

POKÉMON TCG ERRATA

Here is a list of all errata in the Pokémon Trading Card Game. The text below reflects a correction to the text on the cards, not how it originally appeared.

MAJOR CHANGES TO EXISTING CARDS

Rare Candy

Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card on the Basic Pokémon. (This counts as evolving that Pokémon.) You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

Changes: You can no longer use this card to evolve a Basic to a Stage 1 Pokémon, it can't be used on your first turn, and it can't be used on a Pokémon played this turn.

Potion

Heal 30 damage from 1 of your Pokémon.

Changes: Heals 30 damage instead of 20 damage.

Great Ball

Look at the top 7 cards of your deck. You may reveal a Pokémon you find there and put it into your hand. Shuffle the other cards back into your deck.

Changes: This card works very differently now. It can no longer search the entire deck for a Pokémon and put it directly onto Bench.

PlusPower

During this turn, your Pokémon's attacks do 10 more damage to the Active Pokémon (*before applying Weakness and Resistance*).

Changes: This card no longer attaches to a Pokémon when used.

Pokémon Catcher

Flip a coin. If heads, switch 1 of your opponent's Benched Pokémon with his or her Active Pokémon.

Changes: This card now requires a coin flip. (This makes Pokémon Catcher functionally identical to Pokémon Reversal.)

SPECIFIC CARD PRINTING CHANGES

Diamond & Pearl Series

Alakazam (Diamond & Pearl—Mysterious Treasures, 2/123)

Psychic Guard

During your opponent's next turn, any damage done to Alakazam by attacks from your opponent's Stage 2 Pokémon is reduced by 30 (*after applying Weakness and Resistance*).

Ariados (Diamond & Pearl—Mysterious Treasures, 20/123)

(Poké-Body) Sticky

The Retreat Cost for each player's Pokémon (excluding any Ariados) is  more.

Exeggutor (Diamond & Pearl—Mysterious Treasures, 24/123)

String Bomb

Flip a coin for each Energy from Basic Energy cards attached to Exeggutor and to the Defending Pokémon. This attack does 30 damage times the number of heads.

Glalie (Diamond & Pearl—Mysterious Treasures, 25/123)

(Poké-Body) Craggy Face

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


Manectric (Diamond & Pearl—Mysterious Treasures, 28/123)

Lightning Twister

Does 20 damage times the amount of Energy from Basic Energy cards attached to Manectric.


Magmortar LV.X (Diamond & Pearl—Mysterious Treasures, 123/123)

Flame Bluster

Discard 2  Energy cards attached to Magmortar. Choose 1 of your opponent's Pokémon. This attack does 100 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)* During your next turn, Magmortar can't use Flame Bluster.

Entei (Diamond & Pearl—Secret Wonders, 4/132)

Blaze Roar

Does 20 damage to 1 of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Flip a coin. If tails, discard  2 Energy cards attached to Entei.



Banette (Diamond & Pearl—Secret Wonders, 23/132)

Ghost Head

Put as many damage counters as you like on Banette. (You can't Knock Out Banette.) Put that many damage counters on the Defending Pokémon.

Electivire (Diamond & Pearl—Secret Wonders, 25/132)

Discharge

Discard all  Energy attached to Electivire. Flip a coin for each  Energy card you discarded. This attack does 50 damage times the number of heads.

Electrode (Diamond & Pearl—Secret Wonders, 26/132)

(Poké-Power) Energy Shift

If Electrode would be Knocked Out by damage from an attack, you may use this power. Electrode isn't discarded. Instead, attach it as an Energy card to 1 of your Pokémon. While attached, this card is a Special Energy card and provides every type of Energy but provides only 1 Energy at a time. (Has no effect other than providing Energy.)

Wormadam Sandy Cloak (*Diamond & Pearl—Secret Wonders, 42/132*)

(Poké-Body) Sandy Cloak

Prevent all effects of attacks, excluding damage, done to Wormadam Sandy Cloak by your opponent's Pokémon.

Tangrowth (*Diamond & Pearl—Great Encounters, 10/106*)

Power Whip

Choose 1 of your opponent's Pokémon. This attack does 10 damage for each Energy from Basic Energy cards attached to Tangrowth to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Unown G (*Diamond & Pearl—Great Encounters, 57/106*)

(Poké-Power) Guard

Once during your turn (before your attack), if Unown G is on your Bench, you may discard all cards attached to Unown G and attach Unown G to 1 of your Pokémon as a Pokémon Tool card. As long as Unown G is attached to a Pokémon, prevent all effects of attacks, excluding damage, done to that Pokémon by your opponent's Pokémon.

Unown V (*Diamond & Pearl—Legends Awakened, 79/146*)

(Poké-Power) Vacation

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

Gengar (*Diamond & Pearl—Stormfront, 18/100*)

(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.

Roserade (*Diamond & Pearl—Stormfront, 23/100*)

(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.

Skuntank (*Diamond & Pearl—Stormfront, 26/100*)

(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. (If the Defending Pokémon is no longer your opponent's Active Pokémon, this effect ends.)

Staraptor (*Diamond & Pearl—Stormfront, 27/100*)

(Poké-Body) Protect Wing

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



Platinum Series

Dialga (*Platinum, 23/127*)

This card should use the Metal-type card template, rather than the Colorless-type card template.

Shaymin LV.X (*Platinum, 126/127*)

Seed Flare

Choose as many  Energy cards from your hand as you like and attach them to your Pokémon in any way you like. If you do, this attack does 40 damage plus 20 more damage for each  Energy card attached in this way.

Lucky Egg (*Platinum—Arceus*, 88/89)

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

If the Pokémon does not go to the discard pile (for example, if it goes to the Lost Zone, etc.), you do not get to draw the cards.

HeartGold & SoulSilver Series

Onix (*HS—Unleashed*, 56/95)

(Poké-Body) Energy Healer

When you attach an Energy card from your hand to Onix, remove a damage counter from Onix.

This Poké-Body only works when you attach an Energy card to Onix.

Defender (*HS—Undaunted*, 72/90)

Attach Defender to 1 of your Pokémon. Discard this card at the end of your opponent's next turn. Any damage done to the Pokémon Defender is attached to by attacks is reduced by 20 (*after applying Weakness and Resistance*).

Defender protects against all attacks, even ones not made by the opponent.

Unown (*HS—Triumphant*, 51/102)

(Poké-Power) CURE

Once during your turn, when you put Unown from your hand onto your Bench, you may remove all Special Conditions from your Active Pokémon.











Use of this Poké-Power is optional.

Black & White Series

Exp. Share (*Dragon Vault*, 18/20)


This version of Exp. Share was printed without the Pokémon Tool rule box. This card should have that rule box, matching *Black & White—Next Destinies*, 87/99).

Charizard (*Black & White—Plasma Storm*, 136/135)

The attack cost for Scorching Fire was misprinted. It should be      , as opposed to the printed      .

XY Series

Fighting Stadium (*XY—Furious Fists*, 90/111)

The attacks of each  Pokémon in play (both yours and your opponent's) do 20 more damage to the opponent's Active Pokémon if it is a Pokémon-EX (before applying Weakness and Resistance).




This stadium should only impact the Active Pokémon-EX belonging to the opponent of the attacking Pokémon.

Jamming Net (*XY—Phantom Forces*, 98/119)


The attacks of the Pokémon this card is attached to do 20 less damage to each of the opponent's Pokémon (before applying Weakness and Resistance). (Don't apply Weakness and Resistance for Benched Pokémon.)

This tool should only impact the Pokémon belonging to the opponent of the attacking Pokémon.

Shield Energy (*XY—Primal Clash*, 143/160)

This card can only be attached to  Pokémon. This card provides  Energy only while this card is attached to a  Pokémon.

Any damage done to the Metal-type Pokémon this card is attached to by an opponent's attack is reduced by 10 (after applying Weakness and Resistance).

(If this card is attached to anything other than a  Pokémon, discard this card.)

Damage should be reduced after applying Weakness and Resistance. Templating changed to reflect the reduction of damage being taken.

Galvantula (XY—Steam Siege, 42/114)

Double Thread

This attack does 30 damage to 2 of your opponent's Benched Pokémon. Apply Weakness and Resistance.

This attack can only affect Benched Pokémon.

Electrode (XY—Evolutions, 40/108)

(Ability) Buzzap Thunder

Once during your turn (*before your attack*), you may Knock Out this Pokémon and attach it to one of your ⚡ Pokémon as a Special Energy card. This card provides 2 ⚡ Energy only while this card is attached to a Pokémon.

The text will be changed to match the original intention of the Ability, which is that Electrode provides 2 ⚡ Energy as long as it's attached to any Pokémon, not just Lightning-type Pokémon.