

## 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

RH-LV.X: rare Holo LV.X

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

## Ampharos

LV.57

130 HP

Pokémon Type: L

Stage 2 Pokémon

Evolves from Flaaffy

Illus. Atsuko Nishida

### [Poké-Body] Damage Bind

Each Pokémon that has any damage counters on it (both yours and your opponent's) can't use any Poké-Powers.

LC **Gigavolt** 30+

Flip a coin. If heads, this attack does 30 damage plus 30 more damage. If tails, the Defending Pokémon is now Paralyzed.

LCC **Reflect Energy** 70

Move an Energy card attached to Ampharos to 1 of your Benched Pokémon.

Weakness: F+30

Resistance: M-20

Retreat Cost: CC  
Collector Number: 1/127  
Rarity: H

## **Blastoise**

LV.60  
130 HP  
Pokémon Type: W  
Stage 2 Pokémon  
Evolves from Wartortle  
Illus. Kagemaru Himeno  
**[Poké-Power] Dig Well**

Once during your turn (before your attack), you may look at the top 3 cards of your deck, choose as many {W} Energy cards as you like, and attach them to your Pokémon in any way you like. Discard the other cards. This power can't be used if Blastoise is affected by a Special Condition.

**WC Aqua Press 20+**

Does 20 damage plus 10 more damage for each {W} Energy attached to all Pokémon (both yours and your opponent's).

**WWCC Double Launcher**

Discard 2 {W} Energy attached to Blastoise. Choose 2 of your opponent's Benched Pokémon. This attack does 60 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.)  
Blastoise can't use Double Launcher during your next turn.

Weakness: L+30  
Retreat Cost: CC  
Collector Number: 2/127  
Rarity: H

## **Blaziken**

LV.59  
130 HP  
Pokémon Type: R  
Stage 2 Pokémon  
Evolves from Combusken  
Illus. Hajime Kusajima  
**[Poké-Power] Fire Breath**

Once during your turn (before your attack), you may choose 1 of the Defending Pokémon. That Pokémon is now Burned. This power can't be used if Blaziken is affected by a Special Condition.

**CC Clutch 40**

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

**RRC Fire Spin 100**

Discard 2 Energy attached to Blaziken.

Weakness: W+30  
Retreat Cost: C  
Collector Number: 3/127  
Rarity: H

## **Delcatty**

LV.53  
90 HP  
Pokémon Type: C

Stage 1 Pokémon

Evolves from Skitty

Illus. Mitsuhiro Arita

**[Poké-Power] Power Circulation**

Once during your turn (before your attack), you may search your discard pile for up to 2 basic Energy cards, show them to your opponent, and put them on top of your deck in any order. If you do, put 2 damage counters on Delcatty. This power can't be used if Delcatty is affected by a Special Condition.

**C Power Heal 10+**

Does 10 damage plus 10 more damage for each damage counter on Delcatty. Then, remove 2 damage counters from Delcatty.

**CCC Rear Kick 60**

Weakness: F+20

Retreat Cost: C

Collector Number: 4/127

Rarity: H

## Dialga

LV.72

100 HP

Pokémon Type: M

Basic Pokémon

Illus. Mitsuhiro Arita

**[Poké-Power] Reverse Time**

Once during your turn, when you put Dialga from your hand onto your Bench, you may search your discard pile for up to 3 in any combination of Pokémon (excluding Pokémon LV.X) and basic Energy cards. Show them to your opponent and put them on top of your deck in any order.

**MCC Time-Space Traveling 50**

Draw cards until you have 7 cards in your hand.

Weakness: R×2

Resistance: P-20

Retreat Cost: CCC

Collector Number: 5/127

Rarity: H

## Dialga

LV.70

100 HP

Pokémon Type: M

Basic Pokémon

Illus. Kouki Saitou

**[Poké-Body] Time Aura**

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

**MMCC Metal Burn 100**

Discard all {M} Energy attached to Dialga.

Weakness: R+20

Resistance: P-20

Retreat Cost: CC

Collector Number: 6/127

Rarity: H

## Dialga [G]

LV.79

100 HP

Pokémon Type: M

Basic Pokémon

Illus. Yusuke Ishikawa

MC **Deafen** 10

Your opponent can't play any Trainer cards or Stadium cards from his or her hand during your opponent's next turn.

MCC **Second Strike** 50+

If the Defending Pokémon already has 2 or more damage counters on it, this attack does 50 damage plus 20 more damage.

Weakness: R×2

Resistance: P-20

Retreat Cost: CC

Collector Number: 7/127

Rarity: H

## Gardevoir

LV.61

120 HP

Pokémon Type: P

Stage 2 Pokémon

Evolves from Kirlia

Illus. Kouki Saitou

**[Poké-Power] Psychic Connect**

As often as you like during your turn (before your attack), you may move a {P} Energy attached to 1 of your Benched Pokémon to your Active Pokémon. This power can't be used if Gardevoir is affected by a Special Condition.

P **Energy Burst** 20+

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

PCC **Psychic Protection** 60

Gardevoir has no Weakness during your opponent's next turn.

Weakness: P+30

Retreat Cost: C

Collector Number: 8/127

Rarity: H

## Giratina

LV.55

100 HP

Pokémon Type: P

Basic Pokémon

Illus. Kouki Saitou

**[Poké-Power] Let Loose**

Once during your turn, when you put Giratina from your hand onto your Bench, you may use this power. Each player shuffles his or her hand into his or her deck and draws up to 4 cards. (You draw your cards first.)

**PPC Earth Power 60**

Flip 2 coins. This attack does 10 damage times the number of heads to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: D×2

Resistance: C-20

Retreat Cost: CCC

Collector Number: 9/127

Rarity: H

## **Giratina**

LV.63

100 HP

Pokémon Type: P

Basic Pokémon

Illus. Hajime Kusajima

**CC Over Slash**

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

**PP Dark Wing Flaps 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.

**PCC Wrack Down 60**

Weakness: D×2

Resistance: C-20

Retreat Cost: CCC

Collector Number: 10/127

Rarity: H

## **Manetric**

LV.45

90 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Electrike

Illus. Kouki Saitou

**[Poké-Body] Electric Barrier**

Prevent all damage done to your Benched Pokémon (excluding any Manetric) by attacks.

**L Power Wave**

This attack does 30 damage to each Pokémon that has any Poké-Powers (both yours and your opponent's). (Don't apply Weakness and Resistance for Benched Pokémon.)

**CC Attract Current 40**

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

Weakness: F+20

Resistance: M-20

Retreat Cost: 0

Collector Number: 11/127

Rarity: H

## **Palkia [G]**

LV.78

100 HP

Pokémon Type: W

Basic Pokémon

Illus. Yusuke Ishikawa

WC **Splashing Turn** 20

You may switch Palkia [G] with 1 of your Benched Pokémon.

WCC **Pearl Breath** 50

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

Weakness: L×2

Retreat Cost: CC

Collector Number: 12/127

Rarity: H

## **Rampardos**

LV.54

130 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Cranidos

Illus. Masakazu Fukuda

[Poké-Body] **Iron Skull**

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

F **Head Smash** 80

If the Defending Pokémon would be Knocked Out by this attack, Rampardos does 40 damage to itself.

FC **Mold Breaker** 40

Any damage done to Rampardos by attacks is reduced by 20 (after applying Weakness and Resistance) until the end of your next turn.

Weakness: G+30

Retreat Cost: C

Collector Number: 13/127

Rarity: H

## **Shaymin**

LV.42

70 HP

Pokémon Type: G

Basic Pokémon

Illus. Kagemaru Himeno

G **Flower Aroma** 10

Remove 2 damage counters from Shaymin. The Defending Pokémon is now Asleep.

GC **Damage Aid** 30+

If the Defending Pokémon is affected by a Special Condition, this attack does 30 damage plus 50 more damage. Then, remove all Special Conditions from the Defending Pokémon.

Weakness: R+20

Resistance: W-20

Retreat Cost: C

Collector Number: 14/127

Rarity: R

## Shaymin

LV.56

80 HP

Pokémon Type: G

Basic Pokémon

Illus. Atsuko Nishida

-- **Growth**

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

CC **Air Slash** 40

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

Weakness: R+20

Resistance: F-20

Retreat Cost: C

Collector Number: 15/127

Rarity: H

## Slaking

LV.62

150 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Vigoroth

Illus. Masakazu Fukuda

[Poké-Body] **Lazy Paunch**

If Slaking used any attacks during your last turn, Slaking can't attack.

CCCC **Best Dash** 150

During your opponent's next turn, any damage done to Slaking by attacks is increased by 50 (after applying Weakness and Resistance).

Weakness: F+30

Retreat Cost: CCCC

Collector Number: 16/127

Rarity: H

## Weavile [G]

LV.48

80 HP

Pokémon Type: D

Basic Pokémon

Illus. Makoto Imai

-- **Call for Family**

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

DCC **Team Attack** 10+

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

Weakness: F×2

Resistance: P-20

Retreat Cost: 0

Collector Number: 17/127

Rarity: H

## **Altaria**

LV.48

90 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Swablu

Illus. Naoyo Kimura

C **Midnight Eyes** 20

The Defending Pokémon is now Asleep.

CC **Perish Song**

If the Defending Pokémon is Asleep and was damaged or affected by Midnight Eyes during your last turn, the Defending Pokémon is Knocked Out.

CC **Healing Song** 40

Remove 1 damage counter from each of your Pokémon.

Weakness: L+20

Resistance: F-20

Retreat Cost: C

Collector Number: 18/127

Rarity: R

## **Banette**

LV.48

90 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Shuppet

Illus. Tomokazu Komiya

[Poké-Power] **Temper Tantrum**

Once during your turn (before your attack), you may discard as many cards as you like from your hand. If you do, put that many damage counters on Banette. This power can't be used if Banette is affected by a Special Condition.

P **Darkness Switch**

Discard an Energy card attached to Banette, and then switch all damage counters on Banette with those on the Defending Pokémon. (If an effect of this attack is prevented, this attack does nothing.)

PC **Loneliness** 30+

You may show your hand to your opponent. If you do and if you don't have any Pokémon in your hand, this attack does 30 damage plus 30 more damage.

Weakness: D+20

Resistance: C-20

Retreat Cost: C

Collector Number: 19/127

Rarity: R

## **Bastiodon**

LV.56

130 HP

Pokémon Type: M

Stage 2 Pokémon

Evolves from Shieldon

Illus. Kagamaru Himeno

**[Poké-Body] Metal Trait**

As long as Bastiodon has a Pokémon Tool attached to it, remove 1 damage counter from Bastiodon between turns.

MMC **Iron Defense** 30

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

MMCC **Iron Tackle** 80

Bastiodon does 30 damage to itself.

Weakness: R+30

Resistance: P-20

Retreat Cost: CCCC

Collector Number: 20/127

Rarity: R

## Beautifully

LV.37

120 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Silcoon

Illus. Suwama Chiaki

G **Colorful Powder** 20+

If Beautifully has 2 or less Energy attached to it, the Defending Pokémon is now Poisoned. If Beautifully has 3 Energy attached to it, the Defending Pokémon is now Burned and Poisoned. If Beautifully has 4 or more Energy attached to it, this attack does 20 damage plus 40 more damage and the Defending Pokémon is now Asleep, Burned, and Poisoned.

G **Silver Scale** 30

If the Defending Pokémon has any Resistance, this attack's base damage is 60 instead of 30.

Weakness: L+30

Resistance: F-20

Retreat Cost: 0

Collector Number: 21/127

Rarity: R

## Blissey

LV.40

120 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Chansey

Illus. Atsuko Nishida

**[Poké-Power] Nurse Call**

Once during your turn (before your attack), you may discard a card from your hand. If you do, remove 2 damage counters from 1 of your Pokémon. You can't use more than 1 Nurse Call Poké-Power each turn.

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

C **Return** 20

Draw cards until you have 6 cards in your hand.

CCCC **Double-edge** 100

Blissey does 60 damage to itself.

Weakness: F+30

Retreat Cost: CC

Collector Number: 22/127

Rarity: R

## Dialga

LV.73

100 HP

Pokémon Type: M

Basic Pokémon

Illus. Kent Kanetsuna

CC **Energy Stream** 20

Flip a coin. If heads, search your discard pile for a basic Energy card and attach it to Dialga.

MMMC **Diamond Blow** 100

Dialga can't attack during your next turn.

Weakness: R+30

Resistance: P-20

Retreat Cost: CCC

Collector Number: 23/127

Rarity: R

## Dugtrio

LV.50

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Diglett

Illus. Sumiyoshi Kizuki

[Poké-Body] **Sinkhole**

If your opponent's Active Pokémon retreats, put 2 damage counters on that Pokémon.

FC **Push Down** 30

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

FFC **Magnitude** 70

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

Weakness: W+20

Resistance: L-20

Retreat Cost: 0

Collector Number: 24/127

Rarity: R

## Dustox

LV.42

130 HP

Pokémon Type: P

Stage 2 Pokémon

Evolves from Cascoon

Illus. Yukiko Baba

### **[Poké-Body] Camouflage Pattern**

Prevent all effects of attacks, including damage, done to Dustox by your opponent's Pokémon that is affected by 2 or more Special Conditions.

GC **Smogscreen** 20

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

GCC **Chemical Scale** 60

If the Defending Pokémon has any Poké-Powers or Poké-Bodies, the Defending Pokémon is now Burned and Confused.

Weakness: R+30

Retreat Cost: 0

Collector Number: 25/127

Rarity: R

### **Empoleon**

LV.47

130 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Prinplup

Illus. Mitsuhiro Arita

WC **Knock Off** 40

Choose 1 card from your opponent's hand without looking and discard it.

WCC **Jet Smash**

Choose 1 of your opponent's Pokémon. This attack does 70 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Empoleon can't use Jet Smash during your next turn.

Weakness: L+30

Retreat Cost: CC

Collector Number: 26/127

Rarity: R

### **Giratina**

LV.59

100 HP

Pokémon Type: P

Basic Pokémon

Illus. Mitsuhiro Arita

PC **Strafe** 20

You may switch Giratina with 1 of your Benched Pokémon.

PCC **Broken-space Blow** 50

If the Defending Pokémon is Knocked Out by this attack, put the Defending Pokémon and all cards attached to it in the Lost Zone instead of discarding them.

Weakness: D×2

Resistance: C-20

Retreat Cost: CCC

Collector Number: 27/127

Rarity: R

## **Giratina**

LV.70

110 HP

Pokémon Type: P

Basic Pokémon

Illus. Yusuke Ishikawa

CC **Dragon Claw** 30

PPC **Dragonbreath** 80

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

Weakness: D+30

Resistance: C-20

Retreat Cost: CC

Collector Number: 28/127

Rarity: R

## **Golduck**

LV.47

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Psyduck

Illus. Kouki Saitou

-- **Swim** 30

If your opponent has any {W} Energy attached to any of his or her Pokémon, you may do 30 damage to any 1 Benched Pokémon instead. (Don't apply Weakness and Resistance for Benched Pokémon.)

WC **Water Slide** 40+

You may move all Energy cards attached to Golduck to 1 of your Benched Pokémon. If you do, this attack does 40 damage plus 20 more damage.

Weakness: L+20

Retreat Cost: 0

Collector Number: 29/127

Rarity: R

## **Gyarados [G]**

LV.46

110 HP

Pokémon Type: W

Basic Pokémon

Illus. Kent Kanetsuna

WCC **Wriggle**

Flip a coin for each of your opponent's Pokémon. If that coin flip is heads, this attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

WWCC **Dwindling Wave** 100-

Does 100 damage minus 10 damage for each damage counter on Gyarados [G].

Weakness: L×2

Retreat Cost: CCC

Collector Number: 30/127

Rarity: R

## **Infernape**

LV.44

110 HP

Pokémon Type: R

Stage 2 Pokémon

Evolves from Monferno

Illus. Kouki Saitou

R **Rushing Flames** 80×

Discard as many {R} Energy as you like attached to your Pokémon in play. Flip a coin for each Energy card you discarded. This attack does 80 damage times the number of heads.

CC **Rage** 30+

Does 30 damage plus 10 more damage for each damage counter on Infernape.

Weakness: W+30

Retreat Cost: 0

Collector Number: 31/127

Rarity: R

## **Kricketune**

LV.46

90 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Kricketot

Illus. Atsuko Nishida

CC **Revenge Melody** 20×

Does 20 damage times the number of Kricketot and Kricketune in your discard pile.

GG **Bug Buzz** 50+

If the Defending Pokémon is Asleep, this attack does 50 damage plus 30 more damage. Remove the Special Condition Asleep from the Defending Pokémon.

Weakness: R+20

Retreat Cost: C

Collector Number: 32/127

Rarity: R

## **Lickilicky**

LV.52

120 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Lickitung

Illus. Mitsuhiro Arita

CCC **Harrumph**

Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Before doing damage, discard all Trainer cards attached to that Pokémon.

CCCC **Body Press** 60

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

Weakness: F+20

Retreat Cost: CCCC

Collector Number: 33/127

Rarity: R

## **Ludicolo**

LV.52

120 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Lombre

Illus. Kagemaru Himeno

### **[Poké-Power] Cheerful Voice**

Once during your turn (before your attack), you may use this power. If you do, your turn ends. During your next turn, each of Ludicolo's attacks does 60 more damage to the Defending Pokémon (before applying Weakness and Resistance). This power can't be used if Ludicolo is affected by a Special Condition.

WC **Mad Dance** 20

The Defending Pokémon is now Confused.

GCC **Best Dance** 60

After doing damage, remove from Ludicolo the number of damage counters equal to the damage you did to the Defending Pokémon. Ludicolo can't use Best Dance during your next turn.

Weakness: L+30

Retreat Cost: CC

Collector Number: 34/127

Rarity: R

## **Luvdisc**

LV.33

70 HP

Pokémon Type: W

Basic Pokémon

Illus. Kagemaru Himeno

### -- **Love Call**

Choose 1 of your opponent's Pokémon. Search your deck for a Pokémon that is the same type as the Pokémon you chose, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

W **Sweet Kiss** 30

Your opponent may draw a card.

Weakness: L+10

Retreat Cost: C

Collector Number: 35/127

Rarity: R

## **Ninetales**

LV.43

90 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Vulpix

Illus. Suwama Chiaki

### -- **Flame Bash**

Flip a coin until you get tails. Search your deck for a number of {R} Energy cards up to the number of heads and attach them to any of your Pokémon in any way you like. Shuffle your deck afterward.

RC **Mysterious Flames** 40

If you have more Energy in play than your opponent, the Defending Pokémon is now Burned and Confused.

Weakness: W+20

Retreat Cost: 0

Collector Number: 36/127

Rarity: R

## **Palkia**

LV.72

100 HP

Pokémon Type: W

Basic Pokémon

Illus. Kent Kanetsuna

WC **Tsunami** 10

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

WWC **Water Pulse** 60

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

Weakness: L+30

Retreat Cost: CC

Collector Number: 37/127

Rarity: R

## **Shaymin**

LV.44

80 HP

Pokémon Type: G

Basic Pokémon

Illus. Kouki Saitou

-- **Energy Blow** 10+

Does 10 damage plus 10 more damage for each Energy attached to Shaymin.

GCC **Aromatherapy** 40

Remove 2 damage counters from each of your Pokémon.

Weakness: R+20

Resistance: W-20

Retreat Cost: C

Collector Number: 38/127

Rarity: R

## **Torterra**

LV.48

140 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Grotle

Illus. Kagemaru Himeno

GCC **Green Blast** 40+

Does 40 damage plus 10 more damage for each {G} Energy attached to all of your Pokémon.  
GGCC **Soothing Scent** 80

The Defending Pokémon is now Asleep.

Weakness: R+30

Retreat Cost: CCCC

Collector Number: 39/127

Rarity: R

## **Toxicroak [G]**

LV.40

90 HP

Pokémon Type: P

Basic Pokémon

Illus. Ryota Saito

**[Poké-Body] Anticipation**

Prevent all effects of attacks, excluding damage, done to Toxicroak [G].

PC **Deep Poison** 20+

If the Defending Pokémon is Poisoned, this attack does 20 damage plus 40 more damage.

Weakness: P×2

Retreat Cost: CC

Collector Number: 40/127

Rarity: R

## **Bronzong [G]**

LV.58

90 HP

Pokémon Type: M

Basic Pokémon

Illus. Makoto Imai

**[Poké-Power] Galactic Switch**

Once during your turn (before your attack), you may move an Energy card attached to 1 of your Pokémon SP to another of your Pokémon. Then, put 2 damage counters on Bronzong [G]. This power can't be used if Bronzong [G] is affected by a Special Condition.

MCC **Psychic Pulse** 40

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: P×2

Resistance: R-20

Retreat Cost: CCC

Collector Number: 41/127

Rarity: U

## **Cacturne**

LV.44

90 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Cacnea

Illus. Mitsuhiro Arita

CC **Spike Wound**

Choose 1 of your opponent's Pokémon that has any damage counters on it. This attack does 50 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

**GD Poison Experiment 20**

You may discard a {G} or {D} Energy attached to Cacturne. If you discard a {G} Energy, the Defending Pokémon is now Poisoned. If you discard a {D} Energy, the Defending Pokémon is now Paralyzed.

Weakness: R+20

Retreat Cost: CC

Collector Number: 42/127

Rarity: U

## **Carnivine**

LV.38

80 HP

Pokémon Type: G

Basic Pokémon

Illus. Mitsuhiro Arita

**G Stretch Vine**

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.)

**CC Absorb 20**

Remove 2 damage counters from Carnivine.

**GG Vine Extract 30**

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

Weakness: R+20

Resistance: W-20

Retreat Cost: CC

Collector Number: 43/127

Rarity: U

## **Cascoon**

LV.10

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Wurmple

Illus. Yukiko Baba

-- **Ascension**

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

**GC Poison Thread 20**

The Defending Pokémon is now Poisoned.

Weakness: R+20

Retreat Cost: CC

Collector Number: 44/127

Rarity: U

## **Combusken**

LV.27

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Torchic

Illus. Masakazu Fukuda

RC **Firebreathing** 20+

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

RCC **High Jump Kick** 60

Weakness: W+20

Retreat Cost: C

Collector Number: 45/127

Rarity: U

## Cranidos

LV.27

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Skull Fossil

Illus. Kouki Saitou

F **Rock Smash** 20+

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

FC **Knock Over** 40

You may discard any Stadium card in play.

Weakness: G+20

Retreat Cost: C

Collector Number: 46/127

Rarity: U

## Crobat [G]

LV.44

80 HP

Pokémon Type: P

Basic Pokémon

Illus. Makoto Imai

[Poké-Power] **Flash Bite**

Once during your turn, when you put Crobat [G] from your hand onto your Bench, you may put 1 damage counter on 1 of your opponent's Pokémon.

PC **Toxic Fang**

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

Weakness: L×2

Resistance: F-20

Retreat Cost: 0

Collector Number: 47/127

Rarity: U

## Flaaffy

LV.22

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Mareep

Illus. Sumiyoshi Kizuki

L **Spark** 10

Does 10 damage to 2 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

LC **Tail Code** 30

Move an Energy card attached to the Defending Pokémon to another of your opponent's Pokémon.

Weakness: F+20

Resistance: M-20

Retreat Cost: C

Collector Number: 48/127

Rarity: U

## Grotle

LV.26

90 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Turtwig

Illus. Kagamaru Himeno

GC **Absorb** 30

Remove 1 damage counter from Grotle.

GGC **Razor Leaf** 60

Weakness: R+20

Resistance: W-20

Retreat Cost: CCC

Collector Number: 49/127

Rarity: U

## Houndoom [G]

LV.45

90 HP

Pokémon Type: R

Basic Pokémon

Illus. Kent Kanetsuna

DC **Black Cry** 20

The Defending Pokémon can't retreat or use any Poké-Powers during your opponent's next turn.

DCC **Dark Slash** 40+

You may discard a {D} Energy attached to Houndoom [G]. If you do, this attack does 40 damage plus 20 more damage.

Weakness: F×2

Resistance: P-20

Retreat Cost: C

Collector Number: 50/127

Rarity: U

## Kirlia

LV.24

80 HP

Pokémon Type: P  
Stage 1 Pokémon  
Evolves from Ralts  
Illus. Naoyo Kimura

PC **Teleportation Burst** 30

You may switch Kirlia with 1 of your Benched Pokémon.

PCC **Super Psy Bolt** 60

Weakness: P+20

Retreat Cost: C

Collector Number: 51/127

Rarity: U

## Lombre

LV.30

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Lotad

Illus. Midori Harada

CC **Interrupt** 20

Flip a coin. If heads, look at your opponent's hand and choose 1 card, then have your opponent shuffle that card into his or her deck.

GCC **Gentle Slap** 60

Weakness: L+20

Retreat Cost: C

Collector Number: 52/127

Rarity: U

## Lucario

LV.42

90 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Riolu

Illus. Kouki Saitou

M **Aura Sphere** 30

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

MC **Do the Wave** 20+

Does 20 damage plus 10 more damage for each of your Benched Pokémon.

Weakness: R+20

Retreat Cost: 0

Collector Number: 53/127

Rarity: U

## Mightyena

LV.47

90 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Poochyena

Illus. Kouki Saitou

**[Poké-Body] Cold Feet**

If Mightyena is affected by a Special Condition, ignore all Energy necessary to use Mightyena's attacks.

DC **Collude** 20+

If you played any Supporter card from your hand during this turn, this attack does 20 damage plus 20 more damage.

DDC **Desperate Attack** 50+

If Mightyena has less Energy attached to it than the Defending Pokémon, this attack does 50 damage plus 30 more damage.

Weakness: F+20

Resistance: P-20

Retreat Cost: 0

Collector Number: 54/127

Rarity: U

## Mismagius

LV.40

90 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Misdreavus

Illus. Kagemaru Himeno

P **Upper Hand** 30

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

PCC **Psybeam** 60

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

Weakness: D+20

Resistance: C-20

Retreat Cost: C

Collector Number: 55/127

Rarity: U

## Monferno

LV.27

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Chimchar

Illus. Kouki Saitou

R **Fire Tail Slap** 40

Flip a coin. If tails, discard a {R} Energy attached to Monferno.

CC **Paralyzing Gaze** 20

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

Weakness: W+20

Retreat Cost: 0

Collector Number: 56/127

Rarity: U

## **Muk**

LV.49

100 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Grimer

Illus. Hajime Kusajima

### **[Poké-Body] Sludge Cell**

If Muk remains affected by any Special Conditions between turns, remove 2 damage counters from Muk.

PC **Strange Poison** 30

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

PPC **Strange Sludge** 50+

If Muk is Poisoned, this attack does 50 damage plus 20 more damage and the Defending Pokémon is now Confused.

Weakness: P+20

Retreat Cost: CCC

Collector Number: 57/127

Rarity: U

## **Octillery**

LV.40

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Remoraidd

Illus. Midori Harada

-- **Water Vein** 50×

Reveal the top 5 cards of your deck. Flip a coin for each Energy card you find there. This attack does 50 damage times the number of heads. Shuffle the revealed cards back into your deck.

WW **Octazooka** 40

Any time the Defending Pokémon tries to attack, your opponent flips a coin. If tails, the attack does nothing. (If the Defending Pokémon is no longer your opponent's Active Pokémon, this effect ends.)

Weakness: L+20

Retreat Cost: CC

Collector Number: 58/127

Rarity: U

## **Prinplup**

LV.25

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Piplup

Illus. Mitsuhiro Arita

W **Surf** 30

WWC **Bubblebeam** 50

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

Weakness: L+20

Retreat Cost: C

Collector Number: 59/127

Rarity: U

## Probopass

LV.49

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Nosepass

Illus. Mitsuhiro Arita

FC **Stealth Rock**

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

FFC **Hyper Beam** 70

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

Weakness: W+20

Retreat Cost: CCC

Collector Number: 60/127

Rarity: U

## Seviper

LV.30

80 HP

Pokémon Type: P

Basic Pokémon

Illus. Sumiyoshi Kizuki

-- **Shed Skin**

Remove 4 damage counters from Seviper.

P **Bite and Escape** 20

You may switch Seviper with 1 of your Benched Pokémon.

PCC **Paralyze Poison** 40

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

Weakness: P+20

Retreat Cost: C

Collector Number: 61/127

Rarity: U

## Shieldon

LV.21

80 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Armor Fossil

Illus. Mitsuhiro Arita

C **Endure**

Flip a coin. If heads, during your opponent's next turn, if Shieldon would be Knocked Out by damage from an attack, Shieldon is not Knocked Out and its remaining HP becomes 10 instead.

MC **Rock Slide** 30

Does 10 damage to 2 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: R+20  
Resistance: P-20  
Retreat Cost: C  
Collector Number: 62/127  
Rarity: U

## **Silcoon**

LV.10  
80 HP  
Pokémon Type: G  
Stage 1 Pokémon  
Evolves from Wurmple  
Illus. Kyoko Umemoto  
-- **Ascension**

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

GC **Sticky String** 20

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

Weakness: R+20  
Retreat Cost: CC  
Collector Number: 63/127  
Rarity: U

## **Vigoroth**

LV.28  
80 HP  
Pokémon Type: C  
Stage 1 Pokémon  
Evolves from Slakoth  
Illus. Kouki Saitou  
C **Reckless Charge** 30

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

CCC **Fight Back** 50+

If Vigoroth has any damage counters on it, this attack does 50 damage plus 20 more damage.

Weakness: F+20  
Retreat Cost: C  
Collector Number: 64/127  
Rarity: U

## **Wartortle**

LV.25  
80 HP  
Pokémon Type: W  
Stage 1 Pokémon  
Evolves from Squirtle  
Illus. Midori Harada  
C **Double Slap** 20×

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

WC **Rocket Tackle** 30

Wartortle does 10 damage to itself. Flip a coin. If heads, prevent all damage done to Wartortle by attacks during your opponent's next turn.

Weakness: L+20

Retreat Cost: C

Collector Number: 65/127

Rarity: U

## Zangoose

LV.29

80 HP

Pokémon Type: C

Basic Pokémon

Illus. Hajime Kusajima

**[Poké-Body] Thick Skin**

Zangoose can't be affected by any Special Conditions.

**C Invite and Strike**

Switch the Defending Pokémon with 1 of your opponent's Benched Pokémon. This attack does 20 damage to the new Defending Pokémon.

**CCC Chop Up 50**

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+20

Retreat Cost: C

Collector Number: 66/127

Rarity: U

## Cacnea

LV.16

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Sumiyoshi Kizuki

**C Sneaky Attack 10+**

If Cacnea has any {D} Energy attached to it, this attack does 10 damage plus 10 more damage.

**G Shoot Needle**

Flip 2 coins. For each heads, choose 1 of your opponent's Pokémon and this attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) (You can choose the same Pokémon more than once, but you can't do more than 10 damage to that Pokémon in this way.)

Weakness: R+10

Resistance: W-20

Retreat Cost: C

Collector Number: 67/127

Rarity: C

## Carnivine

LV.39

80 HP

Pokémon Type: G

Basic Pokémon

Illus. Kagamaru Himeno

-- **Poison Breath**

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

GC **Sweet Saliva** 20

Remove 1 damage counter from each of your Benched Pokémon.

Weakness: R+20

Resistance: W-20

Retreat Cost: CC

Collector Number: 68/127

Rarity: C

## Chansey

LV.26

90 HP

Pokémon Type: C

Basic Pokémon

Illus. Kouki Saitou

C **Healing Trial**

Flip a coin. If heads, remove 3 damage counters from Chansey. If tails, remove 3 damage counters from the Defending Pokémon.

CC **Pulled Punch** 40

If the Defending Pokémon already has any damage counters on it, this attack's base damage is 10 instead of 40.

Weakness: F+20

Retreat Cost: CC

Collector Number: 69/127

Rarity: C

## Chimchar

LV.10

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Kouki Saitou

C **Bite** 10

RC **Fire Punch** 20

Weakness: W+10

Retreat Cost: C

Collector Number: 70/127

Rarity: C

## Combee

LV.19

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Kagamaru Himeno

-- **Collect**

Draw a card.

CC **Shoot Through** 20

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

Weakness: L+10

Resistance: F-20

Retreat Cost: C

Collector Number: 71/127

Rarity: C

## **Diglett**

LV.13

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Midori Harada

F **Dig Under**

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

FC **Trip Over** 20+

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

Weakness: W+10

Resistance: L-20

Retreat Cost: C

Collector Number: 72/127

Rarity: C

## **Dunsparce**

LV.17

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Kouki Saitou

-- **Call for Family**

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

C **Spring Out**

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

Weakness: F+10

Retreat Cost: C

Collector Number: 73/127

Rarity: C

## **Electrike**

LV.10

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Miki Tanaka

C **Roar**

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

LC **Thunder Fang** 20

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

Weakness: F+10

Resistance: M-20

Retreat Cost: 0

Collector Number: 74/127

Rarity: C

## **Grimer**

LV.23

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Yukiko Baba

### -- **Division**

Search your deck for Grimer and put it onto your Bench. Shuffle your deck afterward.

### P **Poison Gas**

The Defending Pokémon is now Poisoned.

Weakness: P+10

Retreat Cost: CC

Collector Number: 75/127

Rarity: C

## **Happiny**

LV.5

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Kagemaru Himeno

### [Poké-Power] **Baby Evolution**

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

### -- **Hospitality**

Switch the Defending Pokémon with 1 of your opponent's Benched Pokémon. Remove 2 damage counters from the new Defending Pokémon.

Weakness: F+10

Retreat Cost: C

Collector Number: 76/127

Rarity: C

## **Honchkrow [G]**

LV.47

80 HP

Pokémon Type: D

Basic Pokémon

Illus. Yusuke Ishikawa

### -- **Honcho's Command**

Search your deck for up to 2 in any combination of Stadium cards or Trainer cards that has Team Galactic's Invention in its name, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

### DC **Target Attack**

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. If that Pokémon already has any damage counters on it, this attack does 20 damage plus 20 more damage. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness:

Weakness: L×2

Resistance: F-20

Retreat Cost: C

Collector Number: 77/127

Rarity: C

## **Kricketot**

LV.6

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Kyoko Umemoto

G **Lullaby** 10

The Defending Pokémon is now Asleep.

CC **Rollout** 20

Weakness: R+10

Retreat Cost: C

Collector Number: 78/127

Rarity: C

## **Lapras**

LV.41

80 HP

Pokémon Type: W

Basic Pokémon

Illus. Mitsuhiro Arita

C **Grind** 10×

Does 10 damage times the amount of Energy attached to Lapras.

WCC **Ice Beam** 30

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

Weakness: M+20

Retreat Cost: CC

Collector Number: 79/127

Rarity: C

## **Lickitung**

LV.30

90 HP

Pokémon Type: C

Basic Pokémon

Illus. Yuka Morii

C **Stretch Tongue**

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

CCC **Knock Off** 40

Choose 1 card from your opponent's hand without looking and discard it.

Weakness: F+20  
Retreat Cost: CCC  
Collector Number: 80/127  
Rarity: C

## **Lotad**

LV.11  
50 HP  
Pokémon Type: G  
Basic Pokémon  
Illus. Masakazu Fukuda  
C **Energy Ball** 10+

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

### **G Synthesis**

Flip a coin. If heads, search your deck for a {G} Energy card and attach it to 1 of your Pokémon. Shuffle your deck afterward.

Weakness: L+10  
Retreat Cost: C  
Collector Number: 81/127  
Rarity: C

## **Mareep**

LV.13  
60 HP  
Pokémon Type: L  
Basic Pokémon  
Illus. Yuka Morii  
-- **Minor Errand-Running**

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

### **L Expand** 10

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

Weakness: F+10  
Resistance: M-20  
Retreat Cost: C  
Collector Number: 82/127  
Rarity: C

## **Misdreavus**

LV.12  
50 HP  
Pokémon Type: P  
Basic Pokémon  
Illus. Kagemaru Himeno  
-- **Take Back**

Flip a coin. If heads, search your discard pile for a Trainer card, show it to your opponent, and put it into your hand.

### **C Tackle** 10

Weakness: D+10  
Resistance: C-20  
Retreat Cost: C  
Collector Number: 83/127  
Rarity: C

## **Nosepass**

LV.10  
60 HP  
Pokémon Type: F  
Basic Pokémon  
Illus. Mitsuhiro Arita  
C **Pull**

Switch the Defending Pokémon with 1 of your opponent's Benched Pokémon.

FC **Rollout** 20  
Weakness: W+10  
Retreat Cost: C  
Collector Number: 84/127  
Rarity: C

## **Piplup**

LV.12  
60 HP  
Pokémon Type: W  
Basic Pokémon  
Illus. Mitsuhiro Arita  
W **Muddy Water** 10

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

WC **Pound** 20  
Weakness: L+10  
Retreat Cost: C  
Collector Number: 85/127  
Rarity: C

## **Poochyena**

LV.12  
50 HP  
Pokémon Type: D  
Basic Pokémon  
Illus. Tomokazu Komiyama  
-- **Howl**

Search your deck for Poochyena and put it onto your Bench. Shuffle your deck afterward.

D **Lunge** 20  
Flip a coin. If tails, this attack does nothing.  
Weakness: F+10  
Resistance: P-20  
Retreat Cost: C  
Collector Number: 86/127  
Rarity: C

## **Psyduck**

LV.19

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Tomokazu Komiya

-- **Headache**

Flip a coin. If heads, your opponent can't play any Trainer, Supporter, or Stadium cards from his or her hand during his or her next turn.

W **Latent Power** 30

Flip a coin. If tails, this attack does no damage to the Defending Pokémon. Instead, Psyduck is now Confused.

Weakness: L+10

Retreat Cost: CC

Collector Number: 87/127

Rarity: C

## **Purugly [G]**

LV.40

90 HP

Pokémon Type: C

Basic Pokémon

Illus. Ryota Saito

C **Chip Off** 20

If your opponent has 6 or more cards in his or her hand, discard a number of cards without looking until your opponent has 5 cards left in his or her hand.

CCCC **Poor Sleep** 50+

Flip a coin. If heads, this attack does 50 damage plus 30 more damage and Purugly [G] is now Asleep.

Weakness: F×2

Retreat Cost: CCC

Collector Number: 88/127

Rarity: C

## **Ralts**

LV.16

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Miki Tanaka

-- **Future Sight**

Look at the top 5 cards of either player's deck and put them back on top of that player's deck in any order.

P **Hypnoblast** 10

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

Weakness: P+10

Retreat Cost: C

Collector Number: 89/127

Rarity: C

## Remoraid

LV.18

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Miki Tanaka

W **Splash** 10

CC **Trickle** 20×

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

Weakness: L+10

Retreat Cost: C

Collector Number: 90/127

Rarity: C

## Riolu

LV.15

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Kouki Saitou

-- **Light Punch** 10

CC **Steady Punch** 20+

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

Weakness: P+10

Retreat Cost: C

Collector Number: 91/127

Rarity: C

## Shuppet

LV.17

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kyoko Umemoto

-- **Hypnotic Gaze**

The Defending Pokémon is now Asleep.

P **Fade Out** 30

Return Shuppet and all cards attached to it to your hand. (If you don't have any Benched Pokémon, this attack does nothing.)

Weakness: D+10

Resistance: C-20

Retreat Cost: C

Collector Number: 92/127

Rarity: C

## Skitty

LV.20

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Masakazu Fukuda

-- **Heal Bell**

Remove 1 damage counter from each of your Pokémon.

C **Take Down** 20

Skitty does 10 damage to itself.

Weakness: F+10

Retreat Cost: C

Collector Number: 93/127

Rarity: C

## **Skuntank [G]**

LV.46

80 HP

Pokémon Type: P

Basic Pokémon

Illus. Makoto Imai

### **[Poké-Power] Poison Structure**

Once during your turn (before your attack), if you have a Stadium card in play, you may use this power. Each Active Pokémon (both yours and your opponent's) (excluding Pokémon SP) is now Poisoned. This power can't be used if Skuntank [G] is affected by a Special Condition.

CC **Smokescreen** 20

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: F×2

Retreat Cost: CC

Collector Number: 94/127

Rarity: C

## **Slakoth**

LV.11

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Atsuko Nishida

C **Flail** 10×

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

CC **Slack Off**

Remove all damage counters from Slakoth. Slakoth can't attack during your next turn.

Weakness: F+10

Retreat Cost: C

Collector Number: 95/127

Rarity: C

## **Squirtle**

LV.16

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Masakazu Fukuda

C **Skull Bash** 10

WC **Bite** 20  
Weakness: L+10  
Retreat Cost: C  
Collector Number: 96/127  
Rarity: C

## Swablu

LV.11  
40 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Kagemaru Himeno  
C **Sing**

The Defending Pokémon is now Asleep.

C **Run Around** 10  
You may switch Swablu with 1 of your Benched Pokémon.  
Weakness: L+10  
Resistance: F-20  
Retreat Cost: 0  
Collector Number: 97/127  
Rarity: C

## Tauros

LV.23  
70 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Mitsuhiro Arita  
-- **Show Off**

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

C **Take Down** 20  
Flip a coin. If tails, Tauros does 10 damage to itself.  
Weakness: F+10  
Retreat Cost: C  
Collector Number: 98/127  
Rarity: C

## Torchic

LV.12  
60 HP  
Pokémon Type: R  
Basic Pokémon  
Illus. Naoyo Kimura  
-- **Focus Energy**

During your next turn, Torchic's Fire Shard attack's base damage is 80.

R **Fire Shard** 20  
Flip a coin. If tails, this attack does nothing.  
Weakness: W+10  
Retreat Cost: C

Collector Number: 99/127

Rarity: C

## **Torkoal**

LV.28

80 HP

Pokémon Type: R

Basic Pokémon

Illus. Kouki Saitou

R **Super Singe** 10

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

RCC **Flame Ball** 40

Move an Energy card attached to Torkoal to 1 of your Benched Pokémon.

Weakness: W+20

Retreat Cost: CC

Collector Number: 100/127

Rarity: C

## **Turtwig**

LV.14

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Kagemaru Himeno

G **Ram** 10

GC **Body Slam** 20

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

Weakness: R+10

Resistance: W-20

Retreat Cost: CC

Collector Number: 101/127

Rarity: C

## **Vulpix**

LV.12

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Mitsuhiro Arita

-- **Reheat**

Discard up to 2 Energy cards from your hand. For each card you discarded, draw 2 cards.

RC **Confuse Ray** 20

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

Weakness: W+10

Retreat Cost: C

Collector Number: 102/127

Rarity: C

## **Wurmple**

LV.5

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Yuka Morii

C **Ram** 10

GC **Poison Sting** 20

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

Weakness: R+10

Retreat Cost: C

Collector Number: 103/127

Rarity: C

## **Broken Time-Space**

Stadium

Illus. Kent Kanetsuna

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 may evolve a Pokémon that he or she just played or evolved during that turn.

Collector Number: 104/127

Rarity: U

## **Cyrus's Conspiracy**

Supporter

Illus. Ken Sugimori

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

When your turn ends, discard this card.

Search your deck for a Supporter card, a basic Energy card, and a Trainer card that has Team Galactic's Invention in its name, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

Collector Number: 105/127

Rarity: U

## **Galactic HQ**

Stadium

Illus. Ryota Saito

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.

Whenever any player plays any Pokémon from his or her hand to evolve his or her Pokémon, put 2 damage counters on that Pokémon.

Collector Number: 106/127

Rarity: U

## **Level Max**

Trainer

Illus. Ryo Ueda

Flip a coin. If heads, search your deck for a Pokémon LV.X that levels up from 1 of your Pokémon, and put it onto that Pokémon. (This counts as leveling up that Pokémon.) Shuffle your deck afterward.

Collector Number: 107/127

Rarity: U

## **Life Herb**

Trainer

Illus. Ryo Ueda

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).

Collector Number: 108/127

Rarity: U

## **Looker's Investigation**

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.

Look at your opponent's hand, then choose you or your opponent. That player shuffles his or her hand into his or her deck and draws up to 5 cards.

Collector Number: 109/127

Rarity: U

## **Memory Berry**

Pokémon Tool

Illus. Shizurow

Attach Memory Berry to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

The Pokémon this card is attached to can use any attack from its Basic Pokémon or its Stage 1 Evolution card. (You still have to pay for that attack's Energy cost.)

Retreat Cost: n/a

Collector Number: 110/127

Rarity: U

## **Miasma Valley**

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.

Whenever any player puts a Basic Pokémon (excluding {G} or {P} Pokémon) from his or her hand onto his or her Bench, put 2 damage counters on that Pokémon.

Collector Number: 111/127

Rarity: U

## **PlusPower**

Trainer

Illus. Ryo Ueda

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 Active Pokémon (before applying Weakness and Resistance).

Collector Number: 112/127

Rarity: U

## **Poké Ball**

Trainer

Illus. Ryo Ueda

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

Collector Number: 113/127

Rarity: U

## **Pokédex HANDY910is**

Trainer

Illus. Ryo Ueda

Look at the top 2 cards of your deck, choose 1 of them, and put it into your hand. Put the other card on the bottom of your deck.

Collector Number: 114/127

Rarity: U

## **Pokémon Rescue**

Trainer

Illus. Ryo Ueda

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

Collector Number: 115/127

Rarity: U

## **Team Galactic's Invention G-101 Energy Gain**

Pokémon Tool

Illus. Makoto Imai

Attach Team Galactic's Invention G-101 Energy Gain to 1 of your Pokémon SP that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card. When the Pokémon this card is attached to is no longer a Pokémon SP, discard this card.

As long as Team Galactic's Invention G-101 Energy Gain is attached to a Pokémon, the attack cost of that Pokémon's attacks is {C} less.

Collector Number: 116/127

Rarity: U

## **Team Galactic's Invention G-103 Power Spray**

Trainer

Illus. Yusuke Ishikawa

You may play this card during your opponent's turn when your opponent's Pokémon uses any Poké-Power.

Prevent all effects of that Poké-Power. (This counts as that Pokémon using its Poké-Power.) If you have 2 or less Pokémon SP in play, you can't play this card.

Collector Number: 117/127

Rarity: U

## **Team Galactic's Invention G-105 Poké Turn**

Trainer

Illus. Makoto Imai

Return 1 of your Pokémon SP and all cards attached to it to your hand.

Collector Number: 118/127

Rarity: U

## **Armor Fossil**

50 HP

Trainer

Illus. Ryo Ueda

Play Armor Fossil as if it were a {C} Basic Pokémon. (Armor Fossil counts as a Trainer card as well, but if Armor Fossil is Knocked Out, this counts as a Knocked Out Pokémon.) Armor Fossil can't be affected by any Special Conditions and can't retreat. At any time during your turn before your attack, you may discard Armor Fossil from play. (This doesn't count as a Knocked Out Pokémon.)

### **[Poké-Body] Armor Stone**

Whenever Armor Fossil would be damaged by your opponent's attack, flip a coin until you get tails. For each heads, reduce that damage by 10.

Collector Number: 119/127

Rarity: C

## **Skull Fossil**

50 HP

Trainer

Illus. Ryo Ueda

Play Skull Fossil as if it were a {C} Basic Pokémon. (Skull Fossil counts as a Trainer card as well, but if Skull Fossil is Knocked Out, this counts as a Knocked Out Pokémon.) Skull Fossil can't be affected by any Special Conditions and can't retreat. At any time during your turn before your attack, you may discard Skull Fossil from play. (This doesn't count as a Knocked Out Pokémon.)

### **[Poké-Body] Skull Stone**

During your opponent's turn, if Skull Fossil would be Knocked Out by damage from an opponent's attack, flip a coin until you get tails. For each heads, put 1 damage counter on the Attacking Pokémon.

Collector Number: 120/127

Rarity: C

## **Rainbow Energy**

Special Energy

Illus. Takumi Akabane

Attach Rainbow Energy to 1 of your Pokémon. While in play, Rainbow Energy provides every type of Energy but provides only 1 Energy at a time. (Has no effect other than providing Energy.) When you attach this card from your hand to 1 of your Pokémon, put 1 damage counter on that Pokémon.

Collector Number: 121/127

Rarity: U

## **Dialga [G]**

120 HP

Pokémon Type: M

Level-Up Pokémon

Illus. Mitsuhiro Arita

### **[Poké-Body] Time Crystal**

Each Pokémon (both yours and your opponent's) (excluding Pokémon SP) can't use any Poké-Bodies.

MMCC **Remove Lost** 80

Flip a coin until you get tails. For each heads, remove an Energy card attached to the Defending Pokémon and put it in the Lost Zone.

**[Level-Up rule]**

Put this card onto your Active Dialga [G]. Dialga [G] LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Weakness: R×2

Resistance: P-20

Retreat Cost: CC

Collector Number: 122/127

Rarity: RH-LV.X

**Drapion**

130 HP

Pokémon Type: D

Level-Up Pokémon

Illus. Ryo Ueda

**[Poké-Power] Tri-Poison**

Once during your turn (before your attack), you may flip a coin. If heads, choose 1 of the Defending Pokémon. That Pokémon is now Poisoned. Put 3 damage counters instead of 1 on that Pokémon between turns. This power can't be used if Drapion is affected by a Special Condition.

**DDCC Sniping Tail 40**

Does 40 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) The Defending Pokémon can't retreat during your opponent's next turn.

**[Level-Up rule]**

Put this card onto your Active Drapion. Drapion LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Weakness: P×2

Retreat Cost: CCC

Collector Number: 123/127

Rarity: RH-LV.X

**Giratina**

130 HP

Pokémon Type: P

Level-Up Pokémon

Illus. Shizurow

**[Poké-Body] Invisible Tentacles**

Whenever your opponent's Pokémon tries to attack, your opponent discards 1 card from his or her hand. (If your opponent can't discard 1 card, your opponent's Pokémon can't attack.) You can't use more than 1 Invisible Tentacles Poké-Body each turn.

**PPCC Darkness Lost**

This attack does 30 damage to each of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) If any of your opponent's Pokémon would be Knocked Out by damage from this attack, put that Pokémon and all cards attached to it in the Lost Zone instead of discarding it.

**[Level-Up rule]**

Put this card onto your Active Giratina. Giratina LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Weakness: D×2

Resistance: C-20

Retreat Cost: CCC

Collector Number: 124/127

Rarity: RH-LV.X

## **Palkia [G]**

120 HP

Pokémon Type: W

Level-Up Pokémon

Illus. Mitsuhiro Arita

### **[Poké-Power] Lost Cyclone**

Once during your turn (before your attack), you may use this power. Any player who has 4 or more Benched Pokémon chooses 3 of his or her Benched Pokémon. Put the other Benched Pokémon and all cards attached to them in the Lost Zone. (You choose your Pokémon first.) This power can't be used if Palkia [G] is affected by a Special Condition.

### **WWCC Hydro Shot**

Discard 2 Energy attached to Palkia [G]. Choose 1 of your opponent's Pokémon. This attack does 80 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

### **[Level-Up rule]**

Put this card onto your Active Palkia [G]. Palkia [G] LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Weakness: L×2

Retreat Cost: CC

Collector Number: 125/127

Rarity: RH-LV.X

## **Shaymin**

100 HP

Pokémon Type: G

Level-Up Pokémon

Illus. Shizurow

### **[Poké-Body] Thankfulness**

Each of your {G} Pokémon (excluding any Shaymin) gets +40 HP. You can't use more than 1 Thankfulness Poké-Body each turn.

### **GCC Seed Flare 40+**

Choose as many {G} Energy cards from your hand as you like and attach them to your Pokémon in any way you like. If you do, this attack does 40 damage plus 20 more damage for each {G} Energy attached in this way.

### **[Level-Up rule]**

Put this card onto your Active Shaymin. Shaymin LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Weakness: R×2

Resistance: W-20

Retreat Cost: C

Collector Number: 126/127

Rarity: RH-LV.X

## **Shaymin**

110 HP

Pokémon Type: G

Level-Up Pokémon

Illus. Shizurow

### **[Poké-Body] Revenge Seed**

If any of your {G} Pokémon were Knocked Out by damage from an opponent's attack during his or her last turn, each of Shaymin's attacks does 60 more damage to the Active Pokémon (before applying Weakness and Resistance).

**GC Energy Flare 50**

You may move any number of Energy cards attached to your Pokémon to your other Pokémon in any way you like.

**[Level-Up rule]**

Put this card onto your Active Shaymin. Shaymin LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Weakness: R×2

Resistance: F-20

Retreat Cost: 0

Collector Number: 127/127

Rarity: LV.X

**Electabuzz**

LV.35

70 HP

Pokémon Type: L

Basic Pokémon

Illus. Ken Sugimori

L **Thundershock 10**

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

LC **Thunderpunch 30+**

Flip a coin. If heads, this attack does 30 damage plus 10 more damage. If tails, Electabuzz does 10 damage to itself.

Weakness: F×2

Retreat Cost: CC

Collector Number: 128/127

Rarity: R

**Hitmonchan**

LV.33

70 HP

Pokémon Type: F

Basic Pokémon

Illus. Ken Sugimori

F **Jab 20**

FFC **Special Punch 40**

Weakness: P×2

Retreat Cost: CC

Collector Number: 129/127

Rarity: H

**Scyther**

LV.25

70 HP

Pokémon Type: G

Basic Pokémon

Illus. Ken Sugimori

## G Swords Dance

During your next turn, Scyther's Slash attack's base damage is 60.

CCC **Slash** 30

Weakness: R×2

Resistance: F-30

Retreat Cost: 0

Collector Number: 130/127

Rarity: H

## Lotad

LV.14

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Masakazu Fukuda

[Poké-Body] **Swift Swim**

If Lotad has any {W} Energy attached to it, Lotad's Retreat Cost is 0.

C **Blot** 10

Remove 1 damage counter from Lotad.

GC **Jump On** 10+

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

Weakness: L+10

Retreat Cost: C

Collector Number: SH4

Rarity: H

## Swablu

LV.16

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Kagemaru Himeno

-- **Roost**

Remove 4 damage counters from Swablu. Swablu can't retreat during your next turn.

C **Mirror Move**

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

C **Fury Attack** 10×

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

Weakness: L+10

Resistance: F-20

Retreat Cost: C

Collector Number: SH5

Rarity: H

## Vulpix

LV.20

60 HP

Pokémon Type: R

Basic Pokémon

Illus. Mitsuhiro Arita

-- **Find Wildfire**

Search your deck for up to 2 {R} Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

R **Brushfire** 10

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

RC **Inflame** 30

Discard a {R} Energy card from your hand. (If you can't discard a card from your hand, this attack does nothing.)

Weakness: W+10

Retreat Cost: C

Collector Number: SH6

Rarity: H