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
RP: rare Prime
LG: Pokémon LEGEND
Thus, a card with the text "Rarity: C" would be a common card.

Jirachi

HP: 60
Pokémon Energy Type: {P}
Basic Pokémon
[Poké-Power] Stardust Song
Once during your turn, when you put Jirachi from your hand onto your Bench, you may flip 3 coins. For each heads, search your discard pile for a {P} Energy card and attach it to Jirachi.
{P} Time Hollow
Choose a number of your opponent's Stage 1 or Stage 2 Evolved Pokémon up to the amount of Energy attached to Jirachi. Remove the highest Stage Evolution card from each of those Pokémon and put those cards back into your opponent's hand.
Illus. Wataru Kawahara
Weakness: {P}×2
Retreat Cost: C
Collector Number: 1/95
Rarity: H

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Magmortar
HP: 110
Pokémon Energy Type: {R}
Stage 1 Pokémon
Evolves from: Magmar
{R}{C}{C} **Hard Crush** **50x**
Discard the top 3 cards from your deck. This attack does 50 damage times the number of Energy cards you discarded.
{R}{R}{C}{C} **Mantle Bazooka** **100**
Discard 2 {R} Energy attached to Magmortar.
Illus. Hajime Kusajima
Weakness: {W}×2
Retreat Cost: CC
Collector Number: 2/95
Rarity: H

Manaphy
HP: 60
Basic
{C} **Deep Sea Swirl**
Shuffle your hand into your deck. Then, draw 5 cards.
{W} **Wave Splash** **20**

Illus. Masakazu Fukuda
Weakness: {L}×2
Retreat Cost: 0
Collector Number: 3/95
Rarity: H

Metagross
HP: 130
Pokémon Energy Type: {P}
Stage 2 Pokémon
Evolves from: Metang
[Poké-Body] Psychic Float
If you have any {P} Energy attached to your Active Pokémon, the Retreat Cost for that Pokémon is 0.
{C}{C} **Pulse Blast** **60**

{P}{P}{P} **Double Leg Hammer**
Choose 2 of your opponent's Benched Pokémon. This attack does 40 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.)
Illus. Wataru Kawahara
Weakness: {P}×2
Retreat Cost: CCCC
Collector Number: 4/95
Rarity: H

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Mismagius
HP: 90
Pokémon Energy Type: {P}
Stage 1 Pokémon
Evolves from: Misdreavus
[Poké-Power] Magical Trans
Once during your turn (before your attack), you may move a {P} Energy attached to 1 of your Pokémon to another of your Pokémon. This power can't be used if Mismagius is affected by a Special Condition.
{P} **Psychic Pulse** **30**
Does 10 damage to each of your opponent's Benched Pokémon that has any damage counters on it. (Don't apply Weakness and Resistance for Benched Pokémon.)
Illus. Hideaki Hakozaki
Weakness: {D}×2
Resistance: {C}-20
Retreat Cost: C
Collector Number: 5/95
Rarity: H

Octillery
HP: 80
Pokémon Energy Type: {W}
Stage 1 Pokémon
Evolves from: Remoraid
{W} **Switch Cannon**
Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Switch Octillery with 1 of your Benched Pokémon.
{W}{C}{C} **Ink Bomb** **50**
If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.
Illus. Ken Sugimori
Weakness: {L}×2
Retreat Cost: CC
Collector Number: 6/95
Rarity: H

Politoed
HP: 120
Pokémon Energy Type: {W}
Stage 2 Pokémon
Evolves from: Poliwhirl
[Poké-Power] Leap Frog
Once during your turn (before your attack), you may choose a {W} Pokémon on your Bench and switch it with your Active Pokémon. This power can't be used if Politoed is affected by a Special Condition.
{W}{C}{C} **Big Chorus** **30x**
Flip a coin for each {W} Pokémon you have in play. This attack does 30 damage times the number of heads.
Illus. Naoyo Kimura
Weakness: {L}×2
Retreat Cost: CC
Collector Number: 7/95
Rarity: H

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Shaymin
HP: 70
Pokémon Energy Type: {G}
Basic Pokémon
[Poké-Power] Celebration Wind
Once during your turn, when you put Shaymin from your hand onto your Bench, you may move as many Energy cards attached to your Pokémon as you like to any of your other Pokémon.
{G}{C} Energy Bloom 30
Remove 3 damage counters from each of your Pokémon that has any Energy attached to it.
Illus. Hideaki Hakozaki
Weakness: {R}×2
Resistance: {F}-20
Retreat Cost: C
Collector Number: 8/95
Rarity: H

Sudowoodo
HP: 90
Pokémon Energy Type: {F}
Basic Pokémon
{F} Push Over 20x
Does 20 damage times the amount of {F} Energy attached to Sudowoodo.
{C}{C}{C} Rumble 40
The Defending Pokémon can't retreat during your opponent's next turn.
Illus. Sachiko Adachi
Weakness: {W}×2
Retreat Cost: CC
Collector Number: 9/95
Rarity: H

Torterra
HP: 140
Pokémon Energy Type: {G}
Stage 2 Pokémon
Evolves from: Grotle
{G}{C}{C} Giga Drain 40
Remove from Torterra the number of damage counters equal to the damage you did to the Defending Pokémon.
{G}{C}{C}{C} Land Crush 80

Illus. match
Weakness: {R}×2
Retreat Cost: CCCC
Collector Number: 10/95
Rarity: H

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Xatu
HP: 90
Pokémon Energy Type: {P}
Stage 1 Pokémon
Evolves from: Natu
{P} **Psywave** **20x**
Does 20 damage times the amount of Energy attached to the Defending Pokémon.
{P}{C}{C} **Confuse Ray** **50**
Flip a coin. If heads, the Defending Pokémon is now Confused.
Illus. sui
Weakness: {L}×2
Resistance: {F}-20
Retreat Cost: C
Collector Number: 11/95
Rarity: H

Beedrill
HP: 110
Pokémon Energy Type: {G}
Stage 2 Pokémon
Evolves from: Kakuna
{G} **Twineedle** **50x**
Flip 2 coins. This attack does 50 damage times the number of heads.
{G}{C} **Paralyze Poison** **20**
The Defending Pokémon is now Poisoned. Flip a coin. If heads, the Defending Pokémon is also Paralyzed.
Illus. Kyoko Umemoto
Weakness: {R}×2
Retreat Cost: 0
Collector Number: 12/95
Rarity: R

Blastoise
HP: 130
Pokémon Energy Type: {W}
Stage 2 Pokémon
Evolves from: Wartortle
[Poké-Power] Wash Out
As often as you like during your turn (before your attack), you may move a {W} Energy attached to 1 of your Benched Pokémon to your Active Pokémon. This power can't be used if Blastoise is affected by a Special Condition.
{W}{W}{C}{C} **Hydro Launcher**
Return 2 {W} Energy attached to Blastoise to your hand. Choose 1 of your opponent's Pokémon. This attack does 100 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
Illus. Masakazu Fukuda
Weakness: {L}×2
Retreat Cost: CCC
Collector Number: 13/95
Rarity: R

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Crobat
HP: 110
Pokémon Energy Type: {P}
Stage 2 Pokémon
Evolves from: Golbat
{P} **Supersonic** **30**
The Defending Pokémon is now Confused.
{P}{C}{C} **Hurricane Wing** **30x**
Flip 4 coins. This attack does 30 damage times the number of heads.
Illus. kawayoo
Weakness: {L}×2
Resistance: {F}-20
Retreat Cost: 0
Collector Number: 14/95
Rarity: R

Fearow
HP: 80
Pokémon Energy Type: {C}
Stage 1 Pokémon
Evolves from: Spearow
{C}{C} **Wing Attack** **30**

{C}{C}{C} **Repeating Drill** **20x**
Flip 5 coins. This attack does 20 damage times the number of heads.
Illus. Kagemaru Himeno
Weakness: {L}×2
Resistance: {F}-20
Retreat Cost: C
Collector Number: 15/95
Rarity: R

Floatzel
HP: 80
Pokémon Energy Type: {W}
Stage 1 Pokémon
Evolves from: Buizel
[Poké-Power] Water Acceleration
Once during your turn (before your attack), you may attach a {W} Energy card from your hand to Floatzel. This power can't be used if Floatzel is affected by a Special Condition.
{W}{W}{C} **Waterfall** **60**

Illus. Masakazu Fukuda
Weakness: {L}×2
Retreat Cost: 0
Collector Number: 16/95
Rarity: R

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Kingdra
HP: 130
Pokémon Energy Type: {W}
Stage 2 Pokémon
Evolves from: Seadra
{W} **Water Arrow**
Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
{W}{C}{C} **Stream Pump** **50+**
You may do 50 damage plus 30 more damage. If you do, return an Energy card attached to Kingdra to your hand.
Illus. Shin Nagasawa
Weakness: {L}×2
Retreat Cost: C
Collector Number: 17/95
Rarity: R

Lanturn
HP: 90
Pokémon Energy Type: {L}
Stage 1 Pokémon
Evolves from: Chinchou
{L} **Confuse Ray** **20**
Flip a coin. If heads, the Defending Pokémon is now Confused.
{L}{C}{C} **Reflect Energy** **60**
Move an Energy card attached to Lanturn to 1 of your Benched Pokémon.
Illus. sui
Weakness: {F}×2
Retreat Cost: CC
Collector Number: 18/95
Rarity: R

Lucario
HP: 90
Pokémon Energy Type: {F}
Stage 1 Pokémon
Evolves from: Riolu
{C} **Bulk Up** **30**
During your next turn, each of Lucario's attacks does 30 more damage to the Defending Pokémon (before applying Weakness and Resistance).
{F}{F} **Magnum Punch** **50**

Illus. Kouki Saitou
Weakness: {P}×2
Retreat Cost: C
Collector Number: 19/95
Rarity: R

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Ninetales
HP: 90
Pokémon Energy Type: {R}
Stage 1 Pokémon
Evolves from: Vulpix
{R} **Heat Acceleration**
Search your discard pile for up to 3 {R} Energy cards and attach them to 1 of your Pokémon.
{R}{C} **Searing Flame** **30**
The Defending Pokémon is now Burned.
Illus. Hajime Kusajima
Weakness: {W}×2
Retreat Cost: C
Collector Number: 20/95
Rarity: R

Poliwrath
HP: 130
Pokémon Energy Type: {W}
Stage 2 Pokémon
Evolves from: Poliwhirl
{W}{C} **Steamroll** **40**
Does 20 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
{W}{C}{C} **Dynamic Punch** **60+**
Flip a coin. If heads, this attack does 60 damage plus 40 more damage and the Defending Pokémon is now Confused.
Illus. Naoyo Kimura
Weakness: {L}×2
Retreat Cost: CCC
Collector Number: 21/95
Rarity: R

Primeape
HP: 90
Pokémon Energy Type: {F}
Stage 1 Pokémon
Evolves from: Mankey
{C}{C} **Low Kick** **30**

{F}{F} **Bebop Punch**
Choose 1 of your opponent's Pokémon. Flip a coin until you get tails. This attack does 50 damage times the number of heads to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
Illus. Sachiko Adachi
Weakness: {P}×2
Retreat Cost: C
Collector Number: 22/95
Rarity: R

Roserade
HP: 90
Pokémon Energy Type: {G}
Stage 1 Pokémon
Evolves from: Roselia
[Poké-Power] Energy Signal
When you attach a {G} Energy card or {P} Energy card from your hand to Roserade during your turn, you may use this power. If you attach a {G} Energy card, the Defending Pokémon is now Confused. If you attach

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a {P} Energy card, the Defending Pokémon is now Poisoned. This power can't be used if Roserade is affected by a Special Condition.

{G}{C} **Power Blow** **20x**

Does 20 damage times the amount of Energy attached to Roserade.

Illus. Takashi Yamaguchi
Weakness: {R}×2
Retreat Cost: C
Collector Number: 23/95
Rarity: R

Steelix

HP: 120
Pokémon Energy Type: {M}
Stage 1 Pokémon
Evolves from: Onix

{M}{C}{C} **Guard Press** **40**

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

{M}{M}{C}{C} **Steel Swing** **80x**

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

Illus. Masakazu Fukuda
Weakness: {R}×2
Resistance: {P}-20
Retreat Cost: CCCC
Collector Number: 24/95
Rarity: R

Torkoal

HP: 80
Pokémon Energy Type: {R}
Basic Pokémon

[Poké-Power] Hot Snort

Once during your turn when you put Torkoal from your hand onto your Bench, you may flip a coin. If heads, the Defending Pokémon is now Burned.

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

Illus. Hideaki Hakozaki
Weakness: {W}×2
Retreat Cost: CC
Collector Number: 25/95
Rarity: R

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Tyranitar
HP: 140
Pokémon Energy Type: {D}
Stage 2 Pokémon
Evolves from: Pupitar
{C}{C}{C} **Tail Crush** **40+**
Flip a coin. If heads, this attack does 40 damage plus 20 more damage.
{D}{D}{C}{C} **Hyper Beam** **80**
Discard an Energy card attached to the Defending Pokémon.
Illus. Kouki Saitou
Weakness: {F}×2
Resistance: {P}-20
Retreat Cost: CCC
Collector Number: 26/95
Rarity: R

Ursaring
HP: 100
Pokémon Energy Type: {C}
Stage 1 Pokémon
Evolves from: Teddiursa
{C} **Confront** **20**

{C}{C}{C} **Cross Chop** **50+**
Flip a coin. If heads, this attack does 50 damage plus 30 more damage.
Illus. Kouki Saitou
Weakness: {F}×2
Retreat Cost: CCC
Collector Number: 27/95
Rarity: R

Cherrim
HP: 80
Stage 1
Evolves from: Cherubi
[Poké-Power] Sunny Heal
Once during your turn (before your attack), you may remove 1 damage counter from your Active Pokémon. This power can't be used if Cherrim is affected by a Special Condition.
{G} **Seed Bomb** **30**

Illus. match
Weakness: {R}×2
Resistance: {W}-20
Retreat Cost: C
Collector Number: 28/95
Rarity: U

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Dunsparce
HP: 60
Pokémon Energy Type: {C}
Basic Pokémon
{C} **Return** **10**
Draw cards until you have 6 cards in your hand.
Illus. Takashi Yamaguchi
Weakness: {F}×2
Retreat Cost: C
Collector Number: 29/95
Rarity: U

Golbat
HP: 80
Pokémon Energy Type: {P}
Stage 1 Pokémon
Evolves from: Zubat
{P} **Mean Look** **20**
The Defending Pokémon can't retreat during your opponent's next turn.
Illus. kawayoo
Weakness: {L}×2
Resistance: {F}-20
Retreat Cost: 0
Collector Number: 30/95
Rarity: U

Grotle
HP: 90
Pokémon Energy Type: {G}
Stage 1 Pokémon
Evolves from: Turtwig
{G}{C} **Razor Leaf** **30**

{G}{C}{C} **Sleep Powder** **50**
Flip a coin. If heads, the Defending Pokémon is now Asleep.
Illus. match
Weakness: {R}×2
Resistance: {W}-20
Retreat Cost: CC
Collector Number: 31/95
Rarity: U

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Kakuna
HP: 80
Pokémon Energy Type: {G}
Stage 1 Pokémon
Evolves from: Weedle
{C} **Speed Evolution**
Search your deck for a card that evolves from Kakuna and put it onto Kakuna. (This counts as evolving Kakuna.) Shuffle your deck afterward.
{G} **Poison Sting**
The Defending Pokémon is now Poisoned.
Illus. Kyoko Umemoto
Weakness: {R}×2
Retreat Cost: CC
Collector Number: 32/95
Rarity: U

Metang
HP: 80
Pokémon Energy Type: {P}
Stage 1 Pokémon
Evolves from: Beldum
{P} **Energy Crane**
Search your discard pile for up to 2 {P} Energy cards and attach them to your Pokémon in any way you like.
{P}{C}{C} **Psypunch** **50**

Illus. Wataru Kawahara
Weakness: {P}×2
Retreat Cost: CCC
Collector Number: 33/95
Rarity: U

Minun
HP: 60
Pokémon Energy Type: {L}
Basic Pokémon
{C} **Call for Family**
Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Shuffle your deck afterward.
{L} **Tag Team Boost** **10+**
If Plusle is on your Bench, this attack does 10 damage plus 20 more damage.
Illus. Kouki Saitou
Weakness: {F}×2
Resistance: {M}-20
Retreat Cost: C
Collector Number: 34/95
Rarity: U

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Numel
HP: 60
Pokémon Energy Type: {R}
Basic Pokémon
{C} **Flare Bonus**
Discard a {R} Energy card from your hand. Then, draw 3 cards.
{R}{R}{C} **Combustion** **40**

Illus. Hajime Kusajima
Weakness: {W}×2
Retreat Cost: C
Collector Number: 35/95
Rarity: U

Plusle
HP: 60
Pokémon Energy Type: {L}
Basic Pokémon
{C} **Collect**
Draw 2 cards.
{L} **Thunder Jolt** **20**
Flip a coin. If tails, Plusle does 10 damage to itself.
Illus. Kouki Saitou
Weakness: {F}×2
Resistance: {M}-20
Retreat Cost: C
Collector Number: 36/95
Rarity: U

Poliwhirl
HP: 80
Pokémon Energy Type: {W}
Stage 1 Pokémon
Evolves from: Poliwag
{W} **Hypnoblast** **20**
The Defending Pokémon is now Asleep.
{C}{C} **Light Punch** **30**

Illus. Naoyo Kimura
Weakness: {L}×2
Retreat Cost: C
Collector Number: 37/95
Rarity: U

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Pupitar
HP: 80
Pokémon Energy Type: {F}
Stage 1 Pokémon
Evolves from: Larvitar
{F}{C} **Hammer In** **30**

{F}{C}{C} **Speed Attack** **50**

Illus. Kouki Saitou
Weakness: {W}×2
Resistance: {L}-20
Retreat Cost: C
Collector Number: 39/95
Rarity: U

Pupitar
HP: 70
Pokémon Energy Type: {F}
Stage 1 Pokémon
Evolves from: Larvitar
[Poké-Body] Boost Gas
If Pupitar has any Energy attached to it, the Retreat Cost for Pupitar is 0.
{C}{C} **Rage** **20+**
Does 20 damage plus 10 more damage for each damage counter on Pupitar.
Illus. Sumiyoshi Kizuki
Weakness: {W}×2
Resistance: {L}-20
Retreat Cost: C
Collector Number: 38/95
Rarity: U

Seadra
HP: 80
Pokémon Energy Type: {W}
Stage 1 Pokémon
Evolves from: Horsea
{W} **Muddy Water** **20**
Does 10 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
{W}{C}{C} **Razor Fin** **50**

Illus. Shin Nagasawa
Weakness: {L}×2
Retreat Cost: C
Collector Number: 40/95
Rarity: U

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Tauros
HP: 90
Pokémon Energy Type: {C}
Basic Pokémon
{C}{C} **Smash Kick** **20**

{C}{C} **Crimson Bull** **30x**
Flip 3 coins. This attack does 30 damage times the number of heads. Tauros is now Confused.
Illus. Tomokazu Komiya
Weakness: {F}×2
Retreat Cost: CC
Collector Number: 41/95
Rarity: U

Wartortle
HP: 80
Pokémon Energy Type: {W}
Stage 1 Pokémon
Evolves from: Squirtle
{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.)
{W}{C}{C} **Surf** **50**

Illus. Masakazu Fukuda
Weakness: {L}×2
Retreat Cost: C
Collector Number: 42/95
Rarity: U

Aipom
HP: 50
Pokémon Energy Type: {C}
Basic Pokémon
{C} **Tail Code**
Move an Energy card attached to the Defending Pokémon to another of your opponent's Pokémon.
{C}{C} **Tail Smash** **30**
Flip a coin. If tails, this attack does nothing.
Illus. Ken Sugimori
Weakness: {F}×2
Retreat Cost: C
Collector Number: 43/95
Rarity: C

Beldum
HP: 60
Pokémon Energy Type: {P}
Basic Pokémon
{P} **Reaction 10**
You may switch Beldum with 1 of your Benched Pokémon.
Illus. Wataru Kawahara
Weakness: {P}×2
Retreat Cost: CC
Collector Number: 44/95
Rarity: C

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Buizel
HP: 60
Pokémon Energy Type: {W}
Basic Pokémon
{W} **Muddy Water** **10**
Does 10 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
Illus. Masakazu Fukuda
Weakness: {L}×2
Retreat Cost: C
Collector Number: 45/95
Rarity: C

Carnivine
HP: 80
Pokémon Energy Type: {G}
Basic Pokémon
{C} **Drawup Power**
Search your deck for an Energy card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.
{G} **Spit Up** **20**

Illus. Wataru Kawahara
Weakness: {R}×2
Resistance: {W}-20
Retreat Cost: C
Collector Number: 46/95
Rarity: C

Cherubi
HP: 50
Pokémon Energy Type: {G}
Basic Pokémon
{C} **Tackle** **10**

Illus. match
Weakness: {R}×2
Resistance: {W}-20
Retreat Cost: C
Collector Number: 47/95
Rarity: C

Chinchou
HP: 60
Pokémon Energy Type: {L}
Basic Pokémon
{C} **Ram** **10**

{L}{C} **Lightning Ball** **20**

Illus. sui
Weakness: {F}×2
Retreat Cost: C
Collector Number: 48/95
Rarity: C

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Horsea
HP: 50
Pokémon Energy Type: {W}
Basic Pokémon
{C} **Beat** **10**

{W}{C} **Fin Smack** **20x**
Flip 2 coins. This attack does 20 damage times the number of heads.
Illus. Shin Nagasawa
Weakness: {L}×2
Retreat Cost: C
Collector Number: 49/95
Rarity: C

Larvitar
HP: 60
Pokémon Energy Type: {F}
Basic Pokémon
{C} **Bite** **10**

{F}{C} **Knuckle Punch** **20**

Illus. Kouki Saitou
Weakness: {W}×2
Resistance: {L}-20
Retreat Cost: C
Collector Number: 51/95
Rarity: C

Larvitar
HP: 50
Pokémon Energy Type: {F}
Basic Pokémon
{C} **Mountain Eater**
Discard the top card of your opponent's deck. Then, remove 2 damage counters from Larvitar.
{C} **Reckless Charge** **20**
Larvitar does 10 damage to itself.
Illus. Sumiyoshi Kizuki
Weakness: {W}×2
Resistance: {L}-20
Retreat Cost: C
Collector Number: 50/95
Rarity: C

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Magmar
HP: 70
Pokémon Energy Type: {R}
Basic Pokémon
{R} **Live Coal** **10**

{R}{C} **Magma Punch** **20**

Illus. Hajime Kusajima
Weakness: {W}×2
Retreat Cost: C
Collector Number: 52/95
Rarity: C

Mankey
HP: 50
Pokémon Energy Type: {F}
Basic Pokémon
{C} **Punch** **10**

{F}{C} **Karate Chop** **40-**
Does 40 damage minus 10 damage for each damage counter on Mankey.
Illus. Sachiko Adachi
Weakness: {P}×2
Retreat Cost: C
Collector Number: 53/95
Rarity: C

Misdreavus
HP: 50
Pokémon Energy Type: {P}
Basic Pokémon
{P} **Sharpshooting**
Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
Illus. Hideaki Hakozaki
Weakness: {D}×2
Resistance: {C}-20
Retreat Cost: C
Collector Number: 54/95
Rarity: C

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Natu
HP: 50
Pokémon Energy Type: {P}
Basic Pokémon
{C} **Peck** **10**

{P} **Teleport**
Switch Natu with 1 of your Benched Pokémon.
Illus. sui
Weakness: {L}×2
Resistance: {F}-20
Retreat Cost: C
Collector Number: 55/95
Rarity: C

Onix
HP: 90
Pokémon Energy Type: {F}
Basic Pokémon
{C}{C}{C} **Swing Around** **20+**
Flip 2 coins. This attack does 20 damage plus 20 more damage for each heads.
Illus. MAHOU
Weakness: {G}×2
Retreat Cost: CCCC
Collector Number: 56/95
Rarity: C

Onix
HP: 90
Pokémon Energy Type: {F}
Basic Pokémon
[Poké-Body] Energy Healer
Whenever you attach an Energy card from your hand to 1 of your Pokémon, remove 1 damage counter from that Pokémon.
{F}{C}{C}{C} **Boundless Power** **80**
During your next turn, Onix can't attack.
Illus. Masakazu Fukuda
Weakness: {G}×2
Retreat Cost: CCC
Collector Number: 57/95
Rarity: C

Poliwag
HP: 50
Pokémon Energy Type: {W}
Basic Pokémon
{C} **Call for Family**
Search your deck for a Basic Pokémon and put it onto your Bench. Shuffle your deck afterward.
{W}{C} **Razor Fin** **20**

Illus. Naoyo Kimura
Weakness: {L}×2
Retreat Cost: C
Collector Number: 58/95
Rarity: C

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Remoraid
HP: 50
Pokémon Energy Type: {W}
Basic Pokémon
{W} **Rain Splash** **10**

{W}{C} **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.)
Illus. Ken Sugimori
Weakness: {L}×2
Retreat Cost: C
Collector Number: 59/95
Rarity: C

Riolu
HP: 60
Pokémon Energy Type: {F}
Basic Pokémon
{C} **Kick** **10**

{F}{C} **Double Chop** **20x**
Flip 2 coins. This attack does 20 damage times the number of heads.
Illus. Kouki Saitou
Weakness: {P}×2
Retreat Cost: C
Collector Number: 60/95
Rarity: C

Roselia
HP: 60
Pokémon Energy Type: {G}
Basic Pokémon
{G} **Petal Dance** **20x**
Flip 3 coins. This attack does 20 damage times the number of heads. Roselia is now Confused.
Illus. Takashi Yamaguchi
Weakness: {R}×2
Retreat Cost: C
Collector Number: 61/95
Rarity: C

Spearow
HP: 50
Pokémon Energy Type: {C}
Basic Pokémon
{C} **Roost**
Remove 4 damage counters from Spearow. Spearow can't retreat during your next turn.
{C} **Flap** **10**

Illus. Kagemaru Himeno
Weakness: {L}×2
Resistance: {F}-20
Retreat Cost: C
Collector Number: 62/95
Rarity: C

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Squirtle
HP: 60
Pokémon Energy Type: {W}
Basic Pokémon
{W} **Rain Splash** **10**

{W}{W}{C} **Shell Attack** **40**

Illus. Masakazu Fukuda
Weakness: {L}×2
Retreat Cost: C
Collector Number: 63/95
Rarity: C

Stantler
HP: 70
Pokémon Energy Type: {C}
Basic Pokémon
{C} **Call for Family**
Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Shuffle your deck afterward.
{C}{C}{C} **Mystifying Horns** **30**
The Defending Pokémon is now Confused.
Illus. Ken Sugimori
Weakness: {F}×2
Retreat Cost: C
Collector Number: 64/95
Rarity: C

Teddiursa
HP: 60
Pokémon Energy Type: {C}
Basic Pokémon
{C} **Take Down** **20**
Teddiursa does 10 damage to itself.
Illus. Kouki Saitou
Weakness: {F}×2
Retreat Cost: C
Collector Number: 65/95
Rarity: C

Tropius
HP: 80
Pokémon Energy Type: {G}
Basic Pokémon
{G} **Green Call**
Flip 2 coins. For each heads, search your deck for a {G} Pokémon, show it to your opponent, and put it into your hand. If you do, shuffle your deck afterward.
{G}{C} **Gust** **20**

Illus. match
Weakness: {R}×2
Resistance: {F}-20
Retreat Cost: C
Collector Number: 66/95
Rarity: C

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Turtwig
HP: 50
Pokémon Energy Type: {G}
Basic Pokémon
{G} **Leech Seed** **10**
If this attack does any damage to the Defending Pokémon (after applying Weakness and Resistance), remove 1 damage counter from Turtwig.
{C}{C} **Ram** **20**

Illus. match
Weakness: {R}×2
Resistance: {W}-20
Retreat Cost: C
Collector Number: 67/95
Rarity: C

Vulpix
HP: 60
Pokémon Energy Type: {R}
Basic Pokémon
{R} **Fireworks** **20**
Flip a coin. If tails, discard a {R} Energy attached to Vulpix.
Illus. Hajime Kusajima
Weakness: {W}×2
Retreat Cost: C
Collector Number: 68/95
Rarity: C

Weedle
HP: 40
Pokémon Energy Type: {G}
Basic Pokémon
{C} **Speed Evolution**
Search your deck for a card that evolves from Weedle and put it onto Weedle. (This counts as evolving Weedle.) Shuffle your deck afterward.
{G} **Sting** **10**

Illus. Kyoko Umemoto
Weakness: {R}×2
Retreat Cost: C
Collector Number: 69/95
Rarity: C

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Zubat
HP: 50
Pokémon Energy Type: {P}
Basic Pokémon
{C} **Glide** **10**

{P} **Double Attack**
Choose 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.)
Illus. kawayoo
Weakness: {L}×2
Resistance: {F}-20
Retreat Cost: C
Collector Number: 70/95
Rarity: C

Cheerleader's Cheer
Supporter
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 3 cards. Your opponent may draw a card.
Illus. Kouki Saitou
Collector Number: 71/95
Rarity: U

Dual Ball
Trainer
Flip 2 coins. For each heads, search your deck for a Basic Pokémon, show it to your opponent, and put it into your hand. If you do, shuffle your deck afterward.
Illus. Takashi Yamaguchi
Collector Number: 72/95
Rarity: U

Emcee's Chatter
Supporter
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.

Flip a coin. If heads, draw 3 cards. If tails, draw 2 cards.
Illus. Kouki Saitou
Collector Number: 73/95
Rarity: U

Energy Returner
Trainer
Search your discard pile for 4 basic Energy cards, show them to your opponent, and shuffle them into your deck.
Illus. Wataru Kawahara
Collector Number: 74/95
Rarity: U

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Engineer's Adjustments
Supporter
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.

Discard an Energy card from your hand. Then, draw 4 cards.
Illus. Kouki Saitou
Collector Number: 75/95
Rarity: U

Good Rod
Trainer
Flip a coin. If heads, search your discard pile for a Pokémon, show it to your opponent, and put it on top of your deck. If tails, search your discard pile for a Trainer card, show it to your opponent, and put it on top of your deck.
Illus. Wataru Kawahara
Collector Number: 76/95
Rarity: U

Interviewer's Questions
Supporter
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.

Look at the top 8 cards of your deck. Choose as many Energy cards as you like, show them to your opponent, and put them into your hand. Shuffle the other cards back into your deck.
Illus. Kouki Saitou
Collector Number: 77/95
Rarity: U

Judge
Supporter
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.

Each player shuffles his or her hand into his or her deck and draws 4 cards.
Illus. Kouki Saitou
Collector Number: 78/95
Rarity: U

Life Herb
Trainer
Flip a coin. If heads, choose 1 of your Pokémon, and remove all Special Conditions and 6 damage counters from that Pokémon (all if there are less than 6).
Illus. Hideaki Hakozaki
Collector Number: 79/95
Rarity: U

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PlusPower
Trainer
Attach PlusPower to 1 of your Pokémon. Discard this card at the end of your turn. If the Pokémon PlusPower is attached to attacks, the attack does 10 more damage to the Defending Pokemon (before applying Weakness and Resistance).
Illus. Takashi Yamaguchi
Collector Number: 80/95
Rarity: U

Pokémon Circulator
Trainer
Your opponent switches his or her Active Pokémon with 1 of his or her Benched Pokémon.
Illus. Hideaki Hakozaki
Collector Number: 81/95
Rarity: U

Rare Candy
Trainer
Choose 1 of your Basic Pokémon in play. If you have a Stage 1 or Stage 2 card that evolves from that Pokémon in your hand, put that card on the Basic Pokémon. (This counts as evolving that Pokémon.) (If you choose a Stage 2 Pokémon in your hand, put that Pokémon on the Basic Pokémon instead of on a Stage 1 Pokémon.)
Illus. Noriko Hotta
Collector Number: 82/95
Rarity: U

Super Scoop Up
Trainer
Flip a coin. If heads, return 1 of your Pokémon and all cards attached to it to your hand.
Illus. Wataru Kawahara
Collector Number: 83/95
Rarity: U

Crobat
HP: 130
Pokémon Energy Type: {P}
Stage 2 Pokémon
Evolves from: Golbat
{P} **Severe Poison**
The Defending Pokémon is now Poisoned. Put 4 damage counters instead of 1 on that Pokémon between turns.
{P} **Skill Dive**
Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
Illus. Hideaki Hakozaki
Weakness: {L}×2
Resistance: {F}-20
Retreat Cost: 0
Collector Number: 84/95
Rarity: RP

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Kingdra
HP: 130
Pokémon Energy Type: {W}
Stage 2 Pokémon
Evolves from: Seadra
[Poké-Power] Spray Splash
Once during your turn (before your attack), you may put 1 damage counter on 1 of your opponent's Pokémon. This power can't be used if Kingdra is affected by a Special Condition.
{W} **Dragon Steam** **60**
If your opponent has any {R} Pokémon in play, this attack's base damage is 20 instead of 60.
Illus. Hideaki Hakozaki
Weakness: {L}×2
Retreat Cost: C
Collector Number: 85/95
Rarity: RP

Lanturn
HP: 110
Pokémon Energy Type: {L}
Stage 1 Pokémon
Evolves from: Chinchou
[Poké-Power] Submerge
Once during your turn (before your attack), you may use this power. Lanturn's type is {W} until the end of your turn. This power can't be used if Lanturn is affected by a Special Condition.
{L}{C}{C} **Powerful Spark** **40+**
Does 40 damage plus 10 more damage for each Energy attached to all of your Pokémon.
Illus. Hideaki Hakozaki
Weakness: {F}×2
Retreat Cost: CC
Collector Number: 86/95
Rarity: RP

Steelix
HP: 140
Pokémon Energy Type: {M}
Stage 1 Pokémon
Evolves from: Onix
[Poké-Body] Perfect Metal
Steelix can't be affected by any Special Conditions.
{C}{C} **Energy Stream** **30**
Search your discard pile for an Energy card and attach it to Steelix.
{M}{M}{C}{C}{C} **Gaia Crush** **100**
You may discard any Stadium card in play.
Illus. Wataru Kawahara
Weakness: {R}×2
Resistance: {P}-20
Retreat Cost: CCCC
Collector Number: 87/95
Rarity: RP

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Tyranitar
HP: 160
Pokémon Energy Type: {D}
Stage 2 Pokémon
Evolves from: Pupitar
{D} **Darkness Howl**
This attack does 20 damage to each Pokémon in play (both yours and your opponent's) (excluding any {D} Pokémon). (Don't apply Weakness and Resistance for Benched Pokémon.)
{D}{C}{C} **Power Claw** **60**
This attack's damage isn't affected by Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.
{D}{D}{C}{C} **Megaton Tail** **120**
Discard the top 3 cards of your deck.
Illus. Wataru Kawahara
Weakness: {F}×2
Resistance: {P}-20
Retreat Cost: CCC
Collector Number: 88/95
Rarity: RP

Ursaring
HP: 110
Pokémon Energy Type: {C}
Stage 1 Pokémon
Evolves from: Teddiursa
[Poké-Body] Berserk
If Ursaring has any damage counters on it, each of Ursaring's attacks does 60 more damage (before applying Weakness and Resistance).
{C}{C}{C} **Hammer Arm** **30**
Discard the top card from your opponent's deck.
{C}{C}{C}{C} **Megaton Lariat** **60**

Illus. Wataru Kawahara
Weakness: {F}×2
Retreat Cost: CCC
Collector Number: 89/95
Rarity: RP

Entei & Raikou LEGEND (top)
HP: 140
Pokémon Energy Type: {R}{L}
LEGEND Pokémon
[Pokémon LEGEND rule]
Put this card from your hand onto your Bench only with the other half of Entei & Raikou LEGEND.

When this Pokémon has been Knocked Out, your opponent takes 2 Prize cards.
Illus. Shinji Higuchi + Sachiko Eba 樋口 真嗣 + 江場 左知子
Collector Number: 90/95
Rarity: LG

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Entei & Raikou LEGEND (bottom)
HP: 140
Pokémon Energy Type: {R}{L}
LEGEND Pokémon
{R}{C} **Detonation Spin** **90**
Discard a {R} Energy attached to Entei & Raikou LEGEND.
{L}{C} **Thunder Fall**
Discard all Energy attached to Entei & Raikou LEGEND. This attack does 80 damage to each Pokémon that has any Poké-Powers (both yours and your opponent's). This attack's damage isn't affected by Weakness or Resistance.
[Pokémon LEGEND rule]
Put this card from your hand onto your Bench only with the other half of Entei & Raikou LEGEND.
Illus.
Weakness: {W}{F}×2
Retreat Cost: 0
Collector Number: 91/95
Rarity: LG

Raikou & Suicune LEGEND (top)
HP: 160
Pokémon Energy Type: {L}{W}
LEGEND Pokémon
[Pokémon LEGEND rule]
Put this card from your hand onto your Bench only with the other half of Raikou & Suicune LEGEND.

When this Pokémon has been Knocked Out, your opponent takes 2 Prize cards.
Illus. Shinji Higuchi + Noriko Takaya 樋口 真嗣 + 高屋 法子
Collector Number: 92/95
Rarity: LG

Raikou & Suicune LEGEND (bottom)
HP: 160
Pokémon Energy Type: {L}{W}
LEGEND Pokémon
{L}{L}{C} **Thunderbolt Spear** **150**
Raikou & Suicune LEGEND does 50 damage to itself, and don't apply Weakness to this damage.
{W}{C}{C} **Aurora Gain** **50**
Remove 5 damage counters from Raikou & Suicune LEGEND.
[Pokémon LEGEND rule]
Put this card from your hand onto your Bench only with the other half of Raikou & Suicune LEGEND.
Illus.
Weakness: {F}{L}×2
Retreat Cost: C
Collector Number: 93/95
Rarity: LG

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Suicune & Entei LEGEND (top)
HP: 160
Pokémon Energy Type: {W}{R}
LEGEND Pokémon
[Pokémon LEGEND rule]
Put this card from your hand onto your Bench only with the other half of Suicune & Entei LEGEND.

When this Pokémon has been Knocked Out, your opponent takes 2 Prize cards.
Illus. Shinji Higuchi + Sachiko Eba 樋口 真嗣 + 江場 左知子
Collector Number: 94/95
Rarity: LG

Suicune & Entei LEGEND (bottom)
HP: 160
Pokémon Energy Type: {W}{R}
LEGEND Pokémon
{W}{W}{C} Torrent Fang
Return 2 {W} Energy attached to Suicune & Entei LEGEND to your hand. Choose 1 of your opponent's Benched Pokémon. This attack does 100 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
{R}{C}{C} Bursting Inferno 80
The Defending Pokémon is now Burned.
[Pokémon LEGEND rule]
Put this card from your hand onto your Bench only with the other half of Suicune & Entei LEGEND.
Illus.
Weakness: {L}{W}×2
Retreat Cost: C
Collector Number: 95/95
Rarity: LG

Alph Lithograpgh
Trainer
Shuffle your deck!
Illus. Milky Isobe
Collector Number: TWO
Rarity: H

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