ability whose text does not include "you may" is considered to activate automatically. Unless specified otherwise or unless some other effect applies, you must go through all of the effects written in its text. A player may not choose to ignore or skip the effect of an Ability that activates automatically.

Example: Bouffalant ex's *Bouffer* Ability (WHT)

This Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

A-03 Retreat

- ◆ *Retreating* is when a player chooses to move their Active Pokémon back to the Bench. When a player retreats a Pokémon, they choose another Pokémon from their Bench to replace it in the Active Spot.
- ◆ Retreating can only be done once per turn.
- ◆ When a player retreats one of their Pokémon, they must discard from that Pokémon the amount of Energy written in its Retreat Cost (found on the card's bottom right corner). If no Energy is listed in a Pokémon's Retreat Cost, it doesn't need to discard any Energy in order to retreat.

- ◆ After discarding the required Energy to retreat as described above, all other Energy still attached to that Pokémon, as well as any Pokémon Tools or Items attached to it and any damage counters on it, stay on that Pokémon as it moves to the Bench.
- ◆ A Pokémon can retreat even if there are already 5 Pokémon on the Bench and no more open Bench slots. A Pokémon can't retreat, however, if there are no Benched Pokémon.
- ◆ When an Active Pokémon moves to the Bench, it loses all Special Conditions and any effects it had on it (such as *"This Pokémon can't attack during your next turn"*).

◆ Steps for Retreating

1. Announce that you will retreat your Active Pokémon.
 - a. If a Pokémon doesn't have at least as much Energy attached to it as written in its Retreat Cost, it can't retreat.
 - b. If a Pokémon is *Asleep* or *Paralyzed*, it can't retreat.
 - c. Some effects of cards may prevent an Active Pokémon from retreating.
2. Discard from your Active Pokémon an amount of Energy that matches its Retreat Cost.
3. Move your Active Pokémon back to your Bench, and send another of your Benched Pokémon to the Active Spot.

A-04 Putting onto the Bench

- ◆ *Basic* Pokémon can be played from the hand onto the Bench.
- ◆ A player can play a *Basic* Pokémon from their hand onto their Bench as many times as they want during their turn, within the limit of 5 Pokémon on each player's Bench.
- ◆ Pokémon must be put onto the Bench from the hand one by one. Players can't put several Pokémon from their hand onto their Bench at once.

A-05 Evolution

- ◆ If a player has an Evolution Pokémon in their hand that evolves from one of their Pokémon in play, they may play it from their hand on top of that Pokémon to evolve it. The upper-left corner of an Evolution Pokémon specifies its Stage and which Pokémon it evolves from.
- ◆ A Pokémon can Evolve whether it's in the Active Spot or on the Bench. A player may evolve any number of their Pokémon during their turn.

- ◆ Neither player can evolve any of their Pokémon during their first turn. Likewise, a Basic Pokémon that was just put into play cannot evolve that turn, and a Pokémon that just evolved cannot evolve further that turn.
- ◆ When a Pokémon evolves, it keeps all attached cards (Energy, Pokémon Tools, Items) and all damage counters it had before evolving.
- ◆ When an Active Pokémon evolves, any Special Conditions or effects of attacks it had on it (such as *"This Pokémon can't attack during your next turn"*) disappears after evolving.
- ◆ An evolved Pokémon cannot use the attacks or Abilities written on its previous Stage Pokémon.

B. Trainer Cards

Trainer cards have useful effects to help players and their Pokémon in battle. There are four main types of Trainer cards: Items, Pokémon Tools, Supporters, and Stadiums – and each card has its own specific use and effect.

B-01 Items

- ◆ A type of Trainer card, players can use any number of Item cards during their turn. Once used, Items get discarded.
- ◆ **Steps for using Items**
 1. If the Item's text specifies conditions required in order to use it, follow those instructions. If you can't satisfy those conditions, you cannot use that Item. Additionally, you can't use that Item if going through the actions of Step 3 below would not change the game state in any way.
 2. Choose the Item you wish to play from your hand, and reveal it to your opponent to play it.
 3. Follow the instructions in the Item's text. Unless specified otherwise, go through all the actions in the order they are written.
 4. Once the Item has been used, discard it.

B-02 Pokémon Tools

- ◆ A type of Trainer card, players can play any number of Pokémon Tool cards during their turn.
- ◆ Pokémon Tools can be attached to Pokémon – a Pokémon can only have one Pokémon Tool attached at a time. While it is attached to a Pokémon, a Pokémon Tool's effect as described in its text is automatically active. Unless specified otherwise, a Pokémon Tool remains attached to its Pokémon until that Pokémon gets Knocked Out, at which point they both get discarded. When a

Pokémon evolves, or moves to or from the Bench, it keeps its Pokémon Tool attached.

Example: *Air Balloon* – Pokémon Tool (BLK)

The Retreat Cost of the Pokémon this card is attached to is 2 Colorless less.

- ◆ Unless specified otherwise, a Pokémon Tool's full effect always applies. A Pokémon Tool's effect is automatically active, and a player may not choose to ignore or skip part (or all) of it.
- ◆ All of this also applies to Pokémon Tool cards from the Sword & Shield series and before, which had "Item" written on the top of the card. Despite that text, these are *not* treated as Items.
- ◆ Players may not freely remove a Pokémon Tool that has been attached to a Pokémon. They cannot replace it with another Pokémon Tool from their hand either.

B-03 Supporters

- ◆ A type of Trainer card, players may only use one Supporter during their turn. Once a Supporter has been used, it is discarded.
- ◆ **Steps for using a Supporter card**
 1. If the text of the Supporter you wish to use specifies conditions required in order to use it, follow those instructions. If you can't satisfy those conditions, you cannot use that Supporter. Additionally, you cannot use that Supporter if going through the actions of Step 3 below would not change the game state in any way.
 2. Choose the Supporter you wish to play from your hand, and reveal it to your opponent to play it.
 3. Follow the instructions in the Supporter's text. Unless specified otherwise or unless some other effect applies, go through all of the actions in the order they are written.
 4. Once the supporter has been used, discard it.

B-04 Stadiums

- ◆ A type of Trainer card, Stadiums can be put into play and stay there, continually affecting both players and their Pokémon. Players may only play one Stadium during their turn.
- ◆ Once a Stadium has been played from the hand, it stays in play. If either player then plays a Stadium with a different name, it replaces the previous Stadium, which gets discarded. Players can't play a Stadium of the same name as the one currently in play.
- ◆ The effects of Stadiums can be sorted into two broad categories: effects that players must announce to use voluntarily, and those that are automatically active just by having the Stadium in play. If a Stadium's text includes "*that player may...*", each player can choose to announce and

use that effect during their turn.

Example: *Mystery Garden – Stadium (MEG)*

Once during each player's turn, that player may discard an Energy card from their hand in order to draw cards until they have as many cards in their hand as they have Psychic Pokémon in play.

◆ **Steps to announcing and using a Stadium's effect**

1. If the text of the Stadium effect you wish to use specifies conditions required in order to use it, follow those instructions. If you can't satisfy those conditions, you cannot use the effect of that Stadium. Additionally, you can't use the effect of that Stadium if going through the actions of Step 3 below would not change the game state in any way.
2. Announce that you are using the effect of the Stadium.
3. Follow the instructions in the Stadium's text. Unless specified otherwise or unless some other effect applies, go through all of the actions in the order they are written.

- ◆ The effect of a Stadium whose text does not include a variation of “*that player may...*” is automatically active. Unless specified otherwise, or unless some other effect comes into play, the full effect of the Stadium always applies. Players may not choose to ignore or skip part (or all) of the automatic effect of such a Stadium.

Example: *Team Rocket's Watchtower – Stadium (DRI)*

Colorless Pokémon in play (both yours and your opponent's) have no Abilities.

C. Energy Cards

- ◆ Energy Cards allow Pokémon to use their attacks or retreat. There are two categories of Energy cards: Basic Energy and Special Energy.
- ◆ Once during their turn, players may attach one Energy card from their hand to one of their Pokémon. There is no limit to the total number of Energy cards a Pokémon may have on it.
- ◆ Unless specified otherwise, Energy stays attached to a Pokémon after it has used an attack, as well as when it evolves. Energy remains attached to its Pokémon until that Pokémon gets Knocked Out, at which point both the Pokémon and its Energy get discarded.
- ◆ Basic Energy can be one of 9 types : *Grass, Fire, Water, Lightning, Psychic, Fighting, Darkness, Metal, and Fairy*. They are identified by their respective name and symbol. One Basic Energy card provides one Energy of its type to the Pokémon it is attached to. The deck building rule of “*only up to 4 cards of the same name*” does not apply to Basic Energy, which players can have any number of in their decks.

- ◆ Special Energy cards have “*Special Energy*” written on the top part of the card. They also have their own specific effects and uses. Unlike with Basic Energy, the deck building rule of “*only up to 4 cards of the same name*” does apply to Special Energy.

D. Knock Out

- ◆ If any Pokémon on either player's side has its remaining HP reduced to zero by damage from an attack, by an effect of a card, by a Special Condition or for any other reason, it is Knocked Out: in such cases, go through the Knock Out process.
- ◆ When to check for a Knock Out
 - At the end of an attack
 - At the end of Pokémon checkup
 - Anytime a Pokémon's remaining HP becomes zero, in addition to the above

Example: Team Rocket's Crobat's *Biting Spree* Ability (DRI)

When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may choose 2 of your opponent's Pokémon and put 2 damage counters on each of them.

Example: Team Rocket's *Venture Bomb* – Item (DRI)

Flip a coin. If heads, put 2 damage counters on 1 of your opponent's Pokémon. If tails, put 2 damage counters on your Active Pokémon.

◆ **Steps for resolving a Knock Out**

1. If any Pokémon on either player's side of the field has its remaining HP reduced to zero, begin the Knock Out process.
2. If there are any effects that get activated by that (those) Knock Out(s), apply them.
3. Any Pokémon whose remaining HP became zero are considered to have been Knocked Out, and their respective players discard those Pokémon and all cards attached to them.
4. Both players take any Prize cards they get to take from those Knock Outs.
5. If both player's Active Pokémon were Knocked Out at the same time, the player whose turn would be next promotes a new Active Pokémon first.

E. Win and Loss

- ◆ Once a game has started, as soon as either player (or both) fulfil any of the conditions below, begin the game resolution process:
 - ◆ The opponent has taken all of their Prize cards.
 - ◆ The player doesn't have any Pokémon in play.
 - ◆ The player didn't have any cards in their deck left to draw at the beginning of their turn.
- ◆ How to resolve a game when both players fulfil loss conditions at the same time:

You took all of your Prize cards	Opponent took all of their Prize cards	You don't have a Pokémon to promote in the Active	Opponent doesn't have a Pokémon to promote in the Active	Result
●		●		Tie
	●		●	Tie
●	●	●	●	Tie
●	●			Tie
		●	●	Tie
●	●		●	You win
●		●	●	You win
●			●	You win
●	●	●		You lose
	●	●	●	You lose
	●	●		You lose

※ Games can result in a tie

- ◆ In situations where a game can't end in a tie and requires a winner, the players must play a Tiebreaker game to determine the winner.
 1. When playing a Tiebreaker game, start a new game from the start.
 2. Both players set 6 Prize cards.
 3. The winner of the Tiebreaker game is the first player to end up with fewer Prize cards remaining than their opponent.

F. Pokémon Checkup

Pokémon Checkup is the step after the end of each turn, where each player checks their Poisoned / Burned / Asleep / Paralyzed Pokémon's Special Conditions, among other things. Pokémon Checkup takes place in neither player's turn, and both players must go through this step each time.

- ◆ In addition to Special Conditions, the effect of some Trainer cards and Pokémon Abilities may activate during Pokémon Checkup.

Example: Team Rocket's Tyranitar's *Sand Stream* Ability (DRI)

During Pokémon Checkup, if this Pokémon is in the Active Spot, put 2 damage counters on each of your opponent's Basic Pokémon.

- ◆ **Pokémon Checkup Steps**

1. Check for Special Conditions
For both players' Pokémon, check Special Conditions in the following order: Poisoned, Burned, Asleep, Paralyzed.
2. Check for effects of Trainer cards and Abilities that are active during Pokémon Checkup. If there are several such effects to apply, the player whose turn would be next can decide in which order to apply them, as well as decide for each of them whether they should be applied before or after checking all Special Conditions.
3. Check for Knock Outs
If any Pokémon had their HP reduced to zero due to the effect of a card or a Special Condition, they are Knocked Out.
→ Refer to **D - Knock Out**

G. Setting Up to Play

Setting up to play is done in the following order:

1. Greet your opponent and shake hands with them.
2. Flip a coin to determine who goes first.
The winner of the coin flip decides which player goes first.
3. Prepare and place your deck.
Shuffle your deck, and place it in your deck zone.

4. Draw 7 cards from your deck.
These cards are your starting hand.
5. The player going first, then the player going second, announce whether or not they have any Basic Pokémon in their hand. If both have any Basic Pokémon, they each choose one of them and put it face down in their Active Spot. If either player (or both of them) has no Basic Pokémon, proceed as follows:
 - a. Announce to your opponent that you have no Basic Pokémon in your hand
If you're the only one without a Basic Pokémon
→ Go to sub-step 5.b.
If they also announce they don't have a Basic Pokémon
→ Reveal your hands to each other, shuffle your hand into your deck, and both start again from Step 3.
 - b. Your opponent proceeds to Steps 6 & 7 ahead of you.
(If it's not your first hand without a Basic Pokémon this game, skip this sub-step.)
 - c. Reveal your hand to your opponent, showing that you have no Basic Pokémon. Then, shuffle your hand back into your deck.
 - d. Start again from Step 3 (just you).
6. Put Benched Pokémon on your Bench (optional)
If after choosing your Active Pokémon you have other Basic Pokémon in your hand, you may put up to 5 of them face down onto your Bench. This is optional. You can decide to put more Basic Pokémon onto your Bench at any point until the game starts.
7. Set your Prize cards
Put the top 6 cards of your deck face down as your Prize cards without looking at them, placing them in your Prize cards zone on the side opposite to your deck.

Once you've set your Prize cards, if your opponent had to do the sub-step 5.d., you may announce a number up to the number of times they had to do 5.d., and draw that many cards. If any of those cards are Basic Pokémon, you may put any number of them onto your Bench.
8. Start the game
Flip all Active and Benched Pokémon face up, and start the game.

H. Deck

- ◆ When instructed to draw cards, draw the specified number of cards from the top of your deck, face down, and put them into your hand.
- ◆ When instructed to search your deck for cards, look at the contents of your deck and choose the specified number of cards. While searching through your deck, its contents should be visible to you but not to your opponent. When searching for several cards, you may decide to pick less than the number specified. You may also decide to not pick any cards at all, in which case the search ends. However, if instructed to search for any card(s) you want without any limitations on the type of card, you must pick the specified number of cards, no less.
- ◆ When instructed to shuffle your deck, the order of the contents of your deck should be properly randomized, so that neither player has any information on the order of the cards. When shuffling your deck, neither player should see the face of the cards. As a general rule, whenever an effect such as “*search your deck for ●● and put it into your hand*” lets you look at the contents of your deck, you must then shuffle your deck.

II - Card Text

This section provides in-depth explanations regarding the text written on cards. Please refer to this section for confirmation on the exact meaning of specific wordings, or on the order in which to resolve some effects.

A. About Card Text

- ◆ Whenever a card's text contradicts the basic rules, the card's text takes priority over the basic rules. However, if a card's text has been updated at any point, the latest version of the effect must be applied.
- ◆ If two effects stating “do ●●” and “can't ●●” are active at the same time, the “can't ●●” effect takes priority.
- ◆ Attacks, Abilities or Trainers can be used even if part of their instructions cannot be applied. In such cases, follow the parts of the instructions that you can apply, and ignore the parts you can't. However, some wordings such as *E-20: Do ●●. If you do, do ■■* make it so that some parts of the instructions are mandatory in order to apply other parts.
- ◆ If a card's text specifies a number, you cannot choose to make it a smaller number. There are some exceptions: please refer to *D-04: Choose* and *D-05: Up to ■■ ●●*.
- ◆ If a card's text specifies a number of something, but there are not enough of that thing available, apply the closest possible number instead.

B. Damage Calculation

B-01 This attack does ●● more damage

- ◆ This refers to attacks with a + symbol next to their damage. It means that when calculating damage, more damage can be done in addition to the attack's base damage.
- ◆ This wording is not considered as an effect, but as part of damage calculation. Specifically, it is applied in *step 1. The Attack's Damage* in the Damage Calculation order.

Example: Raikou's *Electro Fall* attack (MEG)

If you have at least 4 Lightning Energy in play, this attack does 90 more damage.

Example: Mega Kangaskhan ex's *Rapid-Fire Combo* attack (MEG)

Flip a coin until you get tails. This attack does 50 more damage for each heads.

B-02 ■■ damage for each ●●

- ◆ This refers to attacks with an ✖ symbol next to their damage. Damage is calculated by counting the number of things specified by the text, and multiplying that with the number written in the attack's damage.
- ◆ This wording is not considered as an effect, but as part of damage calculation. Specifically, it is applied in step 1. The Attack's Damage in the Damage Calculation order.

Example: Mega Gardevoir ex's *Mega Symphonia* attack (MEG)

This attack does 50 damage for each Psychic Energy attached to all of your Pokémon.

Example: Spoink's *Triple Spin* attack (MEG)

Flip 3 coins. This attack does 10 damage for each heads.

- ◆ If following this wording leads to the attack's damage becoming zero, the damage calculation ends there – even if there are any 2. Effects on the Pokémon doing the damage.

Example of such an effect: *Premium Power Pro* – Item (MEG)

During this turn, attacks used by your Fighting Pokémon do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

B-03 This attack does ●● less damage

- ◆ This refers to attacks with a – symbol next to their damage. It means that when calculating damage, the attack's base damage might end up lower than the number written.
- ◆ This wording is not considered as an effect, but as part of damage calculation. Specifically, it is applied in step 1. The Attack's Damage in the Damage Calculation order.

Example: Tinkaton's *Windup Swing* attack (MEG)

This attack does 60 less damage for each Energy attached to your opponent's Active Pokémon.

- ◆ If following this wording leads to the attack's damage becoming zero, the damage calculation ends there – even if there are any 2. Effects on the Pokémon doing the damage.

Example of such an effect: *Premium Power Pro* – Item (MEG)

During this turn, attacks used by your Fighting Pokémon do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

B-04 ■■ does ●● more damage

- ◆ This means that additional damage gets added after an attack's base damage has been determined.

- ◆ This wording is considered as an effect on the attacking Pokémon. The additional calculation for this damage takes place in step 2. Effects on the Pokémon doing the damage in the Damage Calculation order.

Example: *Premium Power Pro* – Item (MEG)

During this turn, attacks used by your Fighting Pokémon do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Example: Meloetta ex's *Echoed Voice* attack (BLK)

During your next turn, this Pokémon's Echoed Voice attack does 80 more damage (before applying Weakness and Resistance).

- ◆ If there are several 2. Effects on the Pokémon doing the damage, apply them all in the calculation.
- ◆ Among damage-increasing effects, there are also effects which directly affect the Pokémon taking the damage. (These are often worded as “**■** takes **●●** more damage”.)
In the case of an attack such as *Diving Uppercut* below, the effect is not on the Pokémon dealing damage but instead on the Pokémon taking damage. As such, it is applied in the calculation in step 5. Effects on the Pokémon taking the damage.

Example: Toxicroak's *Diving Uppercut* attack (Silver Tempest)

During your opponent's next turn, this Pokémon takes 50 more damage from attacks (after applying Weakness and Resistance).

B-05 ■ takes ●● less damage

- ◆ This means that after calculating an attack's base damage, that damage gets reduced.
- ◆ This wording is considered an effect on the Defending Pokémon taking the damage. It is applied in the damage calculation in step 5. Effects on the Pokémon taking the damage.
- ◆ It is usually written in card text as “take(s) **●●** less damage”.

Example: Bouffalant ex's *Bouffer* Ability (WHT)

This Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

Example: *Iron Defender* – Item (MEG)

During your opponent's next turn, all of your Metal Pokémon take 30 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance). (This includes new Pokémon that come into play.)

- ◆ If several instances of 5. Effects on the Pokémon taking the damage apply at the same time, they must all be included in the damage calculation.

- ◆ Some damage-reducing effects may be worded as “■ deals ● less damage”, in which case it is treated as an effect on the attacking Pokémon dealing the damage.

Example: Example: Shelmet's *Shell Smack* attack (JTG)

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

In the case of Buneary's *Charm* attack, the effect is not on the Pokémon taking the damage, but instead on the Pokémon doing the damage. As such, it is applied in the damage calculation in step 2. Effects on the Pokémon doing the damage.

B-06 Isn't affected by Weakness or Resistance

- ◆ This means damage is dealt without going through step 3. Apply Weakness nor step 4. Apply Resistance in the damage calculation. This wording in an attack's text is not treated as an effect of an attack, but as part of the damage calculation.
- ◆ This may sometimes be worded as “Don't apply Weakness and Resistance”. The same rules apply.

Example: Solrock's *Cosmic Beam* attack (MEG)

If you don't have Lunatone on your Bench, this attack does nothing. This attack's damage isn't affected by Weakness or Resistance.

Example: Lopunny's *Dashing Kick* attack (MEG)

This attack does 50 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

B-07 Isn't affected by any effects on

- ◆ This effect comes into play during damage calculation, and means that damage is dealt while ignoring 5. Effects on the Pokémon taking the damage and Effects preventing all damage.

Example: Keldeo ex's *Sonic Edge* attack (WHT)

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

Examples of “effects on a Pokémon”

- 5. Effects on the Pokémon taking the damage

Iron Defender – Item (MEG)

During your opponent's next turn, all of your Metal Pokémon take 30 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance). (This includes new Pokémon that come into play.)

Bouffalant ex's *Bouffer* Ability (WHT)

This Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

Granite Cave – Stadium (DRI)

Steven's Pokémon (both yours and your opponent's) take 30 less damage from attacks from the opponent's Pokémon (after applying Weakness and Resistance).

Toxicroak's *Diving Uppercut* attack (Silver Tempest)

During your opponent's next turn, this Pokémon takes 50 more damage from attacks (after applying Weakness and Resistance).

- Prevent all damage

Snom's *Hide* attack (MEG)

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

Carracosta's *Mighty Shell* Ability (BLK)

Prevent all damage from and effects of attacks done to this Pokémon by your opponent's Pokémon that have any Special Energy attached.

※ Wordings referring to Weakness and Resistance calculations are not “effects on a Pokémon”.

Specific case: Florges's *Blooming Garden* Ability (SVI)

Your Pokémon in play have no Weakness.

If a Pokémon with a Water Weakness has its Weakness removed by the effect of the *Blooming Garden* Ability and takes damage from Keldeo ex's *Sonic Edge* attack, Weakness still does not get applied.

Specific case: Solrock's *Resistance Shade* Ability (Darkness Ablaze)

If you have Lunatone in play, your opponent's Pokémon in play have no Resistance.

Crustle's *Superb Scissors* attack (DRI)

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

If a Pokémon with a Grass Resistance has its Resistance removed by the effect of Solrock's *Resistance Shade* Ability and takes damage from Crustle's *Superb Scissors* attack, Resistance still does not get applied.

B-08 ■■ damage to ●● of your opponent's Pokémon

- ◆ Such a wording means you must choose the specified number of your opponent's Pokémon and deal damage to each of them. This wording is not treated as an effect of an attack, but as part of the damage calculation.

Example: Raboot's *Jumping Kick* attack (MEG)

This attack does 40 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Example: Electivire ex's *Dual Bolt* attack (DRI)

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

- ◆ Some moves, in addition to doing damage to your opponent's Active Pokémon, will also let you deal damage to one or more of your opponent's Benched Pokémon. However, the attack damage written to the right of the attack name is only done to the Active Pokémon.

Example: Stonjourner's *Stony Kick* attack (MEG)

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

- ◆ Unless specified otherwise, don't apply Weakness and Resistance when calculating damage done to Benched Pokémon.
- ◆ A Pokémon which has an effect preventing all damage done to it from attacks can still be selected as a target, but it will not take any damage.

B-09 This Pokémon also does ●● damage to itself / This attack also does ●● damage to ■■ of your Pokémon

- ◆ This wording means the Pokémon using the attack also does damage to itself or to another of your Pokémon. This wording is not treated as an effect of an attack, but as part of the damage calculation.

Example: Electrike's *Thunder Jolt* attack (MEG)

This Pokémon also does 10 damage to itself.

Example: Landorus's *Earthquake* attack (BWK)

This attack also does 10 damage to each of your Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Specific case: *Eviolite* – Pokémon Tool (Noble Victories)

If the Pokémon this card is attached to is a Basic Pokémon, any damage done to this Pokémon by attacks is reduced by 20 (after applying Weakness and Resistance).

This kind of damage is still calculated the same way as with the usual damage calculation, meaning that, unless specified otherwise, Weakness, Resistance, and other effects on the Pokémon still apply. If an Electrike with an *Eviolite* attached to it uses its *Thunder Jolt* attack, *Eviolite*'s effect will be applied in step 5. Effects on the Pokémon taking the damage in the damage calculation and make Electrike take 20 less damage from its own attack.

Specific case: If a Pokémon is affected by an effect that says “*this Pokémon takes ●● less damage from attacks from your opponent's Pokémon*”, the damage it deals to itself is not reduced.

Example: Klinklang's *Gear Coating* Ability (WHT)

All of your Pokémon that have any Metal Energy attached take 20 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance).

Example: Escavalier's *Wild Lances* attack (BLK)

This Pokémon also does 30 damage to itself.

Even if Klinklang's *Gear Coating* Ability is active, damage your Pokémon with Metal Energy attached to them take from attacks from your own Pokémon is not affected by *Gear Coating*. For example, your Escavalier with a Metal Energy attached would still deal 30 damage to itself with its *Wild Lances* attack: the 20 damage reduction from Klinklang's *Gear Coating* Ability does not apply here.

C. Effects

C-01 Discard

- ◆ Discarding a card means putting it in the discard pile. Unless specified otherwise, the user of the effect chooses which card(s) to discard. A card always gets discarded to its owner's discard pile.

Example: Inteleon's *Water Shot* attack (MEG)

Discard an Energy from this Pokémon.

Specific case: Ignition Energy (WHT)

If this card is attached to 1 of your Pokémon, discard it at the end of your turn.

As long as this card is attached to a Pokémon, it provides 1 Colorless Energy.

If this card is attached to an Evolution Pokémon, it provides 3 Colorless Energy instead.

When an effect or action requires discarding 3 Energy from an Evolution Pokémon, you may discard one Ignition Energy card which is providing 3 Colorless Energy, and count that as 3 Energy being discarded.

You may also discard one Ignition Energy card for an effect or action that requires discarding one Energy.

C-02 Put (/ shuffle) ●● into ■■

- ◆ Several wordings instruct players to put cards back into their hand or deck. Cards are always put in the hand or deck of their owner.

Example: Caretaker – Supporter (TWM)

Draw 2 cards. If you drew any cards in this way and if Community Center is in play, shuffle this Caretaker into your deck instead of discarding it.

Example: Swoobat's Happy Return attack (WHT)

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

- ◆ Some effects may put a card back into the deck, without explicitly saying so.

Example: Minccino's Glance attack (Sword and Shield)

Look at the top card of your opponent's deck.

- ◆ When a Pokémon in play is put into its player's hand or deck, any damage counters and effects it had on it are removed. When an Evolved Pokémon is put into its player's hand or deck, all its previous Evolutions go with it.

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

- ◆ This wording means you must move your Active Pokémon back to the Bench, and choose another Benched Pokémon to promote in the Active Spot.

Example: Switch – Item (SVI)

Switch your Active Pokémon with 1 of your Benched Pokémon.

Example: Mega Latias ex's Strafe attack (MEG)

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

- ◆ Unlike Retreating, Switching a Pokémon to the Bench does not require discarding any Energy.
- ◆ Even if your Active Pokémon can't Retreat, it can still be switched with a Benched Pokémon through the effect of a card such as the *Switch* Item.
- ◆ If an Active Pokémon is switched with a Benched Pokémon, any Special Conditions or effects it had on it (such as "*this Pokémon can't attack*") are removed.
- ◆ You cannot switch your Active Pokémon if you do not have any Benched Pokémon.

C-04 Switch out your opponent's Active Pokémon to the Bench

- ◆ This means your opponent's Active Pokémon goes back to their Bench. Your opponent chooses which of their other Benched Pokémon to promote as their new Active Pokémon.

Specific case: *Repel* – Item (MEG)

Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon).

Example: Bayleef's *Push Down* attack (MEG)

Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon).

- ◆ If an Active Pokémon is switched with a Benched Pokémon, any Special Conditions or effects it had on it (such as "*this Pokémon can't attack*") are removed.
- ◆ If your opponent doesn't have any Benched Pokémon, their Active Pokémon can't be switched out.
- ◆ On cards from the *Sword & Shield* series, this is worded as "*Your opponent switches their Active Pokémon with 1 of their Benched Pokémon*". The same rules apply.

Specific case: This is an effect done to your opponent's Active Pokémon. If that Pokémon is immune to effects of attacks used by their opponent's Pokémon, it cannot be switched out by this effect from an attack.

Skeledirge's *Unaware* Ability (SSP)

Prevent all effects of attacks used by your opponent's Pokémon done to this Pokémon. (Damage is not an effect.)

If your opponent's Active Pokémon is a Skeledirge whose *Unaware* Ability prevents all effects of attacks used by their opponent's Pokémon done to it, you cannot switch it out to the Bench with the effect of your Bayleef's *Push Down* attack.

However, even if a Skeledirge with the *Unaware* Ability was your opponent's only Benched Pokémon, so long as your opponent's Active Pokémon isn't immune to effects of attacks, you could use the effect of your Bayleef's *Push Down* attack to switch out your opponent's Active Pokémon to their Bench.

C-05 Switch in 1 of your opponent's Benched Pokémon to the Active Spot

- ◆ This means putting one of your opponent's Benched Pokémon into their Active Spot, while their current Active Pokémon is sent back to their Bench.

Example: *Pokémon Catcher* – Item (SVI)

Flip a coin. If heads, switch in 1 of your opponent's Benched Pokémon to the Active Spot.

Example: Cryogonal's *Drag Off* attack (BLK)

Switch in 1 of your opponent's Benched Pokémon to the Active Spot. This attack does 20 damage to the new Active Pokémon.

- ◆ If an Active Pokémon is switched with a Benched Pokémon, any Special Conditions or effects it had on it (such as “*this Pokémon can't attack*”) are removed.
- ◆ On cards from the Sword & Shield series, this may be worded as “*Switch 1 of your opponent's Benched Pokémon with their Active Pokémon*”. The same rules apply.
- ◆ If your opponent doesn't have any Benched Pokémon to switch in, you can't use this kind of effect.

Specific case: This is an effect on one of your opponent's Benched Pokémon. As such, if the Pokémon you choose is immune to effects of attacks, you can't switch it with your opponent's Active Pokémon with this effect of an attack.

Skeledirge's *Unaware* Ability (SSP)

Prevent all effects of attacks used by your opponent's Pokémon done to this Pokémon. (Damage is not an effect.)

Even if your opponent's Active Pokémon is a Skeledirge whose *Unaware* Ability prevents all effects of attacks used by their opponent's Pokémon done to it, you can still use your Cryogonal's *Drag Off* attack to switch one of their Benched Pokémon with their Active Skeledirge, so long as the Benched Pokémon you choose isn't immune to effects as well.

However, if a Skeledirge with the *Unaware* Ability is your opponent's only Benched Pokémon, you cannot use the effect of your Cryogonal's *Drag Off* attack to switch that Benched Skeledirge with your opponent's Active Pokémon.

C-06 Heal ●● damage

- ◆ This means removing damage counters from a Pokémon in play.

Example: *Potion* – Item (SVI)

Heal 30 damage from 1 of your Pokémon.

- ◆ When healing damage from a Pokémon, if it has fewer damage counters on it than the amount of damage being healed, remove all of its damage counters.
- ◆ If an effect says “*heal all damage*”, remove all damage counters from the Pokémon being healed.

Example: *Wally's Compassion* – Supporter (MEG)

Heal all damage from 1 of your Mega Evolution Pokémon ex. If you healed any damage in this way, put all Energy attached to that Pokémon into your hand.

- ◆ When using a Trainer card with this effect, you cannot choose a Pokémon which doesn't have any damage counters on it. The same applies to Abilities with this effect. However, if the effect heals several Pokémon at once, you can use it so long as at least one of the Pokémon you choose has any damage counters on it.

C-07 Put ●● damage counters

- ◆ This means placing damage counters on Pokémon in play. “*Damage Counter*” here always refers to 10-damage damage counters.

Example: Team Rocket's Crobat's *Biting Spree* Ability (DRI)

When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may choose 2 of your opponent's Pokémon and put 2 damage counters on each of them.

Example: Sinistcha's *Cursed Drop* attack (TWM)

Put 4 damage counters on your opponent's Pokémon in any way you like.

- ◆ Just like a Pokémon is Knocked Out when it takes damage equal to or higher than its remaining HP, a Pokémon also gets Knocked Out when an effect puts damage counters on it equal to or higher than its remaining HP.
- ◆ This is sometimes worded as “*placing*” damage counters. The same rules apply.
- ◆ When putting damage counters with the effect of an attack, this takes place in step 5. Effects outside of damage in the attack resolution order. This is not treated as damage, meaning neither Weakness, Resistance nor damage-related effects on the Defending Pokémon get applied.

Specific case: Skeledirge's *Unaware* Ability (SSP)

*Prevent all effects of attacks used by your opponent's Pokémon done to this Pokémon.
(Damage is not an effect.)*

If a Pokémon is immune to effects of attacks, you cannot put damage counters on it with the effect of an attack. You can still, however, choose that Pokémon as a target on which to put damage counters – which then won't be placed.

If you use Sinistcha's *Cursed Drop* attack and you choose to put some damage counters on a Skeledirge whose *Unaware* Ability makes it immune to effects of attacks, those damage counters do not get placed. (Any damage counters you chose to put on other Pokémon with that same attack still get placed normally.)

C-08 Move ■■ damage counters from ●● to □□

- ◆ This means moving damage counters from a Pokémon in play to another. “*Damage Counter*” here always refers to 10-damage damage counters.

Example: Team Rocket's Orbeetle's *Rocket Brain* Ability (DRI)

As often as you like during your turn, you may move 1 damage counter from 1 of your Team Rocket's Pokémon to another of your Pokémon.

Example: Team Rocket's Wobbuffet's *Rocket Mirror* attack (DRI)

Move all damage counters from 1 of your Benched Team Rocket's Pokémon to your opponent's Active Pokémon.

- ◆ When moving damage counters with the effect of an attack, this takes place in step 5. Effects outside of damage in the attack resolution order. This is not treated as damage, meaning neither Weakness, Resistance nor damage-related effects get applied.
- ◆ Just like a Pokémon is Knocked Out when it takes damage equal to or higher than its remaining HP, a Pokémon also gets Knocked Out when an effect moves damage counters to it equal to or higher than its remaining HP.
- ◆ If there is no Pokémon in play matching the description of □□, you can't move damage counters.

Specific case: Skeledirge's *Unaware* Ability (SSP)

*Prevent all effects of attacks used by your opponent's Pokémon done to this Pokémon.
(Damage is not an effect.)*

If a Pokémon is immune to effects of attacks, you cannot move damage counters to it with the effect of an attack. You can still, however, choose it as the target to which the damage counters will be moved. In that case, the damage counters simply get removed from the Pokémon they were on.

If you used your Team Rocket's Wobbuffet's *Rocket Mirror* attack to move all damage

counters from one of your Benched Team Rocket's Pokémon to your opponent's Skeledirge whose *Unaware* Ability makes it immune to effects of attacks, the damage would simply be removed from your Pokémon and the *Rocket Mirror* attack would end there.

C-09 **Attach ■■ ●● Energy cards to □□**

- ◆ This means attaching Energy to Pokémon in play. Players can only ever attach their Energy to their own Pokémon, not their opponent's.
- ◆ This can be worded as “Search ___ for ■■ ●● Energy cards and attach them to □□”, as well as “Attach ■■ ●● Energy cards from ___ to □□”

Example: Cinderace's *Turbo Flare* attack (MEG)

Search your deck for up to 3 Basic Energy cards and attach them to your Benched Pokémon in any way you like. Then, shuffle your deck.

Example: Mega Lucario ex's *Aura Jab* attack (MEG)

Attach up to 3 Basic Fighting Energy cards from your discard pile to your Benched Pokémon in any way you like.

Example: Alolan Exeggutor ex's *Tropical Frenzy* attack (SSP)

You may attach any number of Basic Energy cards from your hand to your Pokémon in any way you like.

- ◆ The Energy attachment from this effect is separate from the “one Energy attachment from your hand to one of your Pokémon” you can do during your turn (refer to C. Energy Cards).

Specific case: Minun's *Buddy Pulse* Ability (PAR)

If you have Plusle in play, whenever your opponent attaches an Energy card from their hand to 1 of their Pokémon, put 2 damage counters on that Pokémon. The effect of Buddy Pulse doesn't stack.

Effects that activate whenever a player attaches Energy from their hand also activate when Energy is attached from the hand with an effect of an attack, Ability, etc. If several Energy cards get attached at once, the effect activates for each Energy card attached.

If you use Alolan Exeggutor ex's *Tropical Frenzy* attack to attach 1 Energy to each of 2 Pokémon, the effect of Minun's *Buddy Pulse* Ability will put 2 damage counters on each of those Pokémon. If you instead attach 2 Energy to 1 Pokémon, *Buddy Pulse* will put 4 damage counters on that Pokémon.

C-10 Move ■■ ●● Energy from ♦♦ to □□

- ◆ This means moving Energy from a Pokémon in play to another Pokémon. A player's Energy should always be attached to their own Pokémon, not their opponent's.

Example: Tornadus's *Hurricane* attack (WHT)

Move a Basic Energy from this Pokémon to 1 of your Benched Pokémon.

Example: Mega Venusaur ex's *Solar Transfer* Ability (MEG)

As often as you like during your turn, you may use this Ability. Move a Basic Grass Energy from 1 of your Pokémon to another of your Pokémon.

- ◆ If there is no Pokémon in play matching the description of □□, you can't move the Energy.

Specific case: Meganium's *Wild Growth* Ability (MEG)

Each Basic Grass Energy attached to all of your Pokémon provides 2 Grass Energy. The effect of Wild Growth doesn't stack.

When using an effect to move 1 Energy, you can choose and move 1 Energy card that provides 2 Energy.

- ◆ When using an effect to move a Special Energy, a Pokémon to which that Special Energy cannot be attached can still be chosen as the target to receive the Energy. In that case, that Special Energy gets discarded.

Specific case: *Team Rocket's Energy* (DRI)

This card can only be attached to a Team Rocket's Pokémon. If this card is attached to anything other than a Team Rocket's Pokémon, discard this card.

As long as this card is attached to a Pokémon, it provides 2 in any combination of Psychic Energy and Darkness Energy.

N's Plan – Supporter (BLK)

Move up to 2 Energy from your Benched Pokémon to your Active Pokémon.

If you use the Supporter *N's Plan* to move a *Team Rocket's Energy* to a Pokémon that is not a Team Rocket's Pokémon, that *Team Rocket's Energy* is removed from the Benched Team Rocket's Pokémon, then discarded, and the effect of *N's Plan* ends there.

C-11 Put ■■ Basic Pokémon from ●● onto your Bench

- ◆ This means putting Basic Pokémon from your discard pile or deck onto your Bench.
- ◆ This is often worded as “Search your deck for ___ Basic Pokémon and put it (them) onto your Bench.” or “Put _____ Basic Pokémon from your discard pile onto your Bench.”

Example: Numel's *Call for Family* attack (MEG)

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

Example: Lillie's *Comfey Inviting Flowers* attack (JTG)

You may search your deck for any number of Basic Lillie's Pokémon and put them onto your Bench. Then, shuffle your deck.

- ◆ If you use an attack with such an effect when your Bench is full, the attack ends without putting any Pokémon onto your Bench. If the effect would put Pokémon from your deck onto your Bench, the attack ends before you get to search through your deck.
- ◆ If your Bench is full, you cannot use a Trainer card with this effect. The same applies to Abilities with this effect.
- ◆ If you have fewer open Bench spots than the number of Pokémon the effect would put onto your Bench, you may instead put onto your Bench as many Pokémon as you have open Bench spots.

C-12 Put it onto that Pokémon to evolve it

- ◆ This means putting an Evolution Pokémon card on top of a Pokémon in play to evolve it.

Example: Rare Candy – Item (SVI)

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, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

Example: Duosion's *Cellular Evolution* attack (BLK)

Search your deck for a card that evolves from 1 of your Pokémon and put it onto that Pokémon to evolve it. Then, shuffle your deck.

- ◆ Just like for a normal evolution, the Evolution Pokémon and the Pokémon in play it's evolving from must satisfy the conditions for evolution (i.e., being in the same evolutionary chain). And just like with a normal evolution, the evolving Pokémon keeps any Energy, Items, Pokémon Tools, and damage counters it had on it before evolving.

- ◆ Unless specified otherwise, this kind of effect can evolve a Pokémon even if it's your first turn, or on the turn you played that Pokémon.
- ◆ This kind of effect's wording sometimes refers to the Stage 1 or Stage 2 Pokémon put on top of Pokémon in play as "cards that evolve" or "Evolution cards".

C-13 Devolve ●● by ■■ the highest Stage Evolution card on it

- ◆ This means removing the highest stage evolution card from a Stage 1 or Stage 2 Pokémon in play and turning it back into its previous Evolution stage.

Example: *Strange Timepiece* – Item (MEG)

Devolve 1 of your evolved Psychic Pokémon by putting any number of Evolution cards on it into your hand. (That Pokémon can't evolve this turn.)

Example: Espeon ex's *Amazez* attack (PRE)

Devolve each of your opponent's evolved Pokémon by shuffling the highest Stage Evolution card on it into your opponent's deck.

- ◆ The devolving Pokémon keeps any Energy, Items, Pokémon Tools, and damage counters it had on it before devolving. Any Special Conditions or effects it had on it are removed. If the damage counters that remain on the devolved Pokémon are equal to or higher than its remaining HP, it is Knocked Out.
- ◆ Unless specified otherwise, a Pokémon that devolved is considered as having been played that turn and cannot evolve during that same turn.
- ◆ This kind of effect's wording sometimes refers to the Stage 1 or Stage 2 Pokémon that get removed from the Pokémon in play as "Evolution cards".
- ◆ Evolution cards on a Pokémon are always removed from the highest Stage Evolution to the lowest.
- ◆ Stage 1 or Stage 2 Pokémon that were put into play not by evolving but directly through the effect of an attack or such cannot be devolved.

Specific case: Cinderace's *Explosiveness* Ability (MEG)

If this Pokémon is in your hand when you are setting up to play, you may put it face down in the Active Spot.

If your opponent has a Cinderace that was put into play with the effect of its *Explosiveness* Ability, even if you use your Espeon ex's *Amazez* attack, that Cinderace cannot be devolved.

C-14 Can't retreat

- ◆ A Pokémon affected with this effect cannot be retreated normally (this refers to the once-per-turn retreat players can do during their turn).

Example: Bulbasaur's *Bind Down* attack (MEG)

During your opponent's next turn, the Defending Pokémon can't retreat.

Example: Omastar's *Primordial Tentacles* Ability (MEW)

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

- ◆ If this effect was applied to a Pokémon by an attack, this effect disappears as soon as that Pokémon is removed from play or switched back to the Bench through some other way. This effect also disappears if that Pokémon evolves or devolves.
- ◆ A Pokémon affected by this effect can still be switched back to the Bench through the effect of an Item and such.

C-15 Can't use attacks

- ◆ If a Pokémon is affected by this effect, its player cannot announce nor use any of its attacks, even if that Pokémon has the necessary Energy attached.
- ◆ This can be worded as “*can't attack*” or “*can't use attacks*”.

Example: Cubchoo's *Snotted Up* attack (BLK)

During your opponent's next turn, the Defending Pokémon can't use attacks.

- ◆ If the card's text specifies “*can't use [Attack Name]*”, the Pokémon's other attacks can still be used.

Example: Mega Lucario ex's *Mega Brave* attack (MEG)

During your next turn, this Pokémon can't use Mega Brave.

- ◆ If this effect was applied to a Pokémon by an attack, this effect disappears as soon as that Pokémon is removed from play or moved back to the Bench. This effect also disappears if that Pokémon evolves or devolves.

C-16 Prevent all damage done by attacks

- ◆ If a Pokémon affected by this effect would take damage from an attack, that damage becomes zero in step 6. Final damage of the damage calculation, which ends there.
- ◆ This is usually worded as “Prevent all damage done to ____ by attacks (from ____)”.

Example: Shelmet's *Shell Smack* attack (JTG)

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

Example: Mega Manectric ex's *Flash Ray* attack (MEG)

During your opponent's next turn, prevent all damage done to this Pokémon by attacks from Basic Pokémon.

Example: Shaymin's *Flower Curtain Ability* (JTG)

Prevent all damage done to your Benched Pokémon that don't have a Rule Box by attacks from your opponent's Pokémon. (Pokémon ex, Pokémon V, etc. have Rule Boxes.)

- ◆ If an attack would do damage to several Pokémon at once, even if damage is prevented for a Pokémon affected by this effect, other Pokémon not affected by this effect still take damage.
- ◆ This effect preventing damage from attacks is considered an effect on that Pokémon.

Example: Keldeo ex's *Sonic Edge* attack (WHT)

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

If an attack's text specifies that its damage “*isn't affected by any effects on your opponent's Pokémon*”, it will do its damage while ignoring any damage-preventing effect.

C-17 Prevent all effects of attacks

- ◆ If a Pokémon affected by this effect is being attacked, skip step 5. Effects outside of damage in the attack resolution order.

Example: Skeledirge's *Unaware Ability* (SSP)

Prevent all effects of attacks used by your opponent's Pokémon done to this Pokémon. (Damage is not an effect.)

Example: Team Rocket's Articuno's *Repelling Veil Ability* (DRI)

Prevent all effects of attacks used by your opponent's Pokémon done to your Basic Team Rocket's Pokémon. (Existing effects are not removed. Damage is not an effect.)

Examples of effects prevented by “prevent all effects of attacks”:

- Effects that afflict a Special Condition

Onix's *Bind* attack (MEG)

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

- Effects that increase or decrease future damage

Buneary's *Charm* attack (MEG)

During your opponent's next turn, attacks used by the Defending Pokémon do 20 less damage (before applying Weakness and Resistance).

- Effects that discard attached cards

Centiskorch's *Coiling Crush* attack (MEG)

Flip 2 coins. For each heads, discard an Energy from your opponent's Active Pokémon.

- Effects that put damage counters

Sinistcha's *Cursed Drop* attack (TWM)

Put 4 damage counters on your opponent's Pokémon in any way you like.

- Effects that prevent from using attacks or retreating

Cubchoo's *Snotted Up* attack (BLK)

During your opponent's next turn, the Defending Pokémon can't use attacks.

Bulbasaur's *Bind Down* attack (MEG)

During your opponent's next turn, the Defending Pokémon can't retreat.

- Switching effects

Bayleef's *Push Down* attack (MEG)

Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

Specific case: When a Pokémon receives an effect that makes it immune to effects of attacks, any existing effects it already had on it are not removed.

Vaporeon's *Torrential Awakening* Ability (Vivid Voltage)

If this Pokémon has a Memory Capsule attached, Fire Pokémon in play (both yours and your opponent's) have no Abilities.

Your opponent has a Vaporeon in play with a Memory Capsule attached, making its *Torrential Awakening* Ability active. Your opponent uses Bulbasaur's *Bind Down* attack on your Active Skeledirge, preventing it from retreating during your next turn.

During your next turn, you use an effect to discard your opponent's Vaporeon's Memory Capsule, removing the effect of *Torrential Awakening*. Even though your Skeledirge's *Unaware* Ability is now active, the effect it's already affected with preventing it from retreating is not removed.

Specific case: If your Active Pokémon already has any Special Conditions, receiving an effect that makes it immune to effects of attacks would not remove any of those Special Conditions.

Galarian Weezing's *Neutralizing Gas* Ability (Rebel Clash)

As long as this Pokémon is in the Active Spot, your opponent's Pokémon in play have no Abilities, except for Neutralizing Gas.

Galarian Weezing's *Severe Poison* attack (Rebel Clash)

Your opponent's Active Pokémon is now Poisoned. Put 4 damage counters instead of 1 on that Pokémon during Pokémon Checkup.

Your opponent's Active Galarian Weezing, which has the *Neutralizing Gas* Ability, used its *Severe Poison* attack to make your Skeledirge Poisoned, putting 4 damage counters on it during Pokémon Checkup. If their Galarian Weezing then switches to the Bench, your Skeledirge's *Unaware* Ability would activate again, but the Poisoned Status Condition already on Skeledirge would not be removed, and it would still put 4 damage counters on Skeledirge during Pokémon Checkup.

C-18 Use it as this attack

- ◆ This means choosing an attack and doing all of its effects and damage.
- ◆ Unless specified otherwise, even if your Pokémon does not have the necessary Energy for the cost of the chosen attack, it can still do all of that attack's effects and damage.

Example: Zoroark's *Foul Play* attack (WHT)

Choose 1 of your opponent's Active Pokémon's attacks and use it as this attack.

Example: Ditto's *Copy Anything* attack (Detective Pikachu)

Choose 1 of your opponent's Pokémon's attacks and use it as this attack. If this Pokémon doesn't have the necessary Energy to use that attack, this attack does nothing.

Specific case: Mega Lucario ex's *Mega Brave* attack (MEG)

During your next turn, this Pokémon can't use Mega Brave.

Zoroark's *Foul Play* attack lets it use the effects and damage of one of your opponent's Active Pokémon's attacks, but the attack name is still *Foul Play*. As such, while using *Mega Brave* with *Foul Play* does give Zoroark the effect "*this Pokémon can't use Mega Brave during your next turn*", you could still use *Foul Play* during your next turn, once again choose *Mega Brave*, and use it as the effect of *Foul Play*.

Specific case: Armarouge's *Crimson Blaster* attack (SSP)

Discard all Fire Energy from this Pokémon, and this attack does 180 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

When choosing Armarouge's *Crimson Blaster* attack with Zoroark's *Foul Play* attack, the effects and damage of the attack still get applied even if Zoroark doesn't have any Fire Energy attached. Since Zoroark doesn't have any Fire Energy to discard, ignore that part of the text and just deal the damage, and the attack ends there.

C-19 Your opponent (/ Each player) can't play any ●● from their hand

- ◆ While this effect is active, the player(s) affected by it cannot play the specified type of cards from their hand. This is an effect on a player, not on a Pokémon.

Example: Frillish's *Oceanic Gloom* attack (WHT)

During your opponent's next turn, they can't play any Item cards from their hand.

Example: Jellicent ex's *Oceanic Curse Ability* (WHT)

As long as this Pokémon is in the Active Spot, your opponent can't play any Item cards or Pokémon Tool cards from their hand.

Specific case: This kind of effect is an effect on a player, not on a Pokémon.

Skeledirge's *Unaware Ability* (SSP)

Prevent all effects of attacks used by your opponent's Pokémon done to this Pokémon. (Damage is not an effect.)

If you use an attack to put such an effect on your opponent, even if they have a Pokémon in play that is immune to effects of attacks, the effect is still put on your opponent.

Even if your opponent's Active Pokémon is a Skeledirge with the *Unaware* Ability, using your Frillish's *Oceanic Gloom* attack will still put the effect on your opponent.

C-20 Look at ●● (Your opponent reveals ●●)

- ◆ This means looking at the face side of cards that are otherwise face-down, such as cards in your deck, Prize cards, or cards in your opponent's hand. Unless specified otherwise, after looking at the face side of a face-down card, it should be put back face down.
- ◆ When the cards being looked at are in your opponent's hand, this is usually worded as "*Your opponent reveals their hand*".

Example: Pidove's *Scout* attack (BLK)

Your opponent reveals their hand.

Example: Pokégear 3.0 – Item (SVI)

Look at the top 7 cards of your deck. You may reveal a Supporter card you find there and put it into your hand. Shuffle the other cards back into your deck.

- ◆ Unless specified otherwise, only the player using the effect looks at the face side of the card(s).
- ◆ After looking at the face side of Prize cards, they don't have to be put back in the exact same position or order (so long as they're put back in the Prize cards).

D. Terminology

D-01 The attack does not happen (does nothing)

This means an attack ends without any effects nor damage.

There are two categories of such effects: those that cause your opponent's attacks to not happen, and those that cause your own attacks to do nothing.

◆ **Effects that cause your opponent's attacks to not happen**

This is an effect put on your opponent's Pokémon. It is usually worded as *"That attack doesn't happen"*. It is applied in step 2. Check any conditions and effects on the attacking Pokémon in the attack process. If the attack does not happen, the turn ends without using the attack.

Example: Sandslash's *Sand Attack* attack (MEG)

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

◆ **Effects that cause your own attacks to do nothing**

These are attacks with conditions in them that may cause them to fail and do nothing. This is usually worded as *"If _____ (condition), this attack does nothing"*. When an attack does nothing, it still counts as having been used, and the turn ends.

Example: Scorbunny's *Wild Kick* attack

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

- ◆ When an attack *does nothing* or *doesn't happen*, even if there are any 2. Effects on the Pokémon doing the damage that would come up in the damage calculation, no damage can be added.

Example: Brave Bangle – Pokémon Tool (WHT)

If the Pokémon this card is attached to doesn't have a Rule Box, the attacks it uses do 30 more damage to your opponent's Active Pokémon ex (before applying Weakness and Resistance). (Pokémon ex, Pokémon V, etc. have Rule Boxes.)

D-02 Any amount of (Any number of)

- ◆ This means the player can choose as many of the specified thing as they want.

Example: Raging Bolt ex's *Bellowing Thunder* attack (TEF)

You may discard any amount of Basic Energy from your Pokémon. This attack does 70 damage for each card you discarded in this way.

Example: Strange Timepiece – Item (MEG)

Devolve 1 of your evolved Psychic Pokémon by putting any number of Evolution cards on it into your hand. (That Pokémon can't evolve this turn.)

- ◆ When using a Pokémon's attack with this kind of wording, "any number" or "any amount" can be zero.
- ◆ When using a Trainer card or Ability with this kind of wording, "any number" or "any amount" cannot be zero if that would mean using that Trainer card or Ability does not change the game state in any way.

D-03 All

- ◆ This term means that every single specified thing must be selected, without exception.

Example: Galvantula's *Discharge* attack (WHT)

Discard all Lightning Energy from this Pokémon. This attack does 50 damage for each card you discarded in this way.

- ◆ The term "all" may sometimes not be explicitly written, when it is implied by some other wording (such as "your hand" implying "all cards in your hand")

Example: Lillie's *Determination* – Supporter (MEG)

Shuffle your hand into your deck. Then, draw 6 cards. If you have exactly 6 Prize cards remaining, draw 8 cards instead.

Example: Kyogre's *Riptide* attack (MEG)

This attack does 20 damage for each Basic Water Energy card in your discard pile. Then, shuffle those cards back into your deck.

D-04 Choose

- ◆ This means selecting the specified number of the specified thing.

Example: Team Rocket's Meowth's *Paw-cket Pilfer* attack (DRI)

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

Example: Team Rocket's Murkrow's *Torment* attack (DRI)

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

- ◆ The term "choose" may sometimes not be explicitly written, when the choice is implied by some other wording.

Example: Pokémon Catcher – Item (SVI)

Flip a coin. If heads, switch in 1 of your opponent's Benched Pokémon to the Active Spot.

- ◆ If a number is specified, that many things must be chosen. If there are fewer of the specified thing available than the specified number, choose as many as you can. Players may not decide to choose less things than the number specified. If there are none of the specified thing, none can be chosen.
- ◆ If an effect makes you choose several different types of things, choose the specified number among all of those (or for each of those, if separate numbers are specified). If not all specified types of things are available, choose the specified number among available options only. (In the example below, you can use the Supporter *Ruffian* to choose one of your opponent's Pokémon that only has Special Energy but no Pokémon Tool attached, and just discard a Special Energy from it)

Example: *Ruffian* – Supporter (JTG)

Discard a Pokémon Tool and a Special Energy from 1 of your opponent's Pokémon.

- ◆ If choosing among cards your opponent can't see the face side of, refer to the respective sections below for detailed rules:

H. Deck

E-33 ●● (up to) ■■ from your hand

E-34 Choose ■■ from your face-down Prize cards

- ◆ Regarding Trainer cards or Abilities that require a choice, when none of the specified things are available to be chosen: if using that Trainer card or Ability would not change the game state in any way, it can't be used.

D-05 Up to ■■ ●●

- ◆ This means you can choose freely between 1 and ■■ (the specified number) of the specified thing.
- ◆ Regarding Trainer cards or Abilities that require a choice, when none of the specified things are available to be chosen: if using that Trainer card or Ability would not change the game state in any way, it can't be used.

Example: *Tool Scrapper* – Item (WHT)

Choose up to 2 Pokémon Tools attached to Pokémon (yours or your opponent's) and discard them.

Example: *Energy Retrieval* – Item (WHT)

Put up to 2 Basic Energy cards from your discard pile into your hand.

- ◆ However, when using a Pokémon's attack that lets you choose *up to* ■■ of a thing, you may decide to choose none.

Example: Mega Lucario ex's *Aura Jab* attack (MEG)

Attach up to 3 Basic Fighting Energy cards from your discard pile to your Benched Pokémon in any way you like.

- ◆ If choosing among cards your opponent can't see the face side of, refer to the respective sections below for detailed rules:

H. Deck

E-33 ●● (up to) ■■ from your hand

E-34 Choose ■■ from your face-down Prize cards

D-06 ■■'s attack / Ability / ... (/ If ■■ has a ●●)

- ◆ This wording is usually used to refer to an attack, Ability, Weakness, Resistance or such, that is written on a Pokémon card.

Example: Team Rocket's Murkrow's *Torment* attack (DRI)

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

Example: Zoroark's *Foul Play* attack (WHT)

Choose 1 of your opponent's Active Pokémon's attacks and use it as this attack.

- ◆ Pokémon may be able to use attacks that are not written on their card, through the effect of Trainer cards, Abilities or such. Such attacks are not considered to be part of that Pokémon's attacks. Only attacks written on a Pokémon's card are that Pokémon's attacks.

Examples of attacks that are not *that Pokémon's attacks*:

- An evolved Pokémon using one of its previous Evolutions' attacks with an effect of a card

Relicanth's *Memory Dive* Ability (TEF)

Each of your evolved Pokémon can use any attack from its previous Evolutions. (You still need the necessary Energy to use each attack.)

- Special attacks that a Pokémon can use through the effect of a Trainer card

Technical Machine: Fluorite – Pokémon Tool (SSP)

The Pokémon this card is attached to can use the attack on this card. (You still need the necessary Energy to use this attack.) If this card is attached to 1 of your Pokémon, discard it at the end of your turn.

Fluorite attack:

Discard all Energy from this Pokémon, and heal all damage from each of your Tera Pokémon.

- ◆ Cards from the *Sword & Shield* series sometimes mention a “Pokémon’s attacks” while actually referring to “attacks used by this Pokémon”. In more recent cards, a Pokémon’s attacks are exclusively the attacks written on its card, while the attacks a Pokémon uses can also sometimes be written on other cards instead.

Example: Cramorant’s *Lost Provisions Ability* (Sword & Shield – Lost Origins)

If you have 4 or more cards in the Lost Zone, ignore all Energy in this Pokémon’s attack costs.

This should read as: “*If you have 4 or more cards in the Lost Zone, ignore all Energy in the cost of attacks used by this Pokémon.*”

D-07 ●● Type

- ◆ This refers to a Pokémon’s or an Energy’s color. Card text that includes type symbols refers to Pokémon or Energy of that type.

Example: Arcanine’s *Punishing Fang* attack (DRI)

If your opponent’s Active Pokémon is a Darkness Pokémon, this attack does 100 more damage.

Example: Scovillain ex’s *Double Type Ability* (SSP)

As long as this Pokémon is in play, it is Grass and Fire type.

D-08 Every type of Energy

- ◆ This refers to an Energy having ten types: *Grass, Fire, Water, Lightning, Psychic, Fighting, Dark, Metal, Fairy, and Colorless*.

Example: *Prism Energy* (BLK)

As long as this card is attached to a Pokémon, it provides Colorless Energy.

If this card is attached to a Basic Pokémon, this card provides every type of Energy but provides only 1 Energy at a time.

Example: *Legacy Energy* (TWM)

As long as this card is attached to a Pokémon, it provides every type of Energy but provides only 1 Energy at a time.

If the Pokémon this card is attached to is Knocked Out by damage from an attack from your opponent’s Pokémon, that player takes 1 fewer Prize card. This effect of your Legacy Energy can’t be applied more than once per game.

Specific case: Armarouge’s *Crimson Blaster* attack (SSP)

Discard all Fire Energy from this Pokémon, and this attack does 180 damage to 1 of your opponent’s Benched Pokémon. (Don’t apply Weakness and Resistance for Benched Pokémon.)

When an Energy provides every type of Energy (such as *Legacy Energy*), you can't decide to have it provide only specific types of Energy. As such, if you use Armarouge's Crimson Blaster attack which requires you to "Discard all Fire Energy", any Energy that provides every type of Energy must be discarded as well.

Specific case: Stunfisk's *Muddy Bolt* attack (WHT)

If this Pokémon has any Fighting Energy attached, this attack does 20 more damage.

If your Stunfisk which has one *Prism Energy* attached uses its *Muddy Bolt* attack, the attack does 20 more damage.

D-09 Attack cost (/ Necessary energy to attack)

- ◆ The energy required in order to use an attack. This refers to the type symbols to the left of a Pokémon card's attack names.
- ◆ This can be worded as *an attack's cost*, as *an attack costing Energy*, or as *the necessary Energy to use an attack*. The same rules apply for all those wordings.

Example: Hop's *Choice Band* – Pokémon Tool (JTG)

Attacks used by the Hop's Pokémon this card is attached to cost 1 Colorless less and do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Example: Ditto's *Copy Anything* attack (Detective Pikachu)

Choose 1 of your opponent's Pokémon's attacks and use it as this attack. If this Pokémon doesn't have the necessary Energy to use that attack, this attack does nothing.

D-10 Retreat Cost

- ◆ The Energy required in order to retreat. This refers to the Energy written in the bottom right corner of a Pokémon card. By discarding from the Pokémon an amount of Energy matching the number of Energy in its Retreat Cost, that Pokémon can retreat.

Example: *Air Balloon* – Pokémon Tool (BLK)

The Retreat Cost of the Pokémon this card is attached to is 2 Energy less.

Example: Throh's *Shoulder Throw* attack (BLK)

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

D-11 Costs ■■ more (/ is ■■ more)

- ◆ This means a number is treated as higher than what's written on the card.

Example: Ariados's *Big Net Ability* (TWM)

Your opponent's Active Evolution Pokémon's Retreat Cost is 1 Energy more.

Example: Espathra ex's *Dazzling Gaze Ability* (PAF)

As long as this Pokémon is in the Active Spot, attacks used by your opponent's Active Pokémon cost 1 Colorless more.

- ◆ If a Pokémon is affected by several "costs __ more" or "is __ more" effects, they all stack. For example, if a Pokémon is affected by two different instances of an effect saying that its "Retreat Cost is 1 Energy more", its Retreat Cost is 2 Energy more.

Specific case: *Air Balloon* – Pokémon Tool (BLK)

The Retreat Cost of the Pokémon this card is attached to is 2 Energy less.

If a Pokémon is affected by both "is __ more" effects and "is __ less" effects, they all stack and get calculated together. For example, if your Active Evolution Pokémon is affected by both one instance of the effect of the *Big Net Ability* and one instance of the effect of the *Air Balloon* Pokémon Tool at the same time, its Retreat Cost is 1 Energy less.

D-12 Costs ■■ less (/ is ■■ less)

- ◆ This means a number is treated as lower than what's written on the card.

Specific case: *Air Balloon* – Pokémon Tool (BLK)

The Retreat Cost of the Pokémon this card is attached to is 2 Energy less.

Example: *Hop's Choice Band* – Pokémon Tool (JTG)

Attacks used by the Hop's Pokémon this card is attached to cost 1 Colorless less and do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

- ◆ If a Pokémon is affected by several "costs __ less" or "is __ less" effects, they stack. For example, If a Pokémon is affected by two different instances of an effect saying that its "Retreat Cost is 1 Energy less", its Retreat Cost is 2 Energy less.

Specific case: Ariados's *Big Net* Ability (TWM)

Your opponent's Active Evolution Pokémon's Retreat Cost is 1 Energy more.

If a Pokémon is affected by both “*is __ more*” effects and “*is __ less*” effects, they all stack and get calculated together. For example, if your Active Evolution Pokémon is affected by both one instance of the effect of the *Big Net* Ability and one instance of the effect of the *Air Balloon* Pokémon Tool at the same time, its Retreat Cost is 1 Energy less.

D-13 Has no ■■ (Ignore all ■■ in the cost)

- ◆ This means that a specified thing is treated as not being there, or as being null.
- ◆ This kind of wording can be separated into two categories: effects that allow to ignore Energy costs, and effects that make some rule elements disappear.

- **Effects that ignore Energy costs / Retreat Costs**

Example: Noivern's *Tuning Echo* Ability (JTG)

If you have the same number of cards in your hand as your opponent, ignore all Energy in the cost of Frightening Howl used by this Pokémon.

- ◆ If a card is affected by both an “*Ignore all / Has no __*” effect and “*D-11 Costs ■■ more*” or “*D-12 Costs ■■ less*” effects at the same time, the *Ignore all / Has no __*” effect takes priority and those other effects do not apply.

Example: Ethan's Magcargo's *Melt Away* Ability (DRI)

If this Pokémon has no Energy attached, it has no Retreat Cost.

Specific case: Ariados's *Big Net* Ability (TWM)

Your opponent's Active Evolution Pokémon's Retreat Cost is 1 Energy more.

If a card is affected by both a “*has no __*” effect and an “*is __ more*” effect at the same time, the “*has no __*” effect takes priority. An Ethan's Magcargo affected by both the effects of the *Big Net* and *Melt Away* Abilities would have no Retreat Cost.

Specific case: *Air Balloon* – Pokémon Tool (BLK)

The Retreat Cost of the Pokémon this card is attached to is 2 Energy less.

If a card is affected by both a “has no ___” effect and an “is ___ less” effect at the same time, the “has no ___” effect takes priority. An Ethan's Magcargo affected by both the effects of an *Air Balloon* Pokémon Tool and *Melt Away* Ability would have no Retreat Cost.

- **Effects that make some rule elements disappear**

Example: Archaludon ex's *Metal Defender* attack (SSP)

During your opponent's next turn, this Pokémon has no Weakness.

Example: *Team Rocket's Watchtower* – Stadium (DRI)

Colorless Pokémon in play (both yours and your opponent's) have no Abilities.

Example: *Jamming Tower* – Stadium (TWM)

Pokémon Tools attached to each Pokémon (both yours and your opponent's) have no effect.

Specific case: Galvantula's *Compound Eyes* Ability (SFA)

Attacks used by this Pokémon do 50 more damage to your opponent's Active Pokémon that has an Ability (before applying Weakness and Resistance).

Your opponent's Active Pokémon is a Colorless Pokémon with an Ability, but the *Team Rocket's Watchtower* Stadium is in play. If you use the *Shocking Web* attack with your Galvantula that has the *Compound Eyes* Ability, *Compound Eyes* would not make the attack do 50 more damage since the *Team Rocket's Watchtower* Stadium makes the opponent's Active Colorless Pokémon have no Ability.

D-14 Full HP

- ◆ A Pokémon has full HP when it doesn't have any damage counters on it. If a Pokémon's remaining HP does not match its HP total, it is not considered as having full HP.

Example: Mismagius's *Spiteful Magic* Ability (Silver Tempest)

If this Pokémon has full HP and is Knocked Out by damage from an attack from your opponent's Pokémon, put 8 damage counters on the Attacking Pokémon.

Example: Crustle's *Sturdy* Ability (BLK)

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

D-15 **Pokémon's HP**

- ◆ This refers to the HP total written on a Pokémon card in play.

Example: Conkeldurr's *Craftsmanship* Ability (BLK)

This Pokémon gets +40 HP for each Fighting Energy attached to it.

Example: Cynthia's *Power Weight* – Pokémon Tool (DRI)

The Cynthia's Pokémon this card is attached to gets +70 HP.

- ◆ Only Pokémon in play can have their HP increased or decreased by effects of cards.

D-16 **Remaining HP**

- ◆ This is the amount of HP that is left on a Pokémon in play after deducting its current damage from its HP total.

Example: Inteleon's *Bring Down* attack (MEG)

Choose a Pokémon in play (yours or your opponent's) that has the least HP remaining, except for this Pokémon, and it is Knocked Out.

Example: Crustle's *Sturdy* Ability (BLK)

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

D-17 **Prize cards taken**

- ◆ This refers to the number of Prize cards a player has taken, compared to how many Prize cards they put down while setting up to play.

Example: Mega Mawile ex's *Gobble Down* attack (MEG)

This attack does 80 damage for each Prize card you have taken.

Example: Reshiram ex's *Blazing Burst* attack (WHT)

This attack does 50 more damage for each Prize card your opponent has taken. Discard an Energy from this Pokémon.

- ◆ When checking how many Prize cards you've taken, deduct the number of your remaining Prize cards from the number of Prize cards you've put down while setting up: be it matches using 60-card decks and 6 Prize cards, matches using 40-card decks and 4 Prize cards, or matches using 30-card decks and 3 Prize cards.

D-18 Pokémon with a Rule Box

- ◆ Pokémon with “●● Rule” written on their card have a Rule Box. There are several different kinds of such rules, but the term “Rule Box” refers to all of them.

Example: Shaymin's *Flower Curtain* Ability (JTG)

Prevent all damage done to your Benched Pokémon that don't have a Rule Box by attacks from your opponent's Pokémon. (Pokémon ex, Pokémon V, etc. have Rule Boxes.)

Example: *Brave Bangle* – Pokémon Tool (WHT)

If the Pokémon this card is attached to doesn't have a Rule Box, the attacks it uses do 30 more damage to your opponent's Active Pokémon ex (before applying Weakness and Resistance). (Pokémon ex, Pokémon V, etc. have Rule Boxes.)

Specific case: Mega Lucario ex's *Mega Evolution ex Rule* (MEG)

When your Mega Evolution ex Pokémon is Knocked Out, your opponent takes 3 Prize cards.

Even if your Mega Lucario ex has a *Brave Bangle* Pokémon Tool attached, the effect of *Brave Bangle* can't make Mega Lucario ex's attacks do 30 more damage to your opponent's Active Pokémon ex.

- ◆ Some Pokémon with Rule Boxes have rules that do not have to do with how many Prize cards your opponent takes.

Specific case: Radiant Gardevoir's *Radiant Pokémon Rule* (Lost Origin)

You can't have more than 1 Radiant Pokémon in your deck.

Even if your Radiant Gardevoir has a *Brave Bangle* Pokémon Tool attached, the effect of *Brave Bangle* can't make Radiant Gardevoir's attacks do 30 more damage to your opponent's Active Pokémon ex.

- ◆ If a Pokémon doesn't have a box with a rule written on it, it is not considered as “a Pokémon with a Rule Box”.

D-19 Remain on the new Pokémon

- ◆ This wording means that when putting a card on another card or when switching a card with another, effects and such on the first card are applied to the new card.

Example: *Thorton* – Supporter (Lost Origin)

Choose a Basic Pokémon in your discard pile and switch it with 1 of your Basic Pokémon in play. Any attached cards, damage counters, Special Conditions, turns in play, and any other effects remain on the new Pokémon.

Example: Palafin's *Zero to Hero* Ability (TWM)

Once during your turn, when this Pokémon moves from the Active Spot to the Bench, you may search your deck for a Palafin ex and switch it with this Pokémon. Any attached cards, damage counters, Special Conditions, turns in play, and any other effects remain on the new Pokémon. If you switched a Pokémon in this way, put this card into your deck. Then, shuffle your deck.

- ◆ Information on which Abilities have already been used also remains on the new Pokémon.

Specific case: Genesect ex's *Metallic Signal* Ability (BLK)

Once during your turn, you may search your deck for up to 2 Evolution Metal Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Shuckle's *Fermented Juice* Ability (MEG)

Once during your turn, if this Pokémon has any Grass Energy attached, you may use this Ability. Heal 30 damage from 1 of your Pokémon.

If you used Genesect ex's *Metallic Signal* Ability this turn and then use the Supporter *Thorton* to switch that Genesect ex with a Shuckle from your discard pile, you can use that Shuckle's *Fermented Juice* Ability, since even though the fact the Pokémon used *Metallic Signal* remains on the new Pokémon, it has not yet used *Fermented Juice*.

Specific case: If you used Genesect ex's *Metallic Signal* Ability this turn and then use the Supporter *Thorton* to switch that Genesect ex with another Genesect ex from your discard pile, the new Genesect ex cannot use *Metallic Signal* again.

E. Other Effect Text

E-01 Your opponent's next turn

- ◆ This refers to the next turn your opponent will play, after the turn where you've used the attack or effect with this wording.

Example: Mega Manectric ex's *Flash Ray* attack (MEG)

During your opponent's next turn, prevent all damage done to this Pokémon by attacks from Basic Pokémon.

Example: Bulbasaur's *Bind Down* attack (MEG)

During your opponent's next turn, the Defending Pokémon can't retreat.

E-02 Your next turn

- ◆ This refers to the next turn you will play after the turn where you've used the attack or effect with this wording. This does not include Pokémon Checkup. Any effect that comes with this wording applies from the start to the end of your next turn.

Example: Mega Lucario ex's *Mega Brave* attack (MEG)

During your next turn, this Pokémon can't use Mega Brave.

E-03 Is damaged by an attack

- ◆ This refers to whenever a Pokémon takes 10 or more damage from an attack. If the damage calculation ends with the damage taken from an opponent's Pokémon's attack becoming zero, the Defending Pokémon is not considered as having been damaged by an attack.
- ◆ Any effects that come with this wording are treated as 6. Effects activating when a Pokémon is damaged, and are applied after the attack's damage and effects have been dealt.

Example: Zamazenta's *Strong Bash* attack (DRI)

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

Example: Spiky Energy (JTG)

As long as this card is attached to a Pokémon, it provides 1 Colorless Energy.

If the Pokémon this card is attached to is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if this Pokémon is Knocked Out), put 2 damage counters on the Attacking Pokémon.

- ◆ If the damage taken by the Pokémon is higher than its remaining HP, after applying the effects that come with this wording, that Pokémon is Knocked Out.
- ◆ If several *6. Effects activating when a Pokémon is damaged* are activated at the same time, the player of the Pokémon taking the damage gets to choose in which order to apply those effects.

E-04 When ●● is Knocked Out

- ◆ This refers to anytime a Pokémon ends up with more damage counters than its remaining HP and gets Knocked Out.
- ◆ This is often worded as “*When ●● is Knocked Out*” or “*If ●● is Knocked Out*”. The same rules apply.

Example: Maractus's *Exploding Needles* Ability (JTG)

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

Example: Huntail's *Diver's Catch* Ability (DRI)

When 1 of your Water Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon, you may put all Basic Water Energy attached to that Pokémon into your hand instead of the discard pile.

- ◆ Any effects that come with this wording are applied in step 2 of the Knock Out resolution process, just before the Knocked Out Pokémon gets discarded.
- ◆ If several Pokémon get Knocked Out at the same time, activating several effects in step 2 of the Knock Out resolution process, the player whose turn is currently being played gets to decide in which order to apply those effects. Once all those effects have been applied, all Knocked Out Pokémon get discarded at the same time.

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

- ◆ This refers to the action of playing a Pokémon card from your hand to evolve one of your Pokémon, which you can do during your turn. This wording is mostly used in the text of Abilities.

Example: Team Rocket's Crobat's *Biting Spree* Ability (DRI)

When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may choose 2 of your opponent's Pokémon and put 2 damage counters on each of them.

Example: Kadabra's *Psychic Draw* Ability (MEG)

Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. Draw 2 cards.

- ◆ Any effects that come with this wording can only be applied when evolving a Pokémon. Abilities that include “*When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may ____*” cannot be used if you didn't announce them and used another card after evolving.

Specific case: *Rare Candy* – Item (MEG)

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, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

If you use the *Rare Candy* Item to evolve a Basic Pokémon into a Stage 2 Pokémon with such an Ability, it is still considered as *playing that Pokémon from your hand to evolve one of your Pokémon*, and you may use that Ability.

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

- ◆ This refers to the action of playing a Basic Pokémon card from your hand onto your Bench during your turn. This wording is mostly used in the text of Abilities.

Example: Durant ex's *Sudden Shearing* Ability (SSP)

When you play this Pokémon from your hand onto your Bench during your turn, you may discard the top card of your opponent's deck.

- ◆ Any effects that come with this wording can only be applied when you play that Pokémon from your hand. Abilities that include “*When you play this Pokémon from your hand onto your Bench, you may ____*” cannot be used if you didn't announce them and used another card after playing that Pokémon onto your Bench.

E-07 Whenever any player (/ you / your opponent) attaches an Energy

- ◆ This refers to when a player attaches an Energy to any of their Pokémon, either as the normal Energy attachment from their hand during their turn, or through an effect of a card.

Example: *Enriching Energy* (SSP)

*As long as this card is attached to a Pokémon, it provides 1 Colorless Energy.
When you attach this card from your hand to a Pokémon, draw 4 cards.*

Example: Pachirisu's *Electrified Incisors* attack (MEG)

During your opponent's next turn, whenever they attach an Energy card from their hand to the Defending Pokémon, place 8 damage counters on that Pokémon.

- ◆ The wording may start with either “when” or “whenever”, and may specify “whenever your opponent attaches an Energy card”, “whenever you attach an Energy card”, or “whenever any player attaches an Energy card”. The same rules apply in each of those cases.
- ◆ Any effects that come with this wording can only be applied when an Energy gets attached to a Pokémon (from the hand, if specified so). Abilities that include “Whenever you attach an Energy to a (/ this) Pokémon, you may ____” cannot be used if you didn't announce them and played another card after attaching that Energy.
- ◆ If there are several effects that would activate when an Energy is attached, the player whose turn it is currently decides in which order to apply those effects.

Specific case: *Ignition Energy* (WHT)

If this card is attached to 1 of your Pokémon, discard it at the end of your turn.

As long as this card is attached to a Pokémon, it provides 1 Colorless Energy.

If this card is attached to an Evolution Pokémon, it provides 3 Colorless Energy instead.

If you attach one Ignition Energy card from your hand to one of your Evolution Pokémon, any effects that come with “Whenever an Energy is attached” still only activate once each.

Specific case: Alolan Exeggutor ex's *Tropical Frenzy* attack (SSP)

You may attach any number of Basic Energy cards from your hand to your Pokémon in any way you like.

If you attach several Energy cards during the same turn, effects that come with such wordings get applied once for each Energy card attached.

For example, if your Alolan Exeggutor ex took Pachirisu's *Electrified Incisors* attack during your opponent's last turn, and you use its *Tropical Frenzy* attack to attach several Basic Energy cards from your hand to Alolan Exeggutor ex at once, put 8 damage counters on it from the effect of Pachirisu's *Electrified Incisors* attack for each Energy you attached this way.

E-08 During Pokémon Checkup

- ◆ This refers to effects and actions that take place during each Pokémon Checkup. Effects of Trainer cards or Abilities that come with this wording are treated as taking place between turns, during Pokémon Checkup.

Example: Team Rocket's Tyranitar's *Sand Stream* Ability (DRI)

During Pokémon Checkup, if this Pokémon is in the Active Spot, put 2 damage counters on each of your opponent's Basic Pokémon.

- ◆ If there are several effects that would activate during Pokémon Checkup, the player whose turn would be next can decide in which order to apply them.

E-09 Before doing damage

- ◆ This refers to effects that must be applied first when using an attack. Such effects take place in step 3 of the Steps to using an attack.

Example: Gorebyss's *Crescendo Wave* attack (DRI)

This attack does 30 damage for each Water Energy attached to this Pokémon. Before doing damage, you may attach any number of Basic Water Energy cards from your hand to this Pokémon.

Example: Spearow's *Pluck* attack (MEG)

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

E-10 You may

- ◆ Effects that come with this wording are optional, and the player using such effects gets to decide whether or not to apply them.

Example: Cetitan ex's *Crushing Press* attack (DRI)

You may discard a Stadium in play. If you do, this attack does 140 more damage.

Example: Mega Manectric ex's *Riotous Blasting* attack (MEG)

You may discard all Energy from this Pokémon and have this attack do 130 more damage.

- ◆ If an effect is worded as "You may ■■. If you do, ●●" and you don't do ■■, you cannot do ●●.

E-11 If any of your Pokémon were Knocked Out during your opponent's last turn

- ◆ This wording checks whether or not any eligible Pokémon were Knocked Out during your opponent's last turn. If that is the case, apply the effect that comes with this wording.

Example: Terrakion's *Retaliate* attack (WHT)

If any of your Pokémon were Knocked Out by damage from an attack during your opponent's last turn, this attack does 80 more damage.

Example: Fezandipiti ex's *Flip the Script* Ability (SFA)

Once during your turn, if any of your Pokémon were Knocked Out during your opponent's last turn, you may draw 3 cards. You can't use more than 1 Flip the Script Ability each turn.

- ◆ Even if several of your Pokémon were Knocked Out during your opponent's last turn, the effect or damage calculation that comes with this wording still only gets applied once.
- ◆ The condition *"If any of your Pokémon were Knocked Out"* is not an effect of an attack. Even if the Pokémon that has this wording was switched back to the Bench through the effect of a Trainer card or Ability, the effect that comes with this wording still applies, so long as any of your Pokémon were Knocked Out during your opponent's last turn.

E-12 Once during your turn / As often as you like during your turn

- ◆ This specifies how many times the Ability with this wording can be used.

Example: Mega Venusaur ex's *Solar Transfer* Ability (MEG)

As often as you like during your turn, you may use this Ability. Move a Basic Grass Energy from 1 of your Pokémon to another of your Pokémon.

Example: Gumshoos's *Evidence Gathering* Ability (MEG)

Once during your turn, you may use this Ability. Switch a card from your hand with the top card of your deck.

- ◆ This wording appears in Abilities that must be announced in order to be used. Unless specified otherwise, such an Ability can only be used if the Pokémon is in play, and it can only be used by its player.
- ◆ If an Ability specifies *"Once during your turn"*, that Ability can only be used one time during each of your turns. If you have several Pokémon in play with the same Ability, you can use it once for each of those Pokémon, unless specified otherwise.
- ◆ If a Pokémon uses a *"Once during your turn"* Ability, leaves play, and is put back into play during that same turn, it is treated as a different Pokémon and can use its Ability again.

E-13 While this Pokémon is in play (Implied)

- ◆ This wording does not explicitly appear in the text of Abilities, but some Abilities are active so long as the Pokémon is in play.

Example: Garganacl's *Powerful a-Salt* Ability (MEG)

Attacks used by your Fighting Pokémon do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Example: Shelmet's *Stimulated Evolution* Ability (WHT)

If you have Karrablast in play, this Pokémon can evolve during your first turn or the turn you play it.

- ◆ Such Abilities do not work if the Pokémon is not in play.

- ◆ There are also Abilities that only work if the Pokémon is specifically in the Active Spot or on the Bench.

Example: Pyroar's *Intimidating Fang* Ability (MEG)

As long as this Pokémon is in the Active Spot, attacks used by your opponent's Active Pokémon deal 30 less damage (before applying Weakness and Resistance).

Example: Misty's Magikarp's *So Submerged* Ability (DRI)

As long as this Pokémon is on your Bench, prevent all damage from and effects of attacks from your opponent's Pokémon done to this Pokémon.

E-14 You can't use more than 1 ●● Ability each turn

- ◆ If an Ability features this wording, it means you can't use it on a turn where you've already used another Ability with the same name.
- ◆ This is sometimes worded as "You can't use more than 1 ●● Ability during your turn". The same rules apply.

Example: Lunatone's *Lunar Cycle* Ability (MEG)

Once during your turn, if you have Solrock in play, you may discard a Basic Fighting Energy card from your hand in order to use this Ability. Draw 3 cards. You can't use more than 1 Lunar Cycle Ability each turn.

Example: Mega Kangaskhan ex's *Run Errand* Ability (MEG)

Once during your turn, if this Pokémon is in the Active Spot, you may use this Ability. Draw 2 cards. You can't use more than 1 Run Errand Ability each turn.

Example: Fan Rotom's *Fan Call* Ability (SCR)

Once during your first turn, you may search your deck for up to 3 Colorless Pokémon with 100 HP or less, reveal them, and put them into your hand. Then, shuffle your deck. You can't use more than 1 Fan Call Ability during your turn.

- ◆ If you have several Pokémon in play with an Ability of the same name that feature this wording, you can only use one of those Abilities.
- ◆ Even if the Pokémon that used the Ability leaves play, you still can't use that same Ability with a different Pokémon during that same turn.

E-15 The effect of this Ability doesn't stack

- ◆ If an Ability features this wording, it means that no matter how many Pokémon with the same Ability you have in play, it only gets applied once.
- ◆ This is usually worded as “*The effect of [Ability Name] doesn't stack*”. In cards from the Sword & Shield series, this was sometimes worded as “*You can't apply more than 1 [Ability Name] at a time*”. The same rules apply.

Example: Meganium's *Wild Growth* Ability (MEG)

Each Basic Grass Energy attached to all of your Pokémon provides 2 Grass Energy. The effect of Wild Growth doesn't stack.

Example: Team Rocket's Ampharos's *Darkest Impulse* Ability (DRI)

Whenever your opponent plays a Pokémon from their hand to evolve 1 of their Pokémon, put 4 damage counters on that Pokémon. The effect of Darkest Impulse doesn't stack.

- ◆ Even if you have two or more Pokémon with the same Ability featuring this wording, its effect is only applied once.

E-16 Put ■■ damage counters on that Pokémon for this Special Condition

- ◆ This effect changes the base number of damage counters that get put on a Pokémon for a Special Condition. When applying the effect of a Special Condition, the number specified in this effect text is treated as the new base number of damage counters to put on the Pokémon for that Special Condition.

Example: Team Rocket's Nidoking ex's *Tainted Horn* attack (DRI)

Your opponent's Active Pokémon is now Poisoned. During Pokémon Checkup, put 8 damage counters on that Pokémon instead of 1.

Example: Lanturn's *Disorienting Flash* attack (SCR)

Your opponent's Active Pokémon is now Confused. Put 8 damage counters instead of 3 on that Pokémon for this Special Condition.

- ◆ Such Special Conditions can still be recovered from in the same way as their regular version. If a Pokémon that is affected by such an irregular Special Condition then gets affected by the regular version of that Special Condition, the latest version of that Special Condition replaces the previous one.
- ◆ Likewise, if a Pokémon that is affected by a regular Special Condition then gets affected by an irregular version of that Special Condition, the latest version of that Special Condition replaces the previous one.
- ◆ Among effects that change the base number of damage counters put for a Special Condition,

there are those that are an effect on the Special Condition, and those that are an effect on a Pokémon.

Example: Pyroar's *Scorching Aura* Ability (Lost Origin)

During Pokémon Checkup, put 4 damage counters on your opponent's Burned Pokémon instead of 2.

Specific case: If several effects with such a wording are active at the same time, only apply the one with the highest number, once.

If you have 2 Pyroar in play with the *Scorching Aura* Ability, these effects do not stack: the number of damage counters put on your opponent's Burned Pokémon during Pokémon Checkup still becomes 4.

Specific case: Infernape's *Flaming Fighter* Ability (Ultra Prism)

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

If you have both a Pyroar with the *Scorching Aura* Ability and an Infernape with the *Flaming Fighter* Ability in play, only the Ability with the highest effect (*Flaming Fighter*) gets applied: the number of damage counters put on your opponent's Burned Pokémon during Pokémon Checkup becomes 6.

E-17 Put ■■ more damage counters on Pokémon with this Special Condition

- ◆ This effect adds more damage counters to put on a Pokémon for a Special Condition. When applying the effect of a Special Condition, the number specified in this effect text is added to the number of damage counters to put on the Pokémon for that Special Condition.

Example: Pecharunt's *Toxic Subjugation* Ability (SVP)

As long as this Pokémon is in the Active Spot, put 5 more damage counters on your opponent's Poisoned Pokémon during Pokémon Checkup.

Example: Magmortar's *Magma Surge* Ability (JTG)

During Pokémon Checkup, put 3 more damage counters on your opponent's Burned Pokémon.

- ◆ If several effects that say "put __ more damage counters" are active at the same time, they add up. For example, if two effects that say "put 3 more damage counters on Burned Pokémon" are active at the same time, you must put 6 more damage counters on Burned Pokémon.

Specific case: Pyroar's *Scorching Aura* Ability (Lost Origin)

During Pokémon Checkup, put 4 damage counters on your opponent's Burned Pokémon instead of 2.

If there is an active effect that changes the base number of damage counters put for a Special Condition (“Put ■■ damage counters on that Pokémon for this Special Condition”), and another active effect that increases the number of damage counters put for that Special Condition (“Put ■■ more damage counters on Pokémon with this Special Condition”), first apply the effect that changes the base number of damage counters, then add to that the effect that increases that number.

For example, if you have both a *Scorching Aura* Ability and a *Magma Surge* Ability in play, you must put 7 damage counters on your opponent's Burned Pokémon during Pokémon Checkup.

E-18 Once during your turn, if this Pokémon is in ●●, you may

- ◆ This wording is found in Abilities that can be used not when their Pokémon is in play, but when it is in the specified zone (hand, discard pile...).

Example: Pyukumuku's *Pitch a Pyukumuku* Ability (Fusion Strike)

Once during your turn, if this Pokémon is in your hand, you may reveal it and put it on the bottom of your deck. If you do, draw a card. You can't use more than 1 Pitch a Pyukumuku Ability each turn.

Example: Klinklang's *Emergency Rotation* Ability (SCR)

Once during your turn, if this Pokémon is in your hand and your opponent has any Stage 2 Pokémon in play, you may put this Pokémon onto your Bench.

- ◆ If the wording specifies “Once during your turn”, you can only use that effect once each turn. However, if you have several Pokémon with that same Ability, you may use it once for each of those cards during the same turn.
- ◆ For such Abilities that work from a specific zone: if after using its Ability the Pokémon leaves that zone and is then put back there during the same turn, that Pokémon is treated as a different card and can use its Ability again.

E-19 Then, shuffle your deck

- ◆ This means shuffling your deck to randomize it again after seeing its contents.

Example: Numel's *Call for Family* attack (MEG)

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

Example: Mega Gardevoir's *Overflowing Wishes* attack (MEG)

For each of your Benched Pokémon, search your deck for a Basic Psychic Energy card and attach it to that Pokémon. Then, shuffle your deck.

- ◆ Whenever you look at the contents of your deck with the effect of a card, you must then shuffle your deck to properly randomize it, so that neither player knows the order of its cards. After looking at the contents of your deck with an effect such as "Search your deck for ●● and put it into your hand", even if you didn't put any cards in your hand, you must still shuffle your deck.

E-20 Do ●●. If you do, do ■■

- ◆ This wording means that if you did the first part of the effect, you must then also do the second part of the effect.

Example: Samurott's *Torrential Whirlpool* Ability (WHT)

Once during your turn, you may switch your Active Pokémon with 1 of your Benched Pokémon. If you do, switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

- ◆ The "If you do, ___" part may sometimes be simply implied, or it may instead rephrase the condition.

Example: Cryogonal's *Drag Off* attack (BLK)

Switch in 1 of your opponent's Benched Pokémon to the Active Spot. This attack does 20 damage to the new Active Pokémon.

Example: Iono – Supporter (PAL)

Each player shuffles their hand and puts it on the bottom of their deck. If either player put any cards on the bottom of their deck in this way, each player draws a card for each of their remaining Prize cards.

- ◆ The "If you do, ___" part may also sometimes be worded as "Then, ___".
- ◆ So long as you've been able to do at least part of the first half of the effect, you must do the second half of the effect. If you didn't do the first half of the effect at all (not even in part), do not do the second half.

Specific case: *Wally's Compassion* – Supporter (MEG)

Heal all damage from 1 of your Mega Evolution Pokémon ex. If you healed any damage in this way, put all Energy attached to that Pokémon into your hand.

Even if you can't apply the second part of the effect, you can still just apply the first part. As such, you can use *Wally's Compassion* to heal all damage from 1 of your Mega Evolution Pokémon ex, even if that Pokémon doesn't have any Energy attached.

Specific case: *Team Rocket's Giovanni* – Supporter (DRI)

Switch your Active Team Rocket's Pokémon with 1 of your Benched Team Rocket's Pokémon. If you do, switch in 1 of your opponent's Benched Pokémon to the Active Spot.

If you are unable to do any part of the first half of a “Do ●●. Then, do ■■” effect of a Trainer card or Ability, you can't use that Trainer card or Ability. As such, if you don't have any Team Rocket's Pokémon on your Bench, you can't use the Supporter *Team Rocket's Giovanni*.

E-21 End of the turn

- ◆ This refers to the timing after an attack has been completed, or after a player announced that they end their turn without an attack. This is not part of Pokémon Checkup, and takes place just before it.
- ◆ The wording may specify “(after your attack)”, but the end of turn still happens and the effect still activates even if a player ends their turn without attacking.

Example: *Powerglass* – Pokémon Tool (SFA)

At the end of your turn (after your attack), if the Pokémon this card is attached to is in the Active Spot, you may attach a Basic Energy card from your discard pile to it.

Example: Team Rocket's Grimer's *Corrosive Sludge* attack (DRI)

At the end of your opponent's next turn, discard the Defending Pokémon and all attached cards.

- ◆ If several such effects are active at the same time, the player whose turn is ending decides in which order to apply those effects.

E-22 Until the end of your next turn

- ◆ If you use an attack / Ability / Trainer card effect with this wording, that effect applies from that point and remains active until the end of your next turn.
- ◆ Such an effect remains active during Pokémon Checkup.

Example: Oranguru's *Now You're in My Power* attack (SSP)

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

Example: Victreebel's *Gastro Acid* attack (Unbroken Bonds)

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

Specific case: Spiritomb's *Spiteful Swirl* Ability (MEG)

If your Active Darkness Pokémon is damaged by an attack from your opponent's Pokémon (even if your Active Darkness Pokémon is Knocked Out), place 1 damage counter on the attacking Pokémon.

The effect of the *Gastro Acid* attack becomes active in step 5. Effects outside of damage in the attack resolution process. If a Spiritomb with the *Spiteful Swirl* Ability is attacked with *Gastro Acid*, its Ability will not activate, since it would have been applied in step 6. Effects on the Pokémon taking the damage, after the effect of *Gastro Acid* removed the Ability.

Specific case: Bouffalant ex's *Bouffer* Ability (WHT)

This Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

If a Bouffalant ex with the *Bouffer* Ability is attacked with *Gastro Acid*, since damage gets reduced in step 4. Damage calculation of the attack resolution process (before step 5. Effects outside of damage), the *Gastro Acid* attack will still deal 30 less damage due to the effect of the *Bouffer* Ability.

E-23 Until the end of your opponent's next turn

- ◆ If you use an attack / Ability / Trainer card effect with this wording, that effect applies from that point and remains active until the end of your opponent's next turn that will take place after your current turn.
- ◆ Such an effect remains active during Pokémon Checkup.

Example: Espathra's *Stance* Ability (PAR)

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

E-24 If this Pokémon evolved from ●● during this turn

- ◆ This wording checks whether or not the Pokémon using this attack evolved from the specified Pokémon during the turn where you are using the attack. If it did, apply the effect that comes with this wording.

Example: Magnezone's *Upper Spark* attack (MEG)

If this Pokémon evolved from Magnetron during this turn, this attack does 120 more damage.

Example: Salazzle's *Sudden Scorching* attack (SCR)

Your opponent discards a card from their hand. If this Pokémon evolved from Salandit during this turn, your opponent discards 2 more cards.

Specific case: Zoroark's *Foul Play* attack (WHT)

Choose 1 of your opponent's Active Pokémon's attacks and use it as this attack.

If your Zoroark evolved from Zorua this turn and you use its Foul Play attack to copy Magnezone's Upper Spark attack, since Zoroark did not evolve from Magnetron, the attack will not do 120 more damage.

- ◆ The condition "*If this Pokémon evolved*" is not an effect of an attack. If the Pokémon with this wording was switched back to the Bench with the effect of an Ability or Trainer card during the same turn it evolved, the effect that comes with this wording still applies this turn.

E-25 If this Pokémon moved from your Bench to the Active Spot this turn

- ◆ This wording checks whether or not the Pokémon using this attack moved from the Bench to the Active Spot during the turn where you are using the attack. It doesn't matter how the Pokémon moved to the Active Spot: be it with the effect of an Ability or Trainer card, or by retreating another Pokémon. If the Pokémon did move from your Bench to the Active Spot this turn, apply the effect that comes with this wording.

Example: Keldeo ex's *Gale Thrust* attack (WHT)

If this Pokémon moved from your Bench to the Active Spot this turn, this attack does 90 more damage.

- ◆ The condition "*If this Pokémon moved from your Bench to the Active Spot*" is not an effect of an attack. Even if the Pokémon with this wording moved several times between the Bench and the Active Spot during the same turn through the effect of Abilities or Trainer cards, the effect that comes with this wording still only gets applied once.

E-26 If you played a Supporter card from your hand during this turn

- ◆ This wording can be found in an attack's text, and checks whether or not you've performed the action of playing a Supporter card from your hand during the turn where you are using that attack. If you did, apply the effect that comes with this wording.

Example: Wigglytuff ex's *Friend Tackle* attack (MEW)

If you played a Supporter card from your hand during this turn, this attack does 90 more damage.

E-27 If this Pokémon was healed during this turn

- ◆ This wording checks whether or not the Pokémon using the attack had at least 10 damage healed from it during the turn where you are using the attack. If it was healed, apply the effect that comes with this wording.

Example: Maractus's *Lively Needle* attack (BLK)

If this Pokémon was healed during this turn, this attack does 100 more damage.

- ◆ The condition "*If this Pokémon was healed*" is not an effect of an attack. Even if the Pokémon was healed more than once during the same turn, the effect that comes with this wording still only gets applied once. Even if the Pokémon was switched back to the Bench after being healed, or even if it was healed on the Bench then moved to the Active Spot, the effect that comes with this wording still applies.

E-28 This attack can be used even if ●● (/ If ■■, you can use this attack during ●●)

- ◆ These wordings mean that, if the specified conditions are met, an attack can be used in a situation where the rules would normally prevent it.
- ◆ In addition to the special situation specified in the attack's text, an attack with this wording can also still be used in other situations where any attack could normally be used.

Example: Delibird's *Quick Gift* attack (MEG)

If you go first, you can use this attack during your first turn. Search your deck for a card and put it into your hand. Then, shuffle your deck.

Example: Alakazam ex's *Dimensional Hand* attack (MEW)

This attack can be used even if this Pokémon is on the Bench.

E-29 Whenever ●● plays ■■ from their hand, prevent all effects of that card

- ◆ While a card with this effect is in play, whenever the specified player (●●) plays the specified type of card (■■) from their hand, that card's effect is prevented.
- ◆ While this effect is active, the specified type of card can still be played, even though their effects are prevented (in full or in part). If such a card is played, you must still apply any parts of its effect that are not prevented.

Example: Cetitan ex's *Snow Camouflage* Ability (DRI)

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

Example: *Thunder Mountain* ◇ – Stadium (Lost Thunder)

The attacks of Lightning Pokémon (both yours and your opponent's) cost 1 Lightning less. Whenever any player plays an Item or Supporter card from their hand, prevent all effects of that card done to this Stadium card.

Specific case: Prime Catcher – Item (TEF)

Switch in 1 of your opponent's Benched Pokémon to the Active Spot. If you do, switch your Active Pokémon with 1 of your Benched Pokémon.

Even if your opponent's only Benched Pokémon is a Cetitan ex with the *Snow Camouflage* Ability, you can still play the *Prime Catcher* Item. If you do play it, you would not be able to do the first part of the effect, meaning the second part that comes after "If you do" would not happen either, and your *Prime Catcher* would just get discarded.

Specific case: *Repel* – Item (MEG)

Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon).

Even if your opponent's only Benched Pokémon is a Cetitan ex with the *Snow Camouflage* Ability, you can still play the *Repel* Item and switch out your opponent's Active Pokémon to the Bench. This is because the effect of *Repel* is an effect on your opponent's Active Pokémon, not on their Benched Pokémon.

E-30 You must discard ●● from your hand in order to use this Ability. Once during your turn, ■■

- ◆ This wording in an Ability means discarding card(s) from your hand is a necessary condition in order to use that Ability.
- ◆ An Ability with this wording can be used once per turn, during your turn. If you have several Pokémon with that same Ability, you can use it once per turn for each of those Pokémon.

Example: N's Zoroark ex's *Trade* Ability (JTG)

You must discard a card from your hand in order to use this Ability. Once during your turn, you may draw 2 cards.

Example: Volcarona's *Torrid Scales* Ability (BLK)

You must discard a Basic Fire Energy card from your hand in order to use this Ability. Once during your turn, you may make your opponent's Active Pokémon Burned.

- ◆ You can't use an Ability with such a wording if you cannot do the rest of the effect. (You cannot just discard cards and end the effect there.)

Specific case: If you don't have any cards remaining in your deck, you can't use N's Zoroark ex's *Trade* Ability.

- ◆ You can't use an Ability with such a wording if you cannot satisfy its condition by discarding the required card(s).

Specific case: If you don't have any cards in your hand, you can't use N's Zoroark ex's *Trade* Ability.

E-31 Before you put it into your hand

- ◆ This wording means an effect can be used the moment a card is drawn from the deck or from the Prize cards.
- ◆ The exact timing this wording refers to is right after seeing the card that was previously face down, and before putting it into your hand.

Example: Chansey's *Lucky Bonus* Ability (MEW)

If you took this Pokémon as a face-down Prize card during your turn and your Bench isn't full, before you put it into your hand, you may put it onto your Bench. If you put this Pokémon onto your Bench in this way, flip a coin. If heads, take 1 more Prize card.

Example: Metagross's *Emergency Entry* Ability (Silver Tempest)

Once during your turn, if you drew this Pokémon from your deck at the beginning of your

turn and your Bench isn't full, before you put it into your hand, you may put it onto your Bench. If you do, draw 3 cards.

- ◆ If you are about to put 2 or more cards with such an effect into your hand, apply their effects one by one.

Specific case: If you Knock Out your opponent's Pokémon ex to take 2 Prize cards, and both of those Prize cards are Chansey with the *Lucky Bonus* Ability, you can use both of them. If you do, first complete the effect of one Chansey's *Lucky Bonus* Ability, then apply the effect of the second Chansey's *Lucky Bonus* Ability.

- ◆ If you use such an effect to put a card in play, that card does not count as being played from your hand (since it hasn't been put into your hand).

Specific case: *Gapejaw Bog* – Stadium (Astral Radiance)

Whenever either player puts a Basic Pokémon from their hand onto their Bench, put 2 damage counters on that Pokémon.

If, while the *Gapejaw Bog* Stadium is in play, you take a Chansey with the *Lucky Bonus* Ability as a Prize card and put it onto your Bench through the effect of its Ability, do not put 2 damage counters on that Chansey.

E-32 If ●●, this attack can be used for ■■

- ◆ This means the cost for the attack with this wording can be reduced if certain conditions are met.

Example: Crawdaunt's *Cutting Riposte* attack (MEG)

If this Pokémon has any damage counters on it, this attack can be used for 1 Darkness Energy.

Example: Iron Jugulis's *Baryon Beam* attack (PAR)

If this Pokémon has a Future Booster Energy Capsule attached, this attack can be used for 3 Colorless.

- ◆ So long as the conditions that come with this wording are met, the attack can be used for the specified cost, ignoring any other effects on the Pokémon that would increase or decrease the cost of the attacks it uses.

Specific case: Espathra ex's *Dazzling Gaze* Ability (PAF)

As long as this Pokémon is in the Active Spot, attacks used by your opponent's Active Pokémon cost 1 Colorless more.

Even if your opponent's Active Pokémon is an Espathra ex with the *Dazzling Gaze* Ability, your Crawdaunt with damage counters on it can still use its *Cutting Riposte* attack for 1 Darkness Energy.

E-33 ●● (up to) ■■ from your hand

- ◆ This means choosing (up to) the specified number of a specified type of card in your hand to perform an action.
- ◆ While this kind of wording requires you to choose cards from your hand, the word “choose” is not always explicitly written, instead being implied by the action you perform with the chosen cards. (Example: “Attach up to 2 Basic Energy cards from your hand to your Pokémon”.)
- ◆ If an effect lets you choose 2 cards or more, you may choose fewer cards than the specified number. You may also choose none, which ends the selection. However, if an effect instructs you to choose “a card” or “cards” without any restrictions on the type of card, you *must* choose the specified number of cards.
- ◆ In all other aspects, this is resolved the same way as D-05 Up to ■■ ●●.

Specific case: *Gardenia's Vigor* – Supporter (Astral Radiance)

Draw 2 cards. If you drew any cards in this way, attach up to 2 Grass Energy cards from your hand to 1 of your Benched Pokémon.

When you use *Gardenia's Vigor* and draw 2 cards, you may then decide to end the effect without attaching any Grass Energy cards from your hand, even if you have one.

Specific case: Mesprit's attack, *Full Heart* (SSP)

Attach up to 2 Basic Psychic Energy cards from your hand to your Pokémon in any way you like.

Even if you have one Basic Psychic Energy in your hand, you may decide to not attach it.

Likewise, if you have two Basic Psychic Energy in your hand, you may decide to attach only one of them to one of your Benched Pokémon

Specific case: Lurantis's *Petal Blade Dance* attack (DRI)

Discard 2 Basic Grass Energy cards from your hand. If you can't discard 2 cards in this way, this attack does nothing.

You can't decide to discard just 1 Basic Grass Energy card from your hand when using the *Petal Blade Dance* attack. You may decide to not discard any Basic Grass Energy cards at all from your hand and have the attack fail, even if you do have the necessary Energy cards in hand.

E-34 Choose ■■ from your face-down Prize cards

- ◆ This means choosing the specified number of the specified type of card from among your face-down Prize cards. The exact wording may differ (for example: “*Look at your face-down Prize cards, and do ____*”), but the same rules apply.
- ◆ When choosing several cards, you may decide to choose fewer cards than the specified number. You may also decide to choose none, which ends the selection. However, if an effect instructs you to choose “*a card*” or “*cards*” without any restrictions on the type of card, you *must* choose the specified number of cards.
- ◆ In all other aspects, this is resolved the same way as D-05 Up to ■■ ●●.

Example: *Hisuian Heavy Ball* – Item (Astral Radiance)

Look at your face-down Prize cards. You may reveal a Basic Pokémon you find there, put it into your hand, and put this Hisuian Heavy Ball in its place as a face-down Prize card. (If you don't reveal a Basic Pokémon, put this card in the discard pile.) Then, shuffle your face-down Prize cards.

Example: *Gladion* – Supporter (Crimson Invasion)

Look at your face-down Prize cards and put 1 of them into your hand. Then, shuffle this Gladion into your remaining Prize cards and put them back face down. If you didn't play this Gladion from your hand, it does nothing.

E-35 Shuffle them face down (implied)

- ◆ This means putting face-up cards face-down before shuffling them to randomize them, so that neither player has any information on the order of those cards.
- ◆ While “face down” may not always be explicitly written in the card's text, it is implied that cards should always be face down when shuffling.
- ◆ Players should not see the cards' face side while they are being shuffled.
- ◆ If a player has zero cards in the specified zone (their hand, etc.), they can't shuffle them.

Example: *Lucian* – Supporter (TWM)

Each player shuffles their hand and puts it on the bottom of their deck. If either player put any cards on the bottom of their deck in this way, each player flips a coin. If heads, that player draws 6 cards. If tails, they draw 3 cards.

Example: *Redeemable Ticket* – Item (JTG)

Count your Prize cards, shuffle them, and put them on the bottom of your deck. Then, take that many cards from the top of your deck and put them face down as your Prize cards.

Example: Metang's *Metal Maker* Ability (TEF)

Once during your turn, you may look at the top 4 cards of your deck and attach any number of Basic Metal Energy cards you find there to your Pokémon in any way you like. Shuffle the other cards and put them on the bottom of your deck.

E-36 Shuffle ●● into your (their) deck

- ◆ This means putting the specified cards (●●) into the deck and shuffling it.
- ◆ Players should not see the cards' face side while they are being shuffled.
- ◆ So long as there is at least one card in total between ●● and the deck, it is considered as being shuffled.
- ◆ This can be worded as either “*shuffle into your deck*” or “*shuffle back into your deck*” depending on where the cards were previously. The same rules apply either way.

Example: *Sacred Ash* – Item (DRI)

Shuffle up to 5 Pokémon from your discard pile into your deck.

Specific case: *Lillie's Determination* – Supporter (MEG)

Shuffle your hand into your deck. Then, draw 6 cards. If you have exactly 6 Prize cards remaining, draw 8 cards instead.

Even if the Supporter *Lillie's Determination* is the only card in your hand, you can still play it. In that case, shuffle your deck, then draw the specified number of cards.

- ◆ However, if the wording says “*Shuffle up to X ●● into your deck*” and there are no cards that match ●● to choose from, do not shuffle your deck.

Example: Team Rocket's Meowth's *Paw-cket Pilfer* attack (DRI)

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

Example: Banette's *Cursed Words* attack (JTG)

Your opponent chooses 3 cards from their hand and shuffles those cards into their deck.

Specific case: If you use Team Rocket's Meowth's *Paw-cket Pilfer* attack when your opponent has zero cards in hand, since there are no cards to put back into their deck, the attack ends without shuffling their deck.

E-37 Pokémon in ●● that has the ■■ attack

- ◆ This wording refers to Pokémon in a specific zone (●●) that have a specific attack (■■).
- ◆ If the specific zone the Pokémon must be in is simply “*in play*”, it may sometimes be implied instead of explicitly written in the card's text. If no zone is specified, it means the effect refers to your Pokémon *in play* with the specific attack.

Example: Finneon's *Oceanic Accompaniment* Ability (Lost Origin)

As often as you like during your turn, you may attach a Water Energy card from your hand to 1 of your Pokémon that has the Swim Freely attack.

Example: Tympole's *Round* attack (BLK)

This attack does 20 damage for each of your Pokémon in play that has the Round attack.

Example: Dartrix's *United Wings* attack (SFA)

This attack does 20 damage for each Pokémon in your discard pile that has the United Wings attack.

- ◆ Attacks that Pokémon can use with the effect of an Ability or Trainer card do not count as that Pokémon *having* that attack. A Pokémon is only considered as *having* an attack if that attack is written on its card.

Examples of attacks that are not attacks that Pokémon's has:

- An evolved Pokémon using one of its previous Evolutions' attacks with an effect of a card

Relicanth's *Memory Dive* Ability (TEF)

Each of your evolved Pokémon can use any attack from its previous Evolutions. (You still need the necessary Energy to use each attack.)

- Special attacks that a Pokémon can use through the effect of a Trainer card

Technical Machine: Fluorite – Pokémon Tool (SSP)

The Pokémon this card is attached to can use the attack on this card. (You still need the necessary Energy to use this attack.) If this card is attached to 1 of your Pokémon, discard it at the end of your turn.

Fluorite attack:

Discard all Energy from this Pokémon, and heal all damage from each of your Tera Pokémon.

E-38 ●● wins (loses) this game

- ◆ This wording means the current game is resolved through an alternative win or loss condition not included in the conditions defined in Section I-E. Win and Loss.

Example: N's Sigilyph's *Victory Symbol* attack (JTG)

If you use this attack when you have exactly 1 Prize card remaining, you win this game.

Example: Unown's *MISSING* Ability (Lost Thunder)

Once during your turn (before your attack), if this Pokémon is your Active Pokémon, and if your opponent has 12 or more Supporter cards in the Lost Zone, you may use this Ability. If you do, you win this game.

Example: Slowbro's *Three Strikes* attack (Unbroken Bonds)

Flip 3 coins. This attack does 100 damage for each heads. If all of them are tails, you lose this game.

Specific case: This type of effect is not an effect on a player.

Marowak's *Bodyguard* Ability (XY – Fates Collide)

Prevent all effects of attacks done to you or your hand by your opponent's Pokémon. Remove any existing effects.

If you use N's Sigilyph's *Victory Symbol* attack while you have 1 Prize card remaining and your opponent has a Marowak with the *Bodyguard* Ability in play, you still win this game.

E-39 ■■ Basic ●● Energy

- ◆ This wording requires you to perform the action ■■ (search, discard, attach, move, ...) with cards named *Basic ●● Energy*.
- ◆ For details regarding the different types that can fit ●●, as well as rules regarding Basic Energy, please refer to the section I-C. Energy.

Example: Meganium's *Wild Growth* Ability (MEG)

Each Basic Grass Energy attached to all of your Pokémon provides 2 Grass Energy. The effect of Wild Growth doesn't stack.

Example: Mega Gardevoir's *Overflowing Wishes* attack (MEG)

For each of your Benched Pokémon, search your deck for a Basic Psychic Energy card and attach it to that Pokémon. Then, shuffle your deck.

Example: *Fighting Gong* – Item (MEG)

Search your deck for a Basic Fighting Energy card or a Basic Fighting Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

- ◆ Some Basic Energy cards from older series do not feature the card's name. These are still considered to be the same card as the more recent Basic Energy cards of the same type, which do feature the card's name. For example, an older *Basic Grass Energy* card that does not have the card's name written on it is still treated as a card named *Basic Grass Energy*.

Specific case: Even if a Pokémon is affected by an effect that changes the type of Basic Energy attached to it, those Basic Energy cards still keep their original name and are still affected by effects that refer to Basic Energy of that name.

Meganium's *Wild Growth* Ability (MEG)

Each Basic Grass Energy attached to all of your Pokémon provides 2 Grass Energy. The effect of Wild Growth doesn't stack.

Charizard's *Energy Burn* Ability (XY – Evolutions)

All Energy attached to this Pokémon are Fire Energy instead of their usual type.

If you have a Meganium with the *Wild Growth* Ability in play, each Basic Grass Energy attached to your Charizard with the *Energy Burn* Ability provides 2 Fire Energy.

Specific case: Even if a Pokémon is affected by an effect that changes the type of Basic Energy attached to it into ●● type, if those Basic Energy cards' original name is not "*Basic ●● Energy*", they are not affected by effects that refer to "*Basic ●● Energy*".

Charizard's *Burn Brightly* Ability (Pokémon TCG: Pokémon GO)

Each basic Fire Energy attached to your Pokémon provides 2 Fire Energy. You can't apply more than 1 Burn Brightly Ability at a time.

If you have a Charizard with the *Burn Brightly* Ability in play, each Basic Water Energy attached to your Charizard with the *Energy Burn* Ability still only provides 1 Fire Energy.