

## 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.

## Dusknoir

LV.48

120 HP

Pokémon Type: P

Stage 2 Pokémon

Evolves from Dusclops

Illus. Mitsuhiro Arita

### [Poké-Power] Shadow Command

Once during your turn (before your attack), you may draw 2 cards. If you have 7 or more cards in your hand, discard a number of cards until you have 6 cards in your hand. Then, put 2 damage counters on Dusknoir. This power can't be used if Dusknoir is affected by a Special Condition.

### PC **Damage Even**

Count the number of damage counters on Dusknoir. Put that many damage counters on 1 of your opponent's Pokémon.

### PPC **Night Spin** 50

Prevent all effects of an attack, including damage, done to Dusknoir by your opponent's Pokémon that has 2 or less Energy attached to it during your opponent's next turn.

Weakness: D+30

Resistance: C-20

Retreat Cost: CCC  
Collector Number: 1/100  
Rarity: H

## **Empoleon**

LV.52  
130 HP  
Pokémon Type: M  
Stage 2 Pokémon  
Evolves from Prinplup  
Illus. Kouki Saitou

### **[Poké-Power] Emperor Aura**

Once during your turn (before your attack), when you play Empoleon from your hand to evolve 1 of your Active Pokémon, you may use this power. Your opponent can't attach any Energy cards from his or her hand to his or her Pokémon during your opponent's next turn.

### **CC Steel Wing 40**

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

### **WCC Whirlpool 60**

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

Weakness: L+30

Retreat Cost: CC  
Collector Number: 2/100  
Rarity: H

## **Infernape**

LV.49  
120 HP  
Pokémon Type: F  
Stage 2 Pokémon  
Evolves from Monferno  
Illus. Mitsuhiro Arita

### **[Poké-Power] Blaze Dance**

Once during your turn (before your attack), when you play Infernape from your hand to evolve 1 of your Pokémon, you may flip a coin. If heads, search your deck for up to 4 {R} Energy cards and attach them to your Pokémon in any way you like. Shuffle your deck afterward.

### **CC Close Combat 60**

During your opponent's next turn, any damage done to Infernape by attacks is increased by 30 (after applying Weakness and Resistance).

### **RRCC Spreading Fire 80**

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

Weakness: P+30

Retreat Cost: 0  
Collector Number: 3/100  
Rarity: H

## **Lumineon**

LV.38

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Finneon

Illus. Kent Kanetsuna

### **[Poké-Power] Fin Luster**

Once during your turn (before your attack), if Lumineon is your Active Pokémon, you may look at your opponent's hand. If your opponent's Bench isn't full, choose 1 Basic Pokémon from your opponent's hand, and put it onto his or her Bench. Then, switch it with the Defending Pokémon. This power can't be used if Lumineon is affected by a Special Condition.

### -- **Quick Swim**

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

### W **Elegant Swim** 30

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

Weakness: L+20

Retreat Cost: 0

Collector Number: 4/100

Rarity: H

## **Magnezone**

LV.44

120 HP

Pokémon Type: M

Stage 2 Pokémon

Evolves from Magnetron

Illus. Masakazu Fukuda

### **[Poké-Power] Magnetic Search**

Once during your turn (before your attack), you may search your deck for a {L} or {M} Pokémon, show it to your opponent, and put it into your hand. Shuffle your deck afterward. This power can't be used if Magnezone is affected by a Special Condition.

### LC **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.

### LCC **Crush Volt** 80

Discard an Energy attached to Magnezone.

Weakness: R+30

Resistance: P-20

Retreat Cost: CC

Collector Number: 5/100

Rarity: H

## **Magnezone**

LV.46

120 HP

Pokémon Type: L

Stage 2 Pokémon

Evolves from Magnetron

Illus. Tomoaki Imakuni

**[Poké-Power] Super Connectivity**

Once during your turn (before your attack), you may search your discard pile for a {L} or {M} Energy card and attach it to your Active Pokémon. Then, put 1 damage counter on that Pokémon. This power can't be used if Magnezone is affected by a Special Condition.

LCC **Gyro Ball** 60

You may switch Magnezone with 1 of your Benched Pokémon. If you do, your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon.

Weakness: F+30

Resistance: M-20

Retreat Cost: CCC

Collector Number: 6/100

Rarity: H

## Mismagius

LV.33

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Misdreavus

Illus. Midori Harada

**Crash Chant** 20x

Choose up to 4 in any combination of Pokémon Tool cards and Technical Machine cards in play (both yours and your opponent's) and discard them. This attack does 20 damage times the number of cards discarded in this way.

PC **Horror Chant** 40

If your opponent has 4 or more Benched Pokémon, choose 1 of them and return that Pokémon and all cards attached to it to your opponent's hand.

Weakness: D+20

Resistance: C-20

Retreat Cost: C

Collector Number: 7/100

Rarity: H

## Raichu

LV.45

90 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Pikachu

Illus. Kagemaru Himeno

-- **Slice** 30

Raichu can't use Slice during your next turn.

CCC **Split Ball** 50

Move an Energy card attached to Raichu to 1 of your Benched Pokémon.

LLC **Burst Ball** 100

Discard 3 Energy attached to any of your Pokémon in any way you like.

Weakness: F+20

Resistance: M-20  
Retreat Cost: 0  
Collector Number: 8/100  
Rarity: H

## Regigigas

LV.47  
100 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Masakazu Fukuda  
**[Poké-Body] Regi Form**

If you have Regirock, Regice, and Registeel in play, the attack cost of Regigigas's attacks is {C} less.

CC **Mega Punch** 30  
WFMC **Giga Power** 60+

You may do 60 damage plus 40 more damage. If you do, Regigigas does 40 damage to itself.

Weakness: F×2  
Retreat Cost: CCCC  
Collector Number: 9/100  
Rarity: H

## Sceptile

LV.56  
110 HP  
Pokémon Type: G  
Stage 2 Pokémon  
Evolves from Grovyle  
Illus. Suwama Chiaki  
**[Poké-Power] Energy Trans**

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

CC **Poison Leaf** 40  
The Defending Pokémon is now Poisoned.

GGCC **Slice Drain** 60  
Remove 2 damage counters from Sceptile.

Weakness: R+30  
Resistance: W-20  
Retreat Cost: C  
Collector Number: 10/100  
Rarity: H

## Torterra

LV.47  
140 HP  
Pokémon Type: F  
Stage 2 Pokémon  
Evolves from Grotle  
Illus. Masakazu Fukuda

### **[Poké-Power] Sunshine Song**

Once during your turn (before your attack), when you play Torterra from your hand to evolve 1 of your Pokémon, you may choose as many of your {G} Pokémon in play as you like. For each {G} Pokémon you choose, search your deck for an Evolution card that evolves from that Pokémon and evolve it. Shuffle your deck afterward.

### **CC Crash Impact 60**

Torterra does 20 damage to itself. Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any.

### **GGCC Land Shake 80**

During your opponent's next turn, when your opponent puts a Basic Pokémon from his or her hand onto his or her Bench, put 2 damage counters on that Pokémon.

Weakness: W+30

Resistance: L-20

Retreat Cost: CCCC

Collector Number: 11/100

Rarity: H

## **Abomasnow**

LV.42

100 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Snover

Illus. Mitsuhiro Arita

### **[Poké-Body] Snow Veil**

As long as Abomasnow is your Active Pokémon, any damage done to your Pokémon by an opponent's attack is reduced by 20 (after applying Weakness and Resistance).

### **CC Snow Play 20**

Does 20 damage to each of your opponent's Benched Pokémon, excluding {G} Pokémon and {W} Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

### **WCC Below Zero 60**

If Abomasnow evolved from Snover during this turn, the Defending Pokémon is now Paralyzed.

Weakness: R+30

Retreat Cost: CCC

Collector Number: 12/100

Rarity: R

## **Bronzong**

LV.46

90 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Bronzor

Illus. Kyoko Umemoto

### **[Poké-Power] Cyclor**

Once during your turn (before your attack), you may choose a card from your hand and put it on top of your deck. Then, search your deck for up to 2 basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward. This power can't be used if Bronzong is affected by a Special Condition.

### **PC Strange Spin 20+**

If you have the same number of cards in your hand as your opponent, this attack does 20 damage plus 40 more damage and the Defending Pokémon is now Confused.

**PCC Heavy Potential**

Put a number of damage counters on each of your opponent's Pokémon equal to the number of {C} Energy in that Pokémon's Retreat Cost (after applying effects to the Retreat Cost).

Weakness: P+20

Resistance: R-20

Retreat Cost: CCC

Collector Number: 13/100

Rarity: R

## **Cherrim**

LV.30

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Cherubi

Illus. Suwama Chiaki

**[Poké-Body] Sunny Day**

Each of your {G} Pokémon and {R} Pokémon's attacks does 10 more damage to the Defending Pokémon (before applying Weakness and Resistance).

-- **Salty-sweet Pollen** 20

Remove 2 damage counters from 1 of your Pokémon.

**GCC Solarbeam** 50

Weakness: R+20

Resistance: W-20

Retreat Cost: C

Collector Number: 14/100

Rarity: R

## **Drapion**

LV.44

110 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Skorupi

Illus. Kent Kanetsuna

-- **Scorpion Grapple** 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, the Defending Pokémon can't retreat during your opponent's next turn.

**CC Cross Poison** 20x

Flip 4 coins. This attack does 20 damage times the number of heads. If 2 or more of them are heads, the Defending Pokémon is now Poisoned.

**DDC Derail** 60

Discard all Special Energy cards attached to the Defending Pokémon.

Weakness: P+20

Retreat Cost: CCC

Collector Number: 15/100

Rarity: R

## **Drifblim**

LV.48

90 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Drifloon

Illus. Hajime Kusajima

### -- **Delivery**

Put any 1 card from your discard pile into your hand.

### -- **Lifting**

Search your deck for up to 2 Basic Pokémon and put them onto your Bench. For each Basic Pokémon you put onto your Bench, you may search your deck for a basic Energy card and attach it to that Pokémon. Shuffle your deck afterward.

### PC **Ominous Wind** 40

Flip a coin. If heads, the Defending Pokémon is now Confused and can't retreat during your opponent's next turn.

Weakness: D+20

Resistance: C-20

Retreat Cost: 0

Collector Number: 16/100

Rarity: R

## **Dusknoir**

LV.47

120 HP

Pokémon Type: P

Stage 2 Pokémon

Evolves from Dusclops

Illus. Tomoaki Imakuni

### **[Poké-Body] Spirit Pulse**

As long as Dusknoir is your Active Pokémon, put 1 damage counter on each of your opponent's Pokémon that has any Energy attached to it between turns.

### PCC **Darkness Mist** 60+

If the Defending Pokémon already has 2 or more damage counters on it, this attack does 60 damage plus 20 more damage.

Weakness: D+30

Resistance: C-20

Retreat Cost: CC

Collector Number: 17/100

Rarity: R

## **Gengar**

LV.43

110 HP

Pokémon Type: P

Stage 2 Pokémon

Evolves from Haunter

Illus. Hajime Kusajima

### **[Poké-Power] Fainting Spell**



Once during your opponent's turn, if Gengar would be Knocked Out by damage from an attack, you may flip a coin. If heads, the Attacking Pokémon is Knocked Out.

**P Shadow Room**

Put 3 damage counters on 1 of your opponent's Pokémon. If that Pokémon has any Poké-Powers, put 6 damage counters on that Pokémon instead.

**PC Poltergeist 30x**

Look at your opponent's hand. This attack does 30 damage times the number of Trainer, Supporter, and Stadium cards in your opponent's hand.

Weakness: D+30

Resistance: C-20

Retreat Cost: 0

Collector Number: 18/100

Rarity: R

## **Gyarados**

LV.52

130 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Magikarp

Illus. Midori Harada

-- **Tail Revenge 30x**

Does 30 damage times the number of Magikarp in your discard pile.

**WC Wreak Havoc 40**

Flip a coin until you get tails. For each heads, discard the top card from your opponent's deck.

**WWCCC Dragon Beat 100**

Flip a coin. If heads, discard an Energy card from each of your opponent's Pokémon.

Weakness: L+30

Resistance: F-20

Retreat Cost: CCC

Collector Number: 19/100

Rarity: R

## **Machop**

LV.62

130 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Machoke

Illus. Masakazu Fukuda

**F Take Out 40**

If the Defending Pokémon isn't an Evolved Pokémon, that Pokémon is Knocked Out instead of damaged by this attack.

**CC Hurricane Punch 30x**

Flip 4 coins. This attack does 30 damage times the number of heads.

**FFCC Rage 60+**

Does 60 damage plus 10 more damage for each damage counter on Machop.

Weakness: P+30

Retreat Cost: CC

Collector Number: 20/100

Rarity: R

## Mamoswine

LV.56

140 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Piloswine

Illus. Kent Kanetsuna

FCC **Ramming Strike** 30x

Flip a coin until you get tails. This attack does 30 damage times the number of heads or you may start again. Each time you start again, put 2 damage counters on Mamoswine. (If Mamoswine would be Knocked Out, you can't start again.)

WFCC **Parade** 60+

Does 60 damage plus 10 more damage for each Swinub on your Bench, plus 20 more damage for each Piloswine on your Bench, and 40 more damage for each Mamoswine on your Bench.

Weakness: G+30

Resistance: L-20

Retreat Cost: CCCCC

Collector Number: 21/100

Rarity: R

## Rapidash

LV.43

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Ponyta

Illus. Suwama Chiaki

[Poké-Body] **Burning Mane**

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

CC **Rear Kick** 30

RR **Shooting Fire**

Discard 2 {R} Energy attached to Rapidash and choose 1 of your opponent's Pokémon. This attack does 60 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: W+20

Retreat Cost: 0

Collector Number: 22/100

Rarity: R

## Roserade

LV.40

90 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Roselia

Illus. Mitsuhiro Arita

[Poké-Body] **Hidden Poison**

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

**CC Bowed Whip**

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Flip a coin. If heads, discard an Energy card attached to that Pokémon.

**PPC Deep Poison 50+**

If the Defending Pokémon is Poisoned, this attack does 50 damage plus 30 more damage.

Weakness: R+20

Retreat Cost: C

Collector Number: 23/100

Rarity: R

## **Salamence**

LV.66

140 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Shelgon

Illus. Kagamaru Himeno

**[Poké-Body] Battle Rush**

If your opponent has any Pokémon in play that has maximum HP of 120 or more, ignore all {C} Energy necessary to use Salamence's attacks.

**RC Combustion 50**

**RWCC Steam Twister 120**

Discard a {R} Energy and a {W} Energy attached to Salamence.

Weakness: C+30

Resistance: F-20

Retreat Cost: CCC

Collector Number: 24/100

Rarity: R

## **Scizor**

LV.47

100 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Scyther

Illus. Midori Harada

**[Poké-Body] Honeycomb Defender**

If Scizor has 6 or more damage counters on it, any damage done to Scizor by attacks is reduced by 40 (after applying Weakness and Resistance).

**CC Accelerate 30**

If the Defending Pokémon is Knocked Out by this attack, prevent all effects of an attack, including damage, done to Scizor during your opponent's next turn.

**GG Pound Down 40+**

If you don't have any Pokémon with any Poké-Powers in play, this attack does 40 damage plus 30 more damage.

Weakness: R+20

Retreat Cost: C

Collector Number: 25/100

Rarity: R

## Skuntank

LV.40

100 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Stunky

Illus. Kouki Saitou

### [Poké-Power] Evolutionary Gas

Once during your turn (before your attack), when you play Skuntank from your hand to evolve 1 of your Active Pokémon, you may choose 1 of the Defending Pokémon. If that Pokémon tries to attack during your opponent's next turn, that attack does nothing.

CC **Poison Claws** 20

The Defending Pokémon is now Poisoned.

DCC **Plunder** 60

Before doing damage, discard all Trainer cards attached to the Defending Pokémon.

Weakness: F+20

Resistance: P-20

Retreat Cost: CC

Collector Number: 26/100

Rarity: R

## Staraptor

LV.64

120 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Staravia

Illus. Kouki Saitou

### [Poké-Body] Protect Wing

As long as Staraptor is your Active Pokémon, any damage done by attacks from your opponent's Stage 2 Evolved Pokémon is reduced by 20 (after applying Weakness and Resistance).

C **Strong Breeze**

Flip a coin. If heads, put 1 of your opponent's Benched Pokémon and all cards attached to it on top of your opponent's deck. Your opponent shuffles his or her deck afterward.

CCC **Clutch** 60

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

Weakness: L+30

Resistance: F-20

Retreat Cost: 0

Collector Number: 27/100

Rarity: R

## Steelix

LV.63

130 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Onix  
Illus. Naoyo Kimura

**C Outbreak Power**

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

MMCC **Iron Tail** 100x

Flip a coin until you get tails. This attack does 100 damage times the number of heads.

Weakness: R+30

Resistance: P-20

Retreat Cost: CCCC

Collector Number: 28/100

Rarity: R

## Tangrowth

LV.41

110 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Tangela

Illus. Kouki Saitou

**[Poké-Body] Green Renewal**

Remove 1 damage counter from Tangrowth between turns.

GC **Green Acid** 20

Flip 2 coins. If the first coin is heads, the Defending Pokémon is now Confused. If the second coin is heads, the Defending Pokémon is now Poisoned.

GGCC **Reaching Vine** 60

Does 20 damage to 2 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: R+30

Resistance: W-20

Retreat Cost: CCC

Collector Number: 29/100

Rarity: R

## Tyranitar

LV.61

140 HP

Pokémon Type: D

Stage 2 Pokémon

Evolves from Pupitar

Illus. Kagemaru Himeno

**[Poké-Body] Darkness Drive**

After your opponent's Pokémon uses a Poké-Power, you may search your discard pile for a basic {D} Energy card and attach it to Tyranitar.

CC **Grind** 20x

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

DDDDD **Spinning Tail**

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

Weakness: F+30  
Resistance: P-20  
Retreat Cost: CCCC  
Collector Number: 30/100  
Rarity: R

## **Vespiquen**

LV.44  
100 HP  
Pokémon Type: G  
Stage 1 Pokémon  
Evolves from Combee  
Illus. Kent Kanetsuna

### **[Poké-Body] Green Dignity**

As long as you have more Prize cards left than your opponent, Vespiquen's attacks do 10 more damage for each {G} Pokémon on your Bench to the Active Pokémon (before applying Weakness and Resistance).

### **G Bee Drain 20**

After your attack, remove from Vespiquen the number of damage counters equal to the damage you did to the Defending Pokémon.

### **GC Bee Powder 50**

Flip 2 coins. If both of them are heads, the Defending Pokémon is now Burned, Paralyzed, and Poisoned.

Weakness: R+20  
Resistance: F-20  
Retreat Cost: C  
Collector Number: 31/100  
Rarity: R

## **Bibarel**

LV.29  
100 HP  
Pokémon Type: W  
Stage 1 Pokémon  
Evolves from Bidoof  
Illus. Kouki Saitou

### **[Poké-Body] Unaware**

Prevent all effects of attacks, excluding damage, done to Bibarel.

### **CC Amnesia 20**

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

### **WW Surf 60**

Weakness: F+30  
Retreat Cost: CCC  
Collector Number: 32/100  
Rarity: U

## **Budew**

LV.8  
40 HP

Pokémon Type: P

Basic Pokémon

Illus. Yuka Morii

**[Poké-Body] Poison Enzyme**

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

**[Poké-Power] Baby Evolution**

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

-- **Buddy-buddy**

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

Weakness: R+10

Retreat Cost: C

Collector Number: 33/100

Rarity: U

## Dusclops

LV.41

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Duskull

Illus. Yukiko Baba

P **Dark One-eye** 20

You may discard a card from your hand. If you do, your opponent discards a card from his or her hand.

PCC **Ambush** 40+

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

Weakness: D+20

Resistance: C-20

Retreat Cost: C

Collector Number: 34/100

Rarity: U

## Dusclops

LV.40

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Duskull

Illus. Sumiyoshi Kizuki

PC **Confuse Ray** 20

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

PCC **Trick Room** 40+

If you have a Stadium card in play, this attack does 40 damage plus 20 more damage. If your opponent has a Stadium card in play, remove 2 damage counters from Dusclops.

Weakness: D+20

Resistance: C-20

Retreat Cost: C

Collector Number: 35/100

Rarity: U

## **Electrode**

LV.46

90 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Voltorb

Illus. Kent Kanetsuna

### **[Poké-Body] Radiance**

If Electrode is your Active Pokémon and is damaged by an opponent's attack (even if Electrode is Knocked Out), put 1 damage counter on each of your opponent's Pokémon.

### **L Low Current 30**

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

### **CCC Swift 60**

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

Weakness: F+20

Resistance: M-20

Retreat Cost: 0

Collector Number: 36/100

Rarity: U

## **Electrode**

LV.45

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Voltorb

Illus. Sumiyoshi Kizuki

### **L Flash 20**

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

### **CC Electro Diffusion 40+**

Does 40 damage plus 10 more damage for each {L} Energy attached to Electrode. Flip a coin. If tails, discard all {L} Energy attached to Electrode.

Weakness: F+20

Resistance: M-20

Retreat Cost: 0

Collector Number: 37/100

Rarity: U

## **Farfetch'd**

LV.29

70 HP

Pokémon Type: C

Basic Pokémon

Illus. Sumiyoshi Kizuki



### C **Go and Collect**

Search your deck for a Trainer, Supporter, or Stadium card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

### C **Fury Cutter** 10+

Flip 3 coins. If 1 of them is heads, this attack does 10 damage plus 10 more damage. If 2 of them are heads, this attack does 10 damage plus 20 more damage. If all of them are heads, this attack does 10 damage plus 40 more damage.

Weakness: L+20

Resistance: F-20

Retreat Cost: C

Collector Number: 38/100

Rarity: U

## **Grovyle**

LV.23

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Treecko

Illus. Naoyo Kimura

### G **Tail Shake** 20

The Defending Pokémon is now Asleep.

### GCC **Slam** 60×

Flip 2 coins. This attack does 60 damage times the number of heads.

Weakness: R+20

Resistance: W-20

Retreat Cost: C

Collector Number: 39/100

Rarity: U

## **Haunter**

LV.35

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Gastly

Illus. Yukiko Baba

### -- **Smog**

The Defending Pokémon is now Poisoned.

### P **Hoodwink** 30

You may search your opponent's discard pile for up to 3 in any combination of Trainer, Supporter, or Stadium cards and put them into your opponent's hand.

Weakness: D+20

Resistance: C-20

Retreat Cost: C

Collector Number: 40/100

Rarity: U

## **Machoke**

LV.41

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Machop

Illus. Sachiko Adachi

F **Steady Punch** 20+

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

FC **Brick Break** 30

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

Weakness: P+20

Retreat Cost: CC

Collector Number: 41/100

Rarity: U

## Magneton

LV.40

80 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Magnemite

Illus. Hajime Kusajima

CC **Magnetic Resonance** 20

If you have a Stadium card in play, this attack does 20 damage to 2 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

LCC **Magnetic Release** 40+

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

Weakness: R+20

Resistance: P-20

Retreat Cost: C

Collector Number: 42/100

Rarity: U

## Magneton

LV.38

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Magnemite

Illus. Kent Kanetsuna

LC **Thunder Wave** 20

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

LCC **Removal Pulse** 50

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

Weakness: F+20

Resistance: M-20

Retreat Cost: C

Collector Number: 43/100

Rarity: U

## Miltank

LV.27

70 HP

Pokémon Type: C

Basic Pokémon

Illus. Kouki Saitou

**C Collect**

Draw a card.

**C Energy Milk**

Flip a coin until you get tails. For each heads, remove 2 damage counters from 1 of your Pokémon.

**CC Stomp 20+**

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

Weakness: F+20

Retreat Cost: C

Collector Number: 44/100

Rarity: U

## Pichu

LV.8

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Atsuko Nishida

**[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.

-- **Electric Circuit**

Search your discard pile for up to 4 {L} Energy cards, show them to your opponent, and put them into your hand.

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 45/100

Rarity: U

## Piloswine

LV.34

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Swinub

Illus. Mitsuhiro Arita

**FCC Rouse 20+**

Does 20 damage plus 10 more damage for each damage counter on Piloswine. Then, remove 4 damage counters from Piloswine.

**FCCC Overrun 60**

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

Weakness: G+20

Resistance: L-20  
Retreat Cost: CC  
Collector Number: 46/100  
Rarity: U

## **Pupitar**

LV.33  
80 HP  
Pokémon Type: F  
Stage 1 Pokémon  
Evolves from Larvitar  
Illus. Hajime Kusajima

### **[Poké-Body] Energy Protection**

Any damage done to Pupitar by attacks is reduced by 10 for each Energy attached to Pupitar (after applying Weakness and Resistance). You can't reduce more than 30 damage in this way.

### **CC Rock Smash 20+**

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

Weakness: G+20  
Resistance: L-20  
Retreat Cost: C  
Collector Number: 47/100  
Rarity: U

## **Sableye**

LV.31  
60 HP  
Pokémon Type: D  
Basic Pokémon  
Illus. Kyoko Umemoto

### **[Poké-Body] Overeager**

If Sableye is your Active Pokémon at the beginning of the game, you go first. (If each player's Active Pokémon has the Overeager Poké-Body, this power does nothing.)

### **-- Impersonate**

Search your deck for a Supporter card and discard it. Shuffle your deck afterward. Then, use the effect of that card as the effect of this attack.

### **D Overconfident 10**

If the Defending Pokémon has fewer remaining HP than Sableye, this attack's base damage is 40.

Resistance: C-20  
Retreat Cost: C  
Collector Number: 48/100  
Rarity: U

## **Scyther**

LV.11  
60 HP  
Pokémon Type: G  
Basic Pokémon  
Illus. Mitsuhiro Arita

### **C Swords Dance**

During your next turn, Scyther's Slashing Strike attack's base damage is 60.

**GC Slashing Strike 30**

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

Weakness: R+10

Resistance: F-20

Retreat Cost: 0

Collector Number: 49/100

Rarity: U

**Shelgon**

LV.35

90 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Bagon

Illus. Tomokazu Komiya

**CC Body Slam 20**

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

**CCC Rollout 50**

Weakness: C+20

Resistance: F-20

Retreat Cost: CC

Collector Number: 50/100

Rarity: U

**Skarmory**

LV.34

80 HP

Pokémon Type: M

Basic Pokémon

Illus. Kagemaru Himeno

**M Quick Attack 10+**

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

**MCC Mach Blade**

Flip a coin. If heads, this attack does 50 damage to 1 of your opponent's Pokémon. (Don't apply

Weakness and Resistance for Benched Pokémon.)

Weakness: L+20

Resistance: F-20

Retreat Cost: C

Collector Number: 51/100

Rarity: U

**Staravia**

LV.18

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Starly

Illus. Midori Harada

**CC Wing Attack 30**

**CCC Shot Air 20**

Does 30 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: L+20

Resistance: F-20

Retreat Cost: 0

Collector Number: 52/100

Rarity: U

## **Bagon**

LV.13

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Aya Kusube

**C Scary Face**

Flip a coin. If heads, the Defending Pokémon can't attack or retreat during your opponent's next turn.

**CC Headbutt 30**

Weakness: C+10

Resistance: F-20

Retreat Cost: C

Collector Number: 53/100

Rarity: C

## **Bidoof**

LV.13

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Yuka Morii

**C Yawn**

The Defending Pokémon is now Asleep.

**C Self-abandonment**

Flip a coin. If heads, this attack does 30 damage to the Defending Pokémon. If tails, Bidoof does 10 damage to itself.

Weakness: F+10

Retreat Cost: CC

Collector Number: 54/100

Rarity: C

## **Bronzor**

LV.14

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Miki Tanaka

**P Gyro Swap**

Put a number of damage counters on the Defending Pokémon equal to the number of {C} Energy in Bronzor's Retreat Cost (after applying effects to the Retreat Cost).

**CC Psyshock 20**

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

Weakness: P+10

Resistance: R-20

Retreat Cost: CC

Collector Number: 55/100

Rarity: C

## **Cherubi**

LV.9

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Tomokazu Komiya

-- **Nap**

Remove 2 damage counters from Cherubi.

G **Bullet Seed** 10x

Flip 4 coins. This attack does 10 damage times the number of heads.

Weakness: R+10

Resistance: W-20

Retreat Cost: C

Collector Number: 56/100

Rarity: C

## **Combee**

LV.12

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Miki Tanaka

[Item] **Honey**

Once during your turn, when you put Combee from your hand onto your Bench, you may search your discard pile for a Basic Pokémon and put it onto your Bench.

C **Alert**

Draw a card. Then, you may switch Combee with 1 of your Benched Pokémon.

Weakness: R+10

Resistance: F-20

Retreat Cost: C

Collector Number: 57/100

Rarity: C

## **Drifloon**

LV.15

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Atsuko Nishida

C **Constrict**

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

P **Linear Attack**

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: D+10

Resistance: C-20

Retreat Cost: C

Collector Number: 58/100

Rarity: C

## **Duskull**

LV.12

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kouki Saitou

P **Silhouette**

Put 1 damage counter on the Defending Pokémon. If the Defending Pokémon already has any damage counters on it, put 2 damage counters on that Pokémon instead.

CC **Will-o'-the-wisp** 20

Weakness: D+10

Resistance: C-20

Retreat Cost: C

Collector Number: 59/100

Rarity: C

## **Duskull**

LV.10

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Sachiko Adachi

C **Tackle** 10

PC **Surprise Attack** 30

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

Weakness: D+10

Resistance: C-20

Retreat Cost: C

Collector Number: 60/100

Rarity: C

## **Finneon**

LV.16

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Kagemaru Himeno

-- **Aqua Liner**

Choose 1 of your opponent's Benched Pokémon. This attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

W **Mouth Pump** 10+

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



Weakness: L+10  
Retreat Cost: C  
Collector Number: 61/100  
Rarity: C

## **Gastly**

LV.14  
50 HP  
Pokémon Type: P  
Basic Pokémon  
Illus. Aya Kusube  
-- **Pitch-Dark**

Your opponent can't play any Trainer cards from his or her hand during your opponent's next turn.

P **Trick Gas** 10

You may switch Gastly with 1 of your Benched Pokémon.

Weakness: D+10  
Resistance: C-20  
Retreat Cost: C  
Collector Number: 62/100  
Rarity: C

## **Larvitar**

LV.19  
50 HP  
Pokémon Type: F  
Basic Pokémon  
Illus. Yuka Morii  
C **Bite** 10

FC **Rock Slide** 20

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

Weakness: G+10  
Resistance: L-20  
Retreat Cost: C  
Collector Number: 63/100  
Rarity: C

## **Machop**

LV.18  
60 HP  
Pokémon Type: F  
Basic Pokémon  
Illus. Midori Harada

C **Kick** 10

FC **Knock Back** 20

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

Weakness: P+10  
Retreat Cost: C  
Collector Number: 64/100

Rarity: C

## Magikarp

LV.10

30 HP

Pokémon Type: W

Basic Pokémon

Illus. Tomokazu Komiya

-- **Sea Spray**

Flip a coin until you get tails. For each heads, draw a card.

W **Splash** 10

Weakness: L+10

Retreat Cost: C

Collector Number: 65/100

Rarity: C

## Magnemite

LV.15

50 HP

Pokémon Type: M

Basic Pokémon

Illus. Aya Kusube

[Item] **Magnet**

Magnemite's Retreat Cost is {C} less for each Magnemite on your Bench.

LC **Magnetic Bomb** 30+

Flip a coin. If heads, this attack does 30 damage plus 10 more damage. If tails, Magnemite does 10 damage to itself.

Weakness: R+10

Resistance: P-20

Retreat Cost: C

Collector Number: 66/100

Rarity: C

## Magnemite

LV.13

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Kent Kanetsuna

-- **Ram** 10

LC **Random Spark**

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

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 67/100

Rarity: C

## Misdreavus

LV.19

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Atsuko Nishida

-- **Lullaby**

The Defending Pokémon is now Asleep.

P **Nightmare Feast**

If the Defending Pokémon is Asleep, this attack does 50 damage and remove 5 damage counters from Misdeavus. If the Defending Pokémon is not Asleep, this attack does nothing.

Weakness: D+10

Resistance: C-20

Retreat Cost: C

Collector Number: 68/100

Rarity: C

## **Onix**

LV.25

90 HP

Pokémon Type: F

Basic Pokémon

Illus. Kyoko Umemoto

C **Harden**

During your opponent's next turn, if Onix would be damaged by an attack, prevent that attack's damage done to Onix if that damage is 40 or less.

FCC **Bind** 30

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

Weakness: G+20

Retreat Cost: CCC

Collector Number: 69/100

Rarity: C

## **Pikachu**

LV.20

70 HP

Pokémon Type: L

Basic Pokémon

Illus. Hajime Kusajima

CC **Pika Punch** 20

LCC **Speed Bolt** 40

If Pikachu evolved from Pichu during this turn, prevent all effects of an attack, including damage, done to Pikachu during your opponent's next turn.

Weakness: F+10

Resistance: M-20

Retreat Cost: CC

Collector Number: 70/100

Rarity: C

## **Ponyta**

LV.11

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Atsuko Nishida

C **Smash Kick** 10

RC **Agility** 20

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

Weakness: W+10

Retreat Cost: C

Collector Number: 71/100

Rarity: C

## Roselia

LV.27

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Sumiyoshi Kizuki

C **Headbutt** 10

PC **Petal Spikes** 20

Flip a coin. If heads, the Defending Pokémon is now Asleep and Poisoned. If Budew is anywhere under Roselia, the Defending Pokémon is now Asleep and Poisoned.

Weakness: R+10

Retreat Cost: C

Collector Number: 72/100

Rarity: C

## Skorupi

LV.11

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Sachiko Adachi

C **Stalk** 10

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

GC **Dangerous Claw** 20

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

Weakness: P+10

Retreat Cost: CC

Collector Number: 73/100

Rarity: C

## Snoover

LV.17

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Kagemaru Himeno

### C **Hide**

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

### W **Powder Snow** 10

The Defending Pokémon is now Asleep.

Weakness: R+10

Retreat Cost: C

Collector Number: 74/100

Rarity: C

## **Starly**

LV.7

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Atsuko Nishida

### 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.

### C **Double Stab** 10x

Flip 2 coins. This attack does 10 damage times the number of heads.

Weakness: L+10

Resistance: F-20

Retreat Cost: C

Collector Number: 75/100

Rarity: C

## **Stunky**

LV.18

60 HP

Pokémon Type: D

Basic Pokémon

Illus. Tomokazu Komiya

### D **Gnaw and Run** 10

Switch Stunky with 1 of your Benched Pokémon.

### CC **Double Scratch** 20x

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

Weakness: F+10

Resistance: P-20

Retreat Cost: C

Collector Number: 76/100

Rarity: C

## **Swinub**

LV.12

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Yukiko Baba

### W **Freezing Breath**

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

**F Take Down 20**

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

Weakness: G+10

Resistance: L-20

Retreat Cost: C

Collector Number: 77/100

Rarity: C

## **Tangela**

LV.10

70 HP

Pokémon Type: G

Basic Pokémon

Illus. Yukiko Baba

**C Ingrain**

Flip a coin. If tails, this attack does nothing. If heads, search your deck for a {G} Energy card and attach it to Tangela. Shuffle your deck afterward. If you do, prevent all effects of an attack, including damage, done to Tangela during your opponent's next turn.

**GC Tickle 20**

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

Weakness: R+10

Resistance: W-20

Retreat Cost: C

Collector Number: 78/100

Rarity: C

## **Trecko**

LV.11

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Naoyo Kimura

**C Call for Friends**

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

**G Poison Breath**

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

Weakness: R+10

Resistance: W-20

Retreat Cost: C

Collector Number: 79/100

Rarity: C

## **Voltorb**

LV.28

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Kent Kanetsuna

-- **Screech**

If an attack does damage to the Defending Pokémon (after applying Weakness and Resistance), that attack does 20 more damage to that Pokémon until the end of your next turn.

C **Double Spin** 10x

Flip 2 coins. This attack does 10 damage times the number of heads.

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 80/100

Rarity: C

## **Voltorb**

LV.31

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Miki Tanaka

C **Outlet**

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

L **Bouncing Ball** 20

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

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 81/100

Rarity: C

## **Conductive Quarry**

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, the player may flip a coin. If heads, that player searches his or her discard pile for a {L} or {M} Energy card, shows it to the opponent, and puts it into his or her hand.

Collector Number: 82/100

Rarity: U

## **Energy Link**

Pokémon Tool

Illus. Ryo Ueda

Attach Energy Link 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 Energy Link is attached to a Pokémon, you may move an Energy card attached to that Pokémon to another of your Pokémon that has Energy Link attached to it. You may use this effect as often as you like during your turn.

Collector Number: 83/100

Rarity: U

## **Energy Switch**

Trainer

Illus. Ryo Ueda

Move a basic Energy card attached to 1 of your Pokémon to another of your Pokémon.

Collector Number: 84/100

Rarity: U

## **Great Ball**

Trainer

Illus. Kent Kanetsuna

Search your deck for a Basic Pokémon and put it onto your Bench. Shuffle your deck afterward.

Collector Number: 85/100

Rarity: U

## **Luxury Ball**

Trainer

Illus. Ryo Ueda

Search your deck for a Pokémon (excluding Pokémon LV.X), show it to your opponent, and put it into your hand. Shuffle your deck afterward. If any Luxury Ball is in your discard pile, you can't play this card.

Collector Number: 86/100

Rarity: U

## **Marley's Request**

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.

Search your discard pile for 2 different Trainer, Supporter, or Stadium cards, show them to your opponent, and your opponent chooses 1 of them. Put that card into your hand, and discard the other card.

(If all Trainer, Supporter, and Stadium cards in your discard pile have the same name, choose 1 of them.)

Show that card to your opponent, and put it into your hand.)

Collector Number: 87/100

Rarity: U

## **Poké Blower +**

Trainer

Illus. Ryo Ueda

You may play 2 Poké Blower + at the same time. If you play 1 Poké Blower +, flip a coin. If heads, put 1 damage counter on 1 of your opponent's Pokémon. If you play 2 Poké Blower +, choose 1 of your opponent's Benched Pokémon and switch it with 1 of your opponent's Active Pokémon.

Collector Number: 88/100

Rarity: U

## **Poké Drawer +**

Trainer

Illus. Ryo Ueda



You may play 2 Poké Drawer + at the same time. If you play 1 Poké Drawer +, draw a card. If you play 2 Poké Drawer +, search your deck for up to 2 cards, and put them into your hand. Shuffle your deck afterward.

Collector Number: 89/100

Rarity: U

## **Poké Healer +**

Trainer

Illus. Ryo Ueda

You may play 2 Poké Healer + at the same time. If you play 1 Poké Healer +, remove 1 damage counter and a Special Condition from 1 of your Active Pokémon. If you play 2 Poké Healer +, remove 8 damage counters and all Special Conditions from 1 of your Active Pokémon.

Collector Number: 90/100

Rarity: U

## **Premier Ball**

Trainer

Illus. Ryo Ueda

Search your deck or your discard pile for a Pokémon LV.X, show it to your opponent, and put it into your hand. If you search your deck, shuffle your deck afterward.

Collector Number: 91/100

Rarity: U

## **Potion**

Trainer

Illus. Shin-ichi Yoshikawa

Remove 2 damage counters from 1 of your Pokémon (remove 1 damage counter if that Pokémon has only 1).

Collector Number: 92/100

Rarity: C

## **Switch**

Trainer

Illus. Ryo Ueda

Switch 1 of your Active Pokémon with 1 of your Benched Pokémon.

Collector Number: 93/100

Rarity: C

## **Cyclone Energy**

Special Energy

Illus. Takumi Akabane

Cyclone Energy provides {C} Energy. When you attach this card from your hand to your Active Pokémon, switch 1 of the Defending Pokémon with 1 of your opponent's Benched Pokémon. Your opponent chooses the Benched Pokémon to switch.

Collector Number: 94/100

Rarity: U

## **Warp Energy**

Special Energy

Illus. Takumi Akabane

Warp Energy provides {C} Energy. When you attach this card from your hand to your Active Pokémon, switch that Pokémon with 1 of your Benched Pokémon.

Collector Number: 95/100

Rarity: U

## Dusknoir

140 HP

Pokémon Type: P

Level-Up Pokémon

Illus. Shizurow

### [Poké-Power] Ectoplasm

If Dusknoir is your Active Pokémon and would be Knocked Out by damage from your opponent's attack, you may discard all cards attached to Dusknoir LV.X and put Dusknoir LV.X as a Stadium card into play instead of discarding it. This counts as Dusknoir being Knocked Out and your opponent takes a Prize card. As long as you have Dusknoir LV.X as a Stadium card in play, put 1 damage counter on each of your opponent's Pokémon between turns. If another Stadium card comes into play or Dusknoir LV.X is discarded by the effect of any attacks, Poké-Powers, Poké-Bodies, Trainer, or Supporter cards, return Dusknoir LV.X to your hand.

### [Level-Up rule]

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

Weakness: D×2

Resistance: C-20

Retreat Cost: CCC

Collector Number: 96/100

Rarity: RH-LV.X

## Heatran

120 HP

Pokémon Type: R

Level-Up Pokémon

Illus. Shizurow

### [Poké-Body] Heat Metal

Your opponent can't remove the Special Condition Burned by evolving or devolving his or her Burned Pokémon. (This also includes putting a Pokémon Level-Up card onto the Burned Pokémon.) Whenever your opponent flips a coin for the Special Condition Burned between turns, treat it as tails.

### [Poké-Power] Heat Wave

Once at the end of your turn, if Heatran is on your Bench, you may use this power. If you discarded basic Energy cards attached to your {R} or {M} Active Pokémon by using that Pokémon's attack this turn, attach up to 2 of those Energy cards to that Pokémon.

### [Level-Up rule]

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

Weakness: W×2

Retreat Cost: CCCC

Collector Number: 97/100

Rarity: RH-LV.X

## Machamp

150 HP

Pokémon Type: F

Level-Up Pokémon

Illus. Ryo Ueda

### [Poké-Body] No Guard

As long as Machamp is your Active Pokémon, each of Machamp's attacks does 60 more damage to the Active Pokémon (before applying Weakness and Resistance) and any damage done to Machamp by your opponent's Pokémon is increased by 60 (after applying Weakness and Resistance).

### FCC **Strong-Willed** 20

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

### [Level-Up rule]

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

Weakness: P+40

Retreat Cost: CCC

Collector Number: 98/100

Rarity: LV.X

## Raichu

110 HP

Pokémon Type: L

Level-Up Pokémon

Illus. Ryo Ueda

### [Poké-Body] Link Lightning

Once during your turn, when you put Raichu LV.X onto Raichu and use Voltage Shoot, you may use another attack of Raichu afterward. This power can't be used if Raichu is affected by a Special Condition.

### LLC **Voltage Shoot**

Discard 2 {L} Energy cards from your hand and choose 1 of your opponent's Pokémon. This attack does 80 to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

### [Level-Up rule]

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

Weakness: F×2

Resistance: M-20

Retreat Cost: 0

Collector Number: 99/100

Rarity: LV.X

## Regigigas

150 HP

Pokémon Type: C

Level-Up Pokémon

Illus. Shizurow

### [Poké-Power] Sacrifice

Once during your turn (before your attack), you may choose 1 of your Pokémon in play and that Pokémon is Knocked Out. Then, search your discard pile for up to 2 basic Energy cards, attach

them to Regigigas, and remove 8 damage counters from Regigigas. This power can't be used if Regigigas is affected by a Special Condition.

WFMC **Giga Blaster** 100

Discard the top card from your opponent's deck. Then, choose 1 card from your opponent's hand without looking and discard it. Regigigas can't use Giga Blaster during your next turn.

[Level-Up rule]

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

Weakness: F×2

Retreat Cost: CCCC

Collector Number: 100/100

Rarity: LV.X

## Charmander

LV.10

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Mitsuhiro Arita

C **Scratch** 10

RC **Ember** 30

Discard a {R} Energy attached to Charmander.

Weakness: W×2

Retreat Cost: C

Collector Number: 101/100

Rarity: H

## Charmeleon

LV.32

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Charmander

Illus. Mitsuhiro Arita

CCC **Slash** 30

RRC **Flamethrower** 50

Discard a {R} Energy attached to Charmeleon.

Weakness: W×2

Retreat Cost: C

Collector Number: 102/100

Rarity: H

## Charizard

LV.76

120 HP

Pokémon Type: R

Stage 2 Pokémon

Evolves from Charmeleon

Illus. Mitsuhiro Arita

[Poké-Body] **Energy Burn**

All Energy attached to Charizard are {R} Energy instead of their usual type.

**RRRR Fire Spin** 100

Discard 2 Energy attached to Charizard.

Weakness: W×2

Resistance: F-30

Retreat Cost: CCC

Collector Number: 103/100

Rarity: H

## **Drifloon**

LV.16

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Atsuko Nishida

**[Poké-Body] Unburden**

If Drifloon has a Pokémon Tool card attached to it, Drifloon's Retreat Cost is {C}{C} more.

**C Tackle** 10

**PC Big Explosion** 50

Drifloon does 50 damage to itself.

Weakness: D+10

Resistance: C-20

Retreat Cost: 0

Collector Number: SH1

Rarity: H

## **Duskull**

LV.18

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Kouki Saitou

-- **Counting Song**

Put up to 3 damage counters on Duskull. Then, put that many damage counters on the Defending Pokémon.

**P Ram** 10

**PC Night Bind** 20

Flip a coin. If heads, your opponent can't attach any Energy cards from his or her hand to the Active Pokémon during his or her next turn.

Weakness: D+10

Resistance: C-20

Retreat Cost: C

Collector Number: SH2

Rarity: H

## **Voltorb**

LV.33

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Kent Kanetsuna

**C Fastball**

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

**L Charge Beam 10**

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

**LC Thundershock 20**

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

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: SH3

Rarity: H