



Guide to Energy Symbols

Throughout this document, when Energy symbols are found in attack cost, Weakness, Resistance, Retreat Cost, and Pokémon type, they will be noted as the following:

G: Grass Energy symbol

R: Fire Energy symbol

W: Water Energy symbol

L: Lightning Energy symbol

P: Psychic Energy symbol

F: Fighting Energy symbol

C: Colorless Energy symbol

D: Darkness Energy symbol

M: Metal Energy symbol

To prevent confusion, within card text itself, the symbols will be contained within brackets. For example, {R} would denote one Fire Energy symbol.

In addition, some attacks use "--" as its Energy cost. This means there is no Energy cost to use that attack.

Guide to Rarity Symbols

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

H: rare Holo

R: rare

U: uncommon

C: common

EX: rare Holo EX

RU: rare Ultra

SR: Shiny Rare

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

Pinsir

HP: 80

Pokémon Energy Type: {G}

Basic Pokémon

{C}{C}

Power Pinch

Flip 2 coins. For each heads, discard an Energy attached to the Defending Pokémon.

{G}{G}{C}

Grip and Squeeze 70

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

Illus. Masakazu Fukuda

Weakness: {R}×2

Retreat Cost: CC

Collector Number: 1/99

Rarity: R

Seedot

HP: 40

Pokémon Energy Type: {G}

Basic Pokémon

{C}

Trip Over

10+

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

Illus. Kagemaru Himeno

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 2/99

Rarity: C





Kricketot

HP: 60

Pokémon Energy Type: {G}

Basic Pokémon

{G} **Beat** **10**

{G}{G} **Double Headbutt** **10+**

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

Illus. MAHOU

Weakness: {R}×2

Retreat Cost: C

Collector Number: 3/99

Rarity: C

Kricketune

HP: 90

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Kricketot

{C} **White Noise** **20**

The Defending Pokémon is now Asleep.

{G}{C} **Draining Cut** **40x**

Flip 2 coins. This attack does 40 damage times the number of heads. Heal from this Pokémon the same amount of damage you did to the Defending Pokémon.

Illus. Naoyo Kimura

Weakness: {R}×2

Retreat Cost: C

Collector Number: 4/99

Rarity: U

Shaymin EX

HP: 110

Pokémon Energy Type: {G}

Basic EX Pokémon

{G} **Synthesis**

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

{G}{C} **Revenge Blast** **30+**

Does 30 more damage for each Prize card your opponent has taken.

Illus. Shizurow

Weakness: {R}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 5/99

Rarity: EX



Pansage

HP: 70

Pokémon Energy Type: {G}

Basic Pokémon

{G}{C} **Seed Bomb** 30

Illus. Megumi Mizutani

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 6/99

Rarity: C

Simisage

HP: 90

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Pansage

{G} **Collect**

Draw 3 cards.

{G}{C} **Stadium Drain** 30+

If there is any Stadium card in play, this attack does 30 more damage and heal 30 damage from this Pokémon.

Illus. kawayoo

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: CC

Collector Number: 7/99

Rarity: R

Foongus

HP: 40

Pokémon Energy Type: {G}

Basic Pokémon

{C} **Find a Friend**

Flip a coin. If heads, search your deck for a Pokémon, reveal it, and put it into your hand. Shuffle your deck afterward.

{G}{C} **Rising Lunge** 10+

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

Illus. Masakazu Fukuda

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 8/99

Rarity: C



Amoonguss

HP: 90

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Foongus

[Ability] Spoprise

When you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. If you do, your opponent's Active Pokémon is now Confused and Poisoned.

{G}{C} Rising Lunge 20+

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

Illus. Kouki Saitou

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: CC

Collector Number: 9/99

Rarity: R

Growlithe

HP: 80

Pokémon Energy Type: {R}

Basic Pokémon

{C} Stoke

Flip a coin. If heads, search your deck for a {R} Energy card and attach it to this Pokémon. Shuffle your deck afterward.

{R}{C} Firebreathing 10+

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

Illus. Masakazu Fukuda

Weakness: {W}×2

Retreat Cost: CCC

Collector Number: 10/99

Rarity: C

Growlithe

HP: 80

Pokémon Energy Type: {R}

Basic Pokémon

{R}{C} Combustion 20

Illus. Mizue

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 11/99

Rarity: C



Arcanine

HP: 130

Pokémon Energy Type: {R}

Stage 1 Pokémon

Evolves from: Growlithe

[Ability] Blazing Mane

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

{R}{R}{C}

Fire Spin 100

Flip a coin. If tails, discard 2 Energy attached to this Pokémon.

Illus. Mitsuhiro Arita

Weakness: {W}×2

Retreat Cost: CCC

Collector Number: 12/99

Rarity: R

Arcanine

HP: 120

Pokémon Energy Type: {R}

Stage 1 Pokémon

Evolves from: Growlithe

{R}{C}

Crunch 30

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

{R}{C}{C}

Heat Blast

70

Illus. Ryo Ueda

Weakness: {W}×2

Retreat Cost: CCC

Collector Number: 13/99

Rarity: U

Moltres

HP: 120

Pokémon Energy Type: {R}

Basic Pokémon

{R}{C}{C}

Searing Flame 50

The Defending Pokémon is now Burned.

{R}{C}{C}{C}

Fire Blast 90

Discard a {R} Energy attached to this Pokémon.

Illus. Ryo Ueda

Weakness: {W}×2

Resistance: {F}-20

Retreat Cost: CC

Collector Number: 14/99

Rarity: H



Pansear

HP: 70

Pokémon Energy Type: {R}

Basic Pokémon

{R}{C} **Flare** 30

Illus. James Turner

Weakness: {W}×2

Retreat Cost: C

Collector Number: 15/99

Rarity: C

Simisear

HP: 90

Pokémon Energy Type: {R}

Stage 1 Pokémon

Evolves from: Pansear

{R} **Collect**

Draw 3 cards.

{R}{C} **Stadium Burn** 30+

If there is any Stadium card in play, this attack does 30 more damage and the Defending Pokémon is now Burned.

Illus. Kouki Saitou

Weakness: {W}×2

Retreat Cost: C

Collector Number: 16/99

Rarity: R

Darumaka

HP: 80

Pokémon Energy Type: {R}

Basic Pokémon

{C}{C} **Hammer In** 20

Illus. Atsuko Nishida

Weakness: {W}×2

Retreat Cost: CCC

Collector Number: 17/99

Rarity: C

Litwick

HP: 60

Pokémon Energy Type: {R}

Basic Pokémon

{R} **Flare** 10

Illus. Kanako Eo

Weakness: {W}×2

Retreat Cost: C

Collector Number: 18/99

Rarity: C





Lampent

HP: 80

Pokémon Energy Type: {R}

Stage 1 Pokémon

Evolves from: Litwick

{R}{C} Ember 40

Flip a coin. If tails, discard an Energy attached to this Pokémon.

Illus. Midori Harada

Weakness: {W}×2

Retreat Cost: C

Collector Number: 19/99

Rarity: U

Chandelure

HP: 120

Pokémon Energy Type: {R}

Stage 2 Pokémon

Evolves from: Lampent

{R} Flame Burst 30

Does 30 damage to 2 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

{R}{C} Inferno 80

Discard all Energy attached to this Pokémon. The Defending Pokémon is now Burned.

Illus. 5ban Graphics

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 20/99

Rarity: H

Reshiram

HP: 130

Pokémon Energy Type: {R}

Basic Pokémon

{C}{C} Outrage 20+

Does 10 more damage for each damage counter on this Pokémon.

{R}{R}{C} Blue Flare 120

Discard 2 {R} Energy attached to this Pokémon.

Illus. 5ban Graphics

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 21/99

Rarity: R



Reshiram EX

HP: 180

Pokémon Energy Type: {R}

Basic EX Pokémon

{R}{C}{C}

Glinting Claw 50+

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

{R}{R}{C}{C}

Brave Fire 150

Flip a coin. If tails, this Pokémon does 50 damage to itself.

Illus. Shizurow

Weakness: {W}×2

Retreat Cost: CCC

Collector Number: 22/99

Rarity: EX

Saryu

HP: 60

Pokémon Energy Type: {W}

Basic Pokémon

{C}

Recover

Discard an Energy attached to this Pokémon and heal all damage from this Pokémon.

{W}

Water Gun 10

Illus. Naoyo Kimura

Weakness: {L}×2

Retreat Cost: C

Collector Number: 23/99

Rarity: C

Starmie

HP: 90

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Saryu

{C}

Confuse Ray

The Defending Pokémon is now Confused.

{W}

Swift 50

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

Illus. Shin Nagasawa

Weakness: {L}×2

Retreat Cost: 0

Collector Number: 24/99

Rarity: U



Lapras

HP: 100

Pokémon Energy Type: {W}

Basic Pokémon

{W}

Call for Family

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

{C}{C}

Reckless Charge 40

This Pokémon does 20 damage to itself.

Illus. Kouki Saitou

Weakness: {L}×2

Retreat Cost: CC

Collector Number: 25/99

Rarity: R

Lapras

HP: 90

Pokémon Energy Type: {W}

Basic Pokémon

{W}{C}

Water Arrow

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

{W}{W}{C}

Surf

60

Illus. Mizue

Weakness: {M}×2

Retreat Cost: CC

Collector Number: 26/99

Rarity: U

Articuno

HP: 120

Pokémon Energy Type: {W}

Basic Pokémon

{W}{C}{C}

Ice Beam50

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

{W}{C}{C}{C}

Ice Wing 80

Illus. Ryo Ueda

Weakness: {M}×2

Resistance: {F}-20

Retreat Cost: CC

Collector Number: 27/99

Rarity: H



Panpour

HP: 70

Pokémon Energy Type: {W}

Basic Pokémon

{W}{C} **Water Gun** **30**

Illus. Reiko Tanoue

Weakness: {L}×2

Retreat Cost: C

Collector Number: 28/99

Rarity: C

Simipour

HP: 90

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Panpour

{W} **Collect**

Draw 3 cards.

{W}{C} **Stadium Wave** **30+**

If there is any Stadium card in play, this attack does 30 more damage and the Defending Pokémon is now Asleep.

Illus. Akira Komayama

Weakness: {L}×2

Retreat Cost: C

Collector Number: 29/99

Rarity: R

Basculin

HP: 80

Pokémon Energy Type: {W}

Basic Pokémon

{C} **Bite** **10**

{W} **Bared Fangs** **40**

If, before this Pokémon does damage, the Defending Pokémon has no damage counters on it, this attack does nothing.

Illus. Kagemaru Himeno

Weakness: {L}×2

Retreat Cost: C

Collector Number: 30/99

Rarity: U





Vanillite

HP: 60

Pokémon Energy Type: {W}

Basic Pokémon

{C} **Beat 10**

{W}{C} **Icy Snow 20**

Illus. Kanako Eo

Weakness: {M}×2

Retreat Cost: C

Collector Number: 31/99

Rarity: C

Vanillish

HP: 80

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Vanillite

{W} **Icy Snow 20**

{W}{C}{C} **Icy Wind 50**

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

Illus. Mizue

Weakness: {M}×2

Retreat Cost: CC

Collector Number: 32/99

Rarity: U

Vanilluxe

HP: 130

Pokémon Energy Type: {W}

Stage 2 Pokémon

Evolves from: Vanillish

[Ability] Slippery Soles

Once during your turn (before your attack), you may switch your Active Pokémon with 1 of your Benched Pokémon. If you do, your opponent switches his or her Active Pokémon with 1 of his or her Benched Pokémon.

{W}{C}{C} **Crushing Ice 60+**

Does 10 more damage for each {C} in the Defending Pokémon's Retreat Cost.

Illus. Akira Komayama

Weakness: {M}×2

Retreat Cost: CC

Collector Number: 33/99

Rarity: H



Frillish

HP: 80

Pokémon Energy Type: {W}

Basic Pokémon

{C}

Bubble

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

{W}{C}

Spit Poison

The Defending Pokémon is now Poisoned.

Illus. Suwama Chiaki

Weakness: {L}×2

Retreat Cost: CC

Collector Number: 34/99

Rarity: U

Jellicent

HP: 120

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Frillish

{C}

Vengeful Wish

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

{W}{W}{C}

Absorb Life

30

Heal 30 damage from this Pokémon.

Illus. Mitsuhiro Arita

Weakness: {L}×2

Retreat Cost: CC

Collector Number: 35/99

Rarity: R

Cubchoo

HP: 70

Pokémon Energy Type: {W}

Basic Pokémon

{W}

Sniffle

During your next turn, this Pokémon's Belt attack's base damage is 40.

{W}{C}

Belt

20

Illus. Atsuko Nishida

Weakness: {M}×2

Retreat Cost: CCC

Collector Number: 36/99

Rarity: C



Beartic

HP: 120

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Cubchoo

{C}{C} **Daunt** 40

During your opponent's next turn, any damage done by attacks from the Defending Pokémon is reduced by 20 (before applying Weakness and Resistance).

{W}{C}{C} **Ambush** 60+

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

Illus. kawayoo

Weakness: {M}×2

Retreat Cost: CCC

Collector Number: 37/99

Rarity: R

Kyurem EX

HP: 180

Pokémon Energy Type: {W}

Basic EX Pokémon

{W}{C}{C} **Frozen Wings** 60

Discard a Special Energy attached to the Defending Pokémon.

{W}{W}{C}{C} **Hail Blizzard** 120

This Pokémon can't use Hail Blizzard during your next turn.

Illus. Shizurow

Weakness: {M}×2

Retreat Cost: CCC

Collector Number: 38/99

Rarity: EX

Pikachu

HP: 60

Pokémon Energy Type: {L}

Basic Pokémon

{L} **Thundershock** 10

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

{C}{C} **Tail Whap** 20

Illus. Akira Komayama

Weakness: {F}×2

Retreat Cost: C

Collector Number: 39/99

Rarity: C



Raichu

HP: 90

Pokémon Energy Type: {L}

Stage 1 Pokémon

Evolves from: Pikachu

{L} Thundershock 20

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

{L}{C}{C} Slam 80x

Flip 2 coins. This attack does 80 damage times the number of heads.

Illus. Naoki Saito

Weakness: {F}×2

Retreat Cost: C

Collector Number: 40/99

Rarity: U

Zapdos

HP: 120

Pokémon Energy Type: {L}

Basic Pokémon

{L}{C}{C} Random Spark

This attack does 50 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

{L}{C}{C}{C} Thundering Hurricane 50x

Flip 4 coins. This attack does 50 damage times the number of heads.

Illus. Ryo Ueda

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: CC

Collector Number: 41/99

Rarity: H

Shinx

HP: 60

Pokémon Energy Type: {L}

Basic Pokémon

{L} Jump On 10+

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

{L}{C} Static Shock 20

Illus. Atsuko Nishida

Weakness: {F}×2

Retreat Cost: C

Collector Number: 42/99

Rarity: C



Shinx

HP: 60

Pokémon Energy Type: {L}

Basic Pokémon

{C} **Reckless Charge** 20

This Pokémon does 10 damage to itself.

Illus. Naoki Saito

Weakness: {F}×2

Retreat Cost: C

Collector Number: 43/99

Rarity: C

Luxio

HP: 80

Pokémon Energy Type: {L}

Stage 1 Pokémon

Evolves from: Shinx

{L} **Jump On** 20+

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

{L}{C}{C} **Wild Charge** 60

This Pokémon does 10 damage to itself.

Illus. Kouki Saitou

Weakness: {F}×2

Retreat Cost: C

Collector Number: 44/99

Rarity: U

Luxio

HP: 80

Pokémon Energy Type: {L}

Stage 1 Pokémon

Evolves from: Shinx

{L} **Quick Turn** 20x

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

{C}{C} **Bite** 30

Illus. Naoki Saito

Weakness: {F}×2

Retreat Cost: 0

Collector Number: 45/99

Rarity: U



Luxray

HP: 140

Pokémon Energy Type: {L}

Stage 2 Pokémon

Evolves from: Luxio

{L} Flash Impact 60

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

{L}{L}{C} Crunch 80

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

Illus. Shin Nagasawa

Weakness: {F}×2

Retreat Cost: C

Collector Number: 46/99

Rarity: H

Blitzle

HP: 60

Pokémon Energy Type: {L}

Basic Pokémon

{L}{C} Thunder Jolt 30

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

Illus. sui

Weakness: {F}×2

Retreat Cost: C

Collector Number: 47/99

Rarity: C

Zebstrika

HP: 90

Pokémon Energy Type: {L}

Stage 1 Pokémon

Evolves from: Blitzle

{L}{C} Disconnect 40

Your opponent can't play any Item cards from his or her hand during his or her next turn.

{L}{L}{C} Lightning Crash

Discard all {L} Energy attached to this Pokémon. This attack does 80 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Naoki Saito

Weakness: {F}×2

Retreat Cost: 0

Collector Number: 48/99

Rarity: R



Emolga

HP: 70

Pokémon Energy Type: {L}

Basic Pokémon

{L}{C} **Bounce 30**

Switch this Pokémon with 1 of your Benched Pokémon.

Illus. Akira Komayama

Weakness: {F}×2

Retreat Cost: C

Collector Number: 49/99

Rarity: U

Zekrom

HP: 130

Pokémon Energy Type: {L}

Basic Pokémon

{C}{C} **Outrage 20+**

Does 10 more damage for each damage counter on this Pokémon.

{L}{L}{C} **Bolt Strike 120**

This Pokémon does 40 damage to itself.

Illus. 5ban Graphics

Weakness: {F}×2

Retreat Cost: CC

Collector Number: 50/99

Rarity: R

Zekrom EX

HP: 180

Pokémon Energy Type: {L}

Basic EX Pokémon

{L}{C}{C} **Glinting Claw 50+**

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

{L}{L}{C}{C} **Strong Volt 150**

Discard 2 Energy attached to this Pokémon.

Illus. Shizurow

Weakness: {F}×2

Retreat Cost: CCC

Collector Number: 51/99

Rarity: EX

Grimer

HP: 70

Pokémon Energy Type: {P}

Basic Pokémon

{P}{C} **Nasty Goo 20**

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

Illus. Kagemaru Himeno

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 52/99

Rarity: C





Muk

HP: 110

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Grimer

{P}{C} Gentle Wrap 20

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

{P}{C}{C}{C} Toxic Secretion 60

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

Illus. match

Weakness: {P}×2

Retreat Cost: CCCC

Collector Number: 53/99

Rarity: R

Mewtwo EX

HP: 170

Pokémon Energy Type: {P}

Basic EX Pokémon

{C}{C} X Ball 20x

Does 20 damage times the amount of Energy attached to this Pokémon and the Defending Pokémon.

{P}{P}{C} Psydrive 120

Discard an Energy attached to this Pokémon.

Illus. Shizurow

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 54/99

Rarity: EX

Ralts

HP: 60

Pokémon Energy Type: {P}

Basic Pokémon

{P} Psyshot 10

{C}{C} Smack 20

Illus. Mitsuhiro Arita

Weakness: {P}×2

Retreat Cost: C

Collector Number: 55/99

Rarity: C



Kirlia

HP: 80

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Ralts

{C}{C} **Smack** 20

{P}{C}{C} **Psychic** 40+

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

Illus. MAHOU

Weakness: {P}×2

Retreat Cost: C

Collector Number: 56/99

Rarity: U

Gardevoir

HP: 110

Pokémon Energy Type: {P}

Stage 2 Pokémon

Evolves from: Kirlia

[Ability] Psychic Mirage

Each basic {P} Energy attached to your {P} Pokémon provides {P}{P} Energy. You can't apply more than 1 Psychic Mirage Ability at a time.

{P}{P}{C}{C} **Mind Shock** 60

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

Illus. Mizue

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 57/99

Rarity: H

Munna

HP: 70

Pokémon Energy Type: {P}

Basic Pokémon

{C}{C} **Ram** 20

Illus. Mitsuhiro Arita

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 58/99

Rarity: C



Musharna

HP: 100

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Munna

[Ability] Forewarn

Once during your turn (before your attack), you may look at the top 2 cards of your deck, choose 1 of them, and put it into your hand. Put the other card back on top of your deck.

{P}{P} Fluffy Dream 40

This Pokémon is now Asleep.

Illus. Maiko Fujiwara

Weakness: {P}×2

Retreat Cost: CCC

Collector Number: 59/99

Rarity: R

Darmanitan

HP: 110

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Darumaka

{P} Synchrodrew

Shuffle your hand into your deck. Then, draw a number of cards equal to the number of cards in your opponent's hand.

{C}{C} DarMAXitan 50x

Flip a coin for each Energy attached to this Pokémon. This attack does 50 damage times the number of heads.

Illus. Shin Nagasawa

Weakness: {P}×2

Retreat Cost: CCC

Collector Number: 60/99

Rarity: R

Elgyem

HP: 60

Pokémon Energy Type: {P}

Basic Pokémon

{P} Psy Bolt 10

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

Illus. Sumiyoshi Kizuki

Weakness: {P}×2

Retreat Cost: C

Collector Number: 61/99

Rarity: C



Beheeyem

HP: 80

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Elgyem

{P}

Brain Control

Your opponent reveals his or her hand. Choose a card from there and put it on the bottom of your opponent's deck.

{P}{C}{C}

Psybeam 40

The Defending Pokémon is now Confused.

Illus. Kouki Saitou

Weakness: {P}×2

Retreat Cost: C

Collector Number: 62/99

Rarity: R

Riolu

HP: 70

Pokémon Energy Type: {F}

Basic Pokémon

{C}

Punch 10

{F}{C}

Quick Attack 10+

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

Illus. Sumiyoshi Kizuki

Weakness: {P}×2

Retreat Cost: C

Collector Number: 63/99

Rarity: C

Lucario

HP: 100

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Riolu

[Ability] Reflexive Retaliation

If this Pokémon is your Active Pokémon and is damaged by an opponent's attack (even if this Pokémon is Knocked Out), put 2 damage counters on the Attacking Pokémon.

{F}{F}

Aura Sphere 50

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

Illus. Naoki Saito

Weakness: {P}×2

Retreat Cost: C

Collector Number: 64/99

Rarity: H



Hippopotas

HP: 90

Pokémon Energy Type: {F}

Basic Pokémon

{F}

Sand Jet

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

{F}{C}{C}

Bite

30

Illus. match

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: CCCC

Collector Number: 65/99

Rarity: C

Hippowdon

HP: 130

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Hippopotas

{F}{C}{C}

Sand Bazooka

70

You may move a basic Energy attached to this Pokémon to 1 of your Benched Pokémon.

{F}{F}{C}{C}

Rock Tumble

90

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

Illus. Naoki Saito

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: CCCC

Collector Number: 66/99

Rarity: U

Mienfoo

HP: 60

Pokémon Energy Type: {F}

Basic Pokémon

{C}

Triple Smash

10x

Flip 3 coins. This attack does 10 damage times the number of heads.

Illus. Midori Harada

Weakness: {P}×2

Retreat Cost: C

Collector Number: 67/99

Rarity: C



Mienshao

HP: 90

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Mienfoo

{C} **Haul In**

Search your deck for 2 Pokémon Tool cards, reveal them, and put them into your hand. Shuffle your deck afterward.

{F}{C} **Meditate 30+**

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

Illus. Suwama Chiaki

Weakness: {P}×2

Retreat Cost: C

Collector Number: 68/99

Rarity: U

Sneasel

HP: 60

Pokémon Energy Type: {D}

Basic Pokémon

{D} **Corner 10**

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

{C}{C} **Scratch 20**

Illus. Masakazu Fukuda

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 69/99

Rarity: C

Weavile

HP: 90

Pokémon Energy Type: {D}

Stage 1 Pokémon

Evolves from: Sneasel

{D} **Dark Penalty 90**

If the Defending Pokémon has no Pokémon Tool card attached to it, this attack does nothing.

{C}{C}{C} **Fury Swipes 30x**

Flip 3 coins. This attack does 30 damage times the number of heads.

Illus. Akira Komayama

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 70/99

Rarity: R



Nuzleaf

HP: 80

Pokémon Energy Type: {D}

Stage 1 Pokémon

Evolves from: Seedot

{D}{C} Surprise Punch 20

Move an Energy attached to the Defending Pokémon to 1 of your opponent's Benched Pokémon.

Illus. Naoyo Kimura

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 71/99

Rarity: U

Shiftry

HP: 130

Pokémon Energy Type: {D}

Stage 2 Pokémon

Evolves from: Nuzleaf

[Ability] Giant Fan

When you play this Pokémon from your hand to evolve 1 of your Pokémon, you may flip a coin. If heads, choose 1 of your opponent's Pokémon. Your opponent shuffles that Pokémon and all cards attached to it into his or her deck.

{D}{D}{C} Whirlwind 60

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

Illus. match

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 72/99

Rarity: R

Scraggy

HP: 70

Pokémon Energy Type: {D}

Basic Pokémon

{C} Shed Skin

Heal 40 damage from this Pokémon.

{D}{D} Lunge 40

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

Illus. Mizue

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: CC

Collector Number: 73/99

Rarity: U



Scrafty

HP: 90

Pokémon Energy Type: {D}

Stage 1 Pokémon

Evolves from: Scraggy

{D} **Rock Head** 20

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

{D}{C}{C} **Hammer Kick** 50+

If this Pokémon has fewer remaining HP than the Defending Pokémon, this attack does 30 more damage.

Illus. Naoki Saito

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: CC

Collector Number: 74/99

Rarity: H

Bronzor

HP: 70

Pokémon Energy Type: {M}

Basic Pokémon

{M}{C} **Knock Away** 10+

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

{M}{C}{C} **Spinning Attack** 40

Illus. Naoki Saito

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CCC

Collector Number: 75/99

Rarity: C

Bronzong

HP: 110

Pokémon Energy Type: {M}

Stage 1 Pokémon

Evolves from: Bronzor

[Ability] Heal Block

Damage can't be healed from any Pokémon (both yours and your opponent's). (Damage counters can still be moved.)

{M}{C}{C} **Oracle Inflict** 30+

Does 10 more damage for each card in your opponent's hand.

Illus. Kouki Saitou

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CCCC

Collector Number: 76/99

Rarity: R



Ferroseed

HP: 60

Pokémon Energy Type: {M}

Basic Pokémon

{M}{C} Self Destruct 60

This Pokémon does 60 damage to itself.

Illus. match

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CCC

Collector Number: 77/99

Rarity: C

Jigglypuff

HP: 70

Pokémon Energy Type: {C}

Basic Pokémon

{C} Sing

The Defending Pokémon is now Asleep.

{C}{C} Double Slap 20x

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

Illus. sui

Weakness: {F}×2

Retreat Cost: CC

Collector Number: 78/99

Rarity: U

Wigglytuff

HP: 90

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Jigglypuff

{C}{C} Round 20x

Does 20 damage times the number of your Pokémon that have the Round attack.

{C}{C}{C} Hypnoblast 60

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

Illus. Shin Nagasawa

Weakness: {F}×2

Retreat Cost: CC

Collector Number: 79/99

Rarity: R



Meowth

HP: 70

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Double Scratch** 10x

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

{C}{C} **Cat Kick** 20

Illus. Naoki Saito

Weakness: {F}×2

Retreat Cost: C

Collector Number: 80/99

Rarity: C

Persian

HP: 90

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Meowth

{C} **Nasty Plot**

Search your deck for a card and put it into your hand. Shuffle your deck afterward.

{C}{C} **Shadow Claw** 30

Flip a coin. If heads, discard a random card from your opponent's hand.

Illus. Shigenori Negishi

Weakness: {F}×2

Retreat Cost: C

Collector Number: 81/99

Rarity: R

Regigigas EX

HP: 180

Pokémon Energy Type: {C}

Basic EX Pokémon

{C}{C}{C} **Giga Power** 60+

You may do 20 more damage. If you do, this Pokémon does 20 damage to itself.

{C}{C}{C}{C} **Raging Hammer** 50+

Does 10 more damage for each damage counter on this Pokémon.

Illus. Shizurow

Weakness: {F}×2

Retreat Cost: CCCC

Collector Number: 82/99

Rarity: EX





Pidove

HP: 60

Pokémon Energy Type: {C}

Basic Pokémon

{C}

Scout

Your opponent reveals his or her hand.

{C}{C}

Gust

20

Illus. MAHOU

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 83/99

Rarity: C

Mincino

HP: 60

Pokémon Energy Type: {C}

Basic Pokémon

{C}

Call for Family

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

{C}{C}

Tail Smack

20

Illus. Tomohiro Kitakaze

Weakness: {F}×2

Retreat Cost: C

Collector Number: 84/99

Rarity: U

Cinccino

HP: 90

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Mincino

[Ability] Smooth Coat

If any damage is done to this Pokémon by attacks, flip a coin. If heads, prevent that damage.

{C}{C}{C}

Echoed Voice

50

During your next turn, this Pokémon's Echoed Voice attack does 50 more damage (before applying Weakness and Resistance).

Illus. Kanako Eo

Weakness: {F}×2

Retreat Cost: C

Collector Number: 85/99

Rarity: H



Cilan

Supporter

Search your deck for 3 basic Energy cards, reveal them, and put them into your hand. Shuffle your deck afterward.

Illus. Yusuke Ohmura

Collector Number: 86/99

Rarity: U

Exp. Share

Item

When your Active Pokémon is Knocked Out by damage from an opponent's attack, you may move 1 basic Energy card that was attached to that Pokémon to the Pokémon this card is attached to.

Illus. Ryo Ueda

Collector Number: 87/99

Rarity: U

Heavy Ball

Item

Search your deck for a Pokémon with a Retreat Cost of 3 or more, reveal it, and put it into your hand. Shuffle your deck afterward.

Illus. Ryo Ueda

Collector Number: 88/99

Rarity: U

Level Ball

Item

Search your deck for a Pokémon with 90 HP or less, reveal it, and put it into your hand. Shuffle your deck afterward.

Illus. 5ban Graphics

Collector Number: 89/99

Rarity: U

Pokémon Center

Stadium

Once during each player's turn, that player may heal 20 damage from 1 of his or her Benched Pokémon.

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

Illus. 5ban Graphics

Collector Number: 90/99

Rarity: U

Skyarrow Bridge

Stadium

The Retreat Cost of each Basic Pokémon in play is {C} less.

Illus. Ryo Ueda

Collector Number: 91/99

Rarity: U



Double Colorless Energy

Special Energy

Double Colorless Energy provides {C}{C} Energy.

Illus. 5ban Graphics

Collector Number: 92/99

Rarity: U

Prism Energy

Special Energy

This card provides {C} Energy. If the Pokémon this card is attached to is a Basic Pokémon, this card provides every type of Energy but provides only 1 Energy at a time.

Illus. 5ban Graphics

Collector Number: 93/99

Rarity: U

Shaymin EX

HP: 110

Pokémon Energy Type: {G}

Basic EX Pokémon

{G}

Synthesis

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

{G}{C}

Revenge Blast

30+

Does 30 more damage for each Prize card your opponent has taken.

Illus. 5ban Graphics

Weakness: {R}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 94/99

Rarity: RU

Reshiram EX

HP: 180

Pokémon Energy Type: {R}

Basic EX Pokémon

{R}{C}{C}

Glinting Claw

50+

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

{R}{R}{C}{C}

Brave Fire

150

Flip a coin. If tails, this Pokémon does 50 damage to itself.

Illus. 5ban Graphics

Weakness: {W}×2

Retreat Cost: CCC

Collector Number: 95/99

Rarity: RU



Kyurem EX

HP: 180

Pokémon Energy Type: {W}

Basic EX Pokémon

{W}{C}{C} **Frozen Wings** 60

Discard a Special Energy attached to the Defending Pokémon.

{W}{W}{C}{C} **Hail Blizzard** 120

This Pokémon can't use Hail Blizzard during your next turn.

Illus. 5ban Graphics

Weakness: {M}×2

Retreat Cost: CCC

Collector Number: 96/99

Rarity: RU

Zekrom EX

HP: 180

Pokémon Energy Type: {L}

Basic EX Pokémon

{L}{C}{C} **Glinting Claw** 50+

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

{L}{L}{C}{C} **Strong Volt** 150

Discard 2 Energy attached to this Pokémon.

Illus. 5ban Graphics

Weakness: {F}×2

Retreat Cost: CCC

Collector Number: 97/99

Rarity: RU

Mewtwo EX

HP: 170

Pokémon Energy Type: {P}

Basic EX Pokémon

{C}{C} **X Ball** 20x

Does 20 damage times the amount of Energy attached to this Pokémon and the Defending Pokémon.

{P}{P}{C} **Psydrive** 120

Discard an Energy attached to this Pokémon.

Illus. 5ban Graphics

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 98/99

Rarity: RU



Regigigas EX

HP: 180

Pokémon Energy Type: {C}

Basic EX Pokémon

{C}{C}{C}

Giga Power 60+

You may do 20 more damage. If you do, this Pokémon does 20 damage to itself.

{C}{C}{C}{C}

Raging Hammer 50+

Does 10 more damage for each damage counter on this Pokémon.

Illus. 5ban Graphics

Weakness: {F}×2

Retreat Cost: CCCC

Collector Number: 99/99

Rarity: RU

Emboar

HP: 150

Pokémon Energy Type: {R}

Stage 2 Pokémon

Evolves from: Pignite

[Ability] Inferno Fandango

As often as you like during your turn (before your attack), you may attach a {R} Energy card from your hand to 1 of your Pokémon.

{R}{R}{C}{C}

Heat Crash 80

Illus. 5ban Graphics

Weakness: {W}×2

Retreat Cost: CCCC

Collector Number: 100/99

Rarity: SR

Chandelure

HP: 130

Pokémon Energy Type: {P}

Stage 2 Pokémon

Evolves from: Lampent

[Ability] Cursed Shadow

Once during your turn (before your attack), if this Pokémon is your Active Pokémon, you may put 3 damage counters on your opponent's Pokémon in any way you like.

{P}{P}{C}

Eerie Glow 50

The Defending Pokémon is now Burned and Confused.

Illus. 5ban Graphics

Weakness: {D}×2

Retreat Cost: CC

Collector Number: 101/99

Rarity: SR



Zoroark

HP: 100

Pokémon Energy Type: {D}

Stage 1 Pokémon

Evolves from: Zorua

{D}

Nasty Plot

Search your deck for a card and put it into your hand. Shuffle your deck afterward.

{C}{C}

Foul Play

Choose 1 of the Defending Pokémon's attacks and use it as this attack.

Illus. 5ban Graphics

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 102/99

Rarity: SR

Hydreigon

HP: 150

Pokémon Energy Type: {D}

Stage 2 Pokémon

Evolves from: Zweilous

[Ability] **Dark Aura**

All Energy attached to this Pokémon are {D} Energy instead of their usual type.

{D}{D}{D}{D}

Berserker Blade 60

Does 40 damage to 2 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. 5ban Graphics

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: CCC

Collector Number: 103/99

Rarity: SR