

SW: Astral Radiance – FAQ

IMPORTANT NOTE:

**** IMPORTANT NOTE: The Astral Radiance expansion introduces a new game mechanic, Radiant Pokémon!**

Q. Normally in a Prerelease you can play as many of a specific card as you have. Does this mean I can play multiple Radiant Pokémon in my deck?

{A. No you may not, because it is stated on the card that you can only have 1 total Radiant Pokémon in your deck, regardless of the tournament format.}

POKEMON ABILITIES:

== ANCIENT WISDOM (Regigigas - SW:Astral Radiance)

Q. Can I use Regirock V, etc. to satisfy the requirements for Regigigas' "Ancient Wisdom" Ability?

A. No, you cannot. Ancient Wisdom is checking for exactly those card names, so Regirock V etc. wouldn't count.

== CONCEALED CARDS (Radiant Greninja - SW:Astral Radiance)

Q. When using Radiant Greninja's "Concealed Cards" Ability, can I discard an Energy card from my hand, and then later during my turn draw 2 cards?

A. No, you must draw the 2 cards immediately after discarding the Energy card. "Once during your turn" means you cannot use this Radiant Greninja's Concealed Cards Ability multiple times during the same turn.

== DRAGON'S HOARD (Regidrago - SW:Astral Radiance)

Q. If I have multiple Regidrago in play, can I use each of their "Dragon's Hoard" Abilities during my turn?

A. No, you may not.

== RESONANT EVOLUTION (Eevee - SW:Astral Radiance)

Q. If I have multiple Eevee with "Resonant Evolution" in play, can each of them trigger if I evolve one other Eevee? Or do I have to evolve a separate Eevee for each one?

A. If you have multiple Eevee in play, playing a card from your hand to evolve 1 of them would trigger every Resonant Evolution.

== STAR ABYSS (Darkrai VSTAR - SW:Astral Radiance)

Q. When using Darkrai VSTAR's "Star Abyss" Ability, can I use the Ability first, and then later put 2 Item cards into my hand?

A. No, you must take the 2 Item cards immediately when using Star Abyss. "During your turn" simply means you cannot use this Ability multiple times during the same turn.

== STAR PORTAL (Origin Forme Palkia VSTAR - SW:Astral Radiance)

Q. Can I use Origin Forme Palkia VSTAR's "Star Portal" Ability to retrieve Wash Energy or Rapid Strike Energy from the discard pile?

A. No, Star Portal can only get basic {W} Energy, but Wash Energy and Rapid Strike Energy do not count as {W} Energy in the discard pile (nor in the deck, etc.).

== SUPERNATURAL ORB (Hisuian Typhlosion - SW:Astral Radiance)

Q. Can I use Hisuian Typhlosion's "Supernatural Orb" Ability if my opponent's Active Pokemon is already both Burned and Confused?

A. You may use Supernatural Orb if your opponent's Active Pokemon is either Burned OR Confused (or neither), but not if it is already both Burned AND Confused.

== SWELLING TUNE (Kricketune - SW:Astral Radiance)

Q. If I have Kricketune's "Swelling Tune" Ability in play, do my Kricketune Vs get +40 HP or not?

A. Swelling Tune is specifically referring to Kricketune, but "Kricketune V" is a different card name so it would get +40 HP.

== WILY STANCE (Hisuian Samurott - SW:Astral Radiance)

Q. Can I use Hisuian Samurott's "Wily Stance" Ability if there are no cards in my deck, just to discard an Energy?

A. No, you cannot.

POKEMON ATTACKS:

== ENTANGLED DIVE (Golduck - SW:Astral Radiance)

Q. Does my opponent get to take a prize if I use Golduck's "Entangled Dive" attack to discard each player's Active Pokemon?

A. No neither player takes any prizes; Entangled Dive doesn't count as a KO.

TRAINER CARDS:

== CANCELING COLOGNE (SW:Astral Radiance)

Q. If I play "Canceling Cologne" and then somehow switch out the opponent's Active Pokemon, does the new Active Pokemon have its Abilities or not?

A. The effect of Canceling Cologne is on the opponent's Active Pokemon position rather than on the Pokemon itself. So if the opponent's Active Pokemon changes after Canceling Cologne has been played, the new Active Pokemon would have its Ability removed and the previous Pokemon would have its Ability restored.

== TEMPLE OF SINNOH (SW:Astral Radiance)

Q. If Temple of Sinnoh is in play, does Double Turbo Energy provide one energy or two.

A. It would only provide one {C} Energy and would not reduce the Attack damage.