

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.

Guide to Rarity Symbols

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

H: rare Holo

R: rare

U: Uncommon

C: Common

R-EX: rare Holo ex

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

Blaziken

110 HP

Pokémon Type: R

Stage 2 Pokémon

Evolves from Combusken

Illus. Midori Harada

[Poké-Body] Blaze

As long as Blaziken's remaining HP is 40 or less, Blaziken does 40 more damage to the Defending Pokémon (before applying Weakness and Resistance).

C Searing Flame 10

The Defending Pokémon is now Burned.

RRC Damage Burn 50+

If the Defending Pokémon already has any damage counters on it, this attack does 50 damage plus 20 more damage.

Weakness: W

Retreat Cost: CC

Collector Number: 1/106

Rarity: H

Deoxys

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Hironobu Yoshida

[Poké-Power] Form Change

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

CC **Swift** 30

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

Weakness: P

Retreat Cost: C

Collector Number: 2/106

Rarity: H

Exploud

120 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Loudred

Illus. Hajime Kusajima

C Collect

Draw 3 cards.

CC **Body Slam** 30

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

CCC **Hyper Voice** 50

CCCCC **Mega Throw** 60+

If the Defending Pokémon is Pokémon-ex, this attack does 60 damage plus 40 more damage.

Weakness: F

Retreat Cost: CC

Collector Number: 3/106

Rarity: H

Gardevoir

100 HP

Pokémon Type: P

Stage 2 Pokémon

Evolves from Kirlia

Illus. Kagemaru Himeno

[Poké-Power] Heal Dance

Once during your turn (before your attack), you may remove 2 damage counters from 1 of your Pokémon. You can't use more than 1 Heal Dance Poké-Power each turn. This power can't be used if Gardevoir is affected by a Special Condition.

PC **Psypunch** 30

PCCC **Mind Shock** 60

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

Weakness: P

Retreat Cost: CC

Collector Number: 4/106

Rarity: H

Groudon

80 HP

Pokémon Type: F

Basic Pokémon

Illus. Kouki Saitou

F **Slash** 10

FCC **Rock Tumble** 40

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

Weakness: W

Retreat Cost: C

Collector Number: 5/106

Rarity: H

Kyogre

80 HP

Pokémon Type: W

Basic Pokémon

Illus. Masakazu Fukuda

C **Ram** 10

WCC **Aqua Sonic** 40

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

Weakness: L

Retreat Cost: CC

Collector Number: 6/106

Rarity: H

Manectric

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Electrike

Illus. Masakazu Fukuda

LC **Swift** 20

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

LCC Tail Shock 40

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

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 7/106

Rarity: H

Milotic

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Feebas

Illus. Kagemaru Himeno

C Surf 20

WCC Super Hypno Wave 50

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

Weakness: L

Retreat Cost: CC

Collector Number: 8/106

Rarity: H

Rayquaza

80 HP

Pokémon Type: C

Basic Pokémon

Illus. Kouki Saitou

CC Dragon Dance

During your next turn, if any of your current Active Pokémon does damage to any Defending Pokémon, the attack does 30 more damage (before applying Weakness and Resistance).

RLC Dragon Claw 40

Weakness: C

Retreat Cost: CC

Collector Number: 9/106

Rarity: H

Sceptile

100 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Grovyle

Illus. Mitsuhiro Arita

[Poké-Body] Green Essence

As long as Sceptile is in play, each of your Active Pokémon that has {G} Energy attached to it can't be affected by any Special Conditions.

G Razor Leaf 30

GCCC 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: R

Resistance: W

Retreat Cost: CC

Collector Number: 10/106

Rarity: H

Swampert

110 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Marstomp

Illus. Atsuko Nishida

[Poké-Power] Water Cyclone

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

C Spinning Tail

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

WWC Aqua Sonic 60

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

Weakness: G

Retreat Cost: CC

Collector Number: 11/106

Rarity: H

Chimecho

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Kagemaru Himeno

C Collect

Draw a card.

PC Warp Sounds 20

If the Defending Pokémon is an Evolved Pokémon, the Defending Pokémon is now Confused.

Weakness: P

Retreat Cost: C

Collector Number: 12/106

Rarity: R

Glalie

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Snorunt

Illus. Atsuko Nishida

C **Hailstone**

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

WCC **Super Slash** 40+

If the Defending Pokémon is an Evolved Pokémon, this attack does 40 damage plus 20 more damage.

Weakness: M

Retreat Cost: C

Collector Number: 13/106

Rarity: R

Groudon

80 HP

Pokémon Type: F

Basic Pokémon

Illus. Kouki Saitou

FC **Slash** 20

FCCC **Eruption** 40+

Each player discards the top card of his or her deck. This attack does 40 damage plus 20 more damage for each Energy card discarded in this way.

Weakness: W

Retreat Cost: CC

Collector Number: 14/106

Rarity: R

Kyogre

80 HP

Pokémon Type: W

Basic Pokémon

Illus. Kouki Saitou

C **Scary Face**

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

WWC **Hydro Pump** 40+

Does 40 damage plus 10 more damage for each {W} Energy attached to Kyogre but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.

Weakness: L
Retreat Cost: CC
Collector Number: 15/106
Rarity: R

Manectric

70 HP
Pokémon Type: L
Stage 1 Pokémon
Evolves from Electrike
Illus. Kagemaru Himeno
C Dazzle Blast 10
Flip a coin. If heads, the Defending Pokémon is now Confused.
LC Zap Kick 40
Weakness: F
Resistance: M
Retreat Cost: C
Collector Number: 16/106
Rarity: R

Nosepass

70 HP
Pokémon Type: F
Basic Pokémon
Illus. Kouki Saitou
C Collect
Draw a card.
CC Wide Laser
Does 10 damage to each of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
Weakness: W
Retreat Cost: C
Collector Number: 17/106
Rarity: R

Relicanth

70 HP
Pokémon Type: W
Basic Pokémon
Illus. Atsuko Nishida
C Sharp Fin 10
WC Hypno Splash 20
The Defending Pokémon is now Asleep.
Weakness: L
Retreat Cost: C

Collector Number: 18/106

Rarity: R

Rhydon

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Rhyhorn

Illus. Kouki Saitou

FC **Horn Attack** 30

CCCC **Rock Tumble** 60

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

Weakness: W

Retreat Cost: CC

Collector Number: 19/106

Rarity: R

Seviper

80 HP

Pokémon Type: G

Basic Pokémon

Illus. Mitsuhiro Arita

C **Pierce** 10

GCC **Bite Off** 30+

If the Defending Pokémon is Pokémon-ex, this attack does 30 damage plus 30 more damage.

Weakness: P

Retreat Cost: C

Collector Number: 20/106

Rarity: R

Zangoose

70 HP

Pokémon Type: C

Basic Pokémon

Illus. Midori Harada

C **Extra Claws** 10+

If the Defending Pokémon is Pokémon-ex, this attack does 10 damage plus 20 more damage.

CC **Quick Attack** 20+

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

Weakness: F

Retreat Cost: C

Collector Number: 21/106

Rarity: R

Breloom

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Shroomish

Illus. Mitsuhiro Arita

C Power Blow 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage for each Energy attached to Breloom.

GGC Body Slam 40

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

Weakness: P

Retreat Cost: C

Collector Number: 22/106

Rarity: U

Camerupt

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Numel

Illus. Masakazu Fukuda

CC Extra Flame 20+

If the Defending Pokémon is Pokémon-ex, this attack does 20 damage plus 30 more damage.

RCC Super Singe 40

The Defending Pokémon is now Burned.

Weakness: W

Retreat Cost: CC

Collector Number: 23/106

Rarity: U

Claydol

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Baltoy

Illus. Yuka Morii

[Poké-Body] Levitate

As long as Claydol has any Energy attached to it, the Retreat Cost for Claydol is 0.

FC Rock Smash 30+

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

Weakness: G

Retreat Cost: CC

Collector Number: 24/106

Rarity: U

Combusken

70 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Torchic

Illus. Midori Harada

RC **Lava Burn** 20

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

RCC **Sharp Claws** 40+

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

Weakness: W

Retreat Cost: C

Collector Number: 25/106

Rarity: U

Dodrio

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Doduo

Illus. Hajime Kusajima

CC **Smash Kick** 30

CCC **Smash Turn** 40

After your attack, you may switch Dodrio with 1 of your Benched Pokémon.

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 26/106

Rarity: U

Electrode

70 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Voltorb

Illus. Masakazu Fukuda

L **Thundershock** 20

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

CCC **Speed Ball** 50

Weakness: F

Retreat Cost: C

Collector Number: 27/106

Rarity: U

Grovyle

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Treecko

Illus. Mitsuhiro Arita

G Tail Shake 10

The Defending Pokémon is now Asleep.

CCC Razor Leaf 40

Weakness: R

Resistance: W

Retreat Cost: C

Collector Number: 28/106

Rarity: U

Grumpig

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Spoink

Illus. Kagemaru Himeno

P Psyshock 20

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

CCC Teleport Blast 40

After your attack, you may switch Grumpig with 1 of your Benched Pokémon.

Weakness: P

Retreat Cost: CC

Collector Number: 29/106

Rarity: U

Grumpig

70 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Spoink

Illus. Atsuko Nishida

C Snap Tail

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

PC Psypunch 40

Weakness: P

Retreat Cost: C

Collector Number: 30/106

Rarity: U

Hariyama

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Makuhita

Illus. Kouki Saitou

FC **Cross-Cut** 20+

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

FCC **Shove** 40

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

Weakness: P

Retreat Cost: C

Collector Number: 31/106

Rarity: U

Illumise

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Kouki Saitou

C **Collect**

Draw a card.

CC **Tackle** 20

Weakness: R

Retreat Cost: C

Collector Number: 32/106

Rarity: U

Kirlia

70 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Ralts

Illus. Kagemaru Himeno

PC **Psypunch** 30

CCC **Mind Shock** 40

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

Weakness: P

Retreat Cost: C

Collector Number: 33/106

Rarity: U

Linoone

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Zigzagoon

Illus. Yuka Morii

C Body Slam 10

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

CC Claw Swipe 30

Weakness: F

Retreat Cost: 0

Collector Number: 34/106

Rarity: U

Loudred

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Whismur

Illus. Hajime Kusajima

C Body Slam 10

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

CCC Double-edge 50

Loudred does 10 damage to itself.

Weakness: F

Retreat Cost: CC

Collector Number: 35/106

Rarity: U

Marshtomp

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Mudkip

Illus. Atsuko Nishida

C Super Hypno Wave 10

The Defending Pokémon is now Asleep.

WWC Surf 50

Weakness: G

Retreat Cost: C

Collector Number: 36/106

Rarity: U

Minun

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Naoyo Kimura

[Poké-Body] Electro-guard

As long as Minun has any {L} Energy is attached to it, Minun has no Weakness.

CC **Quick Attack** 20+

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

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 37/106

Rarity: U

Ninetales

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Vulpix

Illus. Midori Harada

R **Confuse Ray** 10

The Defending Pokémon is now Confused.

RCC **Searing Flame** 40

The Defending Pokémon is now Burned.

Weakness: W

Retreat Cost: C

Collector Number: 38/106

Rarity: U

Plusle

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Naoyo Kimura

C **Collect**

Draw a card.

LC **Thundershock** 20

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

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 39/106

Rarity: U

Swalot

80 HP

Pokémon Type: G
Stage 1 Pokémon
Evolves from Gulpin
Illus. Atsuko Nishida
CC **Blot** 20
Remove 1 damage counter from Swalot.
GCC **Poison Breath** 40
The Defending Pokémon is now Poisoned.
Weakness: P
Retreat Cost: CC
Collector Number: 40/106
Rarity: U

Swellow

70 HP
Pokémon Type: C
Stage 1 Pokémon
Evolves from Taillow
Illus. Naoyo Kimura
C **Peck** 20
CCC **Skill Dive**
Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon.
(Don't apply Weakness and Resistance for Benched Pokémon.)
Weakness: L
Resistance: F
Retreat Cost: 0
Collector Number: 41/106
Rarity: U

Volbeat

60 HP
Pokémon Type: G
Basic Pokémon
Illus. Kouki Saitou
C **Confuse Ray**
Flip a coin. If heads, the Defending Pokémon is now Confused.
GC **Double-edge** 30
Volbeat does 10 damage to itself.
Weakness: R
Retreat Cost: C
Collector Number: 42/106
Rarity: U

Baltoy

50 HP

Pokémon Type: F
Basic Pokémon
Illus. Yuka Morii
C **Slap** 10
CCC **Pierce** 30
Weakness: G
Retreat Cost: C
Collector Number: 43/106
Rarity: C

Cacnea

50 HP
Pokémon Type: G
Basic Pokémon
Illus. Mitsuhiro Arita
C **Spike Cannon** 10x
Flip 3 coins. This attack does 10 damage times the number of heads.
Weakness: R
Retreat Cost: C
Collector Number: 44/106
Rarity: C

Doduo

40 HP
Pokémon Type: C
Basic Pokémon
Illus. Hajime Kusajima
C **Paralyzing Gaze**
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
Weakness: L
Resistance: F
Retreat Cost: C
Collector Number: 45/106
Rarity: C

Duskull

40 HP
Pokémon Type: P
Basic Pokémon
Illus. Kagemaru Himeno
C **Pound** 10
Weakness: D
Resistance: F
Retreat Cost: C
Collector Number: 46/106

Rarity: C

Electrike

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Kagemaru Himeno

C **Double Kick** 10x

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

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 47/106

Rarity: C

Electrike

40 HP

Pokémon Type: L

Basic Pokémon

Illus. Masakazu Fukuda

C **Rear Kick** 10

LC **Skull Bash** 30

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 48/106

Rarity: C

Feebas

30 HP

Pokémon Type: W

Basic Pokémon

Illus. Atsuko Nishida

[Poké-Body] Submerge

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

WC **Lunge** 20

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

Weakness: L

Retreat Cost: C

Collector Number: 49/106

Rarity: C

Feebas

30 HP

Pokémon Type: W
Basic Pokémon
Illus. Kagemaru Himeno

W Water Arrow

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: L
Retreat Cost: C
Collector Number: 50/106
Rarity: C

Gulpin

50 HP
Pokémon Type: G
Basic Pokémon
Illus. Atsuko Nishida

C Headbutt 10

CC Drool 20

Weakness: P
Retreat Cost: C
Collector Number: 51/106
Rarity: C

Larvitar

50 HP
Pokémon Type: F
Basic Pokémon
Illus. Nakaoka

FC Dig Under

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.

Weakness: G
Retreat Cost: C
Collector Number: 52/106
Rarity: C

Luvdisc

60 HP
Pokémon Type: W
Basic Pokémon
Illus. Hajime Kusajima

C Call for Friend

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

WC Strange Scale 20

If the Defending Pokémon is an Evolved Pokémon, the Defending Pokémon is now Confused.

Weakness: L

Retreat Cost: C

Collector Number: 53/106

Rarity: C

Makuhita

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Kouki Saitou

F **Cross Chop** 10+

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

Weakness: P

Retreat Cost: C

Collector Number: 54/106

Rarity: C

Meditite

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Kouki Saitou

C **High Jump Kick** 10

FC **Fake Out** 20

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

Weakness: P

Retreat Cost: C

Collector Number: 55/106

Rarity: C

Mudkip

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Atsuko Nishida

W **Tail Strike** 10+

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

Weakness: G

Retreat Cost: C

Collector Number: 56/106

Rarity: C

Numel

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Midori Harada

C Collect

Draw a card.

R Lunge 20

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

Weakness: W

Retreat Cost: C

Collector Number: 57/106

Rarity: C

Numel

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Masakazu Fukuda

C Stampede 10

RC Steady Firebreathing 20

Weakness: W

Retreat Cost: CC

Collector Number: 58/106

Rarity: C

Pichu

40 HP

Pokémon Type: L

Basic Pokémon

Illus. Nakaoka

[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.

C Collect

Draw a card.

Weakness: F

Retreat Cost: C

Collector Number: 59/106

Rarity: C

Pikachu

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Masakazu Fukuda

L **Pika Ball** 10

CC **Thundershock** 20

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

Weakness: F

Retreat Cost: C

Collector Number: 60/106

Rarity: C

Ralts

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kagemaru Himeno

P **Hypnotic Ray** 10

The Defending Pokémon is now Asleep.

Weakness: P

Retreat Cost: C

Collector Number: 61/106

Rarity: C

Rhyhorn

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Kouki Saitou

C **Horn Attack** 10

FC **Horn Drill** 20

Weakness: W

Retreat Cost: C

Collector Number: 62/106

Rarity: C

Shroomish

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Mitsuhiro Arita

C **Ram** 10

CC **Headbutt** 20

Weakness: R

Resistance: W

Retreat Cost: C

Collector Number: 63/106

Rarity: C

Snorunt

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Atsuko Nishida

C **Beat** 10

Weakness: M

Retreat Cost: C

Collector Number: 64/106

Rarity: C

Spoink

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kagemaru Himeno

P **Knock Away** 10+

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

Weakness: P

Retreat Cost: C

Collector Number: 65/106

Rarity: C

Spoink

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Atsuko Nishida

C **Lunge** 20

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

Weakness: P

Retreat Cost: C

Collector Number: 66/106

Rarity: C

Swablu

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Hajime Kusajima

[Poké-Body] Feathery

As long as Swablu is on your Bench, prevent all damage done to Swablu by opponent's attacks.

C **Razor Wind** 20

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

Weakness: L
Resistance: F
Retreat Cost: C
Collector Number: 67/106
Rarity: C

Tailow

50 HP
Pokémon Type: C
Basic Pokémon
Illus. Naoyo Kimura
C Razor Wind 10
Flip a coin. If tails, this attack does nothing.
Weakness: L
Resistance: F
Retreat Cost: C
Collector Number: 68/106
Rarity: C

Torchic

50 HP
Pokémon Type: R
Basic Pokémon
Illus. Midori Harada
R Hypnotic Gaze
The Defending Pokémon is now Asleep.
Weakness: W
Retreat Cost: C
Collector Number: 69/106
Rarity: C

Treecko

50 HP
Pokémon Type: G
Basic Pokémon
Illus. Mitsuhiro Arita
G Tail Smash 10
Flip a coin. If tails, this attack does nothing.
Weakness: R
Resistance: W
Retreat Cost: C
Collector Number: 70/106
Rarity: C

Voltorb

50 HP
Pokémon Type: L
Basic Pokémon
Illus. Masakazu Fukuda
C **Ram** 10
CCC **Speed Ball** 30
Weakness: F
Retreat Cost: C
Collector Number: 71/106
Rarity: C

Vulpix

50 HP
Pokémon Type: R
Basic Pokémon
Illus. Midori Harada
C **Bite** 10
RC **Firebreathing** 20+
Flip a coin. If heads, this attack does 20 damage plus 10 more damage.
Weakness: W
Retreat Cost: C
Collector Number: 72/106
Rarity: C

Whismur

50 HP
Pokémon Type: C
Basic Pokémon
Illus. Hajime Kusajima
C **Tackle** 10
CC **Rollout** 20
Weakness: F
Retreat Cost: C
Collector Number: 73/106
Rarity: C

Zigzagoon

40 HP
Pokémon Type: C
Basic Pokémon
Illus. Yuka Morii
C **Gnaw** 10
CC **Body Slam** 10
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Weakness: F
Retreat Cost: C
Collector Number: 74/106
Rarity: C

Battle Frontier

Trainer card [Stadium]
Illus. Midori Harada
This card stays in play when you play it. Discard this card if another Stadium card comes into play.
Each player's {C} Evolved Pokémon, {D} Evolved Pokémon, and {M} Evolved Pokémon can't use any Poké-Powers or Poké-Bodies.
Collector Number: 75/106
Rarity: U

Double Full Heal

Trainer card
Illus. Ryo Ueda
Remove all Special Conditions from each of your Active Pokémon.
Collector Number: 76/106
Rarity: U

Lanette's Net Search

Trainer card [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 deck for up to 3 different types of Basic Pokémon cards (excluding Baby Pokémon), show them to your opponent, and put them into your hand. Shuffle your deck afterward.
Collector Number: 77/106
Rarity: U

Lum Berry

Trainer card [Pokémon Tool]
Illus. Kazuo Yazawa
Attach Lum Berry 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.
At any time between turns, if the Pokémon this card is attached to is affected by any Special Conditions, remove all of them. Then, discard Lum Berry.
Collector Number: 78/106
Rarity: U

Mr. Stone's Project

Trainer card [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 deck for up to 2 basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward. Or, search your discard pile for up to 2 basic Energy cards, show them to your opponent, and put them into your hand.

Collector Number: 79/106

Rarity: U

Oran Berry

Trainer card [Pokémon Tool]

Illus. Kazuo Yazawa

Attach Oran Berry 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.

At any time between turns, if the Pokémon this card is attached to has at least 2 damage counters on it, remove 2 damage counters from it. Then, discard Oran Berry.

Collector Number: 80/106

Rarity: U

PokéNav

Trainer card

Illus. Katsura Tabata

Look at the top 3 cards of your deck, and choose a Basic Pokémon, Evolution card, or Energy card. Show it to your opponent and put it into your hand. Put the 2 other cards back on top of your deck in any order.

Collector Number: 81/106

Rarity: U

Professor Birch

Trainer card [Supporter]

Illus. Ken Sugimori

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

Draw cards from your deck until you have 6 cards in your hand.

Collector Number: 82/106

Rarity: U

Rare Candy

Trainer card

Illus. Ryo Ueda

Choose 1 of your Basic Pokémon in play. If you have a Stage 1 or Stage 2 card that evolves from that Pokémon in your hand, put that card on the Basic Pokémon. (This counts as evolving that Pokémon.)

Collector Number: 83/106

Rarity: U

Scott

Trainer card [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 deck for up to 3 cards in any combination of Supporter cards and Stadium cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

Collector Number: 84/106

Rarity: U

Wally's Training

Trainer card [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 deck for a card that evolves from your Active Pokémon (choose 1 if there are 2) and put it on your Active Pokémon. (This counts as evolving that Pokémon.) Shuffle your deck afterward.

Collector Number: 85/106

Rarity: U

Darkness Energy

Special Energy card

Illus. Milky Isobe

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 unless the Attacking Pokémon is {D} or has Dark in its name. Darkness Energy provides {D} Energy. (Doesn't count as a basic Energy card.)

Collector Number: 86/106

Rarity: R

Double Rainbow Energy

Special Energy card

Illus. Takumi Akabane

Double Rainbow Energy can be attached only to an Evolved Pokémon (excluding Pokémon-ex). While in play, Double Rainbow Energy provides every type of Energy but provides 2 Energy at a time. (Has no effect other than providing Energy.) Damage done to your opponent's Pokémon by the Pokémon Double Rainbow Energy is attached to is

reduced by 10 (before applying Weakness and Resistance). When the Pokémon Double Rainbow Energy is attached to is no longer an Evolved Pokémon, discard Double Rainbow Energy. Collector Number: 87/106
Rarity: R

Metal Energy

Special Energy card

Illus. Milky Isobe

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.)

Collector Number: 88/106

Rarity: R

Multi Energy

Special Energy card

Illus. Takumi Akabane

Attach Multi Energy to 1 of your Pokémon. While in play, Multi Energy provides every type of Energy but provides only 1 Energy at a time. (Has no effect other than providing Energy.) Multi Energy provides {C} Energy when attached to a Pokémon that already has Special Energy cards attached to it.

Collector Number: 89/106

Rarity: R

Altaria ex

100 HP

Pokémon Type: C

Stage 1 ex Pokémon

Evolves from Swablu

Illus. Ryo Ueda

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Mist

Any damage done to Altaria ex by attacks from Stage 2 Evolved Pokémon (both yours and your opponent's) is reduced by 30 (after applying Weakness and Resistance).

C **Dive** 20

WLC **Dragon Mist** 70

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

Retreat Cost: C

Collector Number: 90/106

Rarity: R-EX

Cacturne ex

110 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Cacnea

Illus. Hikaru Koike

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Cursed Glare

As long as Cacturne ex is your Active Pokémon, your opponent can't attach any Special Energy cards (except for {D} and {M} Energy cards) from his or her hand to his or her Active Pokémon.

G **Psybeam** 20

The Defending Pokémon is now Confused.

GCC **Spike Rend** 50+

If the Defending Pokémon already has any damage counters on it, this attack does 50 damage plus 20 more damage.

Weakness: R

Retreat Cost: C

Collector Number: 91/106

Rarity: R-EX

Camerupt ex

120 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Numel

Illus. Ryo Ueda

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Magma Armor

Camerupt ex can't be Asleep or Paralyzed.

CC **Searing Flame** 30

The Defending Pokémon is now Burned.

RRC **Eruption** 60+

Each player discards the top card of his or her deck. This attack does 60 damage plus 20 more damage for each Energy card discarded in this way.

Weakness: W

Retreat Cost: CC

Collector Number: 92/106

Rarity: R-EX

Deoxys ex

110 HP

Pokémon Type: P

Basic Pokémon

Illus. Mitsuhiro Arita

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Power] Form Change

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

CCC **Fastwave** 50

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

Weakness: P

Collector Number: 93/106

Rarity: R-EX

Dusclops ex

100 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Duskull

Illus. Mitsuhiro Arita

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Dark Hole

As long as Dusclops ex is on your Bench, don't apply {D} Weakness for all of your Pokémon in play.

P Shadow Beam

Put 2 damage counters on the Defending Pokémon for each Energy attached to Dusclops ex.

Weakness: D

Resistance: FC

Collector Number: 94/106

Rarity: R-EX

Medicham ex

110 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Meditite

Illus. Hikaru Koike

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Wise Aura

As long as Medicham ex is your Active Pokémon, each Pokémon (excluding Pokémon-ex) (both yours and your opponent's) can't use any Poké-Powers.

CC Pure Power

Put 3 damage counters on your opponent's Pokémon in any way you like.

FCC Sky Kick 60+

If the Defending Pokémon has {F} Resistance, this attack does 60 damage plus 40 more damage.

Weakness: P

Retreat Cost: C

Collector Number: 95/106

Rarity: R-EX

Milotic ex

130 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Feebas

Illus. Ryo Ueda

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Mystic Scale

As long as Milotic ex is in play, each player can't play any Technical Machine cards from his or her hand. Discard all Technical Machine cards in play (both yours and your opponent's).

W Gentle Wrap 30

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

WCC Reflect Energy 70

Move 1 basic Energy card attached to Milotic ex to 1 of your Benched Pokémon.

Weakness: L

Retreat Cost: CC

Collector Number: 96/106

Rarity: R-EX

Raichu ex

100 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Pikachu

Illus. Mitsuhiro Arita

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Rai-shield

Damage done to any of your Raichu ex in play by attacks from your opponent's Pokémon-ex is reduced by 30 (after applying Weakness and Resistance). You can't use more than 1 Rai-shield Poké-Body each turn.

LC Power Short

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) If that Pokémon has Poké-Powers, this attack does 30 damage plus 20 more damage.

LCCC **Pika Bolt** 70

Weakness: F

Collector Number: 97/106

Rarity: R-EX

Regice ex

100 HP

Pokémon Type: W

Basic Pokémon

Illus. Hikaru Koike

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

W **Ice Beam** 10

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

WWC **Iceberg Crush** 40

If Regirock ex is in play, flip a coin. If heads, discard 1 Energy card attached to the Defending Pokémon.

Weakness: M

Retreat Cost: CCC

Collector Number: 98/106

Rarity: R-EX

Regirock ex

110 HP

Pokémon Type: F

Basic Pokémon

Illus. Hikaru Koike

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

C **Mend**

Search your discard pile for a {F} Energy card and attach it to Regirock ex. If you do, remove 1 damage counter from Regirock ex.

FFC **Metal Crush** 40+

If Registeel ex is in play, this attack does 40 damage plus 20 more damage.

Weakness: W

Retreat Cost: CCC

Collector Number: 99/106

Rarity: R-EX

Registeel ex

90 HP

Pokémon Type: M

Basic Pokémon

Illus. Hikaru Koike

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

C Block Signal 10

If Regice ex is in play, flip a coin. If heads, the Defending Pokémon is now Confused.

MMC Wide Laser

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

Weakness: R

Retreat Cost: CC

Collector Number: 100/106

Rarity: R-EX

Grass Energy

Collector Number: 101/106

Rarity: H

Fire Energy

Collector Number: 102/106

Rarity: H

Water Energy

Collector Number: 103/106

Rarity: H

Lightning Energy

Collector Number: 104/106

Rarity: H

Psychic Energy

Collector Number: 105/106

Rarity: H

Fighting Energy

Collector Number: 106/106

Rarity: H

Farfetch'd

70 HP

Pokémon Type: C

Basic Pokémon

Illus. Masakazu Fukuda

C Spearhead

Draw a card.

CC **Nosedive** 30

Farfetch'd does 10 damage to itself.

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 107/106

Rarity: H