

SM: Ultra Prism – FAQ

GENERAL GAMEPLAY:

== DECKS

Q. The "Prism Star rule" on the card says "you can't have more than one {*} card of the same name in your deck", but can I have more than one Prism Star cards of different names in my deck?

A. You can have several Prism Star cards in your deck as long as they are different names, but only one copy of each. For example, you can have one Giratina {*} and one Lunala {*} and one Super Boost Energy {*}, and so on. This rule is not ignored for Limited tournaments such as Prereleases, Drafts, etc.

POKEMON ABILITIES:

== EVOLUTIONARY ADVANTAGE (Shinx - SM:Ultra Prism)

Q. Does Shinx have to be in play at the beginning of the turn in order to use its "Evolutionary Advantage" Ability?

A. It doesn't matter whether it was already in play or not, as long as it's during "the first turn of the person going second".

== FLAMING FIGHTER (Infernape - SM:Ultra Prism)

Q. If I have multiple Infernapes in play, does each of their "Flaming Fighter" Abilities add 6 more damage to my opponent's burned Pokemon in between turns?

A. No, Infernape's Flaming Fighter ability does not stack. You are simply placing 6 damage counters instead of 2, regardless of how many Infernapes are in play.

== POWER HUDDLE (Passimian - SM:Ultra Prism)

Q. If I have multiple Passimians in play, does each of their "Power Huddle" Abilities add 30 more damage to my Passimian's attacks?

A. Yes, Passimian's Power Huddle ability is stackable. Each Power Huddle does 30 more damage in addition to any damage Passimian's attack already does.

== PSYCHIC TRANSFER (Lunala GX - SM:Ultra Prism)

Q. Can I use Lunala GX's "Psychic Transfer" Ability to move a {P} energy back to where I got it from on the same turn? How about if I move it between the same two Pokemon several times in a row?

A. You have to advance the game state with your actions. If your Psychic Transfers are mindless, then you are not advancing the game state and it could result in a penalty.

POKEMON ATTACKS:

== DAMAGE TRANSPORT (Drifblim - SM:Ultra Prism)

Q. What happens during Drifblim's "Damage Transport" Attack if I have less than 4 damage counters on one or more of my Pokemon?

A. If there are 4 or less damage counters on one of your Pokemon you must move all of them.

Q. Can I choose to move less than 4 damage counters on one or more of my Pokemon when using Drifblim's "Damage Transport" Attack? Or can I choose to skip any of my Pokemon?

A. No, if you have 4 or fewer damage counters on any of your Pokemon you must move them.

== INVITING POISON (Roserade - SM:Ultra Prism)

Q. If my opponent has no benched Pokemon, does the current Active Pokemon become poisoned if I attack with Roserade's "Inviting Poison"?

A. No, it does not become poisoned. If there's no switch to the bench there's no "new Active Pokemon" to become poisoned.

== TIMELESS GX (Dialga GX - SM:Ultra Prism)

Q. When you use Dialga GX's "Timeless GX" attack does Poison still happen in between turns?

A. Nope, the attack says to "skip the between-turns step", so Asleep, Poisoned, Burned, and any other between turn effects also get skipped."

Q. After time is called at the end of a match, what happens if I use Dialga GX's "Timeless GX" attack during the "plus three turns" part?

A. If you use Timeless GX when time is called during your turn, you would then get "Turn 1" instead of your opponent. Likewise, if you use it during Turn 1 you would also get Turn 2 and your opponent would get Turn 3, and so on... However, if you use it on the final turn of the match you do not get an extra turn.

TRAINER CARDS:

== CYRUS {*} (SM:Ultra Prism)

Q. When using Cyrus{*} does my opponent shuffle in their Active Pokemon too?

A. No, your opponent only shuffles in their Benched Pokemon except for the 2 that were chosen.

== LOOKER WHISTLE (SM:Ultra Prism)

Q. Can I use Looker Whistle to search my deck for another Looker Whistle since "Looker" is part of its name?

A. No, you cannot. You can only search for the card named "Looker".

== MARS (SM:Ultra Prism)

Q. If I use Mars with only 1 card left in my deck, can I still discard a random card from my opponent's hand?

A. Yes, as long as you can draw at least 1 card you get the other effect. Of course if you can't draw any cards, you can't play Mars.

== MISSING CLOVER (SM:Ultra Prism)

Q. If you somehow get 4 Missing Clover back into your hand, can you play them all again a second time to take another prize card?

A. Yes, you can.

ENERGY CARDS:

== UNIT ENERGY (SM:Ultra Prism)

Q. Can I have 4 Unit Energy {G}{R}{W} and 4 Unit Energy {L}{P}{M} in my deck?

A. Yes, you can. The symbols {G}{R}{W} and {L}{P}{M} are part of the name of the card, so they are counted as different cards. When adding Unit Energy cards to a decklist, be sure to include the symbols as part of the card name on your list; you may list them as "Unit Energy GRW" and "Unit Energy LPM".