



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.

Arcanine

LV. 53

HP: 100

Pokémon Energy Type: R

Stage 1 Pokémon

Evolves from: Growlithe

[Poké-Body] Flare Condition

As long as Arcanine has any {R} Energy attached to it, Arcanine has no Weakness.

RC Burn Out 30+

You may do 30 damage plus 30 more damage. If you do, Arcanine is now Burned.

RCC Flames of Rage 60+

Discard a {R} Energy attached to Arcanine. This attack does 60 damage plus 10 more damage for each damage counter on Arcanine.

Illus. Masakazu Fukuda

Weakness: W+20

Retreat Cost: CC

Collector Number: 1/111

Rarity: H



Bastiodon [GL]

LV. 41

HP: 90

Pokémon Energy Type: M

Basic Pokémon

MCC **Bounce Back** **30**

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

MCCC **Smack Attack** **60**

Remove 1 damage counter from Bastiodon [GL].

Illus. Hajime Kusajima

Weakness: R×2

Resistance: P-20

Retreat Cost: CCC

Collector Number: 2/111

Rarity: H

Darkrai [G]

LV. 58

HP: 90

Pokémon Energy Type: D

Basic Pokémon

[Poké-Body] Eerie Aura

Put 1 damage counter on each of your opponent's Pokémon that remains Asleep between turns.

DCC **Darkness Sleep** **50**

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

Illus. Makoto Imai

Weakness: F×2

Resistance: P-20

Retreat Cost: CC

Collector Number: 3/111

Rarity: H

Floatzel [GL]

LV. 37

HP: 80

Pokémon Energy Type: W

Basic Pokémon

-- **Incite**

Search your discard pile for up to 2 Supporter cards, show them to your opponent, and put them into your hand.

WW **Giant Wave** **50**

Floatzel [GL] can't use Giant Wave during your next turn.

Illus. Midori Harada

Weakness: L×2

Retreat Cost: C

Collector Number: 4/111

Rarity: H

Flygon

LV. 65

HP: 120

Pokémon Energy Type: C

Stage 2 Pokémon

Evolves from: Vibrava

[Poké-Body] Rainbow Float

If any basic Energy card attached to Flygon is the same type as any of your Pokémon, the Retreat Cost for those Pokémon is 0.

CC Sand Wall 40

Discard a Stadium card your opponent has in play. If you do, prevent all effects of an attack, including damage, done to Flygon during your opponent's next turn.

CCC Power Swing 60+

Does 60 damage plus 10 more damage for each Evolved Pokémon on your Bench.

Illus. Kouki Saitou

Weakness: C+30

Resistance: L-20

Retreat Cost: 0

Collector Number: 5/111

Rarity: H

Frosslass [GL]

LV. 44

HP: 70

Pokémon Energy Type: W

Basic Pokémon

C Sleep Inducer

Switch the Defending Pokémon with 1 of your opponent's Benched Pokémon. The new Defending Pokémon is now Asleep.

PC Wake-Up Slap 30+

If the Defending Pokémon is affected by any Special Conditions, this attack does 30 damage plus 20 more damage. Then, remove all Special Conditions from the Defending Pokémon.

Illus. Atsuko Nishida

Weakness: M×2

Retreat Cost: C

Collector Number: 6/111

Rarity: H

Jirachi

LV. 39

HP: 60

Pokémon Energy Type: M

Basic Pokémon

[Poké-Power] Final Wish

Once during your opponent's turn, if Jirachi would be Knocked Out by damage from an attack, you may search your deck for any 1 card and put it into your hand. Shuffle your deck afterward.

-- Detour

If you have a Supporter card in play, use the effect of that card as the effect of this attack.

M Swift 20

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

Illus. Kenkichi Toyama

Weakness: R+20

Resistance: P-20

Retreat Cost: 0

Collector Number: 7/111

Rarity: H



Lucario [GL]

LV. 32

HP: 80

Pokémon Energy Type: F

Basic Pokémon

[Poké-Body] Boundary Aura

Apply Weakness for each Pokémon (both yours and your opponent's) as x2 instead.

MCC **Combo Throw** **30+**

Does 30 damage plus 10 more damage for each Energy attached to the Defending Pokémon.

Illus. Kagemaru Himeno

Weakness: P×2

Retreat Cost: C

Collector Number: 8/111

Rarity: H

Luxray [GL]

LV. 48

HP: 80

Pokémon Energy Type: L

Basic Pokémon

CC **Bite** **30**

LCC **Trash Bolt** **70**

Discard an Energy card from your hand. (If you can't discard a card from your hand, this attack does nothing.)

Illus. Kouki Saitou

Weakness: F×2

Resistance: M-20

Retreat Cost: C

Collector Number: 9/111

Rarity: H

Mismagius [GL]

LV. 26

HP: 80

Pokémon Energy Type: P

Basic Pokémon

P **Psychic Removal** **10**

Flip 2 coins. If both of them are heads, discard all Energy attached to the Defending Pokémon.

PC **Grudge** **20+**

Does 20 damage plus 10 more damage for each Prize card your opponent has taken.

Illus. Naoyo Kimura

Weakness: D×2

Resistance: C-20

Retreat Cost: C

Collector Number: 10/111

Rarity: H



Rampardos [GL]

LV. 63

HP: 90

Pokémon Energy Type: F

Basic Pokémon

FC **Trample**

Flip a coin for each Benched Pokémon (both yours and your opponent's). If that coin flip is heads, this attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

FCC **Rend 40+**

If the Defending Pokémon has any damage counters on it, this attack does 40 damage plus 20 more damage.

Illus. Suwama Chiaki

Weakness: G×2

Retreat Cost: C

Collector Number: 11/111

Rarity: H

Roserade [GL]

LV. 22

HP: 80

Pokémon Energy Type: G

Basic Pokémon

C **Poison Bind 10**

The Defending Pokémon is now Poisoned and can't retreat during your opponent's next turn.

GC **Long Whip 30**

If the Defending Pokémon is affected by any Special Conditions, you may do 30 damage to any 1 Benched Pokémon instead. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Kanako Eo

Weakness: R×2

Retreat Cost: C

Collector Number: 12/111

Rarity: H

Shiftry

LV. 55

HP: 130

Pokémon Energy Type: D

Stage 2 Pokémon

Evolves from: Nuzleaf

[Poké-Body] Unlucky Wind

As long as Shiftry is your Active Pokémon, whenever your opponent flips a coin during his or her turn, treat it as tails.

DC **Conform 40**

If you have the same number of cards in your hand as your opponent, the Defending Pokémon is now Confused.

DCC **Seal Off 60**

The Defending Pokémon can't use any Poké-Powers or Poké-Bodies during your opponent's next turn.

Illus. Kagamaru Himeno

Weakness: R+30

Resistance: P-20

Retreat Cost: C

Collector Number: 13/111

Rarity: H



Aggron

LV. 53

HP: 130

Pokémon Energy Type: M

Stage 2 Pokémon

Evolves from: Lairon

CC

Return Blow

If Aggron was damaged by an attack during your opponent's last turn, this attack does the same amount of damage done to Aggron to the Defending Pokémon.

MCC

Metal Fang 40

You may discard the top card of your deck. If you do, remove 2 damage counters and all Special Conditions from Aggron.

MMCC

Heavy Impact 70

Illus. Naoyo Kimura

Weakness: R+30

Resistance: P-20

Retreat Cost: CCC

Collector Number: 14/111

Rarity: R

Beedrill

LV. 47

HP: 110

Pokémon Energy Type: G

Stage 2 Pokémon

Evolves from: Kakuna

[Poké-Power] Flutter Wings

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

GCC

Needle Shock 30

The Defending Pokémon is now Paralyzed and Poisoned. Ignore this effect if any of your Pokémon used Needle Shock during your last turn.

Illus. Kagemaru Himeno

Weakness: R+30

Retreat Cost: C

Collector Number: 15/111

Rarity: R

Bronzong [四]

LV. 54

HP: 90

Pokémon Energy Type: P

Basic Pokémon

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Hand Refresh

Each player shuffles his or her hand into his or her deck and draws up to 4 cards. (You draw your cards first.)

PC

Payback 10+

If your opponent has only 1 Prize card left, this attack does 10 damage plus 50 more damage and the Defending Pokémon is now Confused.

Illus. Mitsuhiro Arita

Weakness: P×2

Resistance: R-20

Retreat Cost: CCC

Collector Number: 16/111

Rarity: R



Drapion [四]

LV. 53

HP: 100

Pokémon Energy Type: D

Basic Pokémon

CC **Body Slam** 20

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

PCCC **Mega Impact** 70

Illus. Kouki Saitou

Weakness: F×2

Resistance: P-20

Retreat Cost: CCC

Collector Number: 17/111

Rarity: R

Espeon [四]

LV. 55

HP: 80

Pokémon Energy Type: P

Basic Pokémon

C **Hypnosis**

The Defending Pokémon is now Asleep.

PC **Psywave 20+**

Does 20 damage plus 10 more damage for each Energy attached to the Defending Pokémon.

Illus. Mitsuhiro Arita

Weakness: P×2

Retreat Cost: C

Collector Number: 18/111

Rarity: R

Flareon

LV. 38

HP: 80

Pokémon Energy Type: R

Stage 1 Pokémon

Evolves from: Eevee

[Poké-Power] Undevelop

Once during your turn (before your attack), you may devolve Flareon and put Flareon into your hand. This power can't be used if Flareon is affected by a Special Condition.

C **Tail Slap 30**

RC **Evolving Flare** 40+

If Flareon evolved from Eevee during this turn, this attack does 40 damage plus 20 more damage and the Defending Pokémon is now Burned.

Illus. Midori Harada

Weakness: W+20

Retreat Cost: C

Collector Number: 19/111

Rarity: R



Gallade [四]

LV. 59

HP: 80

Pokémon Energy Type: P

Basic Pokémon

PC Chop Up 20

Does 10 damage to each of your opponent's Benched Pokémon that has any damage counters on it. (Don't apply Weakness and Resistance for Benched Pokémon.)

PCC Feint 50

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

Illus. Mitsuhiro Arita

Weakness: P×2

Retreat Cost: C

Collector Number: 20/111

Rarity: R

Gastrodon East Sea

LV. 40

HP: 90

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Shellos East Sea

[Poké-Body] Sticky Hold

If Gastrodon East Sea is switched or retreats to your Bench, move as many Energy cards attached to Gastrodon East Sea as you like to the new Active Pokémon.

C Calling Wave

Search your deck for up to 2 Gastrodon and put them onto your Bench as Basic Pokémon. Put 2 damage counters on each of them. Shuffle your deck afterward.

WC Wave Splash 40

Illus. Ken Sugimori

Weakness: G+30

Resistance: L-20

Retreat Cost: C

Collector Number: 21/111

Rarity: R

Gastrodon West Sea

LV. 50

HP: 110

Pokémon Energy Type: F

Stage 1 Pokémon

Evolves from: Shellos West Sea

CCC Tackle 50

FCC Muddy Bomb

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon and 10 damage to each of your opponent's other Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

FCCC Raging Sea 60+

Does 60 damage plus 10 more damage for each of your Benched Pokémon that has any damage counters on it.

Illus. Kyoko Umemoto

Weakness: G+30

Resistance: L-20

Retreat Cost: CCC

Collector Number: 22/111

Rarity: R





Golem [四]

LV. 52

HP: 110

Pokémon Energy Type: F

Basic Pokémon

FCC **Rage** **20+**

Does 20 damage plus 10 more damage for each damage counter on Golem [四].

FCCC **Double-edge** **100**

Golem [四] does 60 damage to itself.

Illus. Kagemaru Himeno

Weakness: G×2

Resistance: L-20

Retreat Cost: CCCC

Collector Number: 23/111

Rarity: R

Heracross [四]

LV. 51

HP: 90

Pokémon Energy Type: G

Basic Pokémon

-- **Focus Energy**

During your next turn, Heracross [四]'s Megahorn attack's base damage is 100.

GC **Megahorn** **50**

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

Illus. Kouki Saitou

Weakness: R×2

Retreat Cost: CC

Collector Number: 24/111

Rarity: R

Hippowdon

LV. 48

HP: 110

Pokémon Energy Type: F

Stage 1 Pokémon

Evolves from: Hippopotas

[Poké-Body] Sand Cover

As long as Hippowdon is your Active Pokémon, put 1 damage counter on each of your opponent's Pokémon LV.X between turns.

C **Save Sand** **20+**

Does 20 damage plus 10 more damage for each Energy attached to Hippowdon. Before doing damage, you may search your discard pile for a {F} Energy card and attach it to Hippowdon.

FFCC **Groundquake** **80**

Does 10 damage to each Benched Pokémon that isn't an Evolved Pokémon (both yours and your opponent's). (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Tomoaki Imakuni

Weakness: W+20

Resistance: L-20

Retreat Cost: CCCC

Collector Number: 25/111

Rarity: R





Jolteon

LV. 43

HP: 80

Pokémon Energy Type: L

Stage 1 Pokémon

Evolves from: Eevee

[Poké-Power] Undevelop

Once during your turn (before your attack), you may devolve Jolteon and put Jolteon into your hand. This power can't be used if Jolteon is affected by a Special Condition.

C Quick Attack 10+

Flip a coin. If heads, this attack does 10 damage plus 30 more damage.

LC Evolving Thunder 50

If Jolteon evolved from Eevee during this turn, this attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Hajime Kusajima

Weakness: F+20

Resistance: M-20

Retreat Cost: 0

Collector Number: 26/111

Rarity: R

Mamoswine [GL]

LV. 61

HP: 100

Pokémon Energy Type: W

Basic Pokémon

[Poké-Body] Icy Aura

As long as Mamoswine [GL] is your Active Pokémon, put 1 damage counter on each Active Pokémon (excluding {W} Pokémon) (both yours and your opponent's) between turns.

WWCC Avalanche 60

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

Illus. Atsuko Nishida

Weakness: M×2

Resistance: L-20

Retreat Cost: CCCC

Collector Number: 27/111

Rarity: R

Mr.Mime [四]

LV. 53

HP: 70

Pokémon Energy Type: P

Basic Pokémon

-- Magic Heal

Flip 3 coins. Remove a number of damage counters equal to the number of heads from your Pokémon in any way you like.

PC Barrier Attack 30

During your opponent's next turn, any damage done to Mr.Mime [四] by attacks is reduced by 10 (after applying Weakness and Resistance).

Illus. Mitsuhiro Arita

Weakness: P×2

Retreat Cost: C

Collector Number: 28/111

Rarity: R



Nidoking

LV. 59

HP: 130

Pokémon Energy Type: F

Stage 2 Pokémon

Evolves from: Nidorino

[Poké-Body] Territoriality

If your Active Pokémon is damaged by an opponent's attack (even if that Pokémon is Knocked Out), put 2 damage counters on the Attacking Pokémon. You can't put more than 2 damage counters in this way.

CCC **Fling Away** **60**

If your opponent has any Benched Pokémon, this attack's base damage is 30 instead of 60 and this attack does 30 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

FCCC **Giga Horn** **100**

Flip 2 coins. If both of them are tails, this attack does nothing.

Illus. Masakazu Fukuda

Weakness: W+30

Resistance: L-20

Retreat Cost: CC

Collector Number: 29/111

Rarity: R

Nidoqueen

LV. 54

HP: 120

Pokémon Energy Type: P

Stage 2 Pokémon

Evolves from: Nidorina

[Poké-Body] Maternal Comfort

At any time between turns, remove 1 damage counter from each of your Pokémon. You can't use more than 1 Maternal Comfort Poké-Body between turns.

P **Mega Punch** **40**

PCC **Ruthless Tail** **50+**

Does 50 damage plus 10 more damage for each of your opponent's Benched Pokémon.

Illus. Midori Harada

Weakness: P+30

Resistance: L-20

Retreat Cost: CCC

Collector Number: 30/111

Rarity: R



Raichu [GL]

LV. 46

HP: 80

Pokémon Energy Type: L

Basic Pokémon

C

Thunder Throw

Choose 2 of your opponent's Benched Pokémon. This attack does 10 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.)

LC

Repeat Lightning 30+

Does 30 damage plus 10 more damage for each of your opponent's Benched Pokémon that has any damage counters on it.

Illus. Kouki Saitou

Weakness: F×2

Resistance: M-20

Retreat Cost: 0

Collector Number: 31/111

Rarity: R

Rhyperior [四]

LV. 55

HP: 100

Pokémon Energy Type: F

Basic Pokémon

FC

Double Lariat 30×

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

FFCC

Rock Tumble 60

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

Illus. Kagemaru Himeno

Weakness: W×2

Resistance: L-20

Retreat Cost: CCC

Collector Number: 32/111

Rarity: R

Snorlax

LV. 37

HP: 100

Pokémon Energy Type: C

Basic Pokémon

--

Pick and Collect

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

CCCC

Roll Over 60

Flip a coin. If heads, both Snorlax and the Defending Pokémon are now Asleep. If tails, Snorlax is now Asleep.

Illus. Kagemaru Himeno

Weakness: F+20

Retreat Cost: CCCC

Collector Number: 33/111

Rarity: R

Vaporeon

LV. 48

HP: 90

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Eevee

[Poké-Power] Undevelop

Once during your turn (before your attack), you may devolve Vaporeon and put Vaporeon into your hand. This power can't be used if Vaporeon is affected by a Special Condition.

C **Muddy Water** 20

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

WC **Evolving Aqua**

Choose 1 of your opponent's Pokémon that has any damage counters on it. This attack does 40 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) If Vaporeon evolved from Eevee during this turn, this attack does 60 damage instead.

Illus. Masakazu Fukuda

Weakness: L+20

Retreat Cost: CC

Collector Number: 34/111

Rarity: R

Vespiqueen [四]

LV. 50

HP: 80

Pokémon Energy Type: G

Basic Pokémon

[Poké-Body] Royal Gain

When you attach a {G} Energy card from your hand to Vespiqueen [四], remove 1 damage counter from Vespiqueen [四].

CCC **Leaf Needle** 30+

Flip a coin for each {G} Energy attached to Vespiqueen [四]. This attack does 30 damage plus 20 more damage for each heads.

Illus. Kouki Saitou

Weakness: L×2

Resistance: F-20

Retreat Cost: C

Collector Number: 35/111

Rarity: R



Walrein

LV. 59

HP: 140

Pokémon Energy Type: W

Stage 2 Pokémon

Evolves from: Sealeo

[Poké-Power] Gather Ice

Once during your turn (before your attack), when you play Walrein from your hand to evolve 1 of your Pokémon, you may attach as many {W} Energy cards from your hand to Walrein as you like.

WWCC Cold Crush 70

Discard an Energy card attached to Walrein and then discard an Energy card attached to the Defending Pokémon.

Illus. kawayoo

Weakness: M+30

Retreat Cost: CCCC

Collector Number: 36/111

Rarity: R

Yanmega [四]

LV. 49

HP: 90

Pokémon Energy Type: G

Basic Pokémon

C Skill Dive

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

GCC Whirlwind 50

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

Illus. Kouki Saitou

Weakness: L×2

Resistance: F-20

Retreat Cost: C

Collector Number: 37/111

Rarity: R

Alakazam [四]

LV. 56

HP: 80

Pokémon Energy Type: P

Basic Pokémon

P Recover

Discard a {P} Energy attached to Alakazam [四] and remove 4 damage counters from Alakazam [四].

PCC Mysterious Beam 30

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

Illus. Mitsuhiro Arita

Weakness: P×2

Retreat Cost: C

Collector Number: 38/111

Rarity: U



Electrode [G]

LV. 38

HP: 70

Pokémon Energy Type: L

Basic Pokémon

L

Reckless Bomb

This attack does 20 damage to each of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Electrode [G] does 100 damage to itself.

CC

Reflect Energy 30

Move an Energy card attached to Electrode [G] to 1 of your Benched Pokémon.

Illus. Yusuke Ishikawa

Weakness: F×2

Resistance: M-20

Retreat Cost: C

Collector Number: 39/111

Rarity: U

Gengar [GL]

LV. 65

HP: 70

Pokémon Energy Type: P

Basic Pokémon

P

Confuse Ray 10

The Defending Pokémon is now Confused.

PCC

Attack and Hide

Put 3 damage counters on 1 of your opponent's Pokémon. You may shuffle Gengar [GL] and all cards attached to it back into your deck.

Illus. Naoyo Kimura

Weakness: D×2

Resistance: C-20

Retreat Cost: C

Collector Number: 40/111

Rarity: U

Glaceon

LV. 42

HP: 80

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Eevee

[Poké-Body] Frost Wind

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

WC

Ice Blade

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

WCC

Ice Bind 50

If your opponent doesn't discard a card from his or her hand, the Defending Pokémon is now Paralyzed.

Illus. Naoyo Kimura

Weakness: M+20

Retreat Cost: C

Collector Number: 41/111

Rarity: U

Hippowdon [四]

LV. 52

HP: 90

Pokémon Energy Type: F

Basic Pokémon

[Poké-Body] Sand Armor

If Hippowdon [四] has any {F} Energy attached to it, any damage done to Hippowdon [四] by attacks is reduced by 10 (after applying Weakness and Resistance).

CCC Bite and Crush 30+

Flip 2 coins. This attack does 30 damage plus 10 more damage for each heads.

Illus. Kagamaru Himeno

Weakness: W×2

Resistance: L-20

Retreat Cost: CC

Collector Number: 42/111

Rarity: U

Infernape [四]

LV. 55

HP: 90

Pokémon Energy Type: R

Basic Pokémon

RC Split Bomb

Choose 2 of your opponent's Pokémon. This attack does 20 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.)

RCC High Jump Kick 50

Illus. Masakazu Fukuda

Weakness: W×2

Retreat Cost: C

Collector Number: 43/111

Rarity: U

Lairon

LV. 37

HP: 80

Pokémon Energy Type: M

Stage 1 Pokémon

Evolves from: Aron

CC Heavy Metal 10+

Flip a coin for each {M} Energy attached to Lairon. This attack does 10 damage plus 20 more damage for each heads.

MCC Granite Head 40

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

Illus. Yukiko Baba

Weakness: R+20

Resistance: P-20

Retreat Cost: CC

Collector Number: 44/111

Rarity: U



Leafeon

LV. 49

HP: 90

Pokémon Energy Type: G

Stage 1 Pokémon

Evolves from: Eevee

[Poké-Body] Energy Refresh

As long as Leafeon is your Active Pokémon, whenever you attach an Energy card from your hand to 1 of your Pokémon, remove 2 damage counters from that Pokémon.

GC Plus Energy 40

Attach a basic Energy card from your hand to 1 of your Pokémon.

GCC Soothing Scent 60

The Defending Pokémon is now Asleep.

Illus. Suwama Chiaki

Weakness: R+20

Resistance: W-20

Retreat Cost: CC

Collector Number: 45/111

Rarity: U

Machop [GL]

LV. 64

HP: 100

Pokémon Energy Type: F

Basic Pokémon

CCC Cross-Cut 30+

If the Defending Pokémon is an Evolved Pokémon, this attack does 30 damage plus 20 more damage.

FFCC Brush Off

Put the Defending Pokémon and all cards attached to it on top of your opponent's deck. Your opponent shuffles his or her deck afterward. (If your opponent doesn't have any Benched Pokémon, this attack does nothing.)

Illus. Kagamaru Himeno

Weakness: P×2

Retreat Cost: CCC

Collector Number: 46/111

Rarity: U

Rapidash [四]

LV. 53

HP: 70

Pokémon Energy Type: R

Basic Pokémon

-- Pickup Power

Flip 3 coins. For each heads, search your discard pile for a basic Energy card, show it to your opponent, and put it into your hand.

R Fire Mane 20

Illus. Masakazu Fukuda

Weakness: W×2

Retreat Cost: 0

Collector Number: 47/111

Rarity: U

Scizor [四]

LV. 49

HP: 80

Pokémon Energy Type: G

Basic Pokémon

G **Cut** **20**

GCC **Crushing Blow** **40**

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

Illus. Kouki Saitou

Weakness: R×2

Retreat Cost: C

Collector Number: 48/111

Rarity: U

Sharpedo

LV. 43

HP: 90

Pokémon Energy Type: D

Stage 1 Pokémon

Evolves from: Carvanha

[Poké-Body] Energy Shark

If Sharpedo is your Active Pokémon and is damaged by an opponent's attack (even if Sharpedo is Knocked Out), flip a coin. If heads, discard an Energy card attached to the Attacking Pokémon.

DC **Crunch** **20**

If an attack does damage to the Defending Pokémon (after applying Weakness and Resistance), that attack does 40 more damage to that Pokémon until the end of your next turn.

DCC **Sharp Fang** **60**

Illus. Kouki Saitou

Weakness: L+20

Resistance: P-20

Retreat Cost: 0

Collector Number: 49/111

Rarity: U

Starmie

LV. 44

HP: 80

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Staryu

[Poké-Power] Aqua Recycle

Once during your turn (before your attack), you may search your discard pile for a {W} Energy card, show it to your opponent, and put it into your hand. This power can't be used if Starmie is affected by a Special Condition.

C **Synchro Gain** **20**

If Starmie and the Defending Pokémon have the same amount of Energy attached to them, remove 4 damage counters from Starmie.

W **Powerful Spin** **40**

Starmie can't attack during your next turn.

Illus. Ken Sugimori

Weakness: L+20

Retreat Cost: 0

Collector Number: 50/111

Rarity: U

Steelix [GL]

LV. 38

HP: 110

Pokémon Energy Type: M

Basic Pokémon

CC

Mend

Search your discard pile for a {M} Energy card and attach it to Steelix [GL]. If you do, remove 1 damage counter from Steelix [GL].

MMCC

Squeeze 30+

Flip a coin. If heads, this attack does 30 damage plus 50 more damage and the Defending Pokémon is now Paralyzed.

Illus. Hajime Kusajima

Weakness: R×2

Resistance: P-20

Retreat Cost: CCCC

Collector Number: 51/111

Rarity: U

Tropius

LV. 35

HP: 80

Pokémon Energy Type: G

Basic Pokémon

C

Fly 30

Flip a coin. If tails, this attack does nothing. If heads, prevent all effects of an attack, including damage, done to Tropius during your opponent's next turn.

GG

Blessed Fruit

Remove all damage counters from 1 of your Benched {G} Pokémon.

GCCC

Solarbeam 60

Illus. Ken Sugimori

Weakness: R+20

Resistance: F-20

Retreat Cost: CC

Collector Number: 52/111

Rarity: U

Vibrava

LV. 36

HP: 70

Pokémon Energy Type: C

Stage 1 Pokémon

Evolves from: Trapinch

C

Energy Typhoon 20×

Does 20 damage times the number of Energy cards in your opponent's discard pile. Then, put those Energy cards on top of your opponent's deck. Your opponent shuffles his or her deck afterward.

CC

Quick Attack 20+

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

Illus. Kyoko Umemoto

Weakness: C+20

Resistance: L-20

Retreat Cost: C

Collector Number: 53/111

Rarity: U



Whiscash [四]

LV. 50

HP: 80

Pokémon Energy Type: F

Basic Pokémon

C **Sleep Pulse** **10**

The Defending Pokémon is now Asleep.

FCC **Earthquake** **60**

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

Illus. Kagamaru Himeno

Weakness: G×2

Resistance: L-20

Retreat Cost: C

Collector Number: 54/111

Rarity: U

Aerodactyl [GL]

LV. 62

HP: 80

Pokémon Energy Type: F

Basic Pokémon

C **Collect**

Draw 2 cards.

FC **Primal Breath** **30**

Your opponent can't play any Pokémon from his or her hand to evolve or to Level-Up the Defending Pokémon during his or her next turn.

Illus. Suwama Chiaki

Weakness: L×2

Resistance: F-20

Retreat Cost: 0

Collector Number: 55/111

Rarity: C

Ambipom [G]

LV. 40

HP: 80

Pokémon Energy Type: C

Basic Pokémon

C **Tail Code**

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

CC **Snap Attack** **60**

If the Defending Pokémon has any Energy cards attached to it, this attack's base damage is 20 instead of 60.

Illus. Makoto Imai

Weakness: F×2

Retreat Cost: C

Collector Number: 56/111

Rarity: C



Aron

LV. 21

HP: 50

Pokémon Energy Type: M

Basic Pokémon

M **Iron Head** **10×**

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

CC **Ram** **20**

Illus. Takao Unno

Weakness: R+10

Resistance: P-20

Retreat Cost: C

Collector Number: 57/111

Rarity: C

Carvanha

LV. 13

HP: 40

Pokémon Energy Type: D

Basic Pokémon

C **Scary Face**

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

D **Whirlpool** **10**

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

Illus. Midori Harada

Weakness: L+10

Resistance: P-20

Retreat Cost: C

Collector Number: 58/111

Rarity: C

Eevee

LV. 10

HP: 50

Pokémon Energy Type: C

Basic Pokémon

-- **Signs of Evolution**

Search your deck for up to 2 cards that evolve from Eevee, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

C **Bounce** **10**

Switch Eevee with 1 of your Benched Pokémon.

Illus. Naoyo Kimura

Weakness: F+10

Retreat Cost: C

Collector Number: 59/111

Rarity: C

Flareon [四]

LV. 55

HP: 70

Pokémon Energy Type: R

Basic Pokémon

C Tackle 10

RC Fire Tail Slap 40

Flip a coin. If tails, discard a {R} Energy attached to Flareon [四].

Illus. Masakazu Fukuda

Weakness: W×2

Retreat Cost: C

Collector Number: 60/111

Rarity: C

Forretress [G]

LV. 35

HP: 80

Pokémon Energy Type: M

Basic Pokémon

C Shell Scatter

This attack does 10 damage to each of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Forretress [G] can't use Shell Scatter during your next turn.

MMC Bomb Risk 80

Does 10 damage to each Benched Pokémon (both yours and your opponent's). (Don't apply Weakness and Resistance for Benched Pokémon.) Flip a coin. If tails, Forretress [G] does 80 damage to itself.

Illus. Ryota Saito

Weakness: R×2

Resistance: P-20

Retreat Cost: CC

Collector Number: 61/111

Rarity: C

Gliscor [四]

LV. 53

HP: 80

Pokémon Energy Type: F

Basic Pokémon

C Irongrip 10

FC Loaded Needle 10+

Flip a coin. If heads, this attack does 10 damage plus 30 more damage. If tails, the Defending Pokémon is now Poisoned.

Illus. Kagemaru Himeno

Weakness: W×2

Resistance: F-20

Retreat Cost: C

Collector Number: 62/111

Rarity: C



Growlithe

LV. 26

HP: 70

Pokémon Energy Type: R

Basic Pokémon

C

Stoke

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

RCC

Take Down 50

Growlithe does 10 damage to itself.

Illus. Naoyo Kimura

Weakness: W+20

Retreat Cost: CC

Collector Number: 63/111

Rarity: C

Hippopotas

LV. 31

HP: 70

Pokémon Energy Type: F

Basic Pokémon

C

Push Down 10

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

FCC

Endeavor 30+

Flip 2 coins. This attack does 30 damage plus 20 more damage for each heads.

Illus. kawayoo

Weakness: W+10

Resistance: L-20

Retreat Cost: CC

Collector Number: 64/111

Rarity: C

Houndoom [四]

LV. 52

HP: 80

Pokémon Energy Type: D

Basic Pokémon

CC

Corner 20

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

RCC

Fire Fang 40

The Defending Pokémon is now Burned.

Illus. Masakazu Fukuda

Weakness: F×2

Resistance: P-20

Retreat Cost: C

Collector Number: 65/111

Rarity: C



Kakuna

LV. 8

HP: 80

Pokémon Energy Type: G

Stage 1 Pokémon

Evolves from: Weedle

[Poké-Body] Exoskeleton

Any damage done to Kakuna by attacks is reduced by 20 (after applying Weakness and Resistance).

G Dangerous Evolution

The Defending Pokémon is now Poisoned. Flip a coin. If heads, search your deck for an Evolution card that evolves from Kakuna and put it onto Kakuna. (This counts as evolving Kakuna.) Shuffle your deck afterward.

Illus. Midori Harada

Weakness: R+20

Retreat Cost: CC

Collector Number: 66/111

Rarity: C

Kecleon

LV. 34

HP: 70

Pokémon Energy Type: C

Basic Pokémon

[Poké-Body] Colorful Body

Kecleon's type is {G}{R}{W}{L}{P}{F}{D}{M}{C}.

CCC Triple Smash 10+

Flip 3 coins. This attack does 10 damage plus 20 more damage for each heads.

Illus. Midori Harada

Weakness: F+20

Retreat Cost: C

Collector Number: 67/111

Rarity: C

Koffing

LV. 22

HP: 60

Pokémon Energy Type: P

Basic Pokémon

C Offensive Gas

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

P Gas Bomb 30

Koffing does 30 damage to itself, and don't apply Weakness and Resistance to this damage.

Illus. Yukiko Baba

Weakness: P+10

Retreat Cost: CC

Collector Number: 68/111

Rarity: C

Munchlax

LV. 13

HP: 70

Pokémon Energy Type: C

Basic Pokémon

[Poké-Power] Baby Evolution

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

CC Rest

Remove all Special Conditions and 6 damage counters from Munchlax. Munchlax is now Asleep.

Illus. Tomokazu Komiya

Weakness: F+10

Retreat Cost: CC

Collector Number: 69/111

Rarity: C

Munchlax

LV. 15

HP: 70

Pokémon Energy Type: C

Basic Pokémon

[Poké-Power] Baby Evolution

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

CC Errand-Running

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

Illus. Kagemaru Himeno

Weakness: F+20

Retreat Cost: CC

Collector Number: 70/111

Rarity: C

Nidoran♀

LV. 14

HP: 60

Pokémon Energy Type: P

Basic Pokémon

P Scratch 10**CC Offer Help**

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

Illus. Miki Tanaka

Weakness: P+10

Retreat Cost: C

Collector Number: 71/111

Rarity: C

Nidoran♂

LV. 9

HP: 50

Pokémon Energy Type: P

Basic Pokémon

C

Leer

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

PC

Horn Hazard 40

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

Illus. Ken Sugimori

Weakness: P+10

Retreat Cost: C

Collector Number: 72/111

Rarity: C

Nidorina

LV. 29

HP: 80

Pokémon Energy Type: P

Stage 1 Pokémon

Evolves from: Nidoran♀

C

Jump Tackle 30

Nidorina does 10 damage to itself, and don't apply Weakness and Resistance to this damage.

PCC

Stress Poison 40+

If Nidorina has any damage counters on it, this attack does 40 damage plus 20 more damage and the Defending Pokémon is now Poisoned.

Illus. Ken Sugimori

Weakness: P+20

Retreat Cost: CC

Collector Number: 73/111

Rarity: C

Nidorino

LV. 30

HP: 80

Pokémon Energy Type: P

Stage 1 Pokémon

Evolves from: Nidoran♂

PC

Toxic

The Defending Pokémon is now Poisoned. Put 2 damage counters instead of 1 on the Defending Pokémon between turns.

CCC

Frustration

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

Illus. kawayoo

Weakness: P+20

Retreat Cost: C

Collector Number: 74/111

Rarity: C





Nuzleaf

LV. 25

HP: 80

Pokémon Energy Type: D

Stage 1 Pokémon

Evolves from: Seedot

D **Blind** **10**

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 **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.

Illus. Yukiko Baba

Weakness: R+20

Resistance: P-20

Retreat Cost: C

Collector Number: 75/111

Rarity: C

Quagsire [GL]

LV. 34

HP: 90

Pokémon Energy Type: W

Basic Pokémon

[Poké-Body] Submerge

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

WCC **Punch and Run** **40**

You may switch Quagsire [GL] with 1 of your Benched Pokémon.

Illus. Midori Harada

Weakness: G×2

Resistance: L-20

Retreat Cost: CC

Collector Number: 76/111

Rarity: C

Sealeo

LV. 31

HP: 80

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Spheal

-- **Find Ice**

Search your deck for up to 2 {W} Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

WC **Sheer Cold** **20**

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

Illus. Saya Tsuruta

Weakness: M+20

Retreat Cost: CC

Collector Number: 77/111

Rarity: C



Seedot

LV. 8

HP: 40

Pokémon Energy Type: G

Basic Pokémon

C

Harden

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

C

Astonish 10

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.

Illus. Miki Tanaka

Weakness: R+10

Resistance: W-20

Retreat Cost: C

Collector Number: 78/111

Rarity: C

Shellos East Sea

LV. 21

HP: 60

Pokémon Energy Type: W

Basic Pokémon

C

Ripple

Flip a coin. If heads, put 1 damage counter on each of your opponent's Pokémon.

W

Brine

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

Illus. Tomokazu Komiya

Weakness: G+10

Retreat Cost: C

Collector Number: 79/111

Rarity: C

Shellos West Sea

LV. 27

HP: 70

Pokémon Energy Type: W

Basic Pokémon

--

Healing Sea

Flip 2 coins. Choose 1 of your Pokémon. For each heads, remove 1 damage counter from that Pokémon.

CC

Mud Shot

20

Illus. Miki Tanaka

Weakness: G+20

Retreat Cost: CC

Collector Number: 80/111

Rarity: C



Snorlax

LV. 40

HP: 100

Pokémon Energy Type: C

Basic Pokémon

[Poké-Body] Bad Sleeping Habits

As long as Snorlax is Asleep, your opponent's Active Pokémon can't retreat.

CC **Toss and Turn** **20+**

If Snorlax is Asleep, this attack does 20 damage plus 30 more damage. (This attack can be used even if Snorlax is Asleep.)

CCCC **Heavy Press** **40+**

Flip a coin. If heads, this attack does 40 damage plus 40 more damage. If tails, Snorlax is now Asleep.

Illus. Kouki Saitou

Weakness: F+20

Retreat Cost: CCCC

Collector Number: 81/111

Rarity: C

Spheal

LV. 18

HP: 60

Pokémon Energy Type: W

Basic Pokémon

W **Powder Snow**

The Defending Pokémon is now Asleep.

WC **Ice Ball** **20**

Illus. Tomokazu Komiya

Weakness: M+10

Retreat Cost: CC

Collector Number: 82/111

Rarity: C

Staryu

LV. 18

HP: 50

Pokémon Energy Type: W

Basic Pokémon

C **Cosmic Draw**

If your opponent has any Evolved Pokémon in play, draw 3 cards.

W **Swift** **10**

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

Illus. Atsuko Nishida

Weakness: L+10

Retreat Cost: C

Collector Number: 83/111

Rarity: C



Trapinch

LV. 14

HP: 50

Pokémon Energy Type: F

Basic Pokémon

[Poké-Power] Gather Sand

Once during your turn (before your attack), if Trapinch is your Active Pokémon, you may search your discard pile for a basic {F} Energy card and attach it to Trapinch.

C **Grind** 10×

Does 10 damage times the amount of Energy attached to Trapinch.

Illus. Atsuko Nishida

Weakness: W+10

Resistance: L-20

Retreat Cost: C

Collector Number: 84/111

Rarity: C

Turtwig [GL]

LV. 20

HP: 90

Pokémon Energy Type: G

Basic Pokémon

[Poké-Body] Overgrow

As long as Turtwig [GL]'s remaining HP is 60 or less, each of Turtwig [GL]'s attacks does 30 more damage to the Active Pokémon (before applying Weakness and Resistance).

GCC **Giga Drain** 30

After your attack, remove from Turtwig [GL] the number of damage counters equal to the damage you did to the Defending Pokémon.

Illus. Kanako Eo

Weakness: R×2

Resistance: W-20

Retreat Cost: CCC

Collector Number: 85/111

Rarity: C

Weedle

LV. 6

HP: 60

Pokémon Energy Type: G

Basic Pokémon

-- **Rescue String**

Search your discard pile for up to 5 Pokémon, show them to your opponent, and shuffle them into your deck.

G **Needling Sting** 10+

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

Illus. Ken Sugimori

Weakness: R+10

Retreat Cost: C

Collector Number: 86/111

Rarity: C



Weezing

LV. 47

HP: 80

Pokémon Energy Type: P

Stage 1 Pokémon

Evolves from: Koffing

[Poké-Body] Camouflage Gas

If Weezing is Confused and is Knocked Out, your opponent can't take a Prize card.

C

Damage Breakdown

Count the number of damage counters on Weezing. Put that many damage counters on the Defending Pokémon and Weezing is now Confused.

P

Smog 20

The Defending Pokémon is now Poisoned.

Illus. Ken Sugimori

Weakness: P+20

Retreat Cost: CC

Collector Number: 87/111

Rarity: C

Aaron's Collection

Supporter

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

Search your discard pile for up to 2 in any combination of Pokémon SP and basic Energy cards, show them to your opponent, and put them into your hand.

Illus. Ken Sugimori

Collector Number: 88/111

Rarity: U

Bebe's Search

Supporter

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

Choose a card from your hand and put it on top of your deck. Search your deck for a Pokémon, show it to your opponent, and put it into your hand. Shuffle your deck afterward. (If this is the only card in your hand, you can't play this card.)

Illus. Ken Sugimori

Collector Number: 89/111

Rarity: U

Bertha's Warmth

Supporter

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

Remove 5 damage counters from 1 of your Pokémon SP.

Illus. Ken Sugimori

Collector Number: 90/111

Rarity: U



Flint's Willpower

Supporter

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

Attach a basic Energy card from your hand to 1 of your Pokémon SP.

Illus. Ken Sugimori

Collector Number: 91/111

Rarity: U

Lucian's Assignment

Supporter

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

Move as many Energy cards attached to 1 of your Pokémon as you like to another of your Pokémon.

Illus. Ken Sugimori

Collector Number: 92/111

Rarity: U

Pokémon Contest Hall

Stadium

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

Once during each player's turn, if that player's Bench isn't full, the player may flip a coin. If heads, that player searches his or her deck for a Basic Pokémon and puts it onto his or her Bench. If the player does, he or she may search his or her deck for a Pokémon Tool card and attach it to that Pokémon. If that player searched his or her deck, the player shuffles his or her deck afterward.

Illus. Makoto Imai

Collector Number: 93/111

Rarity: U

Sunshore City Gym

Stadium

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

Any damage done by attacks from {L} Pokémon (both yours and your opponent's) to the Defending Pokémon isn't affected by Resistance. Each {L} Pokémon in play (both yours and your opponent's) has no Weakness.

Illus. Yusuke Ishikawa

Collector Number: 94/111

Rarity: U



Team Galactic's Invention G-107 Technical Machine [G]

Technical Machine

Attach this card to 1 of your Pokémon SP in play. That Pokémon may use this card's attack instead of its own. When the Pokémon this card is attached to is no longer a Pokémon SP, discard this card.

CCC **Damage Porter**

Choose 1 of your opponent's Pokémon. This attack does 10 damage times the number of damage counters on the Pokémon this card is attached to to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Makoto Imai

Collector Number: 95/111

Rarity: U

Team Galactic's Invention G-109 SP Radar

Trainer

Choose a card from your hand and put it on top of your deck. Search your deck for a Pokémon SP, show it to your opponent, and put it into your hand. Shuffle your deck afterward. (If this is the only card in your hand, you can't play this card.)

Illus. Kent Kanetsuna

Collector Number: 96/111

Rarity: U

Underground Expedition

Supporter

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

Look at the 4 cards from the bottom of your deck. Choose any 2 cards you find there and put them into your hand. Put the remaining cards back on the bottom of your deck in any order.

Illus. Kagemaru Himeno

Collector Number: 97/111

Rarity: U

Volkner's Philosophy

Supporter

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

You may discard a card from your hand. Then, draw cards until you have 6 cards in your hand. (If you can't draw any cards, you can't play this card.)

Illus. Ken Sugimori

Collector Number: 98/111

Rarity: U

Darkness Energy

Special Energy

If the Pokémon Darkness Energy is attached to attacks, the attack does 10 more damage to the Active Pokémon (before applying Weakness and Resistance). Ignore this effect if the Pokémon that Darkness Energy is attached to isn't {D}.

Darkness Energy provides {D} Energy. (Doesn't count as a basic Energy card.)

Illus. Takumi Akabane

Collector Number: 99/111

Rarity: U



Metal Energy

Special Energy

Damage done by attacks to the Pokémon that Metal Energy is attached to is reduced by 10 (after applying Weakness and Resistance). Ignore this effect if the Pokémon that Metal Energy is attached to isn't {M}. Metal Energy provides {M} Energy. (Doesn't count as a basic Energy card.)

Illus. Takumi Akabane

Collector Number: 100/111

Rarity: U

SP Energy

Special Energy

SP Energy provides {C} Energy. If the Pokémon SP Energy is attached to is a Pokémon SP, SP Energy provides every type of Energy but provides only 1 Energy at a time. (Doesn't count as a basic Energy card.)

Illus. Kent Kanetsuna

Collector Number: 101/111

Rarity: U

Upper Energy

Special Energy

Upper Energy provides {C} Energy. If you have more Prize cards left than your opponent and this card is attached to a Pokémon (excluding Pokémon LV.X), Upper Energy provides {C} {C} Energy.

Illus. Ryo Ueda

Collector Number: 102/111

Rarity: U

Alakazam [四]

LV. X

HP: 100

Pokémon Energy Type: P

Level-Up Pokémon

[Poké-Power] Damage Switch

As often as you like during your turn (before your attack), you may move 1 damage counter from 1 of your Pokémon SP to another of your Pokémon SP. This power can't be used if Alakazam [四] is affected by a Special Condition.

PPC Mind Shock 50

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

[Level-up Rule]

Put this card onto your Active Alakazam [四]. Alakazam [四] LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Ryo Ueda

Weakness: P×2

Retreat Cost: CC

Collector Number: 103/111

Rarity: LV.X



Floatzel [GL]

LV. X

HP: 100

Pokémon Energy Type: W

Level-Up Pokémon

[Poké-Body] Water Rescue

Whenever any of your {W} Pokémon (excluding any Floatzel [GL]) is Knocked Out by damage from your opponent's attack, you may put that Pokémon and all cards that were attached to it from your discard pile into your hand.

WW Energy Cyclone 20×

Choose as many Energy cards from your hand as you like and show them to your opponent. This attack does 20 damage times the number of Energy cards you chose. Put those Energy cards on top of your deck. Shuffle your deck afterward.

[Level-up Rule]

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

Illus. Mitsuhiro Arita

Weakness: L×2

Retreat Cost: 0

Collector Number: 104/111

Rarity: LV.X

Flygon

LV. X

HP: 140

Pokémon Energy Type: C

Level-Up Pokémon

[Poké-Body] Wind Erosion

As long as Flygon is your Active Pokémon, discard the top card from your opponent's deck between turns.

CCC Extreme Attack

Choose 1 of your opponent's Pokémon LV.X. This attack does 150 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

[Level-up Rule]

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

Illus. Shizurow

Weakness: C×2

Resistance: L-20

Retreat Cost: 0

Collector Number: 105/111

Rarity: LV.X



Gallade [四]

LV. X

HP: 100

Pokémon Energy Type: P

Level-Up Pokémon

[Poké-Power] Blade Storm

Once during your turn (before your attack), when you put Gallade [四] LV.X from your hand onto your Active Gallade [四], you may put 1 damage counter on each of your opponent's Pokémon.

PCC **Aimed Cut** **40+**

Does 40 damage plus 10 more damage for each damage counter on the Defending Pokémon.

[Level-Up rule]

Put this card onto your Active Gallade [四]. Gallade [四] LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Ryo Ueda

Weakness: P×2

Retreat Cost: C

Collector Number: 106/111

Rarity: LV.X

Hippowdon

LV. X

HP: 130

Pokémon Energy Type: F

Level-Up Pokémon

[Poké-Power] Sand Reset

Once during a game on your turn (before your attack), each player shuffles all cards in play (excluding Pokémon and Supporter cards) into his or her deck. You can't use more than 1 Sand Reset Poké-Power each game.

FFCC **Double Shoot**

Discard 2 {F} Energy attached to Hippowdon and choose 2 of your opponent's Benched Pokémon. This attack does 40 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.)

[Level-up Rule]

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

Illus. Shizurow

Weakness: W×2

Resistance: L-20

Retreat Cost: CCCC

Collector Number: 107/111

Rarity: LV.X



Infernape [四]

LV. X

HP: 110

Pokémon Energy Type: R

Level-Up Pokémon

[Poké-Power] Intimidating Roar

Once during your turn (before your attack), you may have your opponent switch his or her Active Pokémon with 1 of his or her Benched Pokémon. This power can't be used if Infernape [四] is affected by a Special Condition.

RRC

Fire Spin100

Discard 2 Energy attached to Infernape [四].

[Level-Up rule]

Put this card onto your Active Infernape [四]. Infernape [四] LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Ryo Ueda

Weakness: W×2

Retreat Cost: 0

Collector Number: 108/111

Rarity: LV.X

Luxray [GL]

LV. X

HP: 110

Pokémon Energy Type: L

Level-Up Pokémon

[Poké-Power] Bright Look

Once during your turn (before your attack), when you put Luxray [GL] LV.X from your hand onto your Active Luxray [GL], you may switch the Defending Pokémon with 1 of your opponent's Benched Pokémon.

LC

Flash Impact 60

Does 30 damage to 1 of your Pokémon, and don't apply Weakness and Resistance to this damage.

[Level-up Rule]

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

Illus. Mitsuhiro Arita

Weakness: F×2

Resistance: M-20

Retreat Cost: 0

Collector Number: 109/111

Rarity: LV.X





Mismagius [GL]

LV. X

HP: 100

Pokémon Energy Type: P

Level-Up Pokémon

[Poké-Power] Magical Return

As often as you like during your turn (before your attack), you may return a Pokémon Tool card or Technical Machine card attached to your Pokémon to your hand. This power can't be used if Mismagius [GL] is affected by a Special Condition.

PPC

Darkness Magic

Count the number of cards in your hand. Put that many damage counters on the Defending Pokémon. You can't put more than 8 damage counters in this way.

[Level-Up Rule]

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

Illus. Kent Kanetsuna

Weakness: D×2

Resistance: C-20

Retreat Cost: C

Collector Number: 110/111

Rarity: LV.X

Snorlax

LV. X

HP: 130

Pokémon Energy Type: C

Level-Up Pokémon

[Poké-Power] Big Appetite

Once during your turn (before your attack), if Snorlax is your Active Pokémon, you may draw cards until you have 6 cards in your hand. If you do, Snorlax is now Asleep. This power can't be used if Snorlax is affected by a Special Condition.

CCCC

Exercise 80

You may discard as many Energy cards as you like from your hand. If you do, remove that many damage counters from Snorlax.

[Level-Up Rule]

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

Illus. Shizurow

Weakness: F×2

Retreat Cost: CCCC

Collector Number: 111/111

Rarity: LV.X

Pikachu

LV. 12

HP: 40

Pokémon Energy Type: L

Basic Pokémon

C

Gnaw 10

LC

Thunder Jolt 30

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

Illus. Mitsuhiro Arita

Weakness: F×2

Retreat Cost: C

Collector Number: 112/111

Rarity: H



Flying Pikachu

LV. 12

HP: 40

Pokémon Energy Type: L

Basic Pokémon

L **Thundershock** **10**

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

CCC **Fly** **30**

Flip a coin. If tails, this attack does nothing. If heads, prevent all effects of an attack, including damage, done to Flying Pikachu during your opponent's next turn.

Illus. Toshinao Aoki

Resistance: F-30

Retreat Cost: C

Collector Number: 113/111

Rarity: H

Surfing Pikachu

LV. 13

HP: 50

Pokémon Energy Type: L

Basic Pokémon

WW **Surf** **30**

Illus. Toshinao Aoki

Weakness: F×2

Retreat Cost: C

Collector Number: 114/111

Rarity: H

Fan Rotom

LV. 46

HP: 70

Pokémon Energy Type: L

Basic Pokémon

[Poké-Power] Fan Shift

Once during your turn (before your attack), you may use this power. Fan Rotom's type is {C} until the end of your turn.

CC **Spin Storm**

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

CCC **Air Slash60**

Flip a coin. If tails, discard an Energy attached to Fan Rotom.

Illus. Motofumi Fujiwara

Weakness: D+20

Resistance: C-20

Retreat Cost: 0

Collector Number: RT1

Rarity: H



Frost Rotom

LV. 46

HP: 90

Pokémon Energy Type: L

Basic Pokémon

[Poké-Power] Frost Shift

Once during your turn (before your attack), you may use this power. Frost Rotom's type is {W} until the end of your turn.

CC Hail

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

WCC Crushing Ice 40+

Does 40 damage plus 10 more damage for each {C} Energy in the Defending Pokémon's Retreat Cost (after applying effects to the Retreat Cost).

Illus. Hironobu Yoshida

Weakness: D+20

Resistance: C-20

Retreat Cost: CCC

Collector Number: RT2

Rarity: H

Heat Rotom

LV. 46

HP: 80

Pokémon Energy Type: L

Basic Pokémon

[Poké-Power] Heat Shift

Once during your turn (before your attack), you may use this power. Heat Rotom's type is {R} until the end of your turn.

C Warm Up

Search your deck for a {R} Energy card and attach it to 1 of your Benched Pokémon. Shuffle your deck afterward.

RCC Heat Burn 40

The Defending Pokémon is now Burned.

Illus. Lee HyunJung

Weakness: D+20

Resistance: C-20

Retreat Cost: C

Collector Number: RT3

Rarity: H



Mow Rotom

LV. 46

HP: 90

Pokémon Energy Type: L

Basic Pokémon

[Poké-Power] Mow Shift

Once during your turn (before your attack), you may use this power. Mow Rotom's type is {G} until the end of your turn.

CC **Slash** **20**

GCC **Mow Down** **50**

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

Illus. Yusuke Ohmura

Weakness: D+20

Resistance: C-20

Retreat Cost: CC

Collector Number: RT4

Rarity: H

Wash Rotom

LV. 46

HP: 90

Pokémon Energy Type: L

Basic Pokémon

[Poké-Power] Wash Shift

Once during your turn (before your attack), you may use this power. Wash Rotom's type is {W} until the end of your turn.

C **Cleanse Away**

Remove 3 damage counters from each of your Benched Pokémon.

WC **Drain Wash** **30**

Flip a coin until you get tails. For each heads, choose 1 card from your opponent's hand without looking and discard it.

Illus. Hiroki Fuchino

Weakness: D+20

Resistance: C-20

Retreat Cost: CC

Collector Number: RT5

Rarity: H

Charon's Choice

Supporter

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, put this card into your hand instead of discarding it.

Search your deck for any Rotom and switch it with any Rotom you have in play. Any cards attached to Rotom and damage counters on it are now on the new Pokémon. (Remove all Special Conditions and effects from Rotom.) Put Rotom on top of your deck. Shuffle your deck afterward.

Illus. Ken Sugimori

Collector Number: RT6

Rarity: H