

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

RH-LV.X: rare Holo LV.X

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

Deoxys Normal Forme

LV.50

90 HP

Pokémon Type: P

Basic Pokémon

Illus. Kent Kanetsuna

[Poké-Power] Form Change

Once during your turn (before your attack), you may search your deck for any Deoxys and switch it with Deoxys Normal Forme. (Any cards attached to Deoxys Normal Forme, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Deoxys Normal Forme on top of your deck. Shuffle your deck afterward. You can't use more than 1 Form Change Poké-Power each turn.

PC **Energy Crush** 20+

Does 20 damage plus 10 more damage for each Energy attached to all of your opponent's Pokémon.

Weakness: Px2

Retreat Cost: C
Collector Number: 1/146
Rarity: H

Dragonite

LV.61
140 HP
Pokémon Type: C
Stage 2 Pokémon
Evolves from Dragonair
Illus. Mitsuhiro Arita
CCC **Hyper Beam** 40
Flip a coin. If heads, discard an Energy card attached to the Defending Pokémon.
CCCC **Draco Meteor**
Flip a coin for each of your opponent's Pokémon. If that coin flip is heads, this attack does 50 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
Weakness: C+30
Resistance: F-20
Retreat Cost: CCC
Collector Number: 2/146
Rarity: H

Froslass

LV.46
90 HP
Pokémon Type: W
Stage 1 Pokémon
Evolves from Snorunt
Illus. Kagemaru Himeno
P **Destiny Bond**
Discard a {P} Energy attached to Froslass. During your opponent's next turn, if Froslass would be Knocked Out by damage from an attack, the Attacking Pokémon is Knocked Out.
WC **Icy Breath** 40
The Defending Pokémon is now Asleep. Put 1 damage counter on each of your opponent's Benched Pokémon.
Weakness: M+20
Retreat Cost: C
Collector Number: 3/146
Rarity: H

Giratina

LV.52
100 HP
Pokémon Type: P
Basic Pokémon

Illus. Kazuaki Aihara

PC **Shadow Force**

Choose 1 of your opponent's Benched Pokémon. This attack does 20 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Flip a coin. If heads, prevent all effects of an attack, including damage, done to Giratina during your opponent's next turn.

PPCC **Brutal Edge** 50+

Does 50 damage plus 10 more damage for each damage counter on the Defending Pokémon.

Weakness: Dx2

Resistance: C-20

Retreat Cost: CCC

Collector Number: 4/146

Rarity: H

Gliscor

LV.42

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Gligar

Illus. Kent Kanetsuna

-- **Burning Poison**

Choose either Burned or Poisoned. The Defending Pokémon is now affected by that Special Condition. You may return Gliscor and all cards attached to it to your hand.

FC **Pester** 40+

If the Defending Pokémon is affected by a Special Condition, this attack does 40 damage plus 40 more damage.

Weakness: W+20

Resistance: F-20

Retreat Cost: C

Collector Number: 5/146

Rarity: H

Heatran

LV.47

100 HP

Pokémon Type: R

Basic Pokémon

Illus. Kent Kanetsuna

[Poké-Power] Flash Fire

Once during your turn (before your attack), you may move a {R} Energy attached to 1 of your Pokémon to Heatran. This power can't be used if Heatran is affected by a Special Condition.

RRCC **Magma Storm** 40+

You may discard as many basic Energy cards as you like attached to Heatran. If you do, this attack does 40 damage plus 20 more damage for each Energy card you discarded.

Weakness: Wx2

Retreat Cost: CCCC

Collector Number: 6/146

Rarity: H

Kingdra

LV.52

130 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Seadra

Illus. Mitsuhiro Arita

-- **Aqua Stream** 10x

Search your discard pile for as many {W} Energy cards as you like, show them to your opponent, and this attack does 10 damage for each {W} Energy card you chose. Put those cards on top of your deck. Shuffle your deck afterward.

W Dragon Pump 40+

You may discard 2 cards from your hand. If you do, this attack does 40 damage plus 20 more damage and does 20 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: L+30

Retreat Cost: C

Collector Number: 7/146

Rarity: H

Luxray

LV.51

120 HP

Pokémon Type: L

Stage 2 Pokémon

Evolves from Luxio

Illus. Mitsuhiro Arita

[Poké-Body] Rivalry

If your opponent has any Pokémon LV.X in play, each of Luxray's attacks does 50 more damage to the Active Pokémon (before applying Weakness and Resistance).

CC Plasma 40

Search your discard pile for a {L} Energy card and attach it to Luxray.

LLC Shock Bolt 100

Discard all {L} Energy attached to Luxray.

Weakness: F+30

Resistance: M-20

Retreat Cost: 0

Collector Number: 8/146

Rarity: H

Mamoswine

LV.54

140 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Piloswine

Illus. Kouki Saitou

WCC Ice Fang 40

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

FCCC Charge Through 60+

You may do 60 damage plus 40 more damage and 40 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) If you do, Mamoswine does 40 damage to itself.

Weakness: M+40

Resistance: L-20

Retreat Cost: CCCC

Collector Number: 9/146

Rarity: H

Metagross

LV.58

120 HP

Pokémon Type: M

Stage 2 Pokémon

Evolves from Metang

Illus. Kent Kanetsuna

[Poké-Power] Magnetic Reversal

Once during your turn (before your attack), you may flip a coin. If heads, switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. This power can't be used if Metagross is affected by a Special Condition.

MCC Extra Comet Punch 50

During your next turn, Metagross's Extra Comet Punch attack's base damage is 100.

Weakness: R+30

Resistance: P-20

Retreat Cost: CCC

Collector Number: 10/146

Rarity: H

Mewtwo

LV.42

80 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

C Hypnoblast 10

The Defending Pokémon is now Asleep.

PCC Psychic 40+

Does 40 damage plus 10 more damage for each Energy attached to the Defending Pokémon.

Weakness: P+20

Retreat Cost: CC

Collector Number: 11/146

Rarity: H

Politoed

LV.49

120 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Poliwhirl

Illus. Masakazu Fukuda

[Poké-Body] Happy Sign

If you have Poliwhirl, Poliwhirl, and Poliwrath in play, each of these Pokémon's attacks does 60 more damage to the Defending Pokémon (before applying Weakness and Resistance).

WC **Frog Jump** 40+

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

Weakness: G+30

Retreat Cost: C

Collector Number: 12/146

Rarity: H

Probopass

LV.46

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Nosepass

Illus. Kent Kanetsuna

[Poké-Body] Steel Coating

Any damage done to Probopass by your opponent's attacks is reduced by 10 for each {M} Energy attached to Probopass (after applying Weakness and Resistance). You can't reduce more than 20 damage in this way.

FCC **Metal Bomber** 60

Choose a number of your opponent's Benched Pokémon up to the amount of {M} Energy attached to Probopass. This attack does 20 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: W+20

Retreat Cost: CCC

Collector Number: 13/146

Rarity: H

Rayquaza

LV.56

100 HP

Pokémon Type: C

Basic Pokémon

Illus. Kent Kanetsuna

[Poké-Power] Speed Gain

Once during your turn (before your attack), you may flip a coin until you get tails. For each heads, search your discard pile for a basic {R} Energy card or a basic {L} Energy card and attach it to Rayquaza. This power can't be used if Rayquaza is affected by a Special Condition. You can't use more than 1 Speed Gain Poké-Power each turn.

RRL Sky Judgment 150

Discard all Energy attached to Rayquaza.

Weakness: Cx2

Resistance: F-20

Retreat Cost: CCC

Collector Number: 14/146

Rarity: H

Regigigas

LV.52

120 HP

Pokémon Type: C

Basic Pokémon

Illus. Ryo Ueda

[Poké-Body] Slow Start

Regigigas can't attack until your opponent has 3 or less Prize cards left.

WFMC Crush Grip 120

If the Defending Pokémon already has any damage counters on it, this attack's base damage is 40 instead of 120.

Weakness: Fx2

Retreat Cost: CCCC

Collector Number: 15/146

Rarity: H

Spiritomb

LV.44

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Ryo Ueda

[Poké-Power] Curse Breath

Once during your turn, when you put Spiritomb from your hand onto your Bench, you may put 1 damage counter on all Pokémon that already have any damage counters on them (both yours and your opponent's). You can't use more than 1 Curse Breath Poké-Power each turn.

P Transfer Pain

Move 1 damage counter from 1 of your Pokémon to 1 of your opponent's Pokémon.

Resistance: C-20

Retreat Cost: CC
Collector Number: 16/146
Rarity: H

Yanmega

LV.47
90 HP
Pokémon Type: G
Stage 1 Pokémon
Evolves from Yanma
Illus. Kent Kanetsuna
-- **Sonic Wave** 10

Does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon.

GGCC Pursue and Turn 60+

If the Defending Pokémon already has 2 or more damage counters on it, this attack does 60 damage plus 20 more damage and switch Yanmega with 1 of your Benched Pokémon.

Weakness: L+20
Resistance: F-20
Retreat Cost: 0
Collector Number: 17/146
Rarity: H

Armaldo

LV.52
140 HP
Pokémon Type: F
Stage 2 Pokémon
Evolves from Anorith
Illus. Kazuaki Aihara
[Poké-Body] Fossil Armor

If Armaldo would be damaged by an attack, prevent that attack's damage done to Armaldo if that damage is 60 or less.

FFC Crush Claw 60

During your next turn, if an attack does damage to the Defending Pokémon (after applying Weakness and Resistance), that attack does 40 more damage.

Weakness: G+30
Retreat Cost: CC
Collector Number: 18/146
Rarity: R

Azelf

LV.55
70 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

[Poké-Power] Time Walk

Once during your turn, when you put Azelf from your hand onto your Bench, you may look at all of your face-down Prize cards. If you do, you may choose 1 Pokémon you find there, show it to your opponent, and put it into your hand. Then, choose 1 card in your hand and put it as a Prize card face down.

P Lock Up 20

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

Weakness: P+20

Retreat Cost: C

Collector Number: 19/146

Rarity: R

Bellossom

LV.38

100 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Gloom

Illus. Atsuko Nishida

G Parallel Gain 30

Remove 1 damage counter from each of your Pokémon.

GC Blend Pollen 40+

Does 40 damage plus 20 more damage for each Vileplume and each Bellossom you have in play. Flip a coin. If heads, the Defending Pokémon is now Burned.

Weakness: R+30

Resistance: W-20

Retreat Cost: C

Collector Number: 20/146

Rarity: R

Cradily

LV.49

120 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Lileep

Illus. Masakazu Fukuda

G Drain Down 30

Before doing damage, you may switch 1 of the Defending Pokémon with 1 of your opponent's Benched Pokémon. If you do, this attack does 30 damage to the new Defending Pokémon. If the Defending Pokémon would be Knocked Out by this attack, you may remove all damage counters from Cradily.

GCC Acid 50

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

Weakness: R+30
Retreat Cost: CCC
Collector Number: 21/146
Rarity: R

Crawdaunt

LV.32
90 HP
Pokémon Type: W
Stage 1 Pokémon
Evolves from Corphish
Illus. Mitsuhiro Arita

WC **Griphrow**

Flip a coin. If heads, your opponent returns the Defending Pokémon and all cards attached to it to his or her hand.

WCC **Prop-up Pinchers** 50+

If Crawdaunt has a Technical Machine card attached to it, this attack does 50 damage plus 30 more damage.

Weakness: L+20
Resistance: P-20
Retreat Cost: CC
Collector Number: 22/146
Rarity: R

Delcatty

LV.46
80 HP
Pokémon Type: C
Stage 1 Pokémon
Evolves from Skitty
Illus. Kagemaru Himeno

[Poké-Body] **Attracting Body**

If Delcatty is your Active Pokémon and is damaged by an opponent's attack (even if Delcatty is Knocked Out), flip a coin. If heads, the Defending Pokémon is now Confused. **C Energy Assist** 30
Search your discard pile for a basic Energy card and attach it to 1 of your Benched Pokémon.

Weakness: F+20
Retreat Cost: C
Collector Number: 23/146
Rarity: R

Deoxys Attack Forme

LV.50
80 HP
Pokémon Type: P
Basic Pokémon

Illus. Kent Kanetsuna

[Poké-Power] Form Change

Once during your turn (before your attack), you may search your deck for any Deoxys and switch it with Deoxys Attack Forme. (Any cards attached to Deoxys Attack Forme, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Deoxys Attack Forme on top of your deck. Shuffle your deck afterward. You can't use more than 1 Form Change Poké-Power each turn.

PPC Psychic Boost 80

During your next turn, Deoxys's Psychic Boost attack's base damage is 20.

Weakness: Px2

Retreat Cost: CC

Collector Number: 24/146

Rarity: R

Deoxys Defense Forme

LV.50

100 HP

Pokémon Type: P

Basic Pokémon

Illus. Kazuaki Aihara

[Poké-Power] Form Change

Once during your turn (before your attack), you may search your deck for any Deoxys and switch it with Deoxys Defense Forme. (Any cards attached to Deoxys Defense Forme, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Deoxys Defense Forme on top of your deck. Shuffle your deck afterward. You can't use more than 1 Form Change Poké-Power each turn.

PCC Psychic Defense 40

During your opponent's next turn, prevent all effects of an attack, and any damage done to Deoxys by attacks is reduced by 20 (after applying Weakness and Resistance).

Weakness: Px2

Retreat Cost: CC

Collector Number: 25/146

Rarity: R

Deoxys Speed Forme

LV.50

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Kazuaki Aihara

[Poké-Power] Form Change

Once during your turn (before your attack), you may search your deck for any Deoxys and switch it with Deoxys Speed Forme. (Any cards attached to Deoxys Speed Forme, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Deoxys Speed Forme on top of your deck. Shuffle your deck afterward. You can't use more than 1 Form Change Poké-Power each turn.

CC Speed Shot

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.

Weakness: Px2

Retreat Cost: 0

Collector Number: 26/146

Rarity: R

Ditto

LV.33

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

[Poké-Body] Ditto DNA

As long as Ditto is your Active Pokémon, its maximum HP is the same as your opponent's Active Pokémon. Ditto can use the attacks of that Pokémon as its own. (You still need the necessary Energy to use each attack.)

Weakness: F+20

Retreat Cost: C

Collector Number: 27/146

Rarity: R

Forretress

LV.43

90 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Pineco

Illus. Kent Kanetsuna

[Poké-Body] Iron Shell

Whenever you attach a basic Energy card from your hand to Forretress (excluding effects of attacks), flip a coin. If tails, put 2 damage counters on each Pokémon (both yours and your opponent's) (excluding any Forretress).

MMCC Explosion 100

Forretress does 40 damage to itself.

Weakness: R+20

Resistance: P-20

Retreat Cost: CC

Collector Number: 28/146

Rarity: R

Groudon

LV.45

100 HP

Pokémon Type: F

Basic Pokémon

Illus. Kazuaki Aihara

-- **Drought**

Choose up to 2 basic {F} Energy cards from your hand and attach them to 1 of your Pokémon.

FFC Major Earthquake 100

Discard 2 {F} Energy attached to Groudon and this attack does 10 damage to each of your Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: Gx2

Resistance: L-20

Retreat Cost: CCC

Collector Number: 29/146

Rarity: R

Heatran

LV.45

100 HP

Pokémon Type: M

Basic Pokémon

Illus. Kouki Saitou

[Poké-Power] Smelt

Once during your turn (before your attack), you may move a {M} Energy attached to 1 of your Pokémon to Heatran. This power can't be used if Heatran is affected by a Special Condition.

CCC Heavy Metal 40+

Flip a coin for each {M} Energy attached to Heatran. This attack does 40 damage plus 20 more damage for each heads.

Weakness: Wx2

Retreat Cost: CCC

Collector Number: 30/146

Rarity: R

Jirachi

LV.42

70 HP

Pokémon Type: M

Basic Pokémon

Illus. Satoshi Ohta

-- **One Desire**

Search your deck for any 1 card. Shuffle your deck, then put that card on top of your deck. **MM Doom Desire**

Discard all Energy attached to Jirachi. The Defending Pokémon is Knocked Out at the end of your opponent's next turn.

Weakness: R+20

Resistance: P-20

Retreat Cost: C

Collector Number: 31/146

Rarity: R

Kyogre

LV.47

100 HP

Pokémon Type: W

Basic Pokémon

Illus. Kent Kanetsuna

-- **Drizzle**

Choose up to 2 basic {W} Energy cards from your hand and attach them to 1 of your Pokémon.

WWC **High Tide** 60

Discard 2 {W} Energy attached to Kyogre. This attack does 20 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: Lx2

Retreat Cost: CCC

Collector Number: 32/146

Rarity: R

Lopunny

LV.37

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Buneary

Illus. Kouki Saitou

[Poké-Body] Healing Tail

As long as Lopunny is your Active Pokémon, remove 1 damage counter from each of your Benched Pokémon between turns.

-- **Collect**

Draw 3 cards.

CC **Cross-Cut** 30+

If the Defending Pokémon is an Evolved Pokémon, this attack does 30 damage plus 30 more damage.

Weakness: F+20

Retreat Cost: C

Collector Number: 33/146

Rarity: R

Mesprit

LV.55

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

[Poké-Power] Psychic Bind

Once during your turn, when you put Mesprit from your hand onto your Bench, you may use this power. Your opponent can't use any Poké-Powers on his or her Pokémon during your opponent's next turn.

PP Extrasensory 20+

If you have the same number of cards in your hand as your opponent, this attack does 20 damage plus 50 more damage.

Weakness: P+20

Retreat Cost: C

Collector Number: 34/146

Rarity: R

Poliwrath

LV.46

130 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Poliwhirl

Illus. Mitsuhiro Arita

F Focus Punch 60

If Poliwrath was damaged by an attack during your opponent's last turn, this attack does nothing.

FCC Submission 90

Poliwrath does 20 damage to itself.

Weakness: L+30

Retreat Cost: CC

Collector Number: 35/146

Rarity: R

Regice

LV.43

90 HP

Pokémon Type: W

Basic Pokémon

Illus. Kazuaki Aihara

[Poké-Power] Regi Move

Once during your turn (before your attack), you may use this power. Discard 2 cards from your hand and choose 1 of your opponent's Active Pokémon that isn't an Evolved Pokémon. Your opponent switches that Pokémon with 1 of his or her Benched Pokémon. This power can't be used if Regice is affected by a Special Condition.

WWC Ice Reflect 50

If Regice was damaged by an attack during your opponent's last turn, the Defending Pokémon is now Paralyzed.

Weakness: Mx2

Retreat Cost: CCC

Collector Number: 36/146

Rarity: R

Regigigas

LV.48

100 HP

Pokémon Type: C

Basic Pokémon

Illus. Kouki Saitou

[Poké-Body] Recover Mechanism

When you attach an Energy card from your hand to Regigigas, remove all Special Conditions from Regigigas.

CCC Gigaton Punch 60+

Flip a coin. If heads, this attack does 60 damage plus 20 more damage and does 20 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: Fx2

Retreat Cost: CCCC

Collector Number: 37/146

Rarity: R

Regirock

LV.51

90 HP

Pokémon Type: F

Basic Pokémon

Illus. Kazuaki Aihara

[Poké-Power] Regi Cycle

Once during your turn (before your attack), if you have a {F} Energy card in your discard pile, you may discard 2 cards from your hand. Then, attach a {F} Energy card from your discard pile to Regirock. This power can't be used if Regirock is affected by a Special Condition.

FFC Stone Edge 40+

Flip a coin. If heads, this attack does 40 damage plus 30 more damage.

Weakness: Wx2

Retreat Cost: CCC

Collector Number: 38/146

Rarity: R

Registeel

LV.50

90 HP

Pokémon Type: M

Basic Pokémon

Illus. Kazuaki Aihara

[Poké-Power] Regi Heal

Once during your turn (before your attack), you may discard 2 cards from your hand. Then, remove 3 damage counters from Registeel. This power can't be used if Registeel is affected by a Special Condition.

MCC Rotating Claws 50

You may discard an Energy card attached to Registeel. If you do, search your discard pile for an Energy card (excluding the one you discarded) and attach it to Registeel.

Weakness: Rx2

Resistance: P-20

Retreat Cost: CCCC

Collector Number: 39/146

Rarity: R

Shedinja

LV.34

60 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Nincada

Illus. Kouki Saitou

[Poké-Power] Resent

Once during your opponent's turn, if Shedinja would be Knocked Out by damage from an attack, you may put 4 damage counters on the Attacking Pokémon and each of your opponent's Pokémon that has the same name as the Attacking Pokémon.

C Curse and Deceive

Put 3 damage counters on the Defending Pokémon. If Shedinja has any damage counters on it, the Defending Pokémon is now Confused.

Retreat Cost: 0

Collector Number: 40/146

Rarity: R

Torkoal

LV.32

80 HP

Pokémon Type: R

Basic Pokémon

Illus. Midori Harada

[Poké-Body] White Smoke

As long as Torkoal is your Active Pokémon, prevent all effects, including damage, done to your Benched Pokémon by your opponent's attacks.

RC Black Soot 30

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

Weakness: W+20

Retreat Cost: CC

Collector Number: 41/146

Rarity: R

Unown !

LV.16

50 HP

Pokémon Type: P
Basic Pokémon
Illus. Kent Kanetsuna

[Poké-Power] !

Once during your turn, when you put Unown ! from your hand onto your Bench, you may flip a coin. If heads, put 2 damage counters on 1 of your opponent's Pokémon. If tails, put 2 damage counters on 1 of your Pokémon.

P Hidden Power 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage. If tails, Unown ! does 10 damage to itself, and this attack's damage isn't affected by Weakness or Resistance.

Weakness: P+10

Retreat Cost: C

Collector Number: 42/146

Rarity: R

Uxie

LV.55

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

[Poké-Power] Set Up

Once during your turn, when you put Uxie from your hand onto your Bench, you may draw cards until you have 7 cards in your hand.

C Psychic Restore 20

You may put Uxie and all cards attached to it on the bottom of your deck in any order.

Weakness: P+20

Retreat Cost: C

Collector Number: 43/146

Rarity: R

Victreebel

LV.40

120 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Weepinbell

Illus. Kouki Saitou

-- **Burning Scent**

The Defending Pokémon is now Burned and Poisoned. Before applying these effects, you may switch 1 of the Defending Pokémon with 1 of your opponent's Benched Pokémon. The new Defending Pokémon is now Burned and Poisoned.

GGC Energy Dissolve 60

Discard an Energy attached to the Defending Pokémon at the end of your opponent's next turn.

Weakness: R+30

Retreat Cost: CCC

Collector Number: 44/146

Rarity: R

Vileplume

LV.41

120 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Gloom

Illus. Kagemaru Himeno

[Poké-Power] Energy Reaction

Once during your turn (before your attack), when you attach a {G} or {P} Energy card from your hand to Vileplume (excluding effects of attacks or Poké-Powers), you may use this power. If you attach a {G} Energy card, the Defending Pokémon is now Asleep. If you attach a {P} Energy card, the Defending Pokémon is now Poisoned. This power can't be used if Vileplume is affected by a Special Condition.

PCC Disturbing Pollen 60

Flip a coin. If heads, your opponent can't play any Trainer, Supporter, or Stadium cards from his or her hand during your opponent's next turn.

Weakness: P+30

Retreat Cost: CC

Collector Number: 45/146

Rarity: R

Anorith

LV.29

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Claw Fossil

Illus. Kouki Saitou

C Guard Claw 20

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

FC X-Scissor 30+

Flip a coin. If heads, this attack does 30 damage plus 20 more damage.

Weakness: G+20

Retreat Cost: C

Collector Number: 46/146

Rarity: U

Camerupt

LV.41

100 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Numel

Illus. Kagemaru Himeno

RC Eruption 30+

Each player discards the top card of his or her deck. This attack does 30 damage plus 30 more damage for each Energy card discarded in this way.

RCC Take Down 80

Camerupt does 20 damage to itself.

Weakness: W+20

Retreat Cost: CCC

Collector Number: 47/146

Rarity: U

Castform

LV.35

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Kanako Eo

[Poké-Power] Temperament

Once during your turn (before your attack), you may search your deck for any Castform and switch it with Castform. (Any cards attached to Castform, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Castform on top of your deck. Shuffle your deck afterward. You can't use more than 1 Temperament Poké-Power each turn.

CC Weather Ball 30+

If you have a Stadium card in play, remove 3 damage counters from Castform. If your opponent has a Stadium card in play, this attack does 30 damage plus 30 more damage.

Weakness: F+10

Retreat Cost: C

Collector Number: 48/146

Rarity: U

Castform Rain Form

LV.35

70 HP

Pokémon Type: W

Basic Pokémon

Illus. Emi Yoshida

[Poké-Power] Temperament

Once during your turn (before your attack), you may search your deck for any Castform and switch it with Castform Rain Form. (Any cards attached to Castform Rain Form, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) Shuffle Castform Rain Form back into your deck. You can't use more than 1 Temperament Poké-Power each turn.

WC Water Pulse 30

The Defending Pokémon is now Asleep.

Weakness: L+10

Retreat Cost: C

Collector Number: 49/146

Rarity: U

Castform Snow-cloud Form

LV.35

70 HP

Pokémon Type: W

Basic Pokémon

Illus. Saya Tsuruta

[Poké-Power] Temperament

Once during your turn (before your attack), you may search your deck for any Castform and switch it with Castform Snow-cloud Form. (Any cards attached to Castform Snow-cloud Form, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) Shuffle Castform Snow-cloud Form back into your deck. You can't use more than 1 Temperament Poké-Power each turn.

CC Hailstone

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

Weakness: M+10

Retreat Cost: C

Collector Number: 50/146

Rarity: U

Castform Sunny Form

LV.35

70 HP

Pokémon Type: R

Basic Pokémon

Illus. Lee HyunJung

[Poké-Power] Temperament

Once during your turn (before your attack), you may search your deck for any Castform and switch it with Castform Sunny Form. (Any cards attached to Castform Sunny Form, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) Shuffle Castform Sunny Form back into your deck. You can't use more than 1 Temperament Poké-Power each turn.

RC Ember 40

Discard a {R} Energy attached to Castform Sunny Form.

Weakness: W+10

Retreat Cost: C

Collector Number: 51/146

Rarity: U

Dragonair

LV.31

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Dratini

Illus. Suwama Chiaki

CC Wrap 20

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

CCC Rising Lunge 30+

Flip a coin. If heads, this attack does 30 damage plus 20 more damage.

Weakness: C+20

Retreat Cost: C

Collector Number: 52/146

Rarity: U

Drifblim

LV.43

90 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Drifloon

Illus. Ken Sugimori

P Expand 30

During your opponent's next turn, any damage done to Drifblim by attacks is reduced by 10 (after applying Weakness and Resistance).

CCC Whirlwind 60

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

Weakness: D+20

Resistance: C-20

Retreat Cost: 0

Collector Number: 53/146

Rarity: U

Exeggutor

LV.43

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Exeggcute

Illus. Ken Sugimori

-- **Psychic Strategy**

Each player counts the number of cards in his or her opponent's hand. Each player shuffles his or her hand into his or her deck. Then, each player draws a number of cards equal to the number of cards his or her opponent had.

P Super Eggsplosion 50x

Discard as many Energy cards as you like attached to your Pokémon. For each Energy card you discarded, flip a coin. This attack does 50 damage times the number of heads.

Weakness: P+20

Retreat Cost: C

Collector Number: 54/146

Rarity: U

Gliscor

LV.44

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Gligar

Illus. Ken Sugimori

F **Poison Jab** 20

The Defending Pokémon is now Poisoned.

CC **Sharp Tail** 30+

Flip a coin. If heads, this attack does 30 damage plus 40 more damage.

Weakness: W+20

Resistance: F-20

Retreat Cost: C

Collector Number: 55/146

Rarity: U

Grumpig

LV.36

90 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Spoink

Illus. Masakazu Fukuda

-- **Magical Step**

The Defending Pokémon is now Confused. Put 6 damage counters instead of 3 on the Confused Pokémon.

PC **Grind** 20x

Does 20 damage times the amount of Energy attached to Grumpig.

Weakness: P+20

Retreat Cost: CC

Collector Number: 56/146

Rarity: U

Houndoom

LV.45

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Houndour

Illus. Kouki Saitou

[Poké-Body] **Revenge Fang**

If you have less Benched Pokémon than your opponent, each of Houndoom's attacks does 40 more damage to the Active Pokémon (before applying Weakness and Resistance).

C Burning Sensation 20

If the Defending Pokémon already has any damage counters on it, the Defending Pokémon is now Burned.

RR Bright Flame 60

Flip a coin. If tails, discard 2 {R} Energy attached to Houndoom.

Weakness: W+20

Retreat Cost: C

Collector Number: 57/146

Rarity: U

Lanturn

LV.39

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Chinchou

Illus. Masakazu Fukuda

CC Strong Current 20

Move an Energy card attached to the Defending Pokémon to another of your opponent's Pokémon.

WL Confuse Ray 40

The Defending Pokémon is now Confused.

Weakness: G+20

Retreat Cost: C

Collector Number: 58/146

Rarity: U

Lanturn

LV.43

90 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Chinchou

Illus. Kouki Saitou

L Energy Split

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

LCC Aqua Bolt 60+

Does 60 damage plus 10 more damage for each {W} Energy attached to Lanturn.

Weakness: F+20

Retreat Cost: CC

Collector Number: 59/146

Rarity: U

Ledian

LV.60

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Ledyba

Illus. Midori Harada

C Comet Punch 20x

Flip 4 coins. This attack does 20 damage times the number of heads.

GG Baton Pass 50

You may switch Ledian with 1 of your Benched Pokémon. If you do, move as many Energy cards attached to Ledian as you like to the new Active Pokémon.

Weakness: R+20

Resistance: F-20

Retreat Cost: C

Collector Number: 60/146

Rarity: U

Lucario

LV.35

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Riolu

Illus. Naoyo Kimura

F Focus Blast

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

FFC Spike Lariat 60+

If the Defending Pokémon already has any damage counters on it, this attack does 60 damage plus 20 more damage.

Weakness: P+20

Retreat Cost: C

Collector Number: 61/146

Rarity: U

Luxio

LV.23

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Shinx

Illus. Naoyo Kimura

LC Spark 30

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

LCC **Thunderous Claw** 70

Flip a coin. If tails, discard all {L} Energy attached to Luxio.

Weakness: F+20

Resistance: M-20

Retreat Cost: C

Collector Number: 62/146

Rarity: U

Marowak

LV.30

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Cubone

Illus. Ken Sugimori

C **Heavy Bone** 40

Flip a coin. If tails, Marowak can't use Heavy Bone during your next turn.

FF **Bone Rush** 50x

Flip a coin until you get tails. This attack does 50 damage times the number of heads.

Weakness: W+20

Resistance: L-20

Retreat Cost: CC

Collector Number: 63/146

Rarity: U

Metang

LV.24

80 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Beldum

Illus. Midori Harada

CC **Agility** 20

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

MCC **Metal Claw** 50

Weakness: R+20

Resistance: P-20

Retreat Cost: CC

Collector Number: 64/146

Rarity: U

Metang

LV.22

80 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Beldum

Illus. Masakazu Fukuda

MC Psyshock 20

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

MCC Bullet Punch 40+

Flip 2 coins. This attack does 40 damage plus 20 more damage for each heads.

Weakness: R+20

Resistance: P-20

Retreat Cost: CC

Collector Number: 65/146

Rarity: U

Mightyena

LV.42

90 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Poochyena

Illus. Masakazu Fukuda

D Bite On 30

If the Defending Pokémon isn't an Evolved Pokémon, that Pokémon can't attack, retreat, or use any Poké-Powers during your opponent's next turn.

CC Pick On 10x

Does 10 damage times the number of Pokémon you have in play.

Weakness: F+20

Resistance: P-20

Retreat Cost: C

Collector Number: 66/146

Rarity: U

Ninjask

LV.42

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Nincada

Illus. Ken Sugimori

[Poké-Power] Cast-off Shell

Once during your turn, when you play Ninjask from your hand to evolve 1 of your Pokémon and if your Bench isn't full, you may put Shedinja onto your Bench as a Basic Pokémon from your hand or your discard pile.

G Chip Off 30

If your opponent has 6 or more cards in his or her hand, discard a number of cards without looking until your opponent has 5 cards left in his or her hand.

Weakness: R+20

Resistance: F-20

Retreat Cost: 0

Collector Number: 67/146

Rarity: U

Persian

LV.32

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Meowth

Illus. Ken Sugimori

CC Feint Attack

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.

CC Fasten Claws 40+

Flip a coin. If heads, this attack does 40 damage plus 10 more damage.

Weakness: F+20

Retreat Cost: 0

Collector Number: 68/146

Rarity: U

Piloswine

LV.35

100 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Swinub

Illus. Midori Harada

FC Charge Dash 30+

You may do 30 damage plus 30 more damage. If you do, Piloswine does 30 damage to itself.

WCCC Icy Wind 60

The Defending Pokémon is now Asleep.

Weakness: M+20

Resistance: L-20

Retreat Cost: CCC

Collector Number: 69/146

Rarity: U

Seadra

LV.35

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Horsea

Illus. Atsuko Nishida

W Aqua Pump 30+

You may discard up to 2 {W} Energy cards from your hand. If you do, this attack does 30 damage plus 10 more damage for each Energy card you discarded.

WWC Waterfall 50

Weakness: L+20

Retreat Cost: C

Collector Number: 70/146

Rarity: U

Starmie

LV.39

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Staryu

Illus. Kouki Saitou

W Star Boomerang 30

You may return Starmie and all cards attached to it to your hand.

P Core Flash

Choose 1 of your opponent's Pokémon that has any Poké-Powers or Poké-Bodies. This attack does 50 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: L+20

Retreat Cost: 0

Collector Number: 71/146

Rarity: U

Swalot

LV.35

90 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Gulpin

Illus. Midori Harada

PC Swallow Up 30

Before doing damage, count the remaining HP of the Defending Pokémon and Swalot. If the Defending Pokémon has fewer remaining HP than Swalot's, this attack does 80 damage instead.

PPC Gunk Shot 60

The Defending Pokémon is now Poisoned.

Weakness: P+20

Retreat Cost: CC

Collector Number: 72/146

Rarity: U

Swellow

LV.30

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Taillow

Illus. Suwama Chiaki

[Poké-Body] Big Wing

If Swellow has no Energy attached to it, Swellow's Retreat Cost is 0.

CC Mach Descent 30

If you played Swellow from your hand during this turn, this attack's base damage is 60 instead of 30.

Weakness: L+20

Resistance: F-20

Retreat Cost: C

Collector Number: 73/146

Rarity: U

Tauros

LV.26

80 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

CC Herd Charge 20x

Flip a coin for each Tauros you have in play. This attack does 20 damage times the number of heads.

CCC Thrash 40+

Flip a coin. If heads, this attack does 40 damage plus 20 more damage. If tails, Tauros does 10 damage to itself.

Weakness: F+20

Retreat Cost: CC

Collector Number: 74/146

Rarity: U

Tentacruel

LV.37

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Tentacool

Illus. Kouki Saitou

-- **Tentacle Strike**

Search your opponent's discard pile for up to 2 Energy cards and attach them to any of your opponent's Pokémon in any way you like. For each Energy card attached in this way, this attack does 20 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

WCC Dangerous Poison 60

If Tentacruel has less Energy attached to it than the Defending Pokémon, the Defending Pokémon is now Paralyzed and Poisoned.

Weakness: L+20

Retreat Cost: C

Collector Number: 75/146

Rarity: U

Unown J

LV.12

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kent Kanetsuna

[Poké-Power] JUNK

Once during your turn, when you put Unown J from your hand onto your Bench, you may flip a coin. If heads, search your discard pile for a Trainer card, show it to your opponent, and put it into your hand.

P Hidden Power 10

Remove the Special Condition Asleep from the Defending Pokémon.

Weakness: P+10

Retreat Cost: C

Collector Number: 76/146

Rarity: U

Unown R

LV.16

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Kent Kanetsuna

[Poké-Power] RETIRE

Once during your turn, if Unown R is on your Bench, you may discard Unown R and all cards attached to it. (This doesn't count as a Knocked Out Pokémon.) Then, draw a card.

-- **Hidden Power**

Move any number of basic Energy cards attached to your Pokémon to your other Pokémon in any way you like.

Weakness: P+10

Retreat Cost: C

Collector Number: 77/146

Rarity: U

Unown U

LV.15

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kent Kanetsuna

[Poké-Body] UNSEEN

As long as Unown U is on your Bench, prevent all effects of attacks, including damage, done by your opponent's Pokémon to any Unown on your Bench.

C Hidden Power

Search your deck for any 1 card and discard it. Shuffle your deck afterward.

Weakness: P+10

Retreat Cost: C

Collector Number: 78/146

Rarity: U

Unown V

LV.17

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Kent Kanetsuna

[Poké-Power] VACATION

Once during your turn (before your attack), you may remove 2 damage counters from each of your Pokémon. If you do, your turn ends. This power can't be used if Unown V is affected by a Special Condition.

P Hidden Power 30

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

Weakness: P+10

Retreat Cost: C

Collector Number: 79/146

Rarity: U

Unown W

LV.21

90 HP

Pokémon Type: P

Basic Pokémon

Illus. Kazuaki Aihara

[Poké-Body] WALL

As long as Unown W is your Active Pokémon, any damage done to your Pokémon by an opponent's attack is reduced by 10 (after applying Weakness and Resistance).

PCC Hidden Power 50

Draw a card.

Weakness: P+30

Retreat Cost: CCC

Collector Number: 80/146

Rarity: U

Unown Y

LV.15

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kazuaki Aihara

[Poké-Power] YAWN

Once during your turn (before your attack), if Unown Y is on your Bench, you may remove 1 damage counter from 1 of your Active Unown and that Unown is now Asleep. CC **Hidden Power**

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

Shuffle your deck afterward.

Weakness: P+10

Retreat Cost: C

Collector Number: 81/146

Rarity: U

Unown ?

LV.18

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Kazuaki Aihara

[Poké-Power] ?

Once during your turn (before your attack), if Unown ? is on your Bench, you may choose a Pokémon in your hand and put it face down. Your opponent guesses a type of that Pokémon. Reveal that card. If your opponent guessed wrong, draw a card. Then, put that card back into your hand.

-- **Hidden Power**

Discard up to 2 cards from your hand. For each card you discarded, draw a card.

Weakness: P+10

Retreat Cost: C

Collector Number: 82/146

Rarity: U

Beldum

LV.9

50 HP

Pokémon Type: M

Basic Pokémon

Illus. Sumiyoshi Kizuki

[Poké-Power] Metal Chain

Once during your turn (before your attack), when you attach a {M} Energy card from your hand to Beldum (excluding effects of attacks or Poké-Powers), you may search your deck for Beldum and put it

onto your Bench. Shuffle your deck afterward. This power can't be used if Beldum is affected by a Special Condition.

MC Take Down 30

Beldum does 10 damage to itself.

Weakness: R+10

Resistance: P-20

Retreat Cost: CC

Collector Number: 83/146

Rarity: C

Beldum

LV.7

50 HP

Pokémon Type: M

Basic Pokémon

Illus. Masakazu Fukuda

C Allure

Draw a card.

MC Tackle 20

Weakness: R+10

Resistance: P-20

Retreat Cost: C

Collector Number: 84/146

Rarity: C

Bellsprout

LV.5

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Atsuko Nishida

C Vine Bind

Flip a coin. If heads, the Defending Pokémon can't use any Poké-Powers during your opponent's next turn.

G Careless Tackle 20

Bellsprout does 10 damage to itself.

Weakness: R+10

Retreat Cost: C

Collector Number: 85/146

Rarity: C

Buneary

LV.10

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Atsuko Nishida

C Rest

Remove all Special Conditions and 4 damage counters from Buneary. Buneary is now Asleep.

CC Double Kick 20x

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

Weakness: F+10

Retreat Cost: C

Collector Number: 86/146

Rarity: C

Chinchou

LV.15

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Atsuko Nishida

C Supersonic

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

W Wave Splash 10

Weakness: G+10

Retreat Cost: CC

Collector Number: 87/146

Rarity: C

Chinchou

LV.13

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Midori Harada

C Razor Fin 10

LC Aqua Spark 20+

If Chinchou has any {W} Energy attached to it, this attack does 20 damage plus 10 more damage.

Weakness: F+10

Retreat Cost: C

Collector Number: 88/146

Rarity: C

Corphish

LV.6

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Sumiyoshi Kizuki

C Knock Off

Flip a coin. If heads, choose 1 card from your opponent's hand without looking and discard it.

CC **Irongrip** 20

Weakness: L+10

Retreat Cost: C

Collector Number: 89/146

Rarity: C

Cubone

LV.16

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Kagemaru Himeno

C **Headbutt** 10

FC **Bonemerang** 20x

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

Weakness: W+10

Resistance: L-20

Retreat Cost: C

Collector Number: 90/146

Rarity: C

Dratini

LV.8

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

C **Tail Slap** 10

CC **Slam** 20x

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

Weakness: C+10

Retreat Cost: C

Collector Number: 91/146

Rarity: C

Drifloon

LV.14

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Sumiyoshi Kizuki

P **Mind Bend** 10

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

CC **Gust** 20

Weakness: D+10

Resistance: C-20

Retreat Cost: C

Collector Number: 92/146

Rarity: C

Exeggcute

LV.11

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Midori Harada

C Call for Family

Search your deck for up to 2 in any combination of {G} Basic Pokémon and {P} Basic Pokémon and put them onto your Bench. Shuffle your deck afterward.

P Hypnosis 10

The Defending Pokémon is now Asleep.

Weakness: P+10

Retreat Cost: C

Collector Number: 93/146

Rarity: C

Gligar

LV.19

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Masakazu Fukuda

-- **Light Poison** 10

Flip a coin. If tails, this attack does nothing. If heads, the Defending Pokémon is now Poisoned.

F Jump On 10+

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

Weakness: W+10

Resistance: F-20

Retreat Cost: C

Collector Number: 94/146

Rarity: C

Gligar

LV.14

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Kouki Saitou

C Poison Sting

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

FC **Slash** 20

Weakness: W+10

Resistance: F-20

Retreat Cost: C

Collector Number: 95/146

Rarity: C

Gloom

LV.22

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Oddish

Illus. Sumiyoshi Kizuki

G **Sleep Powder** 20

The Defending Pokémon is now Asleep.

GC **Frustration**

Choose 1 of your opponent's Pokémon that doesn't have any damage counters on it. This attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: R+20

Retreat Cost: C

Collector Number: 96/146

Rarity: C

Gloom

LV.24

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Oddish

Illus. Ken Sugimori

-- **Space Out**

Remove 2 damage counters from Gloom. Gloom is now Asleep.

PC **Stinky Nectar** 30

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

Weakness: P+20

Retreat Cost: CC

Collector Number: 97/146

Rarity: C

Gulpin

LV.17

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

C Amnesia

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

P Gastro Acid

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

Weakness: P+10

Retreat Cost: CC

Collector Number: 98/146

Rarity: C

Hitmonchan

LV.27

70 HP

Pokémon Type: F

Basic Pokémon

Illus. Ken Sugimori

F Counter Punch

During your opponent's next turn, if Hitmonchan is damaged by an opponent's attack (even if Hitmonchan is Knocked Out), put 4 damage counters on the Attacking Pokémon. **FC Gut Strike 30**
If Tyrogue is anywhere under Hitmonchan, this attack's base damage is 60 instead of 30.

Weakness: P+20

Retreat Cost: C

Collector Number: 99/146

Rarity: C

Hitmonlee

LV.24

80 HP

Pokémon Type: F

Basic Pokémon

Illus. Mitsuhiro Arita

FC Gut Kick 30

If Tyrogue is anywhere under Hitmonlee, you may do 30 damage to any 1 Benched Pokémon instead. (Don't apply Weakness and Resistance for Benched Pokémon.)

FCC Mega Kick 60

Weakness: P+20

Retreat Cost: C

Collector Number: 100/146

Rarity: C

Hitmontop

LV.25

80 HP

Pokémon Type: F

Basic Pokémon

Illus. Masakazu Fukuda

FC Triple Kick 20x

Flip 3 coins. This attack does 20 damage times the number of heads.

FCC Gut Spin 50

If Tyrogue is anywhere under Hitmontop, you may switch Hitmontop with 1 of your Benched Pokémon.

Weakness: P+20

Retreat Cost: C

Collector Number: 101/146

Rarity: C

Horsea

LV.8

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

C Smokescreen

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

W Reverse Thrust 10

Switch Horsea with 1 of your Benched Pokémon.

Weakness: L+10

Retreat Cost: C

Collector Number: 102/146

Rarity: C

Houndour

LV.12

50 HP

Pokémon Type: D

Basic Pokémon

Illus. Sumiyoshi Kizuki

C Roar

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon. **D Bite** 10

Weakness: W+10

Resistance: P-20

Retreat Cost: C

Collector Number: 103/146

Rarity: C

Ledyba

LV.12

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Atsuko Nishida

C Supersonic

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

GC Double-edge 30

Ledyba does 10 damage to itself.

Weakness: R+10

Resistance: F-20

Retreat Cost: C

Collector Number: 104/146

Rarity: C

Lileep

LV.27

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Root Fossil

Illus. Kouki Saitou

C Astonish 20

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.

GC Absorb 30

Remove 2 damage counters from Lileep.

Weakness: R+20

Retreat Cost: CC

Collector Number: 105/146

Rarity: C

Meowth

LV.13

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Atsuko Nishida

C Pay Day 10

Flip a coin. If heads, draw a card.

CC Fury Swipes 10x

Flip 3 coins. This attack does 10 damage times the number of heads.

Weakness: F+10

Retreat Cost: C

Collector Number: 106/146

Rarity: C

Misdreavus

LV.18

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Sumiyoshi Kizuki

-- **Show Off**

Search your deck for a basic Energy card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

P **Payback** 10+

If your opponent has only 1 Prize card left, this attack does 10 damage plus 20 more damage.

Weakness: D+10

Resistance: C-20

Retreat Cost: C

Collector Number: 107/146

Rarity: C

Nincada

LV.10

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Midori Harada

C **Scratch** 10

G **Big Bite**

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

Weakness: R+10

Retreat Cost: C

Collector Number: 108/146

Rarity: C

Nosepass

LV.15

70 HP

Pokémon Type: F

Basic Pokémon

Illus. Ken Sugimori

C **Sharpen** 10

FC **Nose Poke** 20+

If Probopass is on your Bench, this attack does 20 damage plus 20 more damage.

Weakness: W+20

Retreat Cost: C

Collector Number: 109/146

Rarity: C

Numel

LV.16

60 HP

Pokémon Type: R

Basic Pokémon

Illus. Kouki Saitou

C **Rollout** 10

RCC **Singe** 30

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

Weakness: W+10

Retreat Cost: CC

Collector Number: 110/146

Rarity: C

Oddish

LV.6

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Hiroki Fuchino

C **Stun Spore**

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

G **Blot** 10

Remove 1 damage counter from Oddish.

Weakness: R+10

Retreat Cost: C

Collector Number: 111/146

Rarity: C

Oddish

LV.7

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

C **Poisonpowder**

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

PC **Ram** 20

Weakness: P+10

Retreat Cost: C

Collector Number: 112/146

Rarity: C

Pineco

LV.11

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Masakazu Fukuda

C Tackle 10

GC Selfdestruct 40

This attack does 10 damage to each Benched Pokémon (both yours and your opponent's). (Don't apply Weakness and Resistance for Benched Pokémon.) Pineco does 50 damage to itself.

Weakness: R+10

Retreat Cost: C

Collector Number: 113/146

Rarity: C

Poliwag

LV.5

40 HP

Pokémon Type: W

Basic Pokémon

Illus. Atsuko Nishida

C Tackle 10

W Spin

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

Weakness: L+10

Retreat Cost: C

Collector Number: 114/146

Rarity: C

Poliwhirl

LV.28

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Poliwag

Illus. Sumiyoshi Kizuki

CC Light Punch 20

WCC Bubblebeam 40

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

Weakness: L+20

Retreat Cost: C

Collector Number: 115/146

Rarity: C

Poochyena

LV.17

50 HP

Pokémon Type: D

Basic Pokémon

Illus. Kouki Saitou

D Corner

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

CC **Ambush** 10+

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

Weakness: F+10

Resistance: P-20

Retreat Cost: C

Collector Number: 116/146

Rarity: C

Riolu

LV.11

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Kagemaru Himeno

C **Punch** 10

FC **Low Kick** 30

Weakness: P+10

Retreat Cost: C

Collector Number: 117/146

Rarity: C

Shinx

LV.6

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Masakazu Fukuda

C **Recharge**

Search your deck for a {L} Energy card and attach it to Shinx. Shuffle your deck afterward.

LC **Double Kick** 20x

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

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 118/146

Rarity: C

Skitty

LV.14

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Sumiyoshi Kizuki

C Growl

During your opponent's next turn, any damage done by attacks from the Defending Pokémon is reduced by 20 (before applying Weakness and Resistance).

C Scratch 10

Weakness: F+10

Retreat Cost: C

Collector Number: 119/146

Rarity: C

Sneasel

LV.23

60 HP

Pokémon Type: D

Basic Pokémon

Illus. Midori Harada

D Rob

Look at your opponent's hand. If your opponent has any Pokémon Tool or Technical Machine cards in his or her hand, put those cards on top of his or her deck. Your opponent shuffles his or her deck afterward.

CC Slash 20

Weakness: F+10

Resistance: P-20

Retreat Cost: C

Collector Number: 120/146

Rarity: C

Spoink

LV.10

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kouki Saitou

P Psybeam

The Defending Pokémon is now Confused.

CC Bounce 20

You may switch Spoink with 1 of your Benched Pokémon.

Weakness: P+10

Retreat Cost: C

Collector Number: 121/146

Rarity: C

Saryu

LV.14

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

C Recover

Discard an Energy attached to Saryu and remove 3 damage counters from Saryu.

WC Spinning Attack 20

Weakness: L+10

Retreat Cost: C

Collector Number: 122/146

Rarity: C

Swinub

LV.13

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Sumiyoshi Kizuki

C Sniff Out

Flip a coin. If heads, put any 1 card from your discard pile into your hand.

FC Lunge Out 30

Weakness: M+10

Resistance: L-20

Retreat Cost: CC

Collector Number: 123/146

Rarity: C

Tailow

LV.12

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Takao Unno

C Focus Energy

During your next turn, Tailow's Peck attack's base damage is 30.

C Peck 10

Weakness: L+10

Resistance: F-20

Retreat Cost: C

Collector Number: 124/146

Rarity: C

Tentacool

LV.16

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Atsuko Nishida

C Crystal Barrier

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

W Mysterious Beam

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

Weakness: L+10

Retreat Cost: C

Collector Number: 125/146

Rarity: C

Tyrogue

LV.10

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Kagamaru Himeno

[Poké-Power] Baby Evolution

Once during your turn (before your attack), you may put Hitmonlee, Hitmonchan, or Hitmontop from your hand onto Tyrogue (this counts as evolving Tyrogue) and remove all damage counters from Tyrogue.

F Gut Blow 10+

If the Defending Pokémon is an Evolved Pokémon, this attack does 10 damage plus 20 more damage and Tyrogue does 10 damage to itself.

Weakness: P+10

Retreat Cost: C

Collector Number: 126/146

Rarity: C

Weepinbell

LV.23

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Bellsprout

Illus. Ken Sugimori

G Poisonpowder 10

The Defending Pokémon is now Poisoned.

GG Razor Leaf 40

Weakness: R+20

Retreat Cost: CC

Collector Number: 127/146

Rarity: C

Yanma

LV.13

70 HP

Pokémon Type: G

Basic Pokémon

Illus. Masakazu Fukuda

C U-turn 10

Switch Yanma with 1 of your Benched Pokémon.

GG Agility 20

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

Weakness: L+20

Resistance: F-20

Retreat Cost: C

Collector Number: 128/146

Rarity: C

Bubble Coat

Pokémon Tool

Illus. Daisuke Ito

Attach Bubble Coat 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 Bubble Coat is attached to a Pokémon, that Pokémon has no Weakness. If that Pokémon is damaged by an opponent's attack, discard this card at the end of the turn.

Collector Number: 129/146

Rarity: U

Buck's Training

Supporter

Illus. Ken Sugimori

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 2 cards. As long as Buck's Training is next to your Active Pokémon, each of your Active Pokémon's attacks does 10 more damage to the Active Pokémon (before applying Weakness and Resistance).

Collector Number: 130/146

Rarity: U

Cynthia's Feelings

Supporter

Illus. Ken Sugimori

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.

Shuffle your hand into your deck. Then, draw 4 cards. If any of your Pokémon were Knocked Out during your opponent's last turn, draw 4 more cards.

Collector Number: 131/146

Rarity: U

Energy Pickup

Trainer

Illus. Kent Kanetsuna

Flip a coin. If heads, search your discard pile for a basic Energy card and attach it to 1 of your Pokémon.

Collector Number: 132/146

Rarity: U

Poké Radar

Trainer

Illus. Kazuaki Aihara

Look at the top 5 cards of your deck, choose as many Pokémon as you like, show them to your opponent, and put them into your hand. Put the other cards back on top of your deck. Shuffle your deck afterward.

Collector Number: 133/146

Rarity: U

Snowpoint Temple

Stadium

Illus. Ryo Ueda

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.

Each Pokémon that isn't an Evolved Pokémon in play (both yours and your opponent's) gets +20 HP.

Collector Number: 134/146

Rarity: U

Stark Mountain

Stadium

Illus. Ryo Ueda

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.

Once during each player's turn, that player may choose a {R} or {F} Energy attached to 1 of his or her Pokémon and move that Energy to 1 of his or her {R} or {F} Pokémon.

Collector Number: 135/146

Rarity: U

Technical Machine TS-1

Technical Machine

Illus. Ryo Ueda

Attach this card to 1 of your Pokémon in play. That Pokémon may use this card's attack instead of its own.

-- **Evoluter**

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.) Shuffle your deck afterward.

Collector Number: 136/146

Rarity: U

Technical Machine TS-2

Technical Machine

Illus. Ryo Ueda

Attach this card to 1 of your Pokémon in play. That Pokémon may use this card's attack instead of its own.

-- **Devoluter**

Choose 1 of your opponent's Evolved Pokémon (excluding Pokémon LV.X). Remove the highest Stage Evolution card from that Pokémon and put that card back into your opponent's hand.

Collector Number: 137/146

Rarity: U

Claw Fossil

40 HPTrainer

Illus. Ryo Ueda

Play Claw Fossil as if it were a {C} Basic Pokémon. (Claw Fossil counts as a Trainer cards as well, but if Claw Fossil is Knocked Out, this counts as a Knocked Out Pokémon.) Claw 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 Claw Fossil from play. (This doesn't count as a Knocked Out Pokémon.)

[Poké-Body] Jagged Stone

If Claw Fossil is your Active Pokémon and is damaged by an opponent's attack (even if Claw Fossil is Knocked Out), put 1 damage counter on the Attacking Pokémon.

Collector Number: 138/146

Rarity: C

Root Fossil

40 HPTrainer

Illus. Ryo Ueda

Play Root Fossil as if it were a {C} Basic Pokémon. (Root Fossil counts as a Trainer cards as well, but if Root Fossil is Knocked Out, this counts as a Knocked Out Pokémon.) Root 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 Root Fossil from play. (This doesn't count as a Knocked Out Pokémon.)

[Poké-Body] Spongy Stone

At any time between turns, remove 1 damage counter from Root Fossil.

Collector Number: 139/146

Rarity: C

Azelf

90 HP

Pokémon Type: P

Level-Up Pokémon

Illus. Shizurow

[Poké-Body] Psychic Aura

Each of your {P} Pokémon has no Weakness.

P Deep Balance

Choose 1 of your opponent's Pokémon. Put 1 damage counter on that Pokémon for each Energy attached to all of your opponent's Pokémon.

[Level-up rule]

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

Weakness: Px2

Retreat Cost: C

Collector Number: 140/146

Rarity: RH-LV.X

Gliscor

110 HP

Pokémon Type: F

Level-Up Pokémon

Illus. Ryo Ueda

[Poké-Power] Shoot Poison

Once during your turn (before your attack), when you put Gliscor LV.X from your hand onto your Active Gliscor, you may choose 1 of the Defending Pokémon. That Pokémon is now Paralyzed and Poisoned.

FC Night Slash 60

You may switch Gliscor with 1 of your Benched Pokémon.

[Level-Up rule]

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

Weakness: Wx2

Resistance: F-20

Retreat Cost: 0

Collector Number: 141/146

Rarity: RH-LV.X

Magnezone

140 HP

Pokémon Type: M

Level-Up Pokémon

Illus. Ryo Ueda

[Poké-Power] Electric Trans

As often as you like during your turn (before your attack), you may move a {L} or {M} Energy attached to 1 of your Pokémon to another of your Pokémon. This power can't be used if Magnezone is affected by a Special Condition.

LM Cyber Shock 80

Discard a {L} Energy and a {M} Energy attached to Magnezone. The Defending Pokémon is now Paralyzed.

[Level-up rule]

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

Weakness: Rx2

Resistance: P-20

Retreat Cost: CCCC

Collector Number: 142/146

Rarity: RH-LV.X

Mesprit

90 HP

Pokémon Type: P

Level-Up Pokémon

Illus. Shizurow

-- **Healing Look**

Remove 3 damage counters from each of your Benched Pokémon.

PP **Supreme Blast** 200

If you don't have Uxie LV.X and Azelf LV.X in play, this attack does nothing. Discard all Energy attached to Mesprit.

[Level-up rule]

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

Weakness: Px2

Retreat Cost: C

Collector Number: 143/146

Rarity: RH-LV.X

Mewtwo

120 HP

Pokémon Type: P

Level-Up Pokémon

Illus. Shizurow

[Poké-Body] Psybarrier

Prevent all effects of attacks, including damage, done to Mewtwo by your opponent's Pokémon that isn't an Evolved Pokémon.

PPC **Giga Burn** 120

Discard all Energy attached to Mewtwo.

[Level-Up rule]

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

Weakness: Px2

Retreat Cost: CC

Collector Number: 144/146

Rarity: RH-LV.X

Rhyperior

170 HP

Pokémon Type: F

Level-Up Pokémon

Illus. Ryo Ueda

-- **Hard Crush** 50x

Discard the top 5 cards from your deck. This attack does 50 damage for each Energy card you discarded.

FFC Uptthrow 60

Search your discard pile for all {F} Energy cards, show them to your opponent, and shuffle them into your deck.

[Level-up rule]

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

Weakness: Wx2

Resistance: L-20

Retreat Cost: CCCC

Collector Number: 145/146

Rarity: RH-LV.X

Uxie

90 HP

Pokémon Type: P

Level-Up Pokémon

Illus. Shizurow

[Poké-Power] Trade Off

Once during your turn (before your attack), you may look at the top 2 cards of your deck, choose 1 of them, and put it into your hand. Put the other card on the bottom of your deck. This power can't be used if Uxie is affected by a Special Condition. You can't use more than 1 Trade Off Poké-Power each turn.

CC Zen Blade 60

Uxie can't use Zen Blade during your next turn.

[Level-up rule]

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

Weakness: Px2

Retreat Cost: C

Collector Number: 146/146

Rarity: RH-LV.X