

## 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

R-HS: rare Holo ☆

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

## Aggron

110 HP

Pokémon Type: M

Stage 2 Pokémon

Evolves from Lairon

Illus. Ken Sugimori

### **[Poké-Power] Terraforming**

Once during your turn (before your attack), you may look at the top 5 cards from your deck and put them back on top of your deck in any order. This power can't be used if Aggron is affected by a Special Condition.

CCC **Metal Claw** 50

MMCC **Mix-Up** 70

Your opponent discards the top card of his or her deck.

Weakness: R

Resistance: G

Retreat Cost: CCCC

Collector Number: 1/108

Rarity: H

## Altaria

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Swablu

Illus. Ken Sugimori

### [Poké-Body] Synergy Effect

If Drake's Stadium is in play, remove 1 damage counter from Altaria between turns.

### WC **Surprise** 30

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.

### LCC **Gust** 50

Weakness: C

Resistance: GF

Retreat Cost: C

Collector Number: 2/108

Rarity: H

## Armaldo

120 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Anorith

Illus. Ken Sugimori

### F **Rock Blast**

Discard up to 5 {F} Energy cards attached to Armaldo. For each Energy card you discarded, choose an opponent's Pokémon in play and this attack does 20 damage to those Pokémon. (You may choose the same Pokémon more than once.) This attack's damage isn't affected by Weakness or Resistance.

### CCC **Mach Claw** 60

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

Weakness: G

Retreat Cost: CCC

Collector Number: 3/108

Rarity: H

## Banette

70 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Shuppet

Illus. Ken Sugimori

### PC **Grudge** 20+

Does 20 damage plus 10 more damage for each Prize card your opponent has taken.

### PPC **Bench Manipulation** 40x

Your opponent flips a number of coins equal to the number of his or her Benched Pokémon. This attack does 40 damage times the number of tails. This attack's damage isn't affected by Weakness or Resistance.

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 4/108

Rarity: H

## Blaziken

100 HP

Pokémon Type: R

Stage 2 Pokémon

Evolves from Combusken

Illus. Masakazu Fukuda

**[Poke-Power] Firestarter**

Once during your turn (before your attack), you may attach a {R} Energy card from your discard pile to 1 of your Benched Pokémon. This power can't be used if Blaziken is affected by a Special Condition.

**RCC Fire Stream 50**

Discard a {R} Energy card attached to Blaziken. This attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: W

Retreat Cost: CC

Collector Number: 5/108

Rarity: H

## Charizard

120 HP

Pokémon Type: R

Stage 2 Pokémon

Evolves from Charmeleon

Illus. Ken Sugimori

**R Combustion 30**

**RRCC Bursting Inferno 50**

Each Defending Pokémon is now Burned.

Weakness: W

Retreat Cost: CC

Collector Number: 6/108

Rarity: H

## Cradily

110 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Lileep

Illus. Ken Sugimori

**[Poké-Power] Evolutionary Call**

Once during your turn, when you play Cradily from your hand to evolve 1 of your Pokémon, you may search your deck for up to 3 in any combination of Basic Pokémon or Evolution cards. Show them to your opponent and put them into your hand. Shuffle your deck afterward.

**GGC Poison Ring 50**

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

Weakness: R

Retreat Cost: CC

Collector Number: 7/108

Rarity: H

## Delcatty

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Skitty

Illus. Masakazu Fukuda

**[Poke-Power] Energy Draw**

Once during your turn (before your attack), you may discard 1 Energy card from your hand. Then draw up to 3 cards from your deck. This power can't be used if Delcatty is affected by a Special Condition.

**C Max Energy Source 10x**

Does 10 damage times the amount of Energy attached to all of your Active Pokémon.

Weakness: F

Retreat Cost: C

Collector Number: 8/108

Rarity: H

## Gardevoir

100 HP

Pokémon Type: P

Stage 2 Pokémon

Evolves from Kirlia

Illus. Midori Harada

**[Poke-Power] Psy Shadow**

Once during your turn (before your attack), you may search your deck for a {P} Energy card and attach it to 1 of your Pokémon. Put 2 damage counters on that Pokémon. Shuffle your deck afterward. This power can't be used if Gardevoir is affected by a Special Condition.

**P Energy Burst 10x**

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

Weakness: P

Retreat Cost: CC

Collector Number: 9/108

Rarity: H

## Kabutops

110 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Kabuto

Illus. Ken Sugimori

### [Poké-Body] Primal Stare

As long as Kabutops is your Active Pokémon, your opponent can't play any Basic Pokémon or Evolution cards from his or her hand to evolve his or her Active Pokémon.

### FC **Luring Antenna** 20

Before doing damage, you may choose 1 of your opponent's Benched Pokémon and switch it with 1 of the Defending Pokémon. If you do, this attack does 20 damage to the new Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

### FFC **Blinding Scythe** 60

Weakness: G

Retreat Cost: CC

Collector Number: 10/108

Rarity: H

## Machamp

120 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Machoke

Illus. Ken Sugimori

### [Poké-Body] Overzealous

If your opponent has any Pokémon-ex in play, each of Machamp's attacks does 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: 11/108

Rarity: H

## Raichu

70 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Pikachu

Illus. Hajime Kusajima

**C Plasma 10**

Search your discard pile for a {L} Energy card and attach it to Raichu.

**LLC Thunderbolt 100**

Discard all Energy cards attached to Raichu.

Weakness: F

Retreat Cost: C

Collector Number: 12/108

Rarity: H

## Slaking

120 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Vigoroth

Illus. Midori Harada

**[Poke-Body] Lazy**

As long as Slaking is your Active Pokémon, your opponent's Pokémon can't use any Poké-Powers.

**CCCC Critical Move 100**

Discard a basic Energy card attached to Slaking or this attack does nothing. Slaking can't attack during your next turn.

Weakness: F

Retreat Cost: CCC

Collector Number: 13/108

Rarity: H

## Dusclops

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Dusknoll

Illus. Ken Sugimori

**PC Dark Mind 20**

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

**PCC Mysterious Light 50**

If Phoebe's Stadium is in play, the Defending Pokémon is now Confused.

Weakness: D

Resistance: F

Retreat Cost: CC  
Collector Number: 14/108  
Rarity: R

## Lanturn

80 HP  
Pokémon Type: L  
Stage 1 Pokémon  
Evolves from Chinchou  
Illus. Midori Harada

### **[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 Poké-Power 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: 15/108  
Rarity: R

## Magneton

70 HP  
Pokémon Type: L  
Stage 1 Pokémon  
Evolves from Magnemite  
Illus. Masakazu Fukuda

### **[Poké-Power] Magnetic Field**

Once during your turn (before your attack), if you have basic Energy cards in your discard pile, you may discard any 1 card from your hand. Then search for up to 2 basic Energy cards from your discard pile, show them to your opponent, and put them into your hand. You can't return the card you first discarded to your hand in this way. This power can't be used if Magneton is affected by a Special Condition.

### **LC Magnetic Force 10x**

Does 10 damage times the amount of Energy attached to all of your Pokémon (including Magneton).

Weakness: F  
Resistance: M  
Retreat Cost: C  
Collector Number: 16/108  
Rarity: R

## Mawile

60 HP

Pokémon Type: M

Basic Pokémon

Illus. Ken Sugimori

**C Call for Family**

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

**CC Pull Away** 20

If your opponent has 5 or more cards in his or her hand, your opponent discards a number of cards until your opponent has 4 cards left in his or her hand.

Weakness: R

Resistance: G

Retreat Cost: C

Collector Number: 17/108

Rarity: R

## Mightyena

70 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Poochyena

Illus. Midori Harada

**CC Plunder** 30

Before doing damage, discard all Trainer cards attached to the Defending Pokémon.

**DDC Dark Burst** 50+

If Sidney's Stadium is in play, this attack does 50 damage plus 20 more damage.

Weakness: F

Resistance: P

Retreat Cost: 0

Collector Number: 18/108

Rarity: R

## Ninetales

70 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Vulpix

Illus. Tomoaki Imakuni

**[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: 19/108  
Rarity: R

## **Omastar**

110 HP  
Pokémon Type: W  
Stage 2 Pokémon  
Evolves from Omanyte  
Illus. Ken Sugimori

### **C Pull Down**

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.

### **CC Hydrocannon 30+**

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

Weakness: L  
Retreat Cost: CC  
Collector Number: 20/108  
Rarity: R

## **Pichu**

50 HP  
Pokémon Type: L  
Basic Pokémon  
Illus. Ken Sugimori

### **[Poké-Power] Baby Evolution**

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

### **L Cry for Help**

Search your deck for a {L} Pokémon (excluding Pokémon-ex), show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Weakness: F  
Retreat Cost: C  
Collector Number: 21/108  
Rarity: R

## **Sableye**

60 HP  
Pokémon Type: P  
Basic Pokémon  
Illus. Ken Sugimori  
**[Poké-Body] Synergy Effect**

If Phoebe's Stadium is in play, prevent all damage done to Sableye by attacks from your opponent's Pokémon-ex.

**C Down Draw**

Draw 2 cards from the bottom of your deck.

**PC Feint Attack**

Choose 1 of your opponent's Pokémon. This attack does 20 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.

Resistance: C

Retreat Cost: C

Collector Number: 22/108

Rarity: R

## Seviper

70 HP

Pokémon Type: G

Basic Pokémon

Illus. Midori Harada

**G Sharp Fang 10**

**GCC Toxic**

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

Weakness: P

Retreat Cost: C

Collector Number: 23/108

Rarity: R

## Wobbuffet

80 HP

Pokémon Type: P

Basic Pokémon

Illus. Masakazu Fukuda

**[Poké-Body] Safeguard**

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

**PCC Flip Over 50**

Wobbuffet does 10 damage to itself, and don't apply Weakness and Resistance to this damage.

Weakness: P

Retreat Cost: CC

Collector Number: 24/108

Rarity: R

## Zangoose

70 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

**[Poké-Body] Thick Skin**

Zangoose can't be affected by any Special Conditions.

**C Call for Family**

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

**CC Sharp Claws 10+**

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

Weakness: F

Retreat Cost: C

Collector Number: 25/108

Rarity: R

## Anorith

70 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Claw Fossil

Illus. Midori Harada

**[Poké-Body] Solid Shell**

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

**FC Fury Cutter 10+**

Flip 3 coins. If 1 of them is heads, this attack does 10 damage plus 10 more damage. If 2 of them are heads, this attack does 10 damage plus 30 more damage. If all of them are heads, this attack does 10 damage plus 50 more damage.

Weakness: G

Retreat Cost: C

Collector Number: 26/108

Rarity: U

## Cacturne

70 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Cacnea

Illus. Ken Sugimori

**[Poké-Power] Poison Structure**

Once during your turn (before your attack), if Sidney's Stadium is in play, you may choose 1 of the Defending Pokémon. That Pokémon is now Poisoned. This power can't be used if Cacturne is affected by a Special Condition.

**CCC Pin Missile 20x**

Flip 4 coins. This attack does 20 damage times the number of heads.

Weakness: F

Resistance: P  
Retreat Cost: C  
Collector Number: 27/108  
Rarity: U

## Charmeleon

70 HP  
Pokémon Type: R  
Stage 1 Pokémon  
Evolves from Charmander  
Illus. Midori Harada

### C Scary Face

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

### RRC Flame Tail 50

Weakness: W  
Retreat Cost: C  
Collector Number: 28/108  
Rarity: U

## Combusken

80 HP  
Pokémon Type: R  
Stage 1 Pokémon  
Evolves from Torchic  
Illus. Atsuko Nishida

### [Poké-Body] Natural Cure

When you attach a {R} Energy card from your hand to Combusken, remove all Special Conditions from Combusken.

### CC Lunge 50

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

Weakness: W  
Retreat Cost: C  
Collector Number: 29/108  
Rarity: U

## Glalie

80 HP  
Pokémon Type: W  
Stage 1 Pokémon  
Evolves from Snorunt  
Illus. Ken Sugimori

### [Poké-Body] Synergy Effect

If Glacia's Stadium is in play, any damage done to Glalie by attacks from your opponent's Pokémon is reduced by 30 (after applying Weakness and Resistance).

### **WC Powder Snow 20**

The Defending Pokémon is now Asleep.

### **WCC Double-edge 60**

Glalie does 10 damage to itself.

Weakness: M

Retreat Cost: C

Collector Number: 30/108

Rarity: U

## **Kirlia**

70 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Ralts

Illus. Sachiko Adachi

### **C Hypnosis**

The Defending Pokémon is now Asleep.

### **PC Dream Eater 50**

If the Defending Pokémon is not Asleep, this attack does nothing.

Weakness: P

Retreat Cost: C

Collector Number: 31/108

Rarity: U

## **Lairon**

70 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Aron

Illus. Sachiko Adachi

### **MC Granite Head 20**

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

### **CCC Stomp 30+**

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

Weakness: R

Resistance: G

Retreat Cost: CC

Collector Number: 32/108

Rarity: U

## **Machoke**

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Machop

Illus. Ken Sugimori

**C Steady Punch** 10+

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

**FCC Mega Kick** 50

Weakness: P

Retreat Cost: C

Collector Number: 33/108

Rarity: U

## Medicham

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Meditite

Illus. Tomoaki Imakuni

**[Poké-Body] Vigorous Aura**

As long as Medicham is your Active Pokémon, attacks by each player's Active Pokémon do 10 more damage to any Active Pokémon (before applying Weakness and Resistance).

**CC Punch** 30

**FFC Rolling Kick** 40

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

Weakness: P

Retreat Cost: C

Collector Number: 34/108

Rarity: U

## Metang

80 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Beldum

Illus. Tomokazu Komiyama

**[Poké-Body] Clear Body**

Metang can't be affected by any Special Conditions.

**MC Extra Comet Punch** 30+

During your next turn, Extra Comet Punch does 30 damage plus 30 more damage.

Weakness: R

Resistance: G

Retreat Cost: CC

Collector Number: 35/108

Rarity: U

## Nuzleaf

70 HP

Pokémon Type: D  
Stage 1 Pokémon  
Evolves from Seedot  
Illus. Hajime Kusajima  
**C Fake Out 10**  
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.  
**DCC Gentle Slap 40**  
Weakness: F  
Resistance: P  
Retreat Cost: C  
Collector Number: 36/108  
Rarity: U

## Sealeo

70 HP  
Pokémon Type: W  
Stage 1 Pokémon  
Evolves from Spheal  
Illus. Ken Sugimori  
**WC Ice Beam 20**  
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.  
Weakness: L  
Retreat Cost: C  
Collector Number: 37/108  
Rarity: U

## Sharpedo

70 HP  
Pokémon Type: D  
Stage 1 Pokémon  
Evolves from Carvanha  
Illus. Midori Harada  
**DC Tight Jaw 20**  
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.  
**DCC Darkness Charge 50**  
Put 1 damage counter on Sharpedo.  
Weakness: G  
Resistance: P  
Retreat Cost: 0  
Collector Number: 38/108  
Rarity: U

## Shelgon

80 HP  
Pokémon Type: C

Stage 1 Pokémon

Evolves from Bagon

Illus. Midori Harada

RC **Rage** 10+

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

WCC **Rolling Tackle** 40

Weakness: C

Resistance: RF

Retreat Cost: CC

Collector Number: 39/108

Rarity: U

## Vibrava

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Trapinch

Illus. Mitsuhiro Arita

CC **Ram** 20

GLC **Dragonbreath** 60

Flip a coin. If tails, this attack does nothing. If heads, the Defending Pokémon is now Paralyzed.

Weakness: C

Resistance: LF

Retreat Cost: C

Collector Number: 40/108

Rarity: U

## Vigoroth

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Slakoth

Illus. Hajime Kusajima

**[Poké-Body] Strikes Back**

If Vigoroth is your Active Pokémon and is damaged by an opponent's attack (even if Vigoroth is Knocked Out), put 1 damage counter on the Attacking Pokémon.

CC **Ambush** 20+

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

Weakness: F

Retreat Cost: C

Collector Number: 41/108

Rarity: U

## Aron

50 HP

Pokémon Type: M

Basic Pokémon

Illus. Tomokazu Komiya

**C Dig Deep**

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

**MC Tackle** 20

Weakness: R

Resistance: G

Retreat Cost: CC

Collector Number: 42/108

Rarity: C

## Bagon

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Midori Harada

**C Retaliate** 10x

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

Weakness: C

Resistance: RF

Retreat Cost: C

Collector Number: 43/108

Rarity: C

## Baltoy

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Mitsuhiro Arita

**P Psybeam** 10

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

**CC Spinning Attack** 20

Weakness: P

Retreat Cost: C

Collector Number: 44/108

Rarity: C

## Beldum

50 HP

Pokémon Type: M

Basic Pokémon

Illus. Midori Harada

### **M Magnetic Lines 10**

Flip a coin. If heads, move a basic Energy card from the Defending Pokémon to another of your opponent's Pokémon. (Ignore this effect if your opponent has only 1 Pokémon.)

Weakness: R

Resistance: G

Retreat Cost: CC

Collector Number: 45/108

Rarity: C

## **Cacnea**

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Hajime Kusajima

### **C Feint Attack**

Choose 1 of your opponent's Pokémon. This attack does 10 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: R

Retreat Cost: C

Collector Number: 46/108

Rarity: C

## **Carvanha**

40 HP

Pokémon Type: D

Basic Pokémon

Illus. Ken Sugimori

### **[Poké-Body] Rough Skin**

If Carvanha is your Active Pokémon and is damaged by an opponent's attack (even if Carvanha is Knocked Out), put 1 damage counter on the Attacking Pokémon.

DC **Gnaw** 20

Weakness: G

Resistance: P

Retreat Cost: C

Collector Number: 47/108

Rarity: C

## **Charmander**

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Sachiko Adachi

R **Smokescreen** 10

If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

Weakness: W

Retreat Cost: C

Collector Number: 48/108

Rarity: C

## Chinchou

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Mitsuhiro Arita

L **Positive Ion** 10+

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

CC **Negative Ion** 10

During your opponent's next turn, any damage done by attacks from the Defending Pokémon is reduced by 10 (before applying Weakness and Resistance).

Weakness: F

Retreat Cost: C

Collector Number: 49/108

Rarity: C

## Duskull

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

PC **Surprise Attack** 30

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

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 50/108

Rarity: C

## Kabuto

60 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Mysterious Fossil

Illus. Ken Sugimori

C **Fast Evolution**

Search your deck for an Evolution card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

FC **Double Scratch** 20x

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

Weakness: G

Retreat Cost: CC

Collector Number: 51/108

Rarity: C

## Lileep

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Root Fossil

Illus. Hajime Kusajima

GC **Surprise** 20

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.

GCC **Acid** 40

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

Weakness: R

Retreat Cost: CC

Collector Number: 52/108

Rarity: C

## Machop

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Ken Sugimori

C **Smash Punch** 20

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

FC **Submission** 30

Machop does 10 damage to itself.

Weakness: P

Retreat Cost: C

Collector Number: 53/108

Rarity: C

## Magnemite

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Hajime Kusajima

C **Ram** 10

LC **Spark** 20

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

Weakness: F  
Resistance: M  
Retreat Cost: C  
Collector Number: 54/108  
Rarity: C

## **Meditite**

40 HP  
Pokémon Type: F  
Basic Pokémon  
Illus. Midori Harada  
**P Psyshock** 10  
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.  
**F Cross Chop** 10+  
Flip a coin. If heads, this attack does 10 damage plus 10 more damage.  
Weakness: P  
Retreat Cost: C  
Collector Number: 55/108  
Rarity: C

## **Omanyte**

70 HP  
Pokémon Type: W  
Stage 1 Pokémon  
Evolves from Mysterious Fossil  
Illus. Ken Sugimori  
**W Influence**  
Search your deck for Omanyte, Kabuto, Aerodactyl, Lileep, or Anorith and put up to 2 of them onto your Bench. Shuffle your deck afterward. Treat the new Benched Pokémon as Basic Pokémon.  
**CC Mud Shot** 20  
Weakness: L  
Retreat Cost: C  
Collector Number: 56/108  
Rarity: C

## **Pikachu**

40 HP  
Pokémon Type: L  
Basic Pokémon  
Illus. Kagemaru Himeno  
**L Charge**  
Search your discard pile for a {L} Energy card and attach it to Pikachu.  
**CC Slam** 20x  
Flip 2 coins. This attack does 20 damage times the number of heads.

Weakness: F  
Retreat Cost: C  
Collector Number: 57/108  
Rarity: C

## Poochyena

50 HP  
Pokémon Type: D  
Basic Pokémon  
Illus. Midori Harada  
D **Double Kick** 10x  
Flip 2 coins. This attack does 10 damage times the number of heads.  
Weakness: F  
Resistance: P  
Retreat Cost: C  
Collector Number: 58/108  
Rarity: C

## Ralts

50 HP  
Pokémon Type: P  
Basic Pokémon  
Illus. Midori Harada  
C **Slap** 10  
PC **Teleportation Burst** 20  
Switch Ralts with 1 of your Benched Pokémon.  
Weakness: P  
Retreat Cost: C  
Collector Number: 59/108  
Rarity: C

## Seedot

40 HP  
Pokémon Type: G  
Basic Pokémon  
Illus. Midori Harada  
C **Nap**  
Remove 2 damage counters from Seedot.  
GC **Double Spin** 20x  
Flip 2 coins. This attack does 20 damage times the number of heads.  
Weakness: R  
Retreat Cost: C  
Collector Number: 60/108  
Rarity: C

## Shuppet

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

P **Bad Dream** 10

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

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 61/108

Rarity: C

## Skitty

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Tomokazu Komiya

C **Tail Whip**

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

CC **Tackle** 20

Weakness: F

Retreat Cost: C

Collector Number: 62/108

Rarity: C

## Slakoth

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Tomokazu Komiya

C **Amnesia**

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

C **Scratch** 10

Weakness: F

Retreat Cost: C

Collector Number: 63/108

Rarity: C

## Snorunt

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

**C Pebble Throw**

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

**WC Double Headbutt 20x**

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

Weakness: M

Retreat Cost: C

Collector Number: 64/108

Rarity: C

## **Spheal**

40 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

**C Defense Curl**

Flip a coin. If heads, prevent all damage done to Spheal during your opponent's next turn.

**WC Aurora Beam 20**

Weakness: L

Retreat Cost: C

Collector Number: 65/108

Rarity: C

## **Swablu**

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

**C Fury Attack 10x**

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

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 66/108

Rarity: C

## **Torchic**

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Mitsuhiro Arita

**R Super Singe 10**

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

Weakness: W  
Retreat Cost: C  
Collector Number: 67/108  
Rarity: C

## Trapinch

50 HP  
Pokémon Type: F  
Basic Pokémon  
Illus. Sachiko Adachi  
**C Surprise Attack 20**  
Flip a coin. If tails, this attack does nothing.  
Weakness: G  
Retreat Cost: C  
Collector Number: 68/108  
Rarity: C

## Vulpix

50 HP  
Pokémon Type: R  
Basic Pokémon  
Illus. Ken Sugimori  
**C Confuse Ray**  
Flip a coin. If heads, the Defending Pokémon is now Confused.  
**RC Ember 30**  
Discard a {R} Energy attached to Vulpix.  
Weakness: W  
Retreat Cost: C  
Collector Number: 69/108  
Rarity: C

## Wynaut

50 HP  
Pokémon Type: P  
Basic Pokémon  
Illus. Ken Sugimori  
**[Poké-Power] Baby Evolution**  
Once during your turn (before your attack), you may put Wobbuffet from your hand onto Wynaut (this counts as evolving Wynaut) and remove all damage counters from Wynaut.  
**C Flail 10x**  
Does 10 damage times the number of damage counters on Wynaut.  
Weakness: P  
Retreat Cost: C  
Collector Number: 70/108  
Rarity: C

## Battle Frontier

Trainer [Stadium]

Illus. Midori Harada

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.

Each player's {C} Evolved Pokémon, {D} Evolved Pokémon, and {M} Evolved Pokémon can't use any Poké-Powers or Poké-Bodies.

Collector Number: 71/108

Rarity: U

## Drake's Stadium

Trainer [Stadium]

Illus. Ryo Ueda

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.

Any damage done to {C} Active Pokémon (both yours and your opponent's) by an opponent's attack is reduced by 10 (after applying Weakness and Resistance).

Collector Number: 72/108

Rarity: U

## Energy Recycle System

Trainer

Illus. Zu-Ka

Search your discard pile for basic Energy cards. You may either show 1 basic Energy card to your opponent and put it into your hand, or show 3 basic Energy cards to your opponent and shuffle them into your deck.

Collector Number: 73/108

Rarity: U

## Energy Removal 2

Trainer

Illus. Keiji Kinebuchi

Flip a coin. If heads, choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.

Collector Number: 74/108

Rarity: U

## Energy Switch

Trainer

Illus. Ken Ikuji

Move a basic Energy card attached to 1 of your Pokémon to another of your Pokémon.

Collector Number: 75/108

Rarity: U

## Glacia's Stadium

Trainer [Stadium]

Illus. Ryo Ueda

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.

Each player's {W} Pokémon (excluding Pokémon-ex) has no Weakness.

Collector Number: 76/108

Rarity: U

## Great Ball

Trainer

Illus. Nakaoka

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

Collector Number: 77/108

Rarity: U

## Master Ball

Trainer

Illus. Keiji Kinebuchi

Look at the top 7 cards from your deck. Choose a Basic Pokémon or Evolution card from those cards, show it to your opponent, and put it into your hand. Put the other 6 cards back on top of your deck. Shuffle your deck afterward.

Collector Number: 78/108

Rarity: U

## Phoebe's Stadium

Trainer [Stadium]

Illus. Ryo Ueda

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.

Each player pays {C}{C} less to retreat his or her {P} Pokémon.

Collector Number: 79/108

Rarity: U

## Professor Birch

Trainer [Supporter]

Illus. Ken Sugimori

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

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

Collector Number: 80/108

Rarity: U

## Scott

Trainer [Supporter]

Illus. Ken Sugimori

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

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

Collector Number: 81/108

Rarity: U

## Sidney's Stadium

Trainer [Stadium]

Illus. Ryo Ueda

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.

Each player's {D} Pokémon can't be Asleep, Confused, or Paralyzed.

Collector Number: 82/108

Rarity: U

## Steven's Advice

Trainer [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: 83/108

Rarity: U

## Claw Fossil

40 HP

Trainer

Illus. Ryo Ueda

Play Claw Fossil as if it were a Basic Pokémon. While in play, Claw Fossil counts as a {C} Pokémon (as well as a Trainer card). Claw Fossil has no attacks of its own, can't retreat, and can't be affected by any Special Conditions. If Claw Fossil is Knocked Out, it doesn't count as a Knocked Out Pokémon. (Discard it anyway.) At any time during your turn before your attack, you may discard Claw Fossil from play.

### **[Poké-Body] Jagged Stone**

If Claw Fossil is your Active Pokémon and is damaged by an opponent's attack (even if Claw Fossil is Knocked Out), put 1 damage counter on the Attacking Pokémon.

Collector Number: 84/108

Rarity: C

## Mysterious Fossil

50 HP

Trainer

Illus. Ryo Ueda

Play Mysterious Fossil as if it were a Basic Pokémon. While in play, Mysterious Fossil counts as a {C} Pokémon (as well as a Trainer card). Mysterious Fossil has no attacks of its own, can't retreat, and can't be affected by any Special Conditions. If Mysterious Fossil is Knocked Out, it doesn't count as a Knocked Out Pokémon. (Discard it anyway.) At any time during your turn before your attack, you may discard Mysterious Fossil from play.

Collector Number: 85/108

Rarity: C

## Root Fossil

40 HP

Trainer

Illus. Ryo Ueda

Play Root Fossil as if it were a Basic Pokémon. While in play, Root Fossil counts as a {C} Pokémon (as well as a Trainer card). Root Fossil has no attacks of its own, can't retreat, and can't be affected by any Special Conditions. If Root Fossil is Knocked Out, it doesn't count as a Knocked Out Pokémon. (Discard it anyway.) At any time during your turn before your attack, you may discard Root Fossil from play.

### **[Poké-Body] Spongy Stone**

At any time between turns, remove 1 damage counter from Root Fossil.

Collector Number: 86/108

Rarity: C

## Darkness Energy

Trainer [Special Energy]

Illus. Milky Isobe

If the Pokémon Darkness Energy is attached to attacks, the attack does 10 more damage to the Active Pokémon (before applying Weakness and Resistance). Ignore this effect unless the Attacking Pokémon is {D} or has Dark in its name. Darkness Energy provides {D} Energy. (Doesn't count as a basic Energy card.)

Collector Number: 87/108

Rarity: R

## Metal Energy

Trainer [Special Energy]

Illus. Milky Isobe

Damage done by attacks to the Pokémon that Metal Energy is attached to is reduced by 10 (after applying Weakness and Resistance). Ignore this effect if the Pokémon that Metal Energy is attached to isn't {M}. Metal Energy provides {M} Energy. (Doesn't count as a basic Energy card.)

Collector Number: 88/108

Rarity: R

## Multi Energy

Trainer [Special Energy]

Illus. Takumi Akabane

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

Collector Number: 89/108

Rarity: R

## Cyclone Energy

Trainer [Special Energy]

Illus. Shin-ichi Yoshikawa

Cyclone Energy provides {C} Energy. When you attach this card from your hand to your Active Pokémon, switch 1 of the Defending Pokémon with 1 of your opponent's Benched Pokémon. Your opponent chooses the Benched Pokémon to switch.

Collector Number: 90/108

Rarity: U

## Warp Energy

Trainer [Special Energy]

Illus. Shin-ichi Yoshikawa

Warp Energy provides {C} Energy. When you attach this card from your hand to your Active Pokémon, switch that Pokémon with 1 of your Benched Pokémon.

Collector Number: 91/108

Rarity: U

## Absol ex

100 HP

Pokémon Type: D

Basic Pokémon

Illus. Ryo Ueda

### [Pokémon-ex rule]

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

### [Poké-Power] Cursed Eyes

Once during your turn, when you put Absol ex from your hand onto your Bench, you may move 3 damage counters from 1 of your opponent's Pokémon to another of his or her Pokémon.

DC **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.)

Weakness: F

Resistance: P

Retreat Cost: C  
Collector Number: 92/108  
Rarity: R-EX

## Claydol ex

120 HP  
Pokémon Type: P  
Stage 1 Pokémon  
Evolves from Baltoy  
Illus. Ryo Ueda

### [Pokémon-ex rule]

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

### [Poké-Power] Type Shift

Once during your turn (before your attack), you may use this power. Claydol ex's type is {F} until the end of your turn.

### CC **Psychic Boom** 20+

Does 20 damage plus 10 more damage for each Energy attached to the Defending Pokémon.

### PPC **Shadow Crush** 60

You may discard a {P} Energy card attached to Claydol ex. If you do, discard an Energy card attached to the Defending Pokémon.

Weakness: P

Retreat Cost: CC

Collector Number: 93/108

Rarity: R-EX

## Flygon ex

150 HP  
Pokémon Type: C  
Stage 2 Pokémon  
Evolves from Vibrava  
Illus. Mitsuhiro Arita

### [Pokémon-ex rule]

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

### [Poké-Body] **Psychic Protector**

If Flygon ex is damaged by an opponent's attack, you may discard up to 4 cards from your hand. If you do, any damage done to Flygon ex is reduced by 10 for each card you discarded.

### CCC **Slashing Strike** 70

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

Weakness: C

Resistance: LF

Retreat Cost: 0

Collector Number: 94/108

Rarity: R-EX

## Metagross ex

150 HP

Pokémon Type: M

Stage 2 Pokémon

Evolves from Metang

Illus. Ryo Ueda

### [Pokémon-ex rule]

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

### [Poké-Power] Magnetic Redraw

Once during your turn (before your attack), if Metagross ex is your Active Pokémon, you may use this power. Each player shuffles his or her hand into his or her deck. Then, each player draws 4 cards. This power can't be used if Metagross ex is affected by a Special Condition.

### MMC Scanblast 70

Does 70 damage to each of your opponent's Benched Pokémon that has the same name as the Defending Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: RF

Resistance: G

Retreat Cost: CCCC

Collector Number: 95/108

Rarity: R-EX

## Salamence ex

160 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Shelgon

Illus. Mitsuhiro Arita

### [Pokémon-ex rule]

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

### RRCC Volcanic Flame 150

Discard the top 5 cards from your deck.

### WWCC Hydro Wave

Discard all {W} Energy attached to Salamence ex. This attack does 30 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: C

Resistance: RF

Retreat Cost: CC

Collector Number: 96/108

Rarity: R-EX

## Shiftry ex

140 HP

Pokémon Type: D

Stage 2 Pokémon

Evolves from Nuzleaf

Illus. Ryo Ueda

**[Pokémon-ex rule]**

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

**D Skill Hack**

Look at your opponent's hand and choose a Basic Pokémon or Evolution card you find there. Choose 1 of that Pokémon's attacks. Skill Hack copies that attack except for its Energy cost. (You must still do anything else required for that attack.) (No matter what type that Pokémon is, Shiftry ex's type is still {D}.) Shiftry ex performs that attack.

**DCC Dirge 60**

Does 60 damage to each of your opponent's Benched Pokémon that has the same name as the Defending Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: GF

Resistance: P

Retreat Cost: C

Collector Number: 97/108

Rarity: R-EX

## **Skarmory ex**

100 HP

Pokémon Type: M

Basic Pokémon

Illus. Ryo Ueda

**[Pokémon-ex rule]**

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

**[Poké-Body] Metal Gravity**

If your opponent's Active Pokémon retreats and has 40 or more remaining HP, put 3 damage counters on that Pokémon. You can't use more than 1 Metal Gravity Poké-Body each turn.

**CC Whirlwind 30**

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

**MMC Razor Wing 60**

Weakness: R

Resistance: G

Retreat Cost: C

Collector Number: 98/108

Rarity: R-EX

## **Walrein ex**

150 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Sealeo

Illus. Ryo Ueda

**[Pokémon-ex rule]**

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

**[Poké-Power] Chilling Breath**

Once during your turn, when you play Walrein ex from your hand to evolve 1 of your Pokémon, you may use this power. Your opponent can't play any Trainer cards from his or her hand during your opponent's next turn.

WWC **Wreck** 70+

If there is any Stadium card in play, this attack does 70 damage plus 20 more damage.

Discard that Stadium card.

Weakness: L

Retreat Cost: CCC

Collector Number: 99/108

Rarity: R-EX

**Flareon ☆**

70 HP

Pokémon Type: R

Basic Pokémon

Illus. Masakazu Fukuda

**[Pokémon ☆ rule]**

You can't have more than 1 Pokémon ☆ in your deck.

**[Poké-Power] Crimson Ray**

Once during your turn, when you put Flareon ☆ from your hand onto your Bench, you may use this power. Each Active Pokémon (both yours and your opponent's) is now Burned.

RRC **Flamethrower** 50

Discard a {R} Energy attached to Flareon ☆.

Weakness: W

Retreat Cost: C

Collector Number: 100/108

Rarity: R-HS

**Jolteon ☆**

70 HP

Pokémon Type: L

Basic Pokémon

Illus. Masakazu Fukuda

**[Pokémon ☆ rule]**

You can't have more than 1 Pokémon ☆ in your deck.

**[Poké-Power] Yellow Ray**

Once during your turn, when you put Jolteon ☆ from your hand onto your Bench, you may put 1 damage counter on each Active Pokémon (both yours and your opponent's).

LLC **Agility** 40

Flip a coin. If heads, prevent all effects of an attack, including damage, done to Jolteon ☆ during your opponent's next turn.

Weakness: F  
Resistance: M  
Retreat Cost: C  
Collector Number: 101/108  
Rarity: R-HS

## Vaporeon ☆

70 HP  
Pokémon Type: W  
Basic Pokémon  
Illus. Masakazu Fukuda

### [Pokémon ☆ rule]

You can't have more than 1 Pokémon ☆ in your deck.

### [Poké-Power] Blue Ray

Once during your turn, when you put Vaporeon ☆ from your hand onto your Bench, you may remove all Special Conditions and 3 damage counters from each Active Pokémon (both yours and your opponent's).

### WWC Whirlpool 40

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

Weakness: L  
Retreat Cost: C  
Collector Number: 102/108  
Rarity: R-HS

## Grass Energy

Collector Number: 103/108  
Rarity: H

## Fire Energy

Collector Number: 104/108  
Rarity: H

## Water Energy

Collector Number: 105/108  
Rarity: H

## Lightning Energy

Collector Number: 106/108  
Rarity: H

## Psychic Energy

Collector Number: 107/108  
Rarity: H

# **Fighting Energy**

Collector Number: 108/108

Rarity: H