

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.

Banette

70 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Shuppet

Illus. Midori Harada

P **Shadow Steal** 10+

Does 10 damage plus 20 more damage for each Special Energy card in your opponent's discard pile.

PC **Darkness Chant**

Count the number of Basic Pokémon and Evolution cards in your discard pile. Put that many damage counters on the Defending Pokémon. You can't put more than 6 damage counters on the Defending Pokémon in this way.

Weakness: D

Resistance: F
Retreat Cost: C
Collector Number: 1/101
Rarity: H

Claydol

80 HP
Pokémon Type: P
Stage 1 Pokémon
Evolves from Baltoy
Illus. Kyoko Umemoto
[Poké-Body] Primal Pull

As long as Claydol is your Active Pokémon, each player's Evolved Pokémon pays {C} more Energy to use its attacks.

P Muddy Eye 10X

Does 10 damage times the number of basic Energy cards attached to Claydol and the Defending Pokémon.

Weakness: P

Retreat Cost: C

Collector Number: 2/101

Rarity: H

Crobat

90 HP
Pokémon Type: G
Stage 2 Pokémon
Evolves from Golbat
Illus. Midori Harada
C Flutter Trick 20

Flip a coin. If heads, look at your opponent's hand and choose 1 card. Your opponent discards the card you chose.

GC Triple Poison 10

The Defending Pokémon is now Poisoned. Put 3 damage counters instead of 1 on the Defending Pokémon between turns.

Weakness: P

Retreat Cost: 0

Collector Number: 3/101

Rarity: H

Dark Celebi

70 HP
Pokémon Type: GD
Basic Pokémon
Illus. Ken Ikuji

C Dark Provide Attach up to 1 {G} or {D} Energy card from your hand to your Pokémon.

GD Leaf Poison 20

The Defending Pokémon is now Poisoned.

Weakness: R

Retreat Cost: C

Collector Number: 4/101

Rarity: H

Electrode

70 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Voltorb

Illus. Kyoko Umemoto

L Swift 30

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

CCC Mass Destruction

Both Electrode and the Defending Pokémon are now Knocked Out. If Electrode has any Special Energy cards attached to it, this attack does nothing.

Weakness: F

Retreat Cost: C

Collector Number: 5/101

Rarity: H

Exploud

120 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Loudred

Illus. Tomokazu Komiyama

C Breaking Sound

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

CC Bass Control

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

CCC Thunderous Roar 30

The Defending Pokémon is now Confused.

CCCC Hyper Voice 60

Weakness: F

Retreat Cost: CC

Collector Number: 6/101

Rarity: H

Heracross

70 HP

Pokémon Type: G

Basic Pokémon

Illus. Hajime Kusajima

C Extra Draw

If your opponent has any Pokémon-ex in play, search your deck for up to 2 {G} Energy and attach them to Heracross. Shuffle your deck afterward.

GGC Sonicboom 50

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

Weakness: R

Retreat Cost: C

Collector Number: 7/101

Rarity: H

Jirachi

70 HP

Pokémon Type: PM

Basic Pokémon

Illus. Ryo Ueda

C Make a Wish

Search your deck for a card that evolves from 1 of your Pokémon and put it on that Pokémon. (This counts as evolving that Pokémon.) If you do, put 1 damage counter on Jirachi. Shuffle your deck afterward.

PM Mind Bend 30

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

Weakness: R

Retreat Cost: C

Collector Number: 8/101

Rarity: H

Machamp

120 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Machoke

Illus. Hajime Kusajima

[Poké-Body] Overzealous

If your opponent has any Pokémon-ex in play, each of Machamp's attacks do 30 more damage to the Defending Pokémon.

FC Brick Smash 40

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

FCCC Cross Chop 60+

Flip a coin. If heads, this attack does 60 damage plus 30 more damage.

Weakness: P
Retreat Cost: CC
Collector Number: 9/101
Rarity: H

Medicham

80 HP
Pokémon Type: F
Stage 1 Pokémon
Evolves from Meditite
Illus. Atsuko Nishida
FC **Meditate** 20+
Does 20 damage plus 10 more damage for each damage counter on the Defending Pokémon.
FCC **Chakra Points** 10+
Does 10 damage plus 10 more damage for each card in your opponent's hand.
Weakness: P
Retreat Cost: C
Collector Number: 10/101
Rarity: H

Metagross

100 HP
Pokémon Type: PM
Stage 2 Pokémon
Evolves from Metang
Illus. Kouki Saitou
[Poké-Power] Metal Juncture
As often as you like during your turn (before your attack), you may move a {M} Energy card attached to 1 of your Benched Pokémon to your Active Pokémon. This power can't be used if Metagross is affected by a Special Condition.
PMC Squared Attack 30X
Flip 4 coins. This attack does 30 damage times the number of heads.
Weakness: R
Resistance: P
Retreat Cost: CC
Collector Number: 11/101
Rarity: H

Milotic

100 HP
Pokémon Type: W
Stage 1 Pokémon
Evolves from Feebas
Illus. Atsuko Nishida

[Poké-Power] Healing Shower

Once during your turn, when you play Milotic from your hand to evolve 1 of your Pokémon, you may remove all damage counters from all of your Pokémon and your opponent's Pokémon (excluding Pokémon-ex).

WC Wave Splash 30

WWCC Distorted Wave 80

Before doing damage, remove 3 damage counters from the Defending Pokémon (all if there are less than 3).

Weakness: L

Retreat Cost: CC

Collector Number: 12/101

Rarity: H

Pinsir

70 HP

Pokémon Type: G

Basic Pokémon

Illus. Hajime Kusajima

[Poké-Body] Crust

Any damage done to Pinsir by attacks from your opponent's Basic Pokémon is reduced by 30 (after applying Weakness and Resistance).

GC Sonicboom 30

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

Weakness: R

Retreat Cost: C

Collector Number: 13/101

Rarity: H

Shiftry

110 HP

Pokémon Type: D

Stage 2 Pokémon

Evolves from Nuzleaf

Illus. Hisao Nakamura

DC Push Aside 30

Look at your opponent's hand and choose 1 Basic Pokémon or Evolution card you find there. Your opponent puts it at the bottom of his or her deck.

CCC Supernatural Power 40+

If you have the same number of cards in your hand as your opponent, this attack does 40 damage plus 40 more damage.

Weakness: F

Resistance: P

Retreat Cost: CC

Collector Number: 14/101

Rarity: H

Walrein

120 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Sealeo

Illus. Atsuko Nishida

[Poké-Power] Crush Draw

Once during your turn (before your attack), you may reveal the top card of your deck. If that card is a basic Energy card, attach it to 1 of your Pokémon. If not, put the card back on your deck. This power can't be used if Walrein is affected by a Special Condition.

WWC Sheer Cold 50

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

Weakness: M

Retreat Cost: CCC

Collector Number: 15/101

Rarity: H

Bellossom

100 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Gloom

Illus. Yuka Morii

[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 Bellossom is affected by a Special Condition.

G Miracle Powder 10

Flip a coin. If heads, choose 1 Special Condition. The Defending Pokémon is now affected by that Special Condition.

GCC Solarbeam 50

Weakness: R

Resistance: W

Retreat Cost: CC

Collector Number: 16/101

Rarity: R

Chimecho

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Miki Tanaka

C Chime

Search your opponent's discard pile for a Supporter card and use the effect of that card as the effect of this attack. (The Supporter card remains in your opponent's discard pile.)

P Psychic Boom 10X

Does 10 damage times the amount of Energy attached to the Defending Pokémon.

Weakness: P

Retreat Cost: C

Collector Number: 17/101

Rarity: R

Gorebyss

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Clamperl

Illus. Kagemaru Himeno

C Stun Needle 10

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

WC Mystic Water 20+

Does 20 damage plus 10 more damage for each {P} Energy in play.

Weakness: L

Retreat Cost: 0

Collector Number: 18/101

Rarity: R

Huntail

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Clamperl

Illus. Kagemaru Himeno

CC Bite 20

WCC Dark Splash 40+

Does 40 damage plus 10 more damage for each {D} Pokémon in play.

Weakness: L

Retreat Cost: C

Collector Number: 19/101

Rarity: R

Masquerain

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Surskit

Illus. Toshinao Aoki

C Whirlwind 20

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

GC Silver Wind 30

During your next turn, if an attack does damage to the Defending Pokémon (after applying Weakness and Resistance), that attack does 30 more damage.

Weakness: L

Resistance: F

Retreat Cost: 0

Collector Number: 20/101

Rarity: R

Metang

80 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Beldum

Illus. Mitsuhiro Arita

C Metal Load

Search your discard pile for a {M} Energy card and attach it to Metang.

MC Metal Claw 30

Weakness: R

Resistance: G

Retreat Cost: CC

Collector Number: 21/101

Rarity: R

Ninetales

70 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Vulpix

Illus. Toshinao Aoki

[Poké-Body] Safeguard

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

CC Quick Attack 20+

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

RCC Will-o'-the-wisp 50

Weakness: W

Retreat Cost: C

Collector Number: 22/101

Rarity: R

Rain Castform

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Jungo Suzuki

[Poké-Power] Temperamental Weather

Once during your turn (before your attack), you may search your deck for Castform, Sunny Castform, or Snow-cloud Castform and switch it with Rain Castform. (Any cards attached to Rain Castform, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) Shuffle Rain Castform back into your deck. You can't use more than 1 Temperamental Weather Poké-Power each turn.

W Scattered Shower

Shuffle your hand into your deck. Draw up to 5 cards.

CC Rainy Day Blues 20

If Low Pressure System is in play, the Defending Pokémon is now Confused.

Weakness: L

Retreat Cost: C

Collector Number: 23/101

Rarity: R

Relicanth

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Kagemaru Himeno

[Poké-Body] Deep Sleep

As long as Relicanth is your Active Pokémon, a player flips 2 coins for each of his or her Pokémon that is Asleep between turns. If either coin is tails, that Pokémon is still Asleep.

W Yawn 10

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

Weakness: L

Retreat Cost: C

Collector Number: 24/101

Rarity: R

Snow-cloud Castform

70 HP

Pokémon Type: W

Basic Pokémon

Illus. Sumiyoshi Kizuki

[Poké-Power] Temperamental Weather

Once during your turn (before your attack), you may search your deck for Castform, Rain Castform, or Sunny Castform and switch it with Snow-cloud Castform. (Any cards attached to Snow-cloud Castform, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) Shuffle Snow-cloud Castform back into your deck. You can't use more than 1 Temperamental Weather Poké-Power each turn.

W Flurries

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

WWCC **White Snow** 50+

If Magnetic Storm is in play, this attack does 50 damage plus 20 more damage.

Weakness: M

Retreat Cost: CC

Collector Number: 25/101

Rarity: R

Sunny Castform

70 HP

Pokémon Type: R

Basic Pokémon

Illus. Sumiyoshi Kizuki

[Poké-Power] Temperamental Weather

Once during your turn (before your attack), you may search your deck for Castform, Rain Castform, or Snow-cloud Castform and switch it with Sunny Castform. (Any cards attached to Sunny Castform, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) Shuffle Sunny Castform back into your deck. You can't use more than 1 Temperamental Weather Poké-Power each turn.

R Sunshine

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

RCC **Sunburn** 40

If High Pressure System is in play, the Defending Pokémon is now Burned.

Weakness: W

Retreat Cost: CC

Collector Number: 26/101

Rarity: R

Tropius

80 HP

Pokémon Type: G

Basic Pokémon

Illus. Kouki Saitou

G Fruition

Move 1 Energy card attached to Tropius to another of your Pokémon and remove 4 damage counters from that Pokémon (all if there are less than 4).

CC **Gust** 20

Weakness: R

Retreat Cost: C

Collector Number: 27/101

Rarity: R

Beldum

50 HP

Pokémon Type: M

Basic Pokémon

Illus. Ken Sugimori

[Poké-Body] Levitate

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

C Tackle 10

Weakness: R

Resistance: G

Retreat Cost: CC

Collector Number: 28/101

Rarity: U

Beldum

50 HP

Pokémon Type: M

Basic Pokémon

Illus. Mitsuhiro Arita

[Poké-Power] Magnetic Call

Once during your turn (before your attack), you may flip a coin. If heads, search your deck for a {M} Basic Pokémon and put it onto your Bench. Shuffle your deck afterward.

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

MC Metal Charge 30

Put 1 damage counter on Beldum.

Weakness: R

Resistance: G

Retreat Cost: CC

Collector Number: 29/101

Rarity: U

Castform

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Sumiyoshi Kizuki

[Poké-Power] Temperamental Weather

Once during your turn (before your attack), you may search your deck for Sunny Castform, Rain Castform, or Snow-cloud Castform and switch it with Castform. (Any cards attached to Castform, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) Shuffle Castform back into your deck. You can't use more than 1 Temperamental Weather Poké-Power each turn.

C Forecast Search your deck for a Stadium card and play it. Shuffle your deck afterward.

CC Extra Ball 20+

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

Weakness: F

Retreat Cost: C

Collector Number: 30/101

Rarity: U

Claydol

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Baltoy

Illus. Ken Sugimori

PC **Hyper Beam** 20

Flip a coin. If heads, discard 1 Energy attached to the Defending Pokémon.

FCC **Ram** 50

Weakness: W

Retreat Cost: C

Collector Number: 31/101

Rarity: U

Corsola

70 HP

Pokémon Type: W

Basic Pokémon

Illus. Naoyo Kimura

C **Coral Glow**

Draw a number of cards up to the number of your opponent's Basic Pokémon in play. (You can't have more than 10 cards in your hand in this way.)

WCC **Surf** 40

Weakness: G

Retreat Cost: C

Collector Number: 32/101

Rarity: U

Dodrio

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Doduo

Illus. Miki Tanaka

[Poké-Body] Fast Feet

Dodrio can retreat even when it is Asleep or Paralyzed.

CC **Retaliate** 10X

Does 10 damage times the number of damage counters on Dodrio.

CC **Slashing Strike** 40

Flip a coin. If tails, Dodrio can't use Slashing Strike during your next turn.

Weakness: L

Resistance: F

Retreat Cost: 0

Collector Number: 33/101

Rarity: U

Glalie

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Snorunt

Illus. Midori Harada

[Poké-Body] Ice Wall

Any damage done to Glalie by attacks from your opponent's Pokémon with any Special Energy cards attached to it is reduced by 40 (after applying Weakness and Resistance).

WCC Heavy Blizzard 50

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

Weakness: M

Retreat Cost: C

Collector Number: 34/101

Rarity: U

Gloom

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Oddish

Illus. Yuka Morii

GC Cling 20

After your attack, remove from Gloom the number of damage counters equal to the damage you did to the Defending Pokémon. If Gloom has fewer damage counters than that, remove all of them.

GCC Double Razor Leaf 40X

Flip 2 coins. This attack does 40 damage times the number of heads.

Weakness: R

Retreat Cost: C

Collector Number: 35/101

Rarity: U

Golbat

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Zubat

Illus. Midori Harada

C Supersonic

The Defending Pokémon is now Confused.

GC Sharp Fang 20

Weakness: P
Retreat Cost: C
Collector Number: 36/101
Rarity: U

Igglybuff

50 HP
Pokémon Type: C
Basic Pokémon
Illus. Naoyo Kimura

[Poké-Power] Baby Evolution

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

C Set Song

Search your deck for a Basic Pokémon and a basic Energy card, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

Weakness: F
Retreat Cost: C
Collector Number: 37/101
Rarity: U

Lanturn

80 HP
Pokémon Type: L
Stage 1 Pokémon
Evolves from Chinchou
Illus. Aya Kusube

[Poké-Power] Energy Grounding

Once during your opponent's turn, when any of your Pokémon is Knocked Out by your opponent's attacks, you may use this power. Choose a basic Energy card discarded from the Knocked Out Pokémon and attach it to Lanturn. You can't use more than 1 Energy Grounding each turn.

LLC Lightning Strike 50

You may discard all {L} Energy attached to Lanturn. If you do, this attack's base damage is 90 instead of 50.

Weakness: F
Retreat Cost: CC
Collector Number: 38/101
Rarity: U

Loudred

80 HP
Pokémon Type: C
Stage 1 Pokémon

Evolves from Whismur
Illus. Tomokazu Komiya
CC Cracking Voice 20
Flip a coin. If heads, each Defending Pokémon is now Confused.
CCC Light Punch 40
Weakness: F
Retreat Cost: CC
Collector Number: 39/101
Rarity: U

Luvdisc

60 HP
Pokémon Type: W
Basic Pokémon
Illus. Miki Tanaka
C Loving Draw
Draw cards until you have the same number of cards in your hand as your opponent has in his or her hand.
W Sweet Temptation
Switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch. This attack does 10 damage to the new Defending Pokémon.
Weakness: L
Retreat Cost: C
Collector Number: 40/101
Rarity: U

Machoke

80 HP
Pokémon Type: F
Stage 1 Pokémon
Evolves from Machop
Illus. Hajime Kusajima
[Poké-Body] Strikes Back
If Machoke is your Active Pokémon and is damaged by an opponent's attack (even if Machoke is Knocked Out), put 1 damage counter on the Attacking Pokémon.
FC Low Kick 30
Weakness: P
Retreat Cost: C
Collector Number: 41/101
Rarity: U

Medicham

80 HP
Pokémon Type: F

Stage 1 Pokémon

Evolves from Meditite

Illus. Ken Sugimori

C Steady Punch 20+

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

FC Power Heal 10+

Does 10 damage plus 10 more damage for each damage counter on Medicham. After doing damage, remove 1 damage counter from Medicham.

Weakness: P

Retreat Cost: C

Collector Number: 42/101

Rarity: U

Metang

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Beldum

Illus. Kouki Saitou

CC Psyshock 20

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

PCC Metal Ball

Put 5 damage counters on the Defending Pokémon.

Weakness: P

Retreat Cost: CC

Collector Number: 43/101

Rarity: U

Metang

70 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Beldum

Illus. Ken Sugimori

[Poké-Body] Levitate

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

CC Tackle 20

Weakness: R

Resistance: G

Retreat Cost: CC

Collector Number: 44/101

Rarity: U

Nuzleaf

70 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Seedot

Illus. Hisao Nakamura

C Upper Hand

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

DCC Feint Attack

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: P

Retreat Cost: C

Collector Number: 45/101

Rarity: U

Rhydon

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Rhyhorn

Illus. Atsuko Nishida

[Poké-Body] Power Diffusion

As long as Rhydon is your Active Pokémon, prevent all damage done by attacks to all of your Benched Pokémon.

C Horn Drill 20

FCC Hyper Tail 50+

If the Defending Pokémon has any Poké-Powers or Poké-Bodies, this attack does 50 damage plus 20 more damage.

Weakness: W

Retreat Cost: CC

Collector Number: 46/101

Rarity: U

Sealeo

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Spheal

Illus. Atsuko Nishida

W Super Icy Wind

Does 10 damage to each of your opponent's Pokémon. This attack's damage isn't affected by Weakness or Resistance.

WCC Skull Bash 50

Weakness: M

Retreat Cost: C
Collector Number: 47/101
Rarity: U

Spinda

60 HP
Pokémon Type: C
Basic Pokémon
Illus. Kagemaru Himeno

C **The Hula-la**

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

C **Flail** 10X

Does 10 damage times the number of damage counters on Spinda.

Weakness: F
Retreat Cost: C
Collector Number: 48/101
Rarity: U

Starmie

80 HP
Pokémon Type: P
Stage 1 Pokémon
Evolves from Staryu
Illus. Aya Kusube

W **Water Arrow**

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

PCC **Rainbow Star** 50+

Does 50 damage plus 10 more damage for each type of basic Energy attached to the Defending Pokémon.

Weakness: P
Retreat Cost: C
Collector Number: 49/101
Rarity: U

Swalot

80 HP
Pokémon Type: G
Stage 1 Pokémon
Evolves from Gulpin
Illus. Yuka Morii

C **Amnesia** 10

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

GCC Swallow Up 50+

Before doing damage, count the remaining HP of the Defending Pokémon and Swalot. If the Defending Pokémon has fewer remaining HP than Swalot's, this attack does 50 damage plus 30 more damage.

Weakness: P

Retreat Cost: CC

Collector Number: 50/101

Rarity: U

Tentacruel

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Tentacool

Illus. Hisao Nakamura

C Long Tentacle

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

CC Toxic

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

Weakness: L

Retreat Cost: 0

Collector Number: 51/101

Rarity: U

Baltoy

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kyoko Umemoto

P Psyshock 10

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

Weakness: P

Retreat Cost: C

Collector Number: 52/101

Rarity: C

Baltoy

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Ken Sugimori

C Headbutt 10

C Mud Slap 20

Weakness: W
Retreat Cost: C
Collector Number: 53/101
Rarity: C

Beldum

50 HP
Pokémon Type: P
Basic Pokémon
Illus. Kouki Saitou
C Call for Family

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

P Metal Ball

Put 1 damage counter on the Defending Pokémon.

Weakness: P
Retreat Cost: C
Collector Number: 54/101
Rarity: C

Chikorita

50 HP
Pokémon Type: G
Basic Pokémon
Illus. Shin-ichi Yoshikawa
C Poisonpowder

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

Weakness: R
Resistance: W
Retreat Cost: C
Collector Number: 55/101
Rarity: C

Chinchou

50 HP
Pokémon Type: L
Basic Pokémon
Illus. Aya Kusube
C Pound 10

LC Spark 10

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

Weakness: F
Retreat Cost: C
Collector Number: 56/101

Rarity: C

Chinchou

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Nakaoka

L **Random Spark**

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

LC **Lightning Ball** 20

Weakness: F

Retreat Cost: C

Collector Number: 57/101

Rarity: C

Clamperl

40 HP

Pokémon Type: W

Basic Pokémon

Illus. Kagemaru Himeno

[Poké-body] **Exoskeleton**

Any damage done to Clamperl by attacks is reduced by 10 (after applying Weakness and Resistance).

WC **Bubble** 20

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

Weakness: L

Retreat Cost: C

Collector Number: 58/101

Rarity: C

Cyndaquil

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Ken Ikuji

C **Swift** 10

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

CC **Rage** 10+

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

Weakness: W

Retreat Cost: C

Collector Number: 59/101

Rarity: C

Doduo

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Miki Tanaka

C Drill Peck 10

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 60/101

Rarity: C

Feebas

30 HP

Pokémon Type: W

Basic Pokémon

Illus. Tomokazu Komiya

C Tackle 10

W Ascension

Flip a coin. If heads, search your deck for a card that evolves from Feebas and put it on Feebas. (This counts as evolving Feebas.) Shuffle your deck afterward.

Weakness: L

Retreat Cost: C

Collector Number: 61/101

Rarity: C

Gulpin

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Yuka Morii

C Yawn

The Defending Pokémon is now Asleep.

G Spit Poison

The Defending Pokémon is now Poisoned.

Weakness: P

Retreat Cost: C

Collector Number: 62/101

Rarity: C

Jigglypuff

50 HP

Pokémon Type: C
Basic Pokémon
Illus. Naoyo Kimura
C **Rollout** 10
CC **Sleepy Song**
Each Defending Pokémon is now Asleep.
Weakness: F
Retreat Cost: C
Collector Number: 63/101
Rarity: C

Machop

50 HP
Pokémon Type: F
Basic Pokémon
Illus. Hajime Kusajima
C **Knuckle Punch** 10
F C **Karate Chop** 30-
Does 30 damage minus 10 damage for each damage counter on Machop.
Weakness: P
Retreat Cost: C
Collector Number: 64/101
Rarity: C

Meditite

50 HP
Pokémon Type: P
Basic Pokémon
Illus. Ken Sugimori
C **Double Chop** 10X
Flip 2 coins. This attack does 10 damage times the number of heads.
P **Calm Mind**
Remove 2 damage counters from Meditite (remove 1 if there is only 1).
Weakness: P
Retreat Cost: C
Collector Number: 65/101
Rarity: C

Meditite

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

F **Jab** 10

CC **Steady Punch** 20+

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

Weakness: P

Retreat Cost: C

Collector Number: 66/101

Rarity: C

Minun

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Kagemaru Himeno

C **Minus Energy** 10

Flip a coin. If heads, choose 1 Energy attached to the Defending Pokémon. Your opponent returns that card to his or her hand.

LC **Thundershock** 20

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

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 67/101

Rarity: C

Oddish

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Yuka Morii

C **Poisonpowder**

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

G **Razor Leaf** 10

Weakness: R

Retreat Cost: C

Collector Number: 68/101

Rarity: C

Plusle

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Kagemaru Himeno

C **Plus Energy**

Flip a coin. If heads, attach a {L} Energy card from your hand to any of your Pokémon.

LC **Dazzle Blast** 20

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

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 69/101

Rarity: C

Rhyhorn

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Atsuko Nishida

C Double Stab 10X

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

FCC Take Down 50

Rhyhorn does 10 damage to itself.

Weakness: W

Retreat Cost: C

Collector Number: 70/101

Rarity: C

Seedot

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Hisao Nakamura

C Growth Spurt

Attach a {G} Energy card from your hand to Seedot.

CC Trip Over 10+

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

Weakness: R

Retreat Cost: C

Collector Number: 71/101

Rarity: C

Shuppet

40 HP

Pokémon Type: P

Basic Pokémon

Illus. Midori Harada

P Shadow Crush 10

You may discard 1 {P} Energy card attached to Shuppet. If you do, your opponent discards 1 Energy card attached to the Defending Pokémon.

Weakness: D

Resistance: F

Retreat Cost: C
Collector Number: 72/101
Rarity: C

Snorunt

50 HP
Pokémon Type: W
Basic Pokémon
Illus. Midori Harada
C Ice Breath
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
CC Tackle 20
Weakness: M
Retreat Cost: C
Collector Number: 73/101
Rarity: C

Spheal

40 HP
Pokémon Type: W
Basic Pokémon
Illus. Atsuko Nishida
C Freezing Breath
Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, the Defending Pokémon is now Asleep.
Weakness: M
Retreat Cost: C
Collector Number: 74/101
Rarity: C

Staryu

50 HP
Pokémon Type: W
Basic Pokémon
Illus. Aya Kusube
[Poké-Body] Core Guard
If Staryu has any {P} Energy attached to it, damage done to Staryu by any attack is reduced by 10 (after applying Weakness and Resistance).
W Pound 10
Weakness: L
Retreat Cost: C
Collector Number: 75/101
Rarity: C

Surskit

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Toshinao Aoki

C Splash About 10+

If Surskit has less Energy attached to it than the Defending Pokémon, this attack does 10 damage plus 10 more damage.

Weakness: R

Retreat Cost: C

Collector Number: 76/101

Rarity: C

Tentacool

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Hisao Nakamura

[Poké-Body] Freefloating

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

C Wrap

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

Weakness: L

Retreat Cost: C

Collector Number: 77/101

Rarity: C

Togepi

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Nakaoka

C Sleepy Song

Each Defending Pokémon is now Asleep.

Weakness: F

Retreat Cost: C

Collector Number: 78/101

Rarity: C

Totodile

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Shin-ichi Yoshikawa

C Flail 10×

Does 10 damage for each damage counter on Totodile.

WC **Bite** 20

Weakness: L

Retreat Cost: C

Collector Number: 79/101

Rarity: C

Voltorb

40 HP

Pokémon Type: L

Basic Pokémon

Illus. Kyoko Umemoto

C **Recharge**

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

LC **Rolling Attack** 20

Weakness: F

Retreat Cost: C

Collector Number: 80/101

Rarity: C

Vulpix

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Toshinao Aoki

C **Scratch** 10

R **Ascension**

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

Weakness: W

Retreat Cost: C

Collector Number: 81/101

Rarity: C

Whismur

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Tomokazu Komiya

C **Wail** 10

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

Weakness: F

Retreat Cost: C

Collector Number: 82/101

Rarity: C

Zubat

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Midori Harada

C Quick Turn 10X

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

G Surprise

Choose 1 card from your opponent's hand without looking. Look at the card you chose, then have your opponent shuffle that card into his or her deck.

Weakness: P

Retreat Cost: C

Collector Number: 83/101

Rarity: C

Ancient Technical Machine (Ice)

Trainer card [Pokémon Tool]

Illus. Mitsuhiro Arita

Attach this card to 1 of your Evolved Pokémon (excluding Pokémon-ex and Pokémon that has an owner in its name) in play. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Ancient Technical Machine (Ice).

C Ice Generator

Discard all of your opponent's Trainer cards in play. If you do, prevent all effects, including damage, done to the Pokémon using this attack during your opponent's next turn.

Collector Number: 84/101

Rarity: U

Ancient Technical Machine (Rock)

Trainer card [Pokémon Tool]

Illus. Mitsuhiro Arita

Attach this card to 1 of your Evolved Pokémon (excluding Pokémon-ex and Pokémon that has an owner in its name) in play. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Ancient Technical Machine (Rock).

C Stone Generator

If your opponent has any Evolved Pokémon in play, remove the highest Stage Evolution card from each of them and put those cards back into his or her hand.

Collector Number: 85/101

Rarity: U

Ancient Technical Machine (Steel)

Trainer card [Pokémon Tool]

Illus. Mitsuhiro Arita

Attach this card to 1 of your Evolved Pokémon (excluding Pokémon-ex and Pokémon that has an owner in its name) in play. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Ancient Technical Machine (Steel).

CC Steel Generator

If the Defending Pokémon has a Poké-Power or Poké-Body, choose up to 2 basic Energy cards attached to 1 of your opponent's Pokémon and attach them to the Defending Pokémon.

Collector Number: 86/101

Rarity: U

Ancient Tomb

Trainer card [Stadium]

Illus. Ken Ikuji

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

Don't apply Weakness for all Pokémon in play (excluding Pokémon-ex and Pokémon that has an owner in its name).

Collector Number: 87/101

Rarity: U

Desert Ruins

Trainer card [Stadium]

Illus. Shin-ichi Yoshikawa

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

At any time between turns, each player puts 1 damage counter on his or her Pokémon-ex with maximum HP of at least 100.

Collector Number: 88/101

Rarity: U

Island Cave

Trainer card [Stadium]

Illus. Ken Ikuji

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

Whenever any player attaches an Energy card from his or her hand to {W} Pokémon, {F} Pokémon, or {M} Pokémon, remove any Special Conditions from that Pokémon.

Collector Number: 89/101

Rarity: U

Life Herb

Trainer card

Illus. Ryo Ueda

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

Collector Number: 90/101

Rarity: U

Magnetic Storm

Trainer card [Stadium]

Illus. Shin-ichi Yoshikawa

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

Any damage done by attacks from {P} Pokémon and {F} Pokémon (both yours and your opponent's) is not affected by Resistance.

Collector Number: 91/101

Rarity: U

Steven's Advice

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 a number of cards up to the number of your opponent's Pokémon in play. If you have 7 or more cards (including this one) in your hand, you can't play this card.

Collector Number: 92/101

Rarity: U

Groudon ex

100 HP

Pokémon Type: F

Basic Pokémon

Illus. Hikaru Koike

[Poké-Body] Mark of Antiquity

As long as Groudon ex is your Active Pokémon, each player's Kyogre ex and Rayquaza ex can't attack.

CC Rock Tumble 30

This attack's damage is not affected by Resistance.

FFC Crushing Mantle 50+

You may discard from your hand as many Energy cards as you like. If you do, this attack does 50 damage plus 10 more damage for each Energy card you discarded.

Weakness: W

Retreat Cost: CCC

Collector Number: 93/101

Rarity: R-EX

Kyogre ex

100 HP

Pokémon Type: W

Basic Pokémon

Illus. Hikaru Koike

[Poké-Body] Mark of Antiquity

As long as Kyogre ex is your Active Pokémon, each player's Groudon ex and Rayquaza ex can't attack.

CC Water Arrow

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

WWC Super Tidal Wave 50+

You may show your hand to your opponent. If you do, this attack does 50 damage plus 10 more damage for each Energy card in your hand. After doing damage, shuffle the Energy cards back into your deck.

Weakness: G

Retreat Cost: CCC

Collector Number: 94/101

Rarity: R-EX

Metagross ex

150 HP

Pokémon Type: M

Stage 2 Pokémon

Evolves from Metang

Illus. Mitsuhiro Arita

MC Metal Reversal 40

Before doing damage, you may 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. If you do, this attack does 40 damage to the new Defending Pokémon.

MMCC Extra Comet Punch 50+

During your next turn, Extra Comet Punch does 50 damage plus 50 more damage.

Weakness: RF

Resistance: G

Retreat Cost: CCCC

Collector Number: 95/101

Rarity: R-EX

Ninetales ex

90 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Vulpix

Illus. Ryo Ueda

C Intense Glare

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 Burned and Confused.

RCCC Fire Blast 100

Discard a {R} Energy attached to Ninetales ex.

Weakness: W

Retreat Cost: C

Collector Number: 96/101

Rarity: R-EX

Regice ex

90 HP

Pokémon Type: W

Basic Pokémon

Illus. Mitsuhiro Arita

[Poké-Body] Crystal Body

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

WWC Freeze Lock 60

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

Weakness: M

Retreat Cost: CC

Collector Number: 97/101

Rarity: R-EX

Regirock ex

100 HP

Pokémon Type: F

Basic Pokémon

Illus. Mitsuhiro Arita

[Poké-Body] Healing Stone

At any time between turns, remove 1 damage counter from Regirock ex.

FFC Tonnage 60+

You may do 60 damage plus 20 more damage. If you do, Regirock ex does 30 damage to itself.

Weakness: W

Retreat Cost: CCC

Collector Number: 98/101

Rarity: R-EX

Registeel ex

90 HP

Pokémon Type: M

Basic Pokémon

Illus. Mitsuhiro Arita

[Poké-Body] Exoskeleton

Any damage done to Registeel ex by attacks is reduced by 10 (after applying Weakness and Resistance).

MMC Steel Wave 50

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

Weakness: R

Resistance: G

Retreat Cost: CC

Collector Number: 99/101

Rarity: R-EX

Vileplume ex

140 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Gloom

Illus. Ryo Ueda

[Poké-Body] Block Dust

As long as Vileplume ex is your Active Pokémon, your opponent can't play any Trainer cards (except for Supporter cards) from his or her hand.

GCC Special Formula 50

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

Weakness: P

Retreat Cost: CC

Collector Number: 100/101

Rarity: R-EX

Wigglytuff ex

100 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Jigglypuff

Illus. Ryo Ueda

CC Sleepy Song 30

Each Defending Pokémon is now Asleep.

CCC Do the Wave 30+

Does 30 damage plus 10 more damage for each of your Benched Pokémon.

Weakness: F

Retreat Cost: C

Collector Number: 101/101

Rarity: R-EX

Groudon

80 HP

Pokémon Type: F

Basic Pokémon

Illus. Mitsuhiro Arita

FC **Mud Shot** 20

FFFC **Earthquake** 60

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

Weakness: G

Retreat Cost: CCC

Collector Number: 102/101

Rarity: H