

## 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.

## Beedrill

90 HP  
Pokémon Type: G  
Stage 2 Pokémon  
Evolves from Kakuna  
Illus. Hajime Kusajima  
**G Poison Sting 20**  
The Defending Pokémon is now Poisoned.  
**GCC Link Needle 50+**  
This attack does 50 damage plus 30 more damage for each Beedrill (excluding this one) you have in play.  
Weakness: R  
Retreat Cost: 0  
Collector Number: 1/112

Rarity: H

## **Butterfree**

100 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Metapod

Illus. Atsuko Nishida

### **[Poké-Body] Sooth Dust**

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

### **CC Whirlwind 30**

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

### **GCC Gust 50**

Weakness: L

Resistance: F

Retreat Cost: 0

Collector Number: 2/112

Rarity: H

## **Dewgong**

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Seel

Illus. Toshinao Aoki

### **[Poké-Body] Safeguard**

Prevent all effects of attacks, including damage, done to Dewgong by your opponent's Pokémon-ex.

### **W Cold Breath 10**

The Defending Pokémon is now Asleep.

### **CCC Aurora Beam 40**

Weakness: M

Retreat Cost: CC

Collector Number: 3/112

Rarity: H

## **Ditto**

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Miki Tanaka

### **[Poké-Power] Form Variation**

Once during your turn (before your attack), you may search your discard pile for a Basic Pokémon (excluding Pokémon-ex and Ditto) and switch it with Ditto. (Any cards

attached to Ditto, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) Place Ditto in the discard pile.

**C Energy Ball** 10+

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

Weakness: F

Retreat Cost: C

Collector Number: 4/112

Rarity: H

## **Exeggutor**

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Exeggcute

Illus. Tomokazu Komiya

**C Psychic Exchange**

Shuffle your hand into your deck. Draw up to 8 cards.

**PC Big Eggsplosion** 40×

Flip a coin for each Energy attached to Exeggutor. This attack does 40 damage times the number of heads.

Weakness: P

Retreat Cost: CC

Collector Number: 5/112

Rarity: H

## **Kangaskhan**

80 HP

Pokémon Type: C

Basic Pokémon

Illus. Naoyo Kimura

**C Fetch**

Draw a card.

**CC Headbutt** 20

**CCC One-Two Punch** 30+

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

Weakness: F

Retreat Cost: CC

Collector Number: 6/112

Rarity: H

## **Marowak**

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Cubone

Illus. Aya Kusube

**FC Linear Attack**

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon.

(Don't apply Weakness and Resistance for Benched Pokémon.)

**FCC Vengeance 30+**

Does 30 damage plus 10 more damage for each Basic Pokémon and each Evolution card in your discard pile. You can't add more than 60 damage in this way.

Weakness: G

Retreat Cost: C

Collector Number: 7/112

Rarity: H

## Nidoking

120 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Nidorino

Illus. Hisao Nakamura

**[Poké-Body] Power Gene**

As long as Nidoking is in play, your attacks by Nidoran ♀, Nidorina, Nidoqueen, Nidoran ♂, and Nidorino do 10 more damage to the Defending Pokémon.

**FC Earth Poison 40**

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

**FFCC Bound Crush**

Choose 1 of your opponent's Pokémon. This attack does 60 damage to that Pokémon.

(Don't apply Weakness and Resistance for Benched Pokémon.) Nidoking can't use Bound Crush during your next turn.

Weakness: W

Retreat Cost: CCC

Collector Number: 8/112

Rarity: H

## Nidoqueen

120 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Nidorina

Illus. Naoyo Kimura

**[Poké-Body] Family Bonds**

As long as Nidoqueen is in play, the Retreat Cost for Nidoran ♀, Nidorina, Nidoran ♂, Nidorino and Nidoking is 0.

**G Toxic**

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

**FCC Power Lariat** 40+

Does 40 damage plus 10 more damage for each Evolved Pokémon you have in play.

Weakness: G

Retreat Cost: CC

Collector Number: 9/112

Rarity: H

## Pidgeot

100 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Pidgeotto

Illus. Midori Harada

**[Poké-Power Quick Search]**

Once during your turn (before your attack), you may choose any 1 card from your deck and put it into your hand. Shuffle your deck afterward. You can't use more than 1 Quick Search Poké-Power each turn. This power can't be used if Pidgeot is affected by a Special Condition.

**CC Clutch** 40

The Defending Pokémon can't retreat until the end of your opponent's next turn.

Weakness: L

Resistance: F

Retreat Cost: 0

Collector Number: 10/112

Rarity: H

## Poliwrath

120 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Poliwhirl

Illus. Ken Sugimori

**[Poké-Body] Spiral**

As long as Poliwrath is your Active Pokémon, your opponent's Confused Pokémon can't retreat.

**CC Split Spiral Punch** 20

The Defending Pokémon is now Confused.

**WCC Mega Throw** 50+

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

Weakness: L

Retreat Cost: CC

Collector Number: 11/112

Rarity: H

## Raichu

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Pikachu

Illus. Midori Harada

### **C Recharge**

Search your deck for up to 2 {L} Energy cards and attach them to Raichu. Shuffle your deck afterward.

### **LLC Thunder Reflection 50**

You may move any number of {L} Energy cards attached to Raichu to another of your Pokémon.

Weakness: F

Retreat Cost: C

Collector Number: 12/112

Rarity: H

## Rapidash

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Ponyta

Illus. Ken Sugimori

### **[Poké-Body] Fiery Aura**

As long as Rapidash is your Active Pokémon, put 4 damage counters instead of 2 on Burned Pokémon between turns.

### **RC Searing Flame 10**

The Defending Pokémon is now Burned.

### **RCC Rear Kick 40**

Weakness: W

Retreat Cost: C

Collector Number: 13/112

Rarity: H

## Slowbro

60 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Slowpoke

Illus. Yuka Morii

### **[Poké-Power] Strange Behavior**

As often as you like during your turn (before your attack), you may move 1 damage counter from 1 of your Pokémon to Slowbro as long as you don't Knock Out Slowbro.

This power can't be used if Slowbro is affected by a Special Condition.

### **PC Psychock 30**

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

Weakness: P

Retreat Cost: C

Collector Number: 14/112

Rarity: H

## Snorlax

90 HP

Pokémon Type: C

Basic Pokémon

Illus. Kagemaru Himeno

**[Poké-Body] Rest Up**

If Snorlax remains Asleep between turns, remove 2 damage counters from Snorlax (remove 1 if there is only 1).

**C Collapse 10**

Snorlax is now Asleep.

**CCC Toss and Turn 30+**

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

Weakness: F

Retreat Cost: CCC

Collector Number: 15/112

Rarity: H

## Tauros

70 HP

Pokémon Type: C

Basic Pokémon

Illus. Masakazu Fukuda

**C Knock Over 10**

You may discard any Stadium card in play.

**CCC Rampage 20+**

Does 20 damage plus 10 more damage for each damage counter on Tauros. After doing damage, flip a coin. If tails, Tauros is now Confused.

Weakness: F

Retreat Cost: C

Collector Number: 16/112

Rarity: H

## Victreebel

110 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Weepinbell

Illus. Tomokazu Komiya

### **[Poké-Body] Acid Sampler**

As long as Victreebel is your Active Pokémon, put 1 damage counter on each Defending Pokémon between turns. Acid Sampler stops working if your other Active Pokémon is not a Victreebel.

**GCC Acid 50**

The Defending Pokémon can't retreat until the end of your opponent's next turn.

Weakness: R

Retreat Cost: CC

Collector Number: 17/112

Rarity: H

### **Arcanine**

90 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Growlithe

Illus. Ken Sugimori

**R Flare 20**

**RCCC Heat Tackle 70**

Arcanine does 10 damage to itself.

Weakness: W

Retreat Cost: CC

Collector Number: 18/112

Rarity: R

### **Chansey**

90 HP

Pokémon Type: C

Basic Pokémon

Illus. Miki Tanaka

**C Sing**

The Defending Pokémon is now Asleep.

**CCC Egg Surprise**

Flip a coin. If heads, Chansey does 50 damage to the Defending Pokémon. If tails, remove 5 damage counters from Chansey. (All if there are less than 5.)

Weakness: F

Retreat Cost: CC

Collector Number: 19/112

Rarity: R

### **Cloyster**

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Shellder



Illus. Aya Kusube

**[Poké-Body] Exoskeleton**

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

**CC Double Bubble** 10×

Flip 2 coins. This attack does 10 damage times the number of heads. If either of the coins is heads, the Defending Pokémon is now Paralyzed.

**WCC Shell Attack** 50

Weakness: L

Retreat Cost: C

Collector Number: 20/112

Rarity: R

## **Dodrio**

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Doduo

Illus. Kagemaru Himeno

**[Poké-Body] Retreat Aid**

As long as Dodrio is on your Bench, you pay {C}{C} less to retreat your Active Pokémon (excluding Pokémon-ex and Baby Pokémon).

**CC Tri Attack** 20×

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

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 21/112

Rarity: R

## **Dugtrio**

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Diglett

Illus. Hajime Kusajima

**FC Sonicboom** 30

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

**FCC Rumble** 50

The Defending Pokémon can't retreat until the end of your opponent's next turn.

Weakness: G

Retreat Cost: C

Collector Number: 22/112

Rarity: R

## Farfetch'd

70 HP

Pokémon Type: C

Basic Pokémon

Illus. Yukiko Baba

### C Hoard

Search your deck for up to 2 Pokémon Tool cards and attach them to any of your Pokémon (excluding Pokémon that already have a Pokémon Tool attached to them). Shuffle your deck afterward.

### C Cross-Cut 10+

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

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 23/112

Rarity: R

## Fearow

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Spearow

Illus. Hisao Nakamura

### [Poké-Body] Free Flight

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

### CC Shot Air 10

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

### CCC Drill Peck 50

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 24/112

Rarity: R

## Hypno

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Drowzee

Illus. Yukiko Baba

### [Poké-Body] Eerie Aura

As long as Hypno is your Active Pokémon, put 2 damage counters on each Pokémon that remains Asleep between turns.

### PC **Hypnotic Ray** 20

The Defending Pokémon is now Asleep.

Weakness: P

Retreat Cost: C

Collector Number: 25/112

Rarity: R

## Kingler

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Krabby

Illus. Kouki Saitou

### C **Salt Water**

Search your deck for up to 2 {W} Energy cards and attach them to Kingler. Shuffle your deck afterward.

### WC **Hyper Pump** 30+

Does 30 damage plus 20 more damage for each basic Energy attached to Kingler but not used to pay for this attack's Energy cost. You can't add more than 40 damage in this way.

Weakness: L

Retreat Cost: CC

Collector Number: 26/112

Rarity: R

## Magneton

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Magnemite

Illus. Ken Sugimori

### LC **Thundershock** 20

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

### CCC **Speed Shot**

Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon.

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

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 27/112

Rarity: R

## Primeape

70 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Mankey

Illus. Miki Tanaka

CC **Toss** 30×

You may discard from your hand as many Technical Machine and Pokémon Tool cards as you like. This attack does 30 damage times the number of cards you discarded.

FC **Low Kick** 40

Weakness: P

Retreat Cost: 0

Collector Number: 28/112

Rarity: R

## Scyther

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Kouki Saitou

**[Poké-Body] Leaf Ride**

If Scyther has any Energy attached to it, Scyther's Retreat Cost is 0.

GC **Fury Cutter** 10+

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

Weakness: R

Retreat Cost: C

Collector Number: 29/112

Rarity: R

## Tangela

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Yuka Morii

C **Vine Tease**

Look at your Prize cards without showing your opponent. Choose 1 of the Prize cards and switch it with the top card of your deck without looking at the top card of your deck. If you have no cards in your deck, this attack does nothing.

G **Wiggle**

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

Weakness: R

Resistance: W

Retreat Cost: C

Collector Number: 30/112

Rarity: R

## Charmeleon

70 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Charmander

Illus. Kouki Saitou

RC **Flare** 30

RCC **Damage Burn** 40+

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

Weakness: W

Retreat Cost: C

Collector Number: 31/112

Rarity: U

## Drowzee

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Yukiko Baba

C **Hypnosis**

The Defending Pokémon is now Asleep.

P **Ambush** 10+

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

Weakness: P

Retreat Cost: C

Collector Number: 32/112

Rarity: U

## Exeggcute

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Tomokazu Komiya

P **Psybeam** 10

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

CC **Double Spin** 20×

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

Weakness: P

Retreat Cost: C

Collector Number: 33/112

Rarity: U

## Haunter

70 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Gastly

Illus. Ken Sugimori

**[Poké-Power] Head Trip**

Once during your turn (before your attack), if Haunter is on your Bench, you may use this power. One of your Active Pokémon is now Confused.

**PC Confuse Ray** 20

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

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 34/112

Rarity: U

## Ivysaur

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Bulbasaur

Illus. Atsuko Nishida

**C Poison Seed**

The Defending Pokémon is now Poisoned.

**GGC Razor Leaf** 50

Weakness: P

Retreat Cost: C

Collector Number: 35/112

Rarity: U

## Kakuna

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Weedle

Illus. Hajime Kusajima

**[Poké-Body] Poison Payback**

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

**C Headbutt** 10

Weakness: R

Retreat Cost: CC

Collector Number: 36/112

Rarity: U

## Lickitung

80 HP

Pokémon Type: C

Basic Pokémon

Illus. Sumiyoshi Kizuki

**C Lick** 10

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

**CC Tongue Whip**

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

Weakness: F

Retreat Cost: CC

Collector Number: 37/112

Rarity: U

## Mankey

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Miki Tanaka

**C Mischief**

Shuffle your opponent's deck.

**FC Light Punch** 30

Weakness: P

Retreat Cost: C

Collector Number: 38/112

Rarity: U

## Metapod

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Caterpie

Illus. Atsuko Nishida

**[Poké-Body] Energy Protection**

Any damage done to Metapod by attacks is reduced by 10 for each Energy card attached to Metapod. You can't reduce more than 30 damage in this way.

**CC Sharpen** 20

Weakness: R

Retreat Cost: CC

Collector Number: 39/112

Rarity: U

## Nidorina

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Nidoran ♀

Illus. Naoyo Kimura

**C Scratch** 20

**CC Fast Evolution**

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

Weakness: P

Retreat Cost: C

Collector Number: 40/112

Rarity: U

## Nidorino

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Nidoran ♂

Illus. Hisao Nakamura

**C Double Stab** 20×

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

**CCC Rend** 30+

If the Defending Pokémon already has any damage counters on it, this attack does 30 damage plus 30 more damage.

Weakness: P

Retreat Cost: C

Collector Number: 41/112

Rarity: U

## Onix

80 HP

Pokémon Type: F

Basic Pokémon

Illus. Kouki Saitou

**F Rock Throw** 10

**FC Tunneling**

Choose up to 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.) Onix can't attack during your next turn.

Weakness: W

Retreat Cost: CCC

Collector Number: 42/112

Rarity: U



## Parasect

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Paras

Illus. Yuka Morii

### **G Energy Powder**

Search your deck for up to 2 basic Energy cards and attach them to any of your Pokémon (excluding Pokémon-ex) in any way you like. Shuffle your deck afterward.

### **GC Toxic Spore 20**

The Defending Pokémon is now Poisoned.

Weakness: R

Retreat Cost: C

Collector Number: 43/112

Rarity: U

## Persian

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Meowth

Illus. Masakazu Fukuda

### **[Poké-Body] Thick Skin**

Persian can't be affected by any Special Conditions.

### **C Poison Claws**

The Defending Pokémon is now Poisoned.

### **CC Shining Claws 30**

The Defending Pokémon is now Confused.

Weakness: F

Retreat Cost: C

Collector Number: 44/112

Rarity: U

## Pidgeotto

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Pidgey

Illus. Midori Harada

### **C Clutch 10**

The Defending Pokémon can't retreat until the end of your opponent's next turn.

### **CC Cutting Wind 30**

Weakness: L

Resistance: F

Retreat Cost: 0

Collector Number: 45/112

Rarity: U

## **Poliwhirl**

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Poliwhag

Illus. Ken Sugimori

**C Energy Stream 10**

Search your discard pile for a basic Energy card and attach it to Poliwhirl.

**WC Bubble 20**

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

Weakness: L

Retreat Cost: C

Collector Number: 46/112

Rarity: U

## **Porygon**

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Tomoaki Imakuni

**C Data Retrieval**

If you have less than 4 cards in your hand, draw cards until you have 4 cards in your hand.

**CC Confuse Ray 10**

The Defending Pokémon is now Confused.

Weakness: F

Retreat Cost: C

Collector Number: 47/112

Rarity: U

## **Raticate**

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Rattata

Illus. Kyoko Umemoto

**[Poké-Body] Thick Skin**

Raticate can't be affected by any Special Conditions.

**C Pickup**

Search your discard pile for a Basic Pokémon (or Evolution card), a Trainer card, and an Energy card. Show them to your opponent and put them into your hand.

### **C Quick Attack 10+**

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

Weakness: F

Retreat Cost: 0

Collector Number: 48/112

Rarity: U

## **Venomoth**

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Venonat

Illus. Kagemaru Himeno

### **[Poké-Body] Protective Dust**

Prevent all effects of attacks, except damage, done to Venomoth by the Attacking Pokémon.

### **G Sleep Poison**

The Defending Pokémon is now Asleep and Poisoned.

### **CC Razor Wind 60**

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

Weakness: R

Retreat Cost: 0

Collector Number: 49/112

Rarity: U

## **Wartortle**

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Squirtle

Illus. Mitsuhiro Arita

### **W Water Gun 20+**

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

### **WCC Smash Turn 40**

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

Weakness: L

Retreat Cost: CC

Collector Number: 50/112

Rarity: U

## **Weepinbell**

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Bellsprout

Illus. Tomokazu Komiya

**G Razor Leaf 20**

**CC Corrosive Acid 10**

The Defending Pokémon is now Burned.

Weakness: R

Retreat Cost: C

Collector Number: 51/112

Rarity: U

## Wigglytuff

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Jigglypuff

Illus. Kyoko Umemoto

**[Poké-Power] Assistance**

Once during your turn (before your attack), if Wigglytuff is on your Bench, you may choose 1 of your Active Pokémon and remove 1 Special Condition from it.

**CC Expand 30**

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

Weakness: F

Retreat Cost: C

Collector Number: 52/112

Rarity: U

## Bellsprout

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Tomokazu Komiya

**G Vine Whip 10**

Weakness: R

Retreat Cost: C

Collector Number: 53/112

Rarity: C

## Bulbasaur

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Atsuko Nishida

**C Sleep Poison**

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

CC **Razor Leaf** 20

Weakness: R

Retreat Cost: C

Collector Number: 54/112

Rarity: C

## **Bulbasaur**

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Hajime Kusajima

C **Ram** 10

GC **Gouge** 20+

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

Weakness: P

Retreat Cost: C

Collector Number: 55/112

Rarity: C

## **Caterpie**

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Atsuko Nishida

C **Signs of Evolution**

Search your deck for a Metapod and a Butterfree card, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

G **String Shot** 10

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

Weakness: R

Retreat Cost: C

Collector Number: 56/112

Rarity: C

## **Charmander**

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Kouki Saitou

R **Singe**

The Defending Pokémon is now Burned.

Weakness: W

Retreat Cost: C

Collector Number: 57/112

Rarity: C

## Charmander

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Midori Harada

C **Headbutt** 10

CC **Slash** 20

Weakness: W

Retreat Cost: C

Collector Number: 58/112

Rarity: C

## Clefairy

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Mitsuhiro Arita

C **Gesture**

Choose 1 of your opponent's Benched Pokémon and switch it with the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

CC **Moon Kick** 20

Weakness: F

Retreat Cost: C

Collector Number: 59/112

Rarity: C

## Cubone

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Aya Kusube

C **Beat** 10

FC **Linear Attack**

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

Weakness: G

Retreat Cost: C

Collector Number: 60/112

Rarity: C

## Diglett

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Hajime Kusajima

**C Dig Under**

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon.

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

Weakness: G

Retreat Cost: C

Collector Number: 61/112

Rarity: C

## **Doduo**

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Kagemaru Himeno

**C Run Around**

Switch Doduo with 1 of your Benched Pokémon.

**CC Random Peck 10+**

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

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 62/112

Rarity: C

## **Gastly**

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

**C Slow Trip Gas**

At the end of your opponent's next turn, the Defending Pokémon is now Confused.

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 63/112

Rarity: C

## **Growlithe**

60 HP

Pokémon Type: R

Basic Pokémon

Illus. Ken Sugimori

**C Bite 10**

**RCC Flame Tail 40**

Weakness: W  
Retreat Cost: CC  
Collector Number: 64/112  
Rarity: C

## **Jigglypuff**

50 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Kyoko Umemoto

### **C Sleep Inducer**

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

### **CC Quick Blow 10+**

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

Weakness: F  
Retreat Cost: C  
Collector Number: 65/112  
Rarity: C

## **Krabby**

50 HP  
Pokémon Type: W  
Basic Pokémon  
Illus. Kouki Saitou

### **C Irongrip 10**

### **W Nap**

Remove 2 damage counters from Krabby (remove 1 if there is only 1).

Weakness: L  
Retreat Cost: CC  
Collector Number: 66/112  
Rarity: C

## **Magikarp**

30 HP  
Pokémon Type: W  
Basic Pokémon  
Illus. Atsuko Nishida

### **C Surprise Attack 10**

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

### **WC Ascension**



Search your deck for a card that evolves from Magikarp and put it on Magikarp. (This counts as evolving Magikarp.) Shuffle your deck afterward.

Weakness: L

Retreat Cost: C

Collector Number: 67/112

Rarity: C

## Magnemite

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Ken Sugimori

**C Supersonic**

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

**LC Speed Ball 20**

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 68/112

Rarity: C

## Meowth

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Masakazu Fukuda

**C Collect**

Draw a card.

**CC Cat Kick 20**

Weakness: F

Retreat Cost: C

Collector Number: 69/112

Rarity: C

## Nidoran ♀

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Naoyo Kimura

**C Look for Friends**

Reveal cards from your deck until you reveal a Basic Pokémon. Show that card to your opponent and put it into your hand. Shuffle the other revealed cards into your deck. (If you don't reveal a Basic Pokémon, shuffle all the revealed cards back into your deck.)

**CC Bite 20**

Weakness: P

Retreat Cost: C  
Collector Number: 70/112  
Rarity: C

## Nidoran ♂

50 HP  
Pokémon Type: G  
Basic Pokémon  
Illus. Hisao Nakamura

### C Call for Family

Search your deck for a Nidoran ♀ or a Nidoran ♂ card and put it onto your Bench. Shuffle your deck afterward.

### C Double Stab 10×

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

Weakness: P

Retreat Cost: C  
Collector Number: 71/112  
Rarity: C

## Paras

50 HP  
Pokémon Type: G  
Basic Pokémon  
Illus. Yuka Morii

### C Call for Family

Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Shuffle your deck afterward.

### G Toxic Spore 10

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

Weakness: R

Retreat Cost: C  
Collector Number: 72/112  
Rarity: C

## Pidgey

50 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Midori Harada

### C Corner

The Defending Pokémon can't retreat until the end of your opponent's next turn.

### CC Gust 20

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 73/112

Rarity: C

## Pikachu

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Midori Harada

**C Plasma** 10

Flip a coin. If heads, search your discard pile for a {L} Energy card and attach it to Pikachu.

Weakness: F

Retreat Cost: C

Collector Number: 74/112

Rarity: C

## Poliwag

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

**C Spiral Attack**

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

**CC Tail Whap** 20

Weakness: L

Retreat Cost: C

Collector Number: 75/112

Rarity: C

## Ponyta

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Ken Sugimori

**CC Stomp** 20+

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

Weakness: W

Retreat Cost: C

Collector Number: 76/112

Rarity: C

## Rattata

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Kyoko Umemoto

**C Collect**

Draw a card.

**C Scratch 10**

Weakness: F

Retreat Cost: C

Collector Number: 77/112

Rarity: C

## Seel

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Toshinao Aoki

**W Horn Hazard 30**

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

Weakness: L

Retreat Cost: C

Collector Number: 78/112

Rarity: C

## Shellder

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Aya Kusube

**C Minimize**

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

**W Wave Splash 10**

Weakness: L

Retreat Cost: C

Collector Number: 79/112

Rarity: C

## Slowpoke

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Yuka Morii

**C Confusion Wave**

Both Slowpoke and the Defending Pokémon are now Confused.

Weakness: P

Retreat Cost: C

Collector Number: 80/112

Rarity: C

## **Spearow**

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Hisao Nakamura

**C Claw 10**

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

**CC Wing Attack 20**

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 81/112

Rarity: C

## **Squirtle**

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Toshinao Aoki

**W Sleepy Ball 10**

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

Weakness: L

Retreat Cost: C

Collector Number: 82/112

Rarity: C

## **Squirtle**

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Mitsuhiro Arita

**C Bubble**

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

**WC Smash Turn 20**

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

Weakness: L

Retreat Cost: C

Collector Number: 83/112

Rarity: C

## **Venonat**

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Kagemaru Himeno

**C Psycho Waves**

Discard an Energy card attached to Venonat. The Defending Pokémon is now Confused.

**G Bite 10**

Weakness: R

Retreat Cost: C

Collector Number: 84/112

Rarity: C

## **Voltorb**

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Ken Sugimori

**[Poké-Body] Floating Electrons**

As long as Voltorb has any Energy attached to it, Voltorb's Retreat Cost is 0.

**LC Thundershock 20**

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

Weakness: F

Retreat Cost: C

Collector Number: 85/112

Rarity: C

## **Weedle**

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Hajime Kusajima

**C Call for Family**

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

**G Poison Spurt**

Discard a {G} Energy card attached to Weedle. The Defending Pokémon is now Poisoned.

Weakness: R

Retreat Cost: C

Collector Number: 86/112

Rarity: C

## **Bill's Maintenance**

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.

If you have any cards in your hand, shuffle 1 of them into your deck, then draw 3 cards.  
Retreat Cost: 0  
Collector Number: 87/112  
Rarity: U

## **Celio's Network**

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 Basic Pokémon or Evolution card (excluding Pokémon-ex), show it to your opponent and put it into your hand. Shuffle your deck afterward.  
Collector Number: 88/112  
Rarity: U

## **Energy Removal 2**

Trainer card  
Illus. Keiji Kinebuchi  
Flip a coin. If heads, choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.  
Collector Number: 89/112  
Rarity: U

## **Energy Switch**

Trainer card  
Illus. Ken Ikuji  
Move a basic Energy card attached to 1 of your Pokémon to another of your Pokémon.  
Collector Number: 90/112  
Rarity: U

## **EXP. ALL**

Trainer card [Pokémon Tool]  
Illus. Keiji Kinebuchi  
Attach EXP. ALL to 1 of your Pokémon (excluding Pokémon-ex and Pokémon that has an owner in its name) that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.  
During your opponent's turn, if 1 of your Active Pokémon is Knocked Out by your opponent's attack, you may take 1 basic Energy card attached to that Knocked Out Pokémon and attach it to the Pokémon with EXP.ALL attached to it. If you do, discard EXP.ALL.  
Collector Number: 91/112  
Rarity: U

## Great Ball

Trainer card

Illus. Nakaoka

Search your deck for a Basic Pokémon (excluding Pokémon-ex) and put it onto your Bench. Shuffle your deck afterward.

Collector Number: 92/112

Rarity: U

## Life Herb

Trainer card

Illus. Ryo Ueda

Flip a coin. If heads, choose 1 of your Pokémon (excluding Pokémon-ex), and remove all Special Conditions and 6 damage counters from that Pokémon (all if there are less than 6).

Collector Number: 93/112

Rarity: U

## Mt. Moon

Trainer card [Stadium]

Illus. Nakaoka

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Any Pokémon (both yours and your opponent's) with maximum HP of 70 or less can't use any Poké-Powers.

Collector Number: 94/112

Rarity: U

## Poké Ball

Trainer card

Illus. K Hoshiba

Flip a coin. If heads, search your deck for a Basic Pokémon or Evolution card, show it to your opponent and put it into your hand. Shuffle your deck afterward.

Collector Number: 95/112

Rarity: U

## Pokédex HANDY909

Trainer card

Illus. K. Utsunomiya

Shuffle your deck. Look at 6 cards from the top of your deck, then put them back on top of your deck in any order.

Collector Number: 96/112

Rarity: U

## Pokémon Reversal

Trainer card



Illus. Hiromichi Sugiyama

Flip a coin. If heads, choose 1 of your opponent's Benched Pokémon and switch it with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

Collector Number: 97/112

Rarity: U

## **Professor Oak's Research**

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.

Shuffle your hand into your deck, then draw 5 cards.

Collector Number: 98/112

Rarity: U

## **Super Scoop Up**

Trainer card

Illus. Keiji Kinebuchi

Flip a coin. If heads, return 1 of your Pokémon and all cards attached to it to your hand.

Collector Number: 99/112

Rarity: U

## **VS Seeker**

Trainer card

Illus. K. Utsunomiya

Search your discard pile for a Supporter card, show it to your opponent, and put it into your hand.

Collector Number: 100/112

Rarity: U

## **Potion**

Trainer card

Illus. Keiji Kinebuchi

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

Collector Number: 101/112

Rarity: C

## **Switch**

Trainer card

Illus. Hiromichi Sugiyama

Switch your Active Pokémon with 1 of your Benched Pokémon.

Collector Number: 102/112

Rarity: C

## Multi Energy

Special Energy card

Illus. Tokumi 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. (Doesn't count as a basic Energy card when not in play.) Multi Energy provides {C} Energy when attached to a Pokémon that already has Special Energy cards attached to it.

Collector Number: 103/112

Rarity: R

## Blastoise ex

150 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Wartortle

Illus. Hikaru Koike

**[Pokémon-ex rule]**

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

**[Poké-Power] Energy Rain**

As often as you like during your turn (before your attack), you may attach a {W} Energy card from your hand to 1 of your Pokémon. Put 1 damage counter on that Pokémon. This power can't be used if Blastoise ex is affected by a Special Condition.

**WWWC Hyper Whirlpool 80**

Flip a coin until you get tails. For each heads, your opponent discards an Energy card attached to the Defending Pokémon.

Weakness: L

Retreat Cost: CCC

Collector Number: 104/112

Rarity: R-EX

## Charizard ex

160 HP

Pokémon Type: R

Stage 2 Pokémon

Evolves from Charmeleon

Illus. Hiromichi Sugiyama

**[Pokémon-ex rule]**

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

**[Poké-Body] Energy Flame**

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

**CCC Slash 50**

**RRRRR Burn Down 200**

Discard 5 {R} Energy attached to Charizard ex. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, and any other effects on the Defending Pokémon.

Weakness: WL  
Retreat Cost: CC  
Collector Number: 105/112  
Rarity: R-EX

## **Clefable ex**

100 HP  
Pokémon Type: C  
Stage 1 Pokémon  
Evolves from Clefairy  
Illus. Mitsuhiro Arita

### **[Pokémon-ex rule]**

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

### **CC Metronome**

Choose 1 of the Defending Pokémon's attacks. Metronome copies that attack except for its Energy cost. (You must still do anything else in order to use that attack.) (No matter what type that Pokémon is, Clefable ex's type is still {C}.) Clefable ex performs that attack.

### **CC Moon Impact 40**

Weakness: F  
Retreat Cost: CC  
Collector Number: 106/112  
Rarity: R-EX

## **Electrode ex**

90 HP  
Pokémon Type: L  
Stage 1 Pokémon  
Evolves from Voltorb  
Illus. Ryo Ueda

### **[Pokémon-ex rule]**

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

### **[Poké-Power] Extra Energy Bomb**

Once during your turn (before your attack), you may discard Electrode ex and all the cards attached to it (this counts as Knocking Out Electrode ex). If you do, search your discard pile for 5 Energy cards and attach them to any of your Pokémon (excluding Pokémon-ex) in any way you like. This power can't be used if Electrode ex is affected by a Special Condition.

### **LC Crush and Burn 30+**

You may discard as many Energy as you like attached to your Pokémon in play. If you do, this attack does 30 damage plus 20 more damage for each Energy you discarded.

Weakness: F  
Retreat Cost: C  
Collector Number: 107/112  
Rarity: R-EX

## **Gengar ex**

150 HP

Pokémon Type: P

Stage 2 Pokémon

Evolves from Haunter

Illus. Mitsuhiro Arita

### **[Pokémon-ex rule]**

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

**PC Poltergeist** 40+

Look at your opponent's hand. This attack does 40 damage plus 10 more damage for each Trainer card in your opponent's hand.

**PPC Prize Count** 60+

If you have more Prize cards left than your opponent, this attack does 60 damage plus 40 more damage.

Weakness: PD

Resistance: FC

Retreat Cost: CC

Collector Number: 108/112

Rarity: R-EX

## **Gyarados ex**

130 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Magikarp

Illus. Hikaru Koike

### **[Pokémon-ex rule]**

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

**WC Twister** 40

Flip 2 coins. For each heads, choose 1 Energy attached to the Defending Pokémon, if any, and discard it. If both are tails, this attack does nothing.

**WWCCC Dragon Rage** 100

Weakness: L

Retreat Cost: CCC

Collector Number: 109/112

Rarity: R-EX

## **Mr. Mime ex**

80 HP

Pokémon Type: P

Basic Pokémon

Illus. Ryo Ueda

### **[Pokémon-ex rule]**

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

**[Poké-Body] Magic Odds**

If Mr. Mime ex would be damaged by an attack, prevent that attack's damage done to Mr. Mime ex if that damage is 10, 30, 50, 70, 90, 110, 130, 150, or 170.

**PC Breakdown**

Count the number of cards in your opponent's hand. Put that many damage counters on the Defending Pokémon.

Retreat Cost: C

Collector Number: 110/112

Rarity: R-EX

## Mr. Mime ex

80 HP

Pokémon Type: P

Basic Pokémon

Illus. Ryo Ueda

**[Pokémon-ex rule]**

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

**[Poké-Body] Magic Evens**

If Mr. Mime ex would be damaged by an attack, prevent that attack's damage done to Mr. Mime ex if that damage is 20, 40, 60, 80, 100, 120, 140, 160, or 180.

**PC Breakdown**

Count the number of cards in your opponent's hand. Put that many damage counters on the Defending Pokémon.

Retreat Cost: C

Collector Number: 111/112

Rarity: R-EX

## Venusaur ex

150 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Ivysaur

Illus. Ryo Ueda

**[Pokémon-ex rule]**

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

**[Poké-Power] Energy Trans**

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

**GCC Pollen Hazard 20**

The Defending Pokémon is now Poisoned, Burned, and Confused.

**GGGCC Solarbeam 90**

Weakness: RP

Retreat Cost: CCC

Collector Number: 112/112

Rarity: R-EX

## Charmander

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Ken Sugimori

R **Flare** 10

CC **Rage** 10+

Does 10 damage plus 10 more damage for each damage counter on Charmander.

Weakness: W

Retreat Cost: C

Collector Number: 113/112

Rarity: H

## Articuno ex

110 HP

Pokémon Type: W

Basic Pokémon

Illus. Ryo Ueda

**[Pokémon-ex rule]**

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

**[Poké-Power] Legendary Ascent**

Once during your turn, when you put Articuno ex from your hand onto your Bench, you may switch 1 of your Active Pokémon with Articuno ex. If you do, you may also move any number of basic {W} Energy cards attached to your Pokémon to Articuno ex.

**WWC Cold Crush** 50

You may discard an Energy card attached to Articuno ex. If you do, your opponent discards an Energy card attached to the Defending Pokémon.

Weakness: M

Retreat Cost: CC

Collector Number: 114/112

Rarity: R-EX

## Moltres ex

110 HP

Pokémon Type: R

Basic Pokémon

Illus. Ryo Ueda

**[Pokémon-ex rule]**

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

**[Poké-Power] Legendary Ascent**

Once during your turn, when you put Moltres ex from your hand onto your Bench, you may switch 1 of your Active Pokémon with Moltres ex. If you do, you may also move any number of basic {R} Energy cards attached to your Pokémon to Moltres ex.

**RRC Crushing Flames** 60

You may discard an Energy card attached to Moltres ex. If you do, the Defending Pokémon is now Confused.

Weakness: W

Retreat Cost: CC

Collector Number: 115/112

Rarity: R-EX

## **Zapdos ex**

110 HP

Pokémon Type: L

Basic Pokémon

Illus. Ryo Ueda

**[Pokémon-ex rule]**

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

**[Poké-Power] Legendary Ascent**

Once during your turn, when you put Zapdos ex from your hand onto your Bench, you may switch 1 of your Active Pokémon with Zapdos ex. If you do, you may also move any number of basic {L} Energy cards attached to the Active Pokémon to Zapdos ex.

**LLC Electron Crush 50+**

You may discard an Energy card attached to Zapdos ex. If you do, this attack does 50 damage plus 20 more damage.

Weakness: L

Retreat Cost: CC

Collector Number: 116/112

Rarity: R-EX