



Guide to Energy Symbols

Throughout this document, when Energy symbols are found in attack cost, Weakness, Resistance, Retreat Cost, and Pokémon type, they will be noted as the following:

- G: Grass Energy symbol
- R: Fire Energy symbol
- W: Water Energy symbol
- L: Lightning Energy symbol
- P: Psychic Energy symbol
- F: Fighting Energy symbol
- C: Colorless Energy symbol
- D: Darkness Energy symbol
- M: Metal Energy symbol

To prevent confusion, within card text itself, the symbols will be contained within brackets. For example, {R} would denote one Fire Energy symbol.

In addition, some attacks use "--" as its Energy cost. This means there is no Energy cost to use that attack.

Guide to Rarity Symbols

Throughout this document, letters have been used to represent rarity symbols.

- H: rare Holo
- R: rare
- U: uncommon
- C: common
- LV.X: rare Holo LV.X

Thus, a card with the text "Rarity: C" would be a common card.

Charizard

LV. 60

HP: 140

Pokémon Energy Type: R

Stage 2 Pokémon

Evolves from: Charmeleon

[Poké-Body] Fire Formation

Each of Charizard's attacks does 10 more damage for each {R} Pokémon on your Bench to your opponent's Active Pokémon (before applying Weakness and Resistance).

{R} Fire Wing 30

{R}{R}{C} Burning Tail 80

Discard a {R} Energy attached to Charizard.

Illus. Kagemaru Himeno

Weakness: {W}+30

Resistance: {F}-20

Retreat Cost: CCC

Collector Number: 1/99

Rarity: H



Froslax

LV. 45

HP: 80

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Snorunt

[Poké-Power] Snow Gift

Once during your turn, when you play Froslax from your hand to evolve 1 of your Pokémon, you may search your deck for any 1 card and put it into your hand. Shuffle your deck afterward.

{W}{C} **Ground Frost** **50**

If there is any Stadium card in play, this attack does nothing.

Illus. TOKIYA

Weakness: {M}+20

Retreat Cost: C

Collector Number: 2/99

Rarity: H

Heatran

LV. 58

HP: 100

Pokémon Energy Type: R

Basic Pokémon

{R}{C} **Fire Fang** **20**

The Defending Pokémon is now Burned.

{R}{R}{C}{C} **Magma Mantle** **60+**

Discard the top 3 cards of your deck. This attack does 60 damage plus 20 more damage for each {R} or {M} Energy card you discarded.

Illus. Keiko Moritsugu

Weakness: {W}×2

Retreat Cost: CCC

Collector Number: 3/99

Rarity: H

Kabutops

LV. 59

HP: 130

Pokémon Energy Type: F

Stage 2 Pokémon

Evolves from: Kabuto

{F} **Primal Scythe** **20+**

You may discard Helix Fossil, Dome Fossil, or Old Amber from your hand. If you do, this attack does 20 damage plus 50 more damage.

{F}{C}{C} **Rock Slide** **60**

Does 10 damage to 2 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Hajime Kusajima

Weakness: {G}+30

Retreat Cost: CC

Collector Number: 4/99

Rarity: H



Luxray

LV. 53

HP: 120

Pokémon Energy Type: L

Stage 2 Pokémon

Evolves from: Luxio

{L} **Flash 30**

If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

{L}{C}{C} **Gadget Bolt 60**

If Luxray has a Pokémon Tool card attached to it, you may do 100 damage instead of 60 to the Defending Pokémon. If you do, discard that Pokémon Tool card.

Illus. kawayoo

Weakness: {F}+30

Resistance: {M}-20

Retreat Cost: 0

Collector Number: 5/99

Rarity: H

Mothim

LV. 43

HP: 90

Pokémon Energy Type: G

Stage 1 Pokémon

Evolves from: Burmy

{--} **Cloak Party**

Search your deck for up to 3 in any combination of Burmy and Wormadam, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

{C} **Energy Assist 30**

Search your discard pile for a basic Energy card and attach it to 1 of your Benched Pokémon.

Illus. Kagemaru Himeno

Weakness: {R}+20

Resistance: {F}-20

Retreat Cost: 0

Collector Number: 6/99

Rarity: H

Probopass

LV. 55

HP: 100

Pokémon Energy Type: M

Stage 1 Pokémon

Evolves from: Nosepass

[Poké-Body] Competitiveness

If you don't have a Supporter card in play, Probopass's attacks do 30 more damage to the Active Pokémon (before applying Weakness and Resistance).

{M}{C} **Top Chop 30**

Draw a card.

{M}{C}{C} **Tumbling Attack 50+**

Flip a coin. If heads, this attack does 50 damage plus 30 more damage.

Illus. Kouki Saitou

Weakness: {R}+20

Resistance: {P}-20

Retreat Cost: CCC

Collector Number: 7/99

Rarity: H



Salamence

LV. 68

HP: 140

Pokémon Energy Type: C

Stage 2 Pokémon

Evolves from: Shelgon

[Poké-Power] Top Accelerator

Once during your turn (before your attack), you may reveal the top card of your deck. If that card is a basic Energy card, attach it to 1 of your Pokémon. If that card isn't a basic Energy card, discard it. This power can't be used if Salamence is affected by a Special Condition.

{R}{W}{C} Shoot Through 50

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

{C}{C}{C}{C} Dragon Claw 70

Illus. Shin Nagasawa

Weakness: {C}+30

Resistance: {F}-20

Retreat Cost: CC

Collector Number: 8/99

Rarity: H

Swalot

LV. 40

HP: 100

Pokémon Energy Type: P

Stage 1 Pokémon

Evolves from: Gulpin

{P} Damage Roller

Put damage counters on the Defending Pokémon until the Defending Pokémon has the same remaining HP as Swalot. (If the Defending Pokémon has the same or less remaining HP as Swalot, this attack does nothing.)

{P}{P}{C} Entangle Tackle 50+

You may do 50 damage plus 30 more damage. If you do, this attack does 30 damage to 1 of your Pokémon, and don't apply Weakness and Resistance to this damage.

Illus. Aya Kusube

Weakness: {P}+20

Retreat Cost: CCC

Collector Number: 9/99

Rarity: H



Tangrowth

LV. 48

HP: 110

Pokémon Energy Type: G

Stage 1 Pokémon

Evolves from: Tangela

{G}{C} **Leaf Guard** **30**

During your opponent's next turn, any damage done to Tangrowth by attacks is reduced by 20 (after applying Weakness and Resistance).

{G}{G}{C}{C} **Swallow Up** **50**

Before doing damage, count the remaining HP of the Defending Pokémon and Tangrowth. If the Defending Pokémon has fewer remaining HP than Tangrowth's, this attack does 120 damage instead.

Illus. Masakazu Fukuda

Weakness: {R}+30

Resistance: {W}-20

Retreat Cost: CCC

Collector Number: 10/99

Rarity: H

Toxicroak

LV. 44

HP: 90

Pokémon Energy Type: F

Stage 1 Pokémon

Evolves from: Croagunk

{F} **Corner** **20**

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

{C}{C} **Convert Blow** **30+**

If Toxicroak has any {P} Energy attached to it, the Defending Pokémon is now Poisoned. If Toxicroak has any {F} Energy attached to it, this attack does 30 damage plus 30 more damage.

Illus. Kouki Saitou

Weakness: {P}+20

Retreat Cost: C

Collector Number: 11/99

Rarity: H

Zapdos [G]

LV. 60

HP: 90

Pokémon Energy Type: L

Basic Pokémon

{C} **Charge Beam** **10**

Flip a coin. If heads, search your discard pile for an Energy card and attach it to Zapdos [G].

{L}{L}{C} **Lightning Strike** **40**

You may discard all {L} Energy attached to Zapdos [G]. If you do, this attack's base damage is 80 instead of 40.

Illus. Ryota Saito

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: CC

Collector Number: 12/99

Rarity: H



Aerodactyl

LV. 47

HP: 80

Pokémon Energy Type: F

Stage 1 Pokémon

Evolves from: Old Amber

[Poké-Power] Unearth

Once during your turn (before your attack), you may search your deck for Helix Fossil, Dome Fossil, or Old Amber, show it to your opponent, and put it into your hand. Shuffle your deck afterward. This power can't be used if Aerodactyl is affected by a Special Condition.

{C}{C} Hyper Beam 30

Flip a coin. If heads, discard an Energy card attached to the Defending Pokémon.

Illus. Masakazu Fukuda

Weakness: {L}+20

Resistance: {F}-20

Retreat Cost: C

Collector Number: 13/99

Rarity: R

Bronzong

LV. 49

HP: 90

Pokémon Energy Type: M

Stage 1 Pokémon

Evolves from: Bronzor

{M}{C} Oracle Arrow

Choose 1 of your opponent's Pokémon that has any damage counters on it. This attack does 40 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

{M}{C}{C} Half-Gravity 60

The Retreat Cost for Bronzong is 0 until the end of your next turn.

Illus. Atsuko Nishida

Weakness: {R}+20

Resistance: {P}-20

Retreat Cost: CCC

Collector Number: 14/99

Rarity: R

Cherrim

LV. 33

HP: 80

Pokémon Energy Type: G

Stage 1 Pokémon

Evolves from: Cherubi

[Poké-Body] Cloudy Sky

If any of your {G} Pokémon or {R} Pokémon would be damaged by an attack, reduce that damage by 10 (after applying Weakness and Resistance).

{G}{C} Worry Seed 30

Flip a coin. If heads, the Defending Pokémon is now Confused.

Illus. Midori Harada

Weakness: {R}+20

Resistance: {W}-20

Retreat Cost: C

Collector Number: 15/99

Rarity: R



Gengar

LV. 44

HP: 110

Pokémon Energy Type: P

Stage 2 Pokémon

Evolves from: Haunter

[Poke-Power] Curse

Once during your turn (before your attack), you may move 1 damage counter from 1 of your opponent's Pokémon to another of your opponent's Pokémon. This power can't be used if Gengar is affected by a Special Condition.

{P}{P}{C} Shadow Skip 60

Does 10 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) You may switch Gengar with 1 of your Benched Pokémon.

Illus. Midori Harada

Weakness: {D}+30

Resistance: {C}-20

Retreat Cost: 0

Collector Number: 16/99

Rarity: R

Gengar

LV. 46

HP: 120

Pokémon Energy Type: P

Stage 2 Pokémon

Evolves from: Haunter

{P}{C} Sharpshooting

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

{P}{C}{C} Poison Jab 60

The Defending Pokémon is now Poisoned.

Illus. Mitsuhiro Arita

Weakness: {D}+30

Resistance: {C}-20

Retreat Cost: 0

Collector Number: 17/99

Rarity: R

Glalie

LV. 46

HP: 90

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Snorunt

{C}{C} Wreck 20+

If there is any Stadium card in play, this attack does 20 damage plus 50 more damage. Discard that Stadium card.

{W}{W}{C} Avalanche 50

Flip a coin. If heads, this attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Hiroki Fuchino

Weakness: {M}+20

Retreat Cost: C

Collector Number: 18/99

Rarity: R



Golem

LV. 56

HP: 140

Pokémon Energy Type: F

Stage 2 Pokémon

Evolves from: Graveller

{F}{C} **Lunge Out** **50**

{F}{C}{C} **Tumble Down** **30x**

Discard as many {F} Energy cards as you like from your hand. This attack does 30 damage times the number of {F} Energy cards you discarded.

{F}{F}{C}{C} **Rock Tumble** **80**

This attack's damage isn't affected by Resistance.

Illus. Masakazu Fukuda

Weakness: {G}+30

Resistance: {L}-20

Retreat Cost: CCCC

Collector Number: 19/99

Rarity: R

Hariyama

LV. 42

HP: 110

Pokémon Energy Type: F

Stage 1 Pokémon

Evolves from: Makuhita

{F}{C}{C} **Push Out** **50**

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

{F}{F}{C}{C} **Vortex Chop** **60**

If the Defending Pokémon has any Resistance, this attack's base damage is 120 instead of 60.

Illus. Midori Harada

Weakness: {P}+30

Retreat Cost: CCCC

Collector Number: 20/99

Rarity: R

Lopunny

LV. 40

HP: 80

Pokémon Energy Type: C

Stage 1 Pokémon

Evolves from: Buneary

[Poké-Power] Relaxing Shower

Once during your turn (before your attack), you may discard an Energy card from your hand. If you do, remove 1 damage counter from each of your Pokémon. This power can't be used if Lopunny is affected by a Special Condition.

{C}{C} **Hover Heal** **40**

Remove all Special Conditions from Lopunny.

Illus. Kyoko Umemoto

Weakness: {F}+20

Retreat Cost: C

Collector Number: 21/99

Rarity: R



Manectric

LV. 46

HP: 90

Pokémon Energy Type: L

Stage 1 Pokémon

Evolves from: Electrike

{L}{C} **Second Bite** **20+**

Does 20 damage plus 10 more damage for each damage counter on the Defending Pokémon.

{L}{C}{C} **Swift** **50**

This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

Illus. Mana Ibe

Weakness: {F}+20

Resistance: {M}-20

Retreat Cost: 0

Collector Number: 22/99

Rarity: R

Omastar

LV. 55

HP: 120

Pokémon Energy Type: W

Stage 2 Pokémon

Evolves from: Omanyte

{C}{C} **Time Spiral**

Choose 1 of your opponent's Evolved Pokémon. Remove the highest Stage Evolution card from that Pokémon and have your opponent shuffle that card into his or her deck.

{W}{C} **Primal Tentacles** **30+**

Does 30 damage plus 10 more damage for each Helix Fossil, Dome Fossil, and Old Amber in your discard pile.

Illus. Hajime Kusajima

Weakness: {G}+30

Retreat Cost: C

Collector Number: 23/99

Rarity: R

Pelipper

LV. 50

HP: 90

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Wingull

{W}{C} **Water Pulse** **30**

The Defending Pokémon is now Asleep.

{W}{W}{C}{C} **Continuous Crush** **70**

Flip a coin until you get tails. For each heads, discard an Energy card attached to the Defending Pokémon.

Illus. Miki Tanaka

Weakness: {L}+20

Resistance: {F}-20

Retreat Cost: CC

Collector Number: 24/99

Rarity: R



Pichu

LV. 9

HP: 50

Pokémon Energy Type: L

Basic Pokémon

[Poké-Power] Baby Evolution

Once during your turn (before your attack), you may put Pikachu from your hand onto Pichu (this counts as evolving Pichu) and remove all damage counters from Pichu.

{--}

Baby Steps

Look at the top 5 cards of your deck, choose 1 of them, and put it into your hand. Shuffle the other cards back into your deck.

Illus. Kanako Eo

Weakness: {F}+10

Resistance: {M}-20

Retreat Cost: C

Collector Number: 25/99

Rarity: R

Porygon-Z [G]

LV. 56

HP: 80

Pokémon Energy Type: C

Basic Pokémon

[Poké-Power] Dowsing Code

Once during your turn, when you put Porygon-Z [G] from your hand onto your Bench, you may search your discard pile for up to 2 Pokémon Tool cards, show them to your opponent, and shuffle them into your deck.

{C}{C}{C}

Ambush 20+

Flip a coin. If heads, this attack does 20 damage plus 40 more damage.

Illus. Nobuyuki Fujimoto

Weakness: {F}×2

Retreat Cost: C

Collector Number: 26/99

Rarity: R

Raichu

LV. 46

HP: 90

Pokémon Energy Type: L

Stage 1 Pokémon

Evolves from: Pikachu

{L}

Boosted Voltage 20

If Raichu has a Pokémon Tool card attached to it, this attack does 20 damage to each of your opponent's Benched Pokémon that isn't an Evolved Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

{L}{C}{C}

Thunder Blast 70

Discard a {L} Energy card attached to Raichu.

Illus. Suwama Chiaki

Weakness: {F}+20

Resistance: {M}-20

Retreat Cost: C

Collector Number: 27/99

Rarity: R



Rapidash

LV. 41

HP: 80

Pokémon Energy Type: R

Stage 1 Pokémon

Evolves from: Ponyta

[Poké-Body] Wild Guard

Prevent all effects of attacks, including damage, done to Rapidash by your opponent's Pokémon SP.

{R} **Fire Mane** 20

{R}{C}{C} **Rising Lunge** 50+

Flip a coin. If heads, this attack does 50 damage plus 20 more damage.

Illus. Lee HyunJung

Weakness: {W}+20

Retreat Cost: 0

Collector Number: 28/99

Rarity: R

Raticate

LV. 31

HP: 70

Pokémon Energy Type: C

Stage 1 Pokémon

Evolves from: Rattata

{C} **Recruit**

Look at your opponent's hand, choose a Supporter card you find there, and discard it. Then, use the effect of that card as the effect of this attack.

{C} **Extend Fang** 20+

If Raticate has a Pokémon Tool card attached to it, this attack does 20 damage plus 40 more damage.

Illus. Masakazu Fukuda

Weakness: {F}+20

Retreat Cost: 0

Collector Number: 29/99

Rarity: R

Sceptile

LV. 57

HP: 120

Pokémon Energy Type: G

Stage 2 Pokémon

Evolves from: Grovyle

[Poké-Body] Green Breath

When you attach a {G} Energy card from your hand to Sceptile, remove 2 damage counters from Sceptile.

{G} **Leaf Blast** 20x

Does 20 damage times the amount of {G} Energy attached to Sceptile.

{G}{C}{C}{C} **Poison Claws** 60

The Defending Pokémon is now Poisoned.

Illus. Reiko Tanoue

Weakness: {R}+30

Resistance: {W}-20

Retreat Cost: CC

Collector Number: 30/99

Rarity: R



Sceptile

LV. 59

HP: 130

Pokémon Energy Type: G

Stage 2 Pokémon

Evolves from: Grovyle

{G} **Leaf Supply** 30

You may attach a basic Energy card from your hand to 1 of your Pokémon.

{G}{C}{C} **Dual Cutter** 70x

Flip 2 coins. This attack does 70 damage times the number of heads.

Illus. Kouki Saitou

Weakness: {R}+30

Resistance: {W}-20

Retreat Cost: C

Collector Number: 31/99

Rarity: R

Spiritomb

LV. 39

HP: 60

Pokémon Energy Type: D

Basic Pokémon

[Poké-Body] Pivotal Seal

As long as Spiritomb is your Active Pokémon, each player can't play any Trainer cards from his or her hand.

{--} **Darkness Grace**

Search your deck for a card that evolves from 1 of your Pokémon and put it onto that Pokémon. (This counts as evolving that Pokémon.) If you do, put 1 damage counter on Spiritomb. Shuffle your deck afterward.

{D} **Will-o'-the-wisp** 10

Illus. Aya Kusube

Resistance: {C}-20

Retreat Cost: C

Collector Number: 32/99

Rarity: R

Bronzong

LV. 45

HP: 90

Pokémon Energy Type: M

Stage 1 Pokémon

Evolves from: Bronzor

{M} **Wide Laser**

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

{C}{C}{C} **Hyper Beam** 50

Flip a coin. If heads, discard an Energy card attached to the Defending Pokémon.

Illus. Masakazu Fukuda

Weakness: {R}+20

Resistance: {P}-20

Retreat Cost: CCC

Collector Number: 33/99

Rarity: U



Bronzor

LV. 9

HP: 50

Pokémon Energy Type: M

Basic Pokémon

{M} **Speed Dive** **10**

{C}{C}{C} **Extrasensory** **30+**

If you have the same number of cards in your hand as your opponent, this attack does 30 damage plus 30 more damage.

Illus. kawayoo

Weakness: {R}+10

Resistance: {P}-20

Retreat Cost: CC

Collector Number: 34/99

Rarity: U

Charmeleon

LV. 31

HP: 80

Pokémon Energy Type: R

Stage 1 Pokémon

Evolves from: Charmander

{C}{C} **Slam** **30x**

Flip 2 coins. This attack does 30 damage times the number of heads.

{R}{C}{C} **Fire Punch** **50**

Illus. Sumiyoshi Kizuki

Weakness: {W}+20

Retreat Cost: C

Collector Number: 35/99

Rarity: U

Gastly

LV. 16

HP: 50

Pokémon Energy Type: P

Basic Pokémon

{P} **Lick** **10**

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

{C}{C} **Night Shade** **10**

Does 10 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. kawayoo

Weakness: {D}+10

Resistance: {C}-20

Retreat Cost: C

Collector Number: 36/99

Rarity: U



Graveler

LV. 37

HP: 90

Pokémon Energy Type: F

Stage 1 Pokémon

Evolves from: Geodude

{C}{C} **Tackle** 30

{F}{F}{C} **Double-edge** 70

Graveler does 10 damage to itself.

Illus. Sachiko Adachi

Weakness: {G}+20

Resistance: {L}-20

Retreat Cost: CCC

Collector Number: 37/99

Rarity: U

Grovyle

LV. 28

HP: 80

Pokémon Energy Type: G

Stage 1 Pokémon

Evolves from: Treecko

{C} **Detect**

Flip a coin. If heads, prevent all effects of an attack, including damage, done to Grovyle during your opponent's next turn.

{G}{C} **Blade Arms** 30

Illus. Tomoaki Imakuni

Weakness: {R}+20

Resistance: {W}-20

Retreat Cost: C

Collector Number: 38/99

Rarity: U

Grovyle

LV. 24

HP: 80

Pokémon Energy Type: G

Stage 1 Pokémon

Evolves from: Treecko

{C}{C} **Quick Attack** 20+

Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

{G}{C}{C} **Cut** 50

Illus. Kouki Saitou

Weakness: {R}+20

Resistance: {W}-20

Retreat Cost: C

Collector Number: 39/99

Rarity: U



Gulpin

LV. 21

HP: 60

Pokémon Energy Type: P

Basic Pokémon

{C} **Endure**

Flip a coin. If heads, during your opponent's next turn, if Gulpin would be Knocked Out by damage from an attack, Gulpin is not Knocked Out and its remaining HP becomes 10 instead.

{P} **Pound 10**

Illus. Sachiko Adachi

Weakness: {P}+10

Retreat Cost: CC

Collector Number: 40/99

Rarity: U

Haunter

LV. 31

HP: 70

Pokémon Energy Type: P

Stage 1 Pokémon

Evolves from: Gastly

[Poké-Body] Hidden Poison

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

{P}{C} **Tongue Spring**

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

Illus. Tomokazu Komiya

Weakness: {D}+20

Resistance: {C}-20

Retreat Cost: C

Collector Number: 41/99

Rarity: U

Haunter

LV. 37

HP: 80

Pokémon Energy Type: P

Stage 1 Pokémon

Evolves from: Gastly

{P} **Psyshot 20**

{C}{C} **Shadow Bind 30**

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

Illus. Mitsuhiro Arita

Weakness: {D}+20

Resistance: {C}-20

Retreat Cost: C

Collector Number: 42/99

Rarity: U



Luxio

LV. 25

HP: 80

Pokémon Energy Type: L

Stage 1 Pokémon

Evolves from: Shinx

{C} **Kick** 20

{L}{C}{C} **Discharge** 40x

Discard all {L} Energy attached to Luxio. Flip a coin for each Energy card you discarded. This attack does 40 damage times the number of heads.

Illus. Suwama Chiaki

Weakness: {F}+20

Resistance: {M}-20

Retreat Cost: C

Collector Number: 43/99

Rarity: U

Manetric

LV. 44

HP: 90

Pokémon Energy Type: L

Stage 1 Pokémon

Evolves from: Electrike

{C} **Tackle** 20

{L}{C}{C} **Head Bolt** 60

Illus. Shin Nagasawa

Weakness: {F}+20

Resistance: {M}-20

Retreat Cost: 0

Collector Number: 44/99

Rarity: U

Pelipper

LV. 49

HP: 90

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Wingull

{C} **Water Ball** 20+

Does 20 damage plus 10 more damage for each {W} Energy attached to Pelipper.

{W}{C}{C} **Wing Attack** 60

Illus. Naoyo Kimura

Weakness: {L}+20

Resistance: {F}-20

Retreat Cost: CC

Collector Number: 45/99

Rarity: U



Ponyta

LV. 8

HP: 40

Pokémon Energy Type: R

Basic Pokémon

{C} **Ascension**

Search your deck for a card that evolves from Ponyta and put it onto Ponyta. (This counts as evolving Ponyta.) Shuffle your deck afterward.

{R}{C} **Combustion** 20

Illus. Kanako Eo

Weakness: {W}+10

Retreat Cost: C

Collector Number: 46/99

Rarity: U

Rapidash

LV. 45

HP: 90

Pokémon Energy Type: R

Stage 1 Pokémon

Evolves from: Ponyta

{R} **Searing Flame** 10

The Defending Pokémon is now Burned.

{R}{C} **Flare** 40

Illus. Midori Harada

Weakness: {W}+20

Retreat Cost: 0

Collector Number: 47/99

Rarity: U

Shelgon

LV. 34

HP: 80

Pokémon Energy Type: C

Stage 1 Pokémon

Evolves from: Bagon

{C} **Scrunch**

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

{C}{C}{C} **Dragon Bump** 40+

If Shelgon has any basic {R} Energy and any basic {W} Energy attached to it, this attack does 40 damage plus 20 more damage.

Illus. Atsuko Nishida

Weakness: {C}+20

Retreat Cost: C

Collector Number: 48/99

Rarity: U



Wormadam Plant Cloak

LV. 46

HP: 80

Pokémon Energy Type: G

Stage 1 Pokémon

Evolves from: Burmy Plant Cloak

{G} **Magical Needle** 20

Remove 2 damage counters from 1 of your Benched Pokémon.

{G}{C}{C} **Cloak Scale** 50

If you have Wormadam Sandy Cloak in play, the Defending Pokémon is now Burned, Confused, and Poisoned.

Illus. Kouki Saitou

Weakness: {R}+20

Retreat Cost: C

Collector Number: 49/99

Rarity: U

Wormadam Sandy Cloak

LV. 45

HP: 90

Pokémon Energy Type: F

Stage 1 Pokémon

Evolves from: Burmy Sandy Cloak

{F} **Hang Down** 30

{F}{C}{C} **Cloak Headbutt** 60+

If you have Wormadam Trash Cloak in play, this attack does 60 damage plus 30 more damage.

Illus. Atsuko Nishida

Weakness: {R}+20

Resistance: {L}-20

Retreat Cost: C

Collector Number: 50/99

Rarity: U

Wormadam Trash Cloak

LV. 44

HP: 90

Pokémon Energy Type: M

Stage 1 Pokémon

Evolves from: Burmy Trash Cloak

{M} **Cloak Shard**

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. If you have Wormadam Plant Cloak in play, this attack does 40 damage to that Pokémon instead. (Don't apply Weakness and Resistance for Benched Pokémon.)

{C}{C} **Serve Trash** 30

You may search your opponent's discard pile for any 1 card, show it to your opponent, and put it on top of his or her deck.

Illus. Miki Tanaka

Weakness: {R}+20

Resistance: {P}-20

Retreat Cost: C

Collector Number: 51/99

Rarity: U



Bagon

LV. 18

HP: 60

Pokémon Energy Type: C

Basic Pokémon

{C} **Smash Kick** 10

{R}{C} **Super Singe** 20

Flip a coin. If heads, the Defending Pokémon is now Burned.

Illus. Naoyo Kimura

Weakness: {C}+10

Retreat Cost: C

Collector Number: 52/99

Rarity: C

Beedrill [G]

LV. 56

HP: 80

Pokémon Energy Type: G

Basic Pokémon

{G} **Raid** 10

If you played Beedrill [G] from your hand during this turn, this attack's base damage is 40 instead of 10.

{G}{C}{C} **Fury Attack** 30x

Flip 3 coins. This attack does 30 damage times the number of heads.

Illus. Wataru Kawahara

Weakness: {R}×2

Retreat Cost: C

Collector Number: 53/99

Rarity: C

Bronzor

LV. 15

HP: 60

Pokémon Energy Type: M

Basic Pokémon

{M} **Hypnosis** 10

Flip a coin. If heads, the Defending Pokémon is now Asleep.

{C}{C} **Spinning Attack** 20

Illus. Masakazu Fukuda

Weakness: {R}+10

Resistance: {P}-20

Retreat Cost: CC

Collector Number: 54/99

Rarity: C



Buneary

LV. 17

HP: 50

Pokémon Energy Type: C

Basic Pokémon

{C}

Bunny Hop

Choose 1 of your opponent's Pokémon that doesn't have any damage counters on it. This attack does 20 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. sui

Weakness: {F}+10

Retreat Cost: C

Collector Number: 55/99

Rarity: C

Burmy Plant Cloak

LV. 11

HP: 40

Pokémon Energy Type: G

Basic Pokémon

[Poké-Body] Cloak Evolution

Burmy Plant Cloak can evolve during the turn you play it.

{G}{C}

Tackle 20

Illus. Kyoko Umemoto

Weakness: {R}+10

Retreat Cost: C

Collector Number: 56/99

Rarity: C

Burmy Sandy Cloak

LV. 11

HP: 40

Pokémon Energy Type: G

Basic Pokémon

[Poké-Body] Cloak Evolution

Burmy Sandy Cloak can evolve during the turn you play it.

{F}{C}

Tackle 20

Illus. Tomokazu Komiya

Weakness: {R}+10

Retreat Cost: C

Collector Number: 57/99

Rarity: C



Burmy Trash Cloak

LV. 11

HP: 40

Pokémon Energy Type: G

Basic Pokémon

[Poké-Body] Cloak Evolution

Burmy Trash Cloak can evolve during the turn you play it.

{M}{C} **Tackle** 20

Illus. Yukiko Baba

Weakness: {R}+10

Retreat Cost: C

Collector Number: 58/99

Rarity: C

Charmander

LV. 13

HP: 60

Pokémon Energy Type: R

Basic Pokémon

{C} **Call for Friends**

Search your deck for a {R} Basic Pokémon, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

{R}{C} **Steady Firebreathing** 20

Illus. Suwama Chiaki

Weakness: {W}+10

Retreat Cost: C

Collector Number: 59/99

Rarity: C

Cherubi

LV. 12

HP: 50

Pokémon Energy Type: G

Basic Pokémon

{C} **Ram** 10

{G}{C} **Solarbeam** 20

Illus. Yuka Morii

Weakness: {R}+10

Resistance: {W}-20

Retreat Cost: C

Collector Number: 60/99

Rarity: C



Croagunk

LV. 15

HP: 60

Pokémon Energy Type: F

Basic Pokémon

{C} **Astonish**

Choose 1 card from your opponent's hand without looking. Look at that card you chose, then have your opponent shuffle that card into his or her deck.

{F}{C} **Punch 30**

Illus. Tomokazu Komiya

Weakness: {P}+10

Retreat Cost: C

Collector Number: 61/99

Rarity: C

Electrike

LV. 22

HP: 60

Pokémon Energy Type: L

Basic Pokémon

{L} **Zap Kick 10**

{L}{C} **Thunder Jolt 30**

Flip a coin. If tails, Electrike does 10 damage to itself.

Illus. Yukiko Baba

Weakness: {F}+10

Resistance: {M}-20

Retreat Cost: C

Collector Number: 62/99

Rarity: C

Electrike

LV. 20

HP: 60

Pokémon Energy Type: L

Basic Pokémon

{C} **Bite 10**

Illus. Shin Nagasawa

Weakness: {F}+10

Resistance: {M}-20

Retreat Cost: C

Collector Number: 63/99

Rarity: C



Gastly

LV. 15

HP: 50

Pokémon Energy Type: P

Basic Pokémon

{C} **Gnaw** 10

{P}{C} **Suffocating Gas** 20

Illus. Mitsuhiro Arita

Weakness: {D}+10

Resistance: {C}-20

Retreat Cost: C

Collector Number: 64/99

Rarity: C

Geodude

LV. 14

HP: 60

Pokémon Energy Type: F

Basic Pokémon

{F} **Stone Barrage** 10x

Flip a coin until you get tails. This attack does 10 damage times the number of heads.

Illus. Motofumi Fujiwara

Weakness: {G}+10

Resistance: {L}-20

Retreat Cost: CC

Collector Number: 65/99

Rarity: C

Gulpin

LV. 19

HP: 60

Pokémon Energy Type: P

Basic Pokémon

{C} **Collect**

Draw a card.

{P}{C} **Drool** 20

Illus. Sumiyoshi Kizuki

Weakness: {P}+10

Retreat Cost: C

Collector Number: 66/99

Rarity: C



Kabuto

LV. 33

HP: 80

Pokémon Energy Type: F

Stage 1 Pokémon

Evolves from: Dome Fossil

{C} **Fast Evolution**

Search your deck for up to 2 Evolution cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

{F}{C} **Speed Attack 30**

Illus. Hironobu Yoshida

Weakness: {G}+20

Retreat Cost: C

Collector Number: 67/99

Rarity: C

Makuhita

LV. 21

HP: 70

Pokémon Energy Type: F

Basic Pokémon

{C} **Sand Attack**

If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

{F}{C} **Magnum Punch 30**

Illus. sui

Weakness: {P}+10

Retreat Cost: CC

Collector Number: 68/99

Rarity: C

Nosepass

LV. 13

HP: 70

Pokémon Energy Type: F

Basic Pokémon

{C} **Harden**

During your opponent's next turn, if Nosepass would be damaged by an attack, prevent that attack's damage done to Nosepass if that damage is 30 or less.

{F}{C} **Knock Away 20+**

Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

Illus. Midori Harada

Weakness: {W}+10

Retreat Cost: C

Collector Number: 69/99

Rarity: C



Omanyte

LV. 38

HP: 80

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Helix Fossil

{W} **Collect**

Draw 3 cards.

{C}{C} **Tickle 20**

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Illus. Aya Kusube

Weakness: {G}+20

Retreat Cost: C

Collector Number: 70/99

Rarity: C

Pikachu

LV. 17

HP: 60

Pokémon Energy Type: L

Basic Pokémon

{L} **Pika Ball 10**

{L}{C}{C} **Mega Shot**

Discard all {L} Energy attached to Pikachu and then choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. sui

Weakness: {F}+10

Resistance: {M}-20

Retreat Cost: C

Collector Number: 71/99

Rarity: C

Ponyta

LV. 13

HP: 60

Pokémon Energy Type: R

Basic Pokémon

{C} **Tackle 10**

{R}{C} **Stomp 10+**

Flip a coin. If heads, this attack does 10 damage plus 20 more damage.

Illus. Midori Harada

Weakness: {W}+10

Retreat Cost: C

Collector Number: 72/99

Rarity: C



Rattata

LV. 12

HP: 30

Pokémon Energy Type: C

Basic Pokémon

{C} **Lunge 30**

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

Illus. Miki Tanaka

Weakness: {F}+10

Retreat Cost: 0

Collector Number: 73/99

Rarity: C

Shinx

LV. 13

HP: 60

Pokémon Energy Type: L

Basic Pokémon

{C} **Gnaw 10**

{C}{C} **Swagger 20**

Flip a coin. If heads, discard an Energy card attached to the Defending Pokémon.

Illus. sui

Weakness: {F}+10

Resistance: {M}-20

Retreat Cost: C

Collector Number: 74/99

Rarity: C

Snorunt

LV. 16

HP: 50

Pokémon Energy Type: W

Basic Pokémon

{C} **Ice Breath**

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

{W}{C} **Double Headbutt 20x**

Flip 2 coins. This attack does 20 damage times the number of heads.

Illus. Yuka Morii

Weakness: {M}+10

Retreat Cost: C

Collector Number: 75/99

Rarity: C



Tangela

LV. 15

HP: 70

Pokémon Energy Type: G

Basic Pokémon

{C} **Absorb 10**

Remove 1 damage counter from Tangela.

{G}{C} **Sleep Powder 20**

The Defending Pokémon is now Asleep.

Illus. Mitsuhiro Arita

Weakness: {R}+10

Resistance: {W}-20

Retreat Cost: CC

Collector Number: 76/99

Rarity: C

Tangela

LV. 9

HP: 60

Pokémon Energy Type: G

Basic Pokémon

{C} **Collect**

Draw a card.

{G}{C}{C} **Stun Spore 30**

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Illus. Kagemaru Himeno

Weakness: {R}+10

Resistance: {W}-20

Retreat Cost: C

Collector Number: 77/99

Rarity: C

Trecko

LV. 14

HP: 60

Pokémon Energy Type: G

Basic Pokémon

{C}{C} **Tail Crush 20+**

Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

Illus. TOKIYA

Weakness: {R}+10

Resistance: {W}-20

Retreat Cost: C

Collector Number: 78/99

Rarity: C



Trecko

LV. 13

HP: 60

Pokémon Energy Type: G

Basic Pokémon

{C} **Pound** 10

{G}{C} **Slash** 20

Illus. Kouki Saitou

Weakness: {R}+10

Resistance: {W}-20

Retreat Cost: C

Collector Number: 79/99

Rarity: C

Wingull

LV. 5

HP: 40

Pokémon Energy Type: W

Basic Pokémon

{C} **Glide** 10

{W}{C} **Slashing Strike** 30

During your next turn, Wingull can't use Slashing Strike.

Illus. Kyoko Umemoto

Weakness: {L}+10

Resistance: {F}-20

Retreat Cost: C

Collector Number: 80/99

Rarity: C

Wingull

LV. 8

HP: 50

Pokémon Energy Type: W

Basic Pokémon

{W} **Rain Splash** 20

Illus. Naoyo Kimura

Weakness: {L}+10

Resistance: {F}-20

Retreat Cost: C

Collector Number: 81/99

Rarity: C

Beginning Door

Trainer

Search your deck for Arceus, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Illus. Ryo Ueda

Collector Number: 82/99

Rarity: U



Bench Shield

Pokémon Tool

Attach Bench Shield to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

As long as the Pokémon this card is attached to is on your Bench, prevent all damage done to that Pokémon by attacks (both yours and your opponent's).

Illus. Wataru Kawahara

Collector Number: 83/99

Rarity: U

Buffer Piece

Pokémon Tool

Attach Buffer Piece to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

Damage done to the Pokémon Buffer Piece is attached to by an opponent's attack is reduced by 20 (after applying Weakness and Resistance). At the end of your opponent's turn after you played Buffer Piece, discard Buffer Piece.

Illus. Ryo Ueda

Collector Number: 84/99

Rarity: U

Department Store Girl

Supporter

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your deck for up to 3 Pokémon Tool cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

Illus. Kanako Eo

Collector Number: 85/99

Rarity: U

Energy Restore

Trainer

Flip 3 coins. For each heads, put a basic Energy card from your discard pile into your hand. If you don't have that many basic Energy cards in your discard pile, put all of them into your hand.

Illus. Ryo Ueda

Collector Number: 86/99

Rarity: U

Expert Belt

Pokémon Tool

Attach Expert Belt to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

The Pokémon this card is attached to gets +20 HP and that Pokémon's attacks do 20 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance). When the Pokémon this card is attached to is Knocked Out, your opponent takes 1 more Prize card.

Illus. Wataru Kawahara

Collector Number: 87/99

Rarity: U



Lucky Egg

Pokémon Tool

Attach Lucky Egg to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

When the Pokémon this card is attached to is Knocked Out by damage from an opponent's attack, draw cards until you have 7 cards in your hand.

Illus. Nobuyuki Fujimoto

Collector Number: 88/99

Rarity: U

Old Amber

HP: 50

Trainer

Play Old Amber as if it were a {C} Basic Pokémon. (Old Amber counts as a Trainer card as well, but if Old Amber is Knocked Out, this counts as a Knocked Out Pokémon.) Old Amber can't be affected by any Special Conditions and can't retreat. At any time during your turn before your attack, you may discard Old Amber from play. (This doesn't count as a Knocked Out Pokémon.)

[Poké-Body] Hard Amber

As long as Old Amber is on your Bench, prevent all damage done to Old Amber by attacks (both yours and your opponent's).

Illus. Ryo Ueda

Collector Number: 89/99

Rarity: U

Professor Oak's Visit

Supporter

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Draw 3 cards. Then, choose a card from your hand and put it on the bottom of your deck.

Illus. Ken Sugimori

Collector Number: 90/99

Rarity: U

Ultimate Zone

Stadium

This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

During each player's turn, the player may move an Energy card attached to 1 of his or her Benched Pokémon to his or her Active Arceus as often as he or she likes.

Illus. Yusuke Ishikawa

Collector Number: 91/99

Rarity: U



Dome Fossil

HP: 50

Trainer

Play Dome Fossil as if it were a {C} Basic Pokémon. (Dome Fossil counts as a Trainer card as well, but if Dome Fossil is Knocked Out, this counts as a Knocked Out Pokémon.) Dome Fossil can't be affected by any Special Conditions and can't retreat. At any time during your turn before your attack, you may discard Dome Fossil from play. (This doesn't count as a Knocked Out Pokémon.)

[Poké-Body] Rock Reaction

When you attach a {F} Energy card from your hand to Dome Fossil (excluding effects of attacks or Poké-Powers), search your deck for a card that evolves from Dome Fossil and put it onto Dome Fossil (this counts as evolving Dome Fossil). Shuffle your deck afterward.

Illus. Ryo Ueda

Collector Number: 92/99

Rarity: C

Helix Fossil

HP: 50

Trainer

Play Helix Fossil as if it were a {C} Basic Pokémon. (Helix Fossil counts as a Trainer card as well, but if Helix Fossil is Knocked Out, this counts as a Knocked Out Pokémon.) Helix Fossil can't be affected by any Special Conditions and can't retreat. At any time during your turn before your attack, you may discard Helix Fossil from play. (This doesn't count as a Knocked Out Pokémon.)

[Poké-Body] Aqua Reaction

When you attach a {W} Energy card from your hand to Helix Fossil (excluding effects of attacks or Poké-Powers), search your deck for a card that evolves from Helix Fossil and put it onto Helix Fossil (this counts as evolving Helix Fossil). Shuffle your deck afterward.

Illus. Ryo Ueda

Collector Number: 93/99

Rarity: C

Arceus

LV. ×

HP: 120

Pokémon Energy Type: C

Level-Up Pokémon

[Poké-Body] Multitype

Arceus LV.X's type is the same type as its previous Level.

[Poké-Body] Omniscient

Arceus can use the attacks of all Arceus you have in play as its own. (You still need the necessary Energy to use each attack.)

[Arceus Rule]

You may have as many of this card in your deck as you like.

[Level-Up Rule]

Put this card onto your Active Arceus. Arceus LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Shizurow

Retreat Cost: C

Collector Number: 94/99

Rarity: LV.X



Arceus

LV. ×

HP: 120

Pokémon Energy Type: C

Level-Up Pokémon

[Poké-Body] Multitype

Arceus LV.X's type is the same type as its previous Level.

{G}{R}{C}

Meteor Blast 100

Flip a coin. If tails, this attack's base damage is 50 instead of 100.

[Arceus Rule]

You may have as many of this card in your deck as you like.

[Level-Up Rule]

Put this card onto your Active Arceus. Arceus LV.X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Ryo Ueda

Retreat Cost: C

Collector Number: 95/99

Rarity: LV.X

Arceus

LV. ×

HP: 120

Pokémon Energy Type: C

Level-Up Pokémon

[Poké-Body] Multitype

Arceus LV.X's type is the same type as its previous Level.

{L}{P}{C}

Psychic Bolt 100

Discard a {L} Energy and a {P} Energy attached to Arceus.

[Arceus Rule]

You may have as many of this card in your deck as you like.

[Level-Up Rule]

Put this card onto your Active Arceus. Arceus LV.X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Ryo Ueda

Retreat Cost: C

Collector Number: 96/99

Rarity: LV.X



Gengar

LV. ×

HP: 140

Pokémon Energy Type: P

Level-Up Pokémon

[Poké-Power] Level-Down

Once during your turn (before your attack), you may choose 1 of your opponent's Pokémon LV.X. Remove the Level-Up card from that Pokémon and have your opponent shuffle that card into his or her deck. This power can't be used if Gengar is affected by a Special Condition.

{P}{P}{C} **Compound Pain**

This attack does 30 damage to each of your opponent's Pokémon that already has any damage counters on it. (Don't apply Weakness and Resistance for Benched Pokémon.)

[Level-Up Rule]

Put this card onto your Active Gengar. Gengar LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Shizurow

Weakness: {D}×2

Resistance: {C}-20

Retreat Cost: 0

Collector Number: 97/99

Rarity: LV.X

Salamence

LV. ×

HP: 160

Pokémon Energy Type: C

Level-Up Pokémon

[Poké-Power] Double Fall

Once during your turn (before your attack), when you put Salamence LV.X from your hand onto your Active Salamence, you may use this power. For each of your opponent's Pokémon that is Knocked Out by damage from Salamence's attacks, take 1 more Prize card.

{R}{W}{C}{C} **Steam Blast** 100

Discard an Energy attached to Salamence.

[Level-Up Rule]

Put this card onto your Active Salamence. Salamence LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Ryo Ueda

Weakness: {C}×2

Resistance: {F}-20

Retreat Cost: CC

Collector Number: 98/99

Rarity: LV.X



Tangrowth

LV. ×

HP: 130

Pokémon Energy Type: G

Level-Up Pokémon

[Poké-Power] Healing Growth

Once during your turn (before your attack), you may flip a coin. If heads, remove 4 damage counters from 1 of your Pokémon. This power can't be used if Tangrowth is affected by a Special Condition.

{G} Big Growth

Search your discard pile for as many {G} Energy cards as you like and attach them to your Pokémon in any way you like.

[Level-Up Rule]

Put this card onto your Active Tangrowth. Tangrowth LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Ryo Ueda

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: CCC

Collector Number: 99/99

Rarity: LV.X

Arceus

LV. 100

HP: 70

Pokémon Energy Type: D

Basic Pokémon

{D}{C} Prize Count 20+

If you have more Prize cards left than your opponent, this attack does 20 damage plus 60 more damage.

[Arceus Rule]

You may have as many of this card in your deck as you like.

Illus. kawayoo

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: AR1

Rarity: H

Arceus

LV. 100

HP: 90

Pokémon Energy Type: G

Basic Pokémon

{G}{C} Leaf Refresh 30

Remove 3 damage counters from each of your Benched Pokémon.

[Arceus Rule]

You may have as many of this card in your deck as you like.

Illus. Shin Nagasawa

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: CC

Collector Number: AR2

Rarity: H



Arceus

LV. 100

HP: 80

Pokémon Energy Type: R

Basic Pokémon

{R}{C}{C} **Bright Flame** **80**

Flip a coin. If tails, discard 2 Energy attached to Arceus.

[Arceus Rule]

You may have as many of this card in your deck as you like.

Illus. Wataru Kawahara

Weakness: {W}×2

Retreat Cost: C

Collector Number: AR3

Rarity: H

Arceus

LV. 100

HP: 90

Pokémon Energy Type: W

Basic Pokémon

{W}{C}{C} **Fastwave50**

This attack's damage isn't affected by Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

[Arceus Rule]

You may have as many of this card in your deck as you like.

Illus. Kouki Saitou

Weakness: {L}×2

Retreat Cost: CC

Collector Number: AR4

Rarity: H

Arceus

LV. 100

HP: 80

Pokémon Energy Type: C

Basic Pokémon

Ripple Swell

If you have 6 Arceus in play and each of them is a different type, search your deck for up to 6 basic Energy cards. Attach each of those Energy cards to a different Pokémon you have in play. Shuffle your deck afterward.

{C}{C}{C} **Sky Spear**

Choose 1 of your opponent's Pokémon. This attack does 80 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Remove all Energy cards attached to Arceus and put them in the Lost Zone.

[Arceus Rule]

You may have as many of this card in your deck as you like.

Illus. Mitsuhiro Arita

Weakness: {F}×2

Retreat Cost: C

Collector Number: AR5

Rarity: H



Arceus

LV. 100

HP: 70

Pokémon Energy Type: L

Basic Pokémon

{L}{C} **Lightning Turn** **30**

Switch Arceus with 1 of your Benched Pokémon.

[Arceus Rule]

You may have as many of this card in your deck as you like.

Illus. Wataru Kawahara

Weakness: {F}×2

Resistance: {M}-20

Retreat Cost: C

Collector Number: AR6

Rarity: H

Arceus

LV. 100

HP: 80

Pokémon Energy Type: P

Basic Pokémon

{P}{C}{C} **Mind Bend** **40**

The Defending Pokémon is now Confused.

[Arceus Rule]

You may have as many of this card in your deck as you like.

Illus. Kagemaru Himeno

Weakness: {P}×2

Retreat Cost: C

Collector Number: AR7

Rarity: H

Arceus

LV. 100

HP: 80

Pokémon Energy Type: F

Basic Pokémon

{F}{C}{C} **Break Ground** **60**

Does 10 damage to each of your Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

[Arceus Rule]

You may have as many of this card in your deck as you like.

Illus. Hajime Kusajima

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: CC

Collector Number: AR8

Rarity: H



Arceus

LV. 100

HP: 90

Pokémon Energy Type: M

Basic Pokémon

{M}{C}{C}

Metal Barrier 40

Prevent all effects of attacks, including damage, done to Arceus by Pokémon LV.X during your opponent's next turn.

[Arceus Rule]

You may have as many of this card in your deck as you like.

Illus. TOKIYA

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CC

Collector Number: AR9

Rarity: H

Bagon

LV. 15

HP: 50

Pokémon Energy Type: C

Basic Pokémon

[Poké-Body] Star Barrier

As long as Bagon has any Energy attached to it, Bagon has no Weakness.

{C}

Dragon Rage 40

Flip 2 coins. If either of them is tails, this attack does nothing.

Illus. Naoyo Kimura

Weakness: {C}+10

Retreat Cost: C

Collector Number: SH10

Rarity: H

Ponyta

LV. 17

HP: 60

Pokémon Energy Type: R

Basic Pokémon

[Poké-Body] Star Barrier

As long as Ponyta has any Energy attached to it, Ponyta has no Weakness.

{R}{R}

Blue Fire50

Discard all {R} Energy attached to Ponyta.

Illus. Kanako Eo

Weakness: {W}+10

Retreat Cost: C

Collector Number: SH11

Rarity: H



Shinx

LV. 11

HP: 50

Pokémon Energy Type: L

Basic Pokémon

[Poké-Body] Star Barrier

As long as Shinx has any Energy attached to it, Shinx has no Weakness.

{L}

Payback 10+

If your opponent has only 1 Prize card left, this attack does 10 damage plus 30 more damage.

Illus. sui

Weakness: {F}+10

Resistance: {M}-20

Retreat Cost: C

Collector Number: SH12

Rarity: H