

## 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.

## Articuno

100 HP

Pokémon Type: W

Basic Pokémon

Illus. Masakazu Fukuda

### [Poké-Power] Freezing Screech

Once during your turn, when you put Articuno from your hand onto your Bench, you may flip a coin. If heads, choose 1 of the Defending Pokémon. That Pokémon is now Paralyzed.

WWC **Blizzard** 60

Flip a coin. If heads, this attack does 10 damage to each of your opponent's Benched Pokémon. If tails, this attack does 10 damage to each of your Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: Mx2

Resistance: F-20

Retreat Cost: CC

Collector Number: 1/100

Rarity: H

## Cresselia

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Mitsuhiro Arita

### C 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.

### PPC Healing Light 40

Remove 1 damage counter from each of your Pokémon.

Weakness: P+20

Retreat Cost: C

Collector Number: 2/100

Rarity: H

## Darkrai

80 HP

Pokémon Type: D

Basic Pokémon

Illus. Mitsuhiro Arita

### [Poké-Power] Darkness Shade

Once during your turn, when you put Darkrai from your hand onto your Bench, you may choose 1 of the Defending Pokémon. That Pokémon is now Asleep.

### D Dark Slumber 10

At the end of your opponent's next turn, the Defending Pokémon is now Asleep.

### DDC Dark Resolve 40

If the Defending Pokémon is Asleep, remove 4 damage counters from Darkrai.

Weakness: F+20

Resistance: P-20

Retreat Cost: CC

Collector Number: 3/100

Rarity: H

## Dialga

100 HP

Pokémon Type: M

Basic Pokémon

Illus. Masakazu Fukuda

### Adamant Orb

If an Active Pokémon has Weakness to {M} type, Dialga's attacks do 20 more damage to that Pokémon (before applying Weakness and Resistance).

### M Time Shift

Draw cards until you have 6 cards in your hand.

**MMCC Diamond Blast** 60+

Flip a coin. If heads, this attack does 60 damage plus 20 more damage.

Weakness: R+20

Resistance: P-20

Retreat Cost: CCC

Collector Number: 4/100

Rarity: H

## **Glaceon**

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Eevee

Illus. Atsuko Nishida

**W Snow Cloak** 30

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

**WCC Speed Slide** 60

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

Weakness: M+20

Retreat Cost: C

Collector Number: 5/100

Rarity: H

## **Kabutops**

120 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Kabuto

Illus. Kouki Saitou

**[Poké-Body] Primal Shell**

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

**FFC Chop Up** 70

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: G+30

Retreat Cost: CC

Collector Number: 6/100

Rarity: H

## **Leafeon**

90 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Eevee

Illus. Kouki Saitou

**G Bind Down 30**

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

**GCC Leaf Guard 60**

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

Weakness: R+20

Resistance: W-20

Retreat Cost: CC

Collector Number: 7/100

Rarity: H

## Manaphy

70 HP

Pokémon Type: W

Basic Pokémon

Illus. Suwama Chiaki

**[Poké-Body] Aqua Skin**

When you attach a {W} Energy card from your hand to Manaphy, remove 2 damage counters from Manaphy.

**C Chase Up**

Flip a coin. If heads, search your deck for any 1 card and put it into your hand. Shuffle your deck afterward.

**WW Fountain 30**

You may attach up to 2 basic {W} Energy cards from your hand to your Benched Pokémon in any way you like.

Weakness: L+20

Retreat Cost: C

Collector Number: 8/100

Rarity: H

## Mewtwo

90 HP

Pokémon Type: P

Basic Pokémon

Illus. Kent Kanetsuna

-- **Energy Absorption**

Search your discard pile for up to 2 Energy cards and attach them to Mewtwo.

**P Recover**

Discard a {P} Energy attached to Mewtwo and remove 6 damage counters from Mewtwo.

**PPC Psyburn 60**

Weakness: Px2

Retreat Cost: CC

Collector Number: 9/100

Rarity: H

## Moltres

100 HP

Pokémon Type: R

Basic Pokémon

Illus. Kagemaru Himeno

### [Poké-Power] Flame Charge

Once during your turn, when you put Moltres from your hand onto your Bench, you may flip a coin. If heads, search your discard pile for up to 3 {R} Energy cards and attach them to Moltres.

### RRC Scorching Wing 100

Discard all {R} Energy attached to Moltres.

Weakness: Wx2

Resistance: F-20

Retreat Cost: CC

Collector Number: 10/100

Rarity: H

## Palkia

100 HP

Pokémon Type: W

Basic Pokémon

Illus. Masakazu Fukuda

### Lustrous Orb

If an Active Pokémon has Weakness to {W} type, Palkia's attacks do 20 more damage to that Pokémon (before applying Weakness and Resistance).

### W Zone Shift

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

### WWCC Pearl Blast 60

You may return an Energy card attached to Palkia to your hand. If you do, choose an Energy card attached to the Defending Pokémon and return it to your opponent's hand.

Weakness: L+20

Retreat Cost: CCC

Collector Number: 11/100

Rarity: H

## Phione

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Daisuke Ito

### C Evolution Wish

Search your deck for a card that evolves from 1 of your Pokémon and put it onto that Pokémon. (This counts as evolving that Pokémon.) Shuffle your deck afterward.

**WW Water Pulse** 30

The Defending Pokémon is now Asleep.

Weakness: L+10

Retreat Cost: C

Collector Number: 12/100

Rarity: H

## **Rotom**

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Kagemaru Himeno

-- **Dual Trans**

Search your discard pile for up to 2 basic Energy cards and attach them to 1 of your Pokémon.

**LC Reflect Energy** 30

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

Weakness: D+20

Resistance: C-20

Retreat Cost: C

Collector Number: 13/100

Rarity: H

## **Zapdos**

100 HP

Pokémon Type: L

Basic Pokémon

Illus. Mitsuhiro Arita

**[Poké-Power] Sheet Lightning**

Once during your turn, when you put Zapdos from your hand onto your Bench, you may flip a coin. If heads, put 1 damage counter on each of your opponent's Pokémon.

**LLC Raging Thunder** 80

Does 40 damage to 1 of your Pokémon, and don't apply Weakness and Resistance to this damage.

Weakness: Lx2

Resistance: F-20

Retreat Cost: CC

Collector Number: 14/100

Rarity: H

## **Aerodactyl**

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Old Amber

Illus. Kouki Saitou

**[Poké-Body] Primal Claw**

After your opponent's Pokémon uses a Poké-Power, put 2 damage counters on that Pokémon.

CC **Supersonic** 30

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

Weakness: L+20

Resistance: F-20

Retreat Cost: C

Collector Number: 15/100

Rarity: R

## Bronzong

90 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Bronzor

Illus. Kouki Saitou

**[Poké-Body] Cursed Alloy**

As long as Bronzong is your Active Pokémon, put 1 damage counter on each of your opponent's Pokémon that has any Poké-Powers between turns.

-- **Pain Amplifier**

Put 1 damage counter on each of your opponent's Pokémon that already has damage counters on it.

PCC **Coating** 60

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

Weakness: P+20

Resistance: R-20

Retreat Cost: CCC

Collector Number: 16/100

Rarity: R

## Empoleon

130 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Prinplup

Illus. Kent Kanetsuna

**WC Dual Splash**

Choose 2 of your opponent's Pokémon. This attack does 30 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.)

WWC **Surf Together** 50+

Does 50 damage plus 10 more damage for each of your Benched Pokémon. Flip a coin. If tails, this attack does 10 damage to each of your Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: L+30

Retreat Cost: CC

Collector Number: 17/100

Rarity: R

## Espeon

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Eevee

Illus. Naoyo Kimura

**[Poké-Body] Sunlight Veil**

Each of your Pokémon that evolves from Eevee gets +20 HP. You can't use more than 1 Sunlight Veil Poké-Body each turn.

**PCC Morning Sun 60**

You may move an Energy card attached to Espeon to 1 of your Benched Pokémon.

Weakness: P+20

Retreat Cost: C

Collector Number: 18/100

Rarity: R

## Flareon

90 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Eevee

Illus. Mitsuhiro Arita

**R Fire Fang 30**

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

**RCC Kindle 70**

Discard an Energy card attached to Flareon and then discard an Energy card attached to the Defending Pokémon.

Weakness: W+20

Retreat Cost: CC

Collector Number: 19/100

Rarity: R

## Glaceon

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Eevee



Illus. Masakazu Fukuda

**WC Ice Shot** 30

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

**WCC Icy Wind** 60

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

Weakness: M+20

Retreat Cost: C

Collector Number: 20/100

Rarity: R

## Hippowdon

100 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Hippopotas

Illus. Kent Kanetsuna

-- **Vacuum Sand** 20

Search your discard pile for a {F} Energy card and attach it to Hippowdon.

**FCC Sand Impact** 50+

Flip a coin for each {F} Energy attached to Hippowdon. This attack does 50 damage plus 20 more damage for each heads.

Weakness: W+20

Retreat Cost: CCC

Collector Number: 21/100

Rarity: R

## Infernape

110 HP

Pokémon Type: R

Stage 2 Pokémon

Evolves from Monferno

Illus. Daisuke Ito

**C Mach Punch** 30

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

**R Mega Bravo** 40x

Discard all {R} Energy attached to Infernape. This attack does 40 damage times the amount of {R} Energy you discarded.

Weakness: W+30

Retreat Cost: 0

Collector Number: 22/100

Rarity: R

## Jolteon

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Eevee

Illus. Midori Harada

L **Thunder Fang** 20

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

LLC **Lightning Strike** 50

You may discard 2 Energy attached to Jolteon. If you do, this attack's base damage is 90 instead of 50.

Weakness: F+20

Resistance: M-20

Retreat Cost: 0

Collector Number: 23/100

Rarity: R

## Leafeon

90 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Eevee

Illus. Masakazu Fukuda

GC **Spiral Drain** 40

Remove 1 damage counter from Leafeon.

GCC **Leaf Blade** 50+

Flip a coin. If heads, this attack does 50 damage plus 20 more damage.

Weakness: R+20

Resistance: W-20

Retreat Cost: C

Collector Number: 24/100

Rarity: R

## Minun

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Suwama Chiaki

C **Pound** 10

LC (+) **Spark** 20

If Plusle is on your Bench, this attack does 20 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 25/100

Rarity: R

## **Omastar**

110 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Omanyte

Illus. Masakazu Fukuda

### **[Poké-Power] Primal Swirl**

Once during your turn, when you play Omastar from your hand to evolve 1 of your Pokémon, you may remove the highest Stage Evolution card from each of your opponent's Benched Evolved Pokémon and put those cards back into his or her hand. You can't use more than 1 Primal Swirl Poké-Power each turn.

### **WC Send Back 40**

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

Weakness: G+30

Retreat Cost: C

Collector Number: 26/100

Rarity: R

## **Phione**

70 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

### **C Charm**

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

### **WW Whirlpool 30**

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

Weakness: L+10

Retreat Cost: C

Collector Number: 27/100

Rarity: R

## **Plusle**

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Suwama Chiaki

### **C Call for Family**

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

LC (-) **Boost 20+**

If Minun is on your Bench, this attack does 20 damage plus 20 more damage.

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 28/100

Rarity: R

## Scizor

90 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Scyther

Illus. Daisuke Ito

**M Special Blow** 30+

If the Defending Pokémon has any Special Energy cards attached to it, this attack does 30 damage plus 50 more damage.

**MCC X-Scissor** 50+

Flip a coin. If heads, this attack does 50 damage plus 40 more damage.

Weakness: R+30

Resistance: P-20

Retreat Cost: C

Collector Number: 29/100

Rarity: R

## Torterra

140 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Grotle

Illus. Daisuke Ito

**CC Earthquake** 60

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

**GGCC Frenzy Plant** 100

Torterra can't use Frenzy Plant during your next turn.

Weakness: R+30

Retreat Cost: CCCC

Collector Number: 30/100

Rarity: R

## Toxicroak

90 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Croagunk

Illus. Kent Kanetsuna

**P Paralyze Poison 20**

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

**PCC Slash 60**

Weakness: P+20

Retreat Cost: C

Collector Number: 31/100

Rarity: R

## **Umbreon**

80 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Eevee

Illus. Masakazu Fukuda

**[Poké-Body] Moonlight Veil**

Each of your Pokémon that evolves from Eevee has no Weakness, and that Pokémon's Retreat Cost is 0.

**DCC Confuse Ray 50**

The Defending Pokémon is now Confused.

Weakness: F+20

Resistance: P-20

Retreat Cost: C

Collector Number: 32/100

Rarity: R

## **Unown P**

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kent Kanetsuna

**[Poké-Power] PUT**

Once during your turn (before your attack), if Unown P is on your Bench, you may put 1 damage counter on 1 of your Pokémon (excluding any Unown).

**P Hidden Power 20+**

Each player discards the top card of his or her deck. This attack does 20 damage plus 20 more damage for each Unown discarded in this way.

Weakness: P+10

Retreat Cost: C

Collector Number: 33/100

Rarity: R

## **Vaporeon**

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Eevee

Illus. Kagamaru Himeno

**W Cleanse Away** 30

Remove 2 damage counters from each of your Benched Pokémon.

**WCC Hyper Whirlpool** 60

Flip a coin until you get tails. For each heads, discard an Energy card attached to the Defending Pokémon.

Weakness: L+20

Retreat Cost: C

Collector Number: 34/100

Rarity: R

## Ambipom

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Aipom

Illus. Ken Sugimori

**CC Astonish** 20

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

**CCC Hang High**

Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon.

(Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: F+20

Retreat Cost: C

Collector Number: 35/100

Rarity: U

## Fearow

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Spearow

Illus. Ken Sugimori

**C Fury Attack** 20x

Flip 3 coins. This attack does 20 damage times the number of heads.

**CCC Drill Peck** 60

Weakness: L+20

Resistance: F-20

Retreat Cost: 0

Collector Number: 36/100

Rarity: U

## Grotle

90 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Turtwig

Illus. Daisuke Ito

**C Planting** 20

Attach a {G} Energy card from your hand to 1 of your Pokémon.

**GGC Body Slam** 40

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

Weakness: R+20

Resistance: W-20

Retreat Cost: CCC

Collector Number: 37/100

Rarity: U

## Kangaskhan

90 HP

Pokémon Type: C

Basic Pokémon

Illus. Atsuko Nishida

**CC Bite** 30

**CCC Comet Punch** 20x

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

Weakness: F+20

Retreat Cost: CCC

Collector Number: 38/100

Rarity: U

## Lickitung

70 HP

Pokémon Type: C

Basic Pokémon

Illus. Kagemaru Himeno

**C Lap Up**

Draw a card.

**CC Slam** 20x

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

Weakness: F+20

Retreat Cost: CC

Collector Number: 39/100

Rarity: U

## Manectric

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Electrike

Illus. Daisuke Ito

**L Thunder Wave 30**

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

**LC Volt Crush 40+**

Flip a coin. If heads, discard an Energy attached to Manetric and this attack does 40 damage plus 30 more damage.

Weakness: F+20

Resistance: M-20

Retreat Cost: 0

Collector Number: 40/100

Rarity: U

## Monferno

70 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Chimchar

Illus. Daisuke Ito

**R Fire Fang 30**

The Defending Pokémon is now Burned.

**CC Mid-air Strike 30+**

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

Weakness: W+20

Retreat Cost: 0

Collector Number: 41/100

Rarity: U

## Mothim

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Burmy

Illus. Masakazu Fukuda

**[Poké-Body] Disturbance Scales**

Any damage done by attacks from your Pokémon to the Defending Pokémon isn't affected by Resistance.

**G Get Help 30x**

Does 30 damage times the number of different types of WORMADAM on your Bench.

**GC Quick Touch 40**

You may switch Mothim with 1 of your Benched Pokémon. If you do, move as many Energy cards attached to Mothim as you like to the new Active Pokémon.

Weakness: R+20

Resistance: F-20



Retreat Cost: 0  
Collector Number: 42/100  
Rarity: U

## Pachirisu

70 HP  
Pokémon Type: L  
Basic Pokémon  
Illus. Tomokazu Komiya  
-- **Trans Tail**

Search your discard pile for a {L} Energy card, show it to your opponent, and put it into your hand.

LC **Thundershock** 30  
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.  
Weakness: F+20  
Resistance: M-20  
Retreat Cost: C  
Collector Number: 43/100  
Rarity: U

## Prinplup

80 HP  
Pokémon Type: W  
Stage 1 Pokémon  
Evolves from Piplup  
Illus. Kent Kanetsuna  
WC **Ice Blade**

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

WCC **Wash Over** 50  
Does 10 damage to 2 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)  
Weakness: L+20  
Retreat Cost: C  
Collector Number: 44/100  
Rarity: U

## Raichu

90 HP  
Pokémon Type: L  
Stage 1 Pokémon  
Evolves from Pikachu  
Illus. Daisuke Ito  
C **Agility** 20

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

LLC **Thunderbolt** 100

Discard all Energy cards attached to Raichu.

Weakness: F+20

Resistance: M-20

Retreat Cost: 0

Collector Number: 45/100

Rarity: U

## Scyther

70 HP

Pokémon Type: G

Basic Pokémon

Illus. Ken Sugimori

C **Slash** 10

GC **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 20 more damage. If all of them are heads, this attack does 10 damage plus 40 more damage.

## Staravia

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Starly

Illus. Kent Kanetsuna

C **Quick Attack** 10+

Flip a coin. If heads, this attack does 10 damage plus 30 more damage.

CCC **Drill Peck** 50

Weakness: R+20

Resistance: F-20

Retreat Cost: C

Collector Number: 46/100

Rarity: U

## Sudowoodo

80 HP

Pokémon Type: F

Basic Pokémon

Illus. Kouki Saitou

C **Flail** 10x

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

FF **Wood Hammer** 50

Sudowoodo does 30 damage to itself.

Weakness: W+20  
Retreat Cost: CC  
Collector Number: 48/100  
Rarity: U

## Unown Q

30 HP  
Pokémon Type: P  
Basic Pokémon  
Illus. Kent Kanetsuna  
**[Poké-Power] QUICK**

Once during your turn (before your attack), if Unown Q is on your Bench, you may discard all cards attached to Unown Q and attach Unown Q to 1 of your Pokémon as a Pokémon Tool card. As long as Unown Q is attached to a Pokémon, you pay {C} less to retreat that Pokémon.

**C Hidden Power 20**  
Weakness: P+10  
Retreat Cost: 0  
Collector Number: 49/100  
Rarity: U

## Aipom

60 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Tomokazu Komiya  
**C Collect**

Draw a card.

**CC Hand Trick 20**

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

Weakness: F+10  
Retreat Cost: C  
Collector Number: 50/100  
Rarity: C

## Aipom

60 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Kouki Saitou  
**C Scratch 10**

**CC Last Resort 30**

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

Weakness: F+10

Retreat Cost: C  
Collector Number: 51/100  
Rarity: C

## **Bronzor**

50 HP  
Pokémon Type: P  
Basic Pokémon  
Illus. Daisuke Ito

### **C Hypnosis**

The Defending Pokémon is now Asleep.

### **P Confuse Ray 10**

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

Weakness: P+10

Resistance: R-20

Retreat Cost: C

Collector Number: 52/100

Rarity: C

## **Buneary**

50 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Kouki Saitou

### **-- Drawup Power**

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

### **C Extend Ears 10**

Remove 1 damage counter from each of your Benched Pokémon.

Weakness: F+10

Retreat Cost: C

Collector Number: 53/100

Rarity: C

## **Burmy Sandy Cloak**

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

### **C Iron Defense**

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

### **FC Tackle 30**

Weakness: R+10

Retreat Cost: C

Collector Number: 54/100

Rarity: C

## Chatot

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Kagemaru Himeno

-- **Mimic**

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

CC **Chatter** 20

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

Weakness: L+20

Resistance: F-20

Retreat Cost: 0

Collector Number: 55/100

Rarity: C

## Chimchar

40 HP

Pokémon Type: R

Basic Pokémon

Illus. Daisuke Ito

R **Flare** 20

CC **Lunge** 40

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

Weakness: W+10

Retreat Cost: C

Collector Number: 56/100

Rarity: C

## Chimchar

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Naoyo Kimura

**Cheri Berry**

If Chimchar is Paralyzed, remove the Special Condition Paralyzed from Chimchar at the end of each player's turn.

C **Fury Swipes** 10x

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

Weakness: W+10

Retreat Cost: C

Collector Number: 57/100

Rarity: C

## Chingling

40 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

### [Poké-Power] Baby Evolution

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

### -- Uproar

Flip a coin. If heads, this attack does 10 damage to each of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: P+10

Retreat Cost: C

Collector Number: 58/100

Rarity: C

## Combee

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Midori Harada

### C Honey Scent

Remove 2 damage counters from 1 of your Pokémon.

### GG Flitter

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

Weakness: R+10

Resistance: F-20

Retreat Cost: C

Collector Number: 59/100

Rarity: C

## Croagunk

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Kent Kanetsuna

### C Light Punch 10

### P Poison Sting

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

Weakness: P+10

Retreat Cost: C

Collector Number: 60/100

Rarity: C

## Drifloon

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Masakazu Fukuda

-- **Delivery**

Flip a coin. If heads, put any 1 card from your discard pile into your hand.

**P Reaction 20**

Switch Drifloon with 1 of your Benched Pokémon.

Weakness: D+10

Resistance: C-20

Retreat Cost: C

Collector Number: 61/100

Rarity: C

## Eevee

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

**C Call for Family**

Search your deck for as many Eevee as you like and put them onto your Bench. Shuffle your deck afterward.

**C Lunge 20**

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

Weakness: F+10

Retreat Cost: C

Collector Number: 62/100

Rarity: C

## Eevee

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Kagemaru Himeno

-- **Gnaw 10**

**C Sand Attack**

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+10

Retreat Cost: C

Collector Number: 63/100

Rarity: C

## **Electrike**

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Daisuke Ito

**L Random Spark**

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

**CC Tackle** 20

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 64/100

Rarity: C

## **Glameow**

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Masakazu Fukuda

**C Call for Family**

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

**CC Rip Claw** 10

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

Weakness: F+10

Retreat Cost: C

Collector Number: 65/100

Rarity: C

## **Hippopotas**

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Kent Kanetsuna

**F Grainy Sand** 10+

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

**CCC Double-edge** 40

Hippopotas does 10 damage to itself.

Weakness: W+10

Retreat Cost: CC

Collector Number: 66/100

Rarity: C



## Kabuto

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Dome Fossil

Illus. Midori Harada

### [Poké-Power] Ancient Guidance

Once during your turn (before your attack), you may flip a coin. If heads, search your deck for Helix Fossil, Dome Fossil, or Old Amber and put it onto your Bench. Shuffle your deck afterward. This power can't be used if Kabuto is affected by a Special Condition.

**F Shell Attack** 20

Weakness: G+20

Retreat Cost: C

Collector Number: 67/100

Rarity: C

## Munchlax

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Masakazu Fukuda

### [Poké-Power] Baby Evolution

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

**CC Lick** 20

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

Weakness: F+10

Retreat Cost: CC

Collector Number: 68/100

Rarity: C

## Omanyte

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Helix Fossil

Illus. Suwama Chiaki

### [Poké-Power] Call Up

Once during your turn (before your attack), you may flip a coin. If heads, search your discard pile for Helix Fossil, Dome Fossil, or Old Amber and put it onto your Bench. This power can't be used if Omanyte is affected by a Special Condition.

**WC Wash Over** 20

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

Weakness: G+20

Retreat Cost: C

Collector Number: 69/100

Rarity: C

## Pikachu

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Daisuke Ito

**C Quick Attack** 10+

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

**LCC Volt Tackle** 50

Pikachu does 10 damage to itself.

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 70/100

Rarity: C

## Piplup

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Kent Kanetsuna

**W Water Splash** 10+

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

**CC Headbutt** 20

Weakness: L+10

Retreat Cost: C

Collector Number: 71/100

Rarity: C

## Piplup

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Naoyo Kimura

**Pecha Berry**

If Piplup is Poisoned, remove the Special Condition Poisoned from Piplup at the end of each player's turn.

**W Splatter**

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.

Weakness: L+10

Retreat Cost: C

Collector Number: 72/100

Rarity: C

## Shellos East Sea

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Midori Harada

C **Surf** 10

WC **Muddy Water** 20

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

Weakness: L+10

Retreat Cost: CC

Collector Number: 73/100

Rarity: C

## Spearow

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

C **Wing Attack** 10

CC **Claw** 30

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

Weakness: L+10

Resistance: F-20

Retreat Cost: C

Collector Number: 74/100

Rarity: C

## Starly

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Kent Kanetsuna

C **Whirlwind** 10

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

CC **Flap** 20

Weakness: L+10

Resistance: F-20

Retreat Cost: C  
Collector Number: 75/100  
Rarity: C

## **Stunky**

60 HP  
Pokémon Type: D  
Basic Pokémon  
Illus. Kouki Saitou  
**D Poison Gas**  
Flip a coin. If heads, the Defending Pokémon is now Poisoned.  
**CC Slash 20**  
Weakness: F+10  
Resistance: P-20  
Retreat Cost: C  
Collector Number: 76/100  
Rarity: C

## **Turtwig**

60 HP  
Pokémon Type: G  
Basic Pokémon  
Illus. Daisuke Ito  
**C Rollout 10**  
**GC Razor Leaf 30**  
Weakness: R+10  
Resistance: W-20  
Retreat Cost: CC  
Collector Number: 77/100  
Rarity: C

## **Turtwig**

60 HP  
Pokémon Type: G  
Basic Pokémon  
Illus. Naoyo Kimura  
**Persim Berry**  
If Turtwig is Confused, remove the Special Condition Confused from Turtwig at the end of each player's turn.  
**GC Bite 30**  
Weakness: R+10  
Resistance: W-20  
Retreat Cost: CC  
Collector Number: 78/100  
Rarity: C

## Dawn Stadium

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 attaches an Energy card from his or her hand to {G} Pokémon or {W} Pokémon, remove 1 damage counter and all Special Conditions from that Pokémon.

Collector Number: 79/100

Rarity: U

## Dusk Ball

Trainer

Illus. Ryo Ueda

Look at the 7 cards from the bottom of your deck. Choose 1 Pokémon you find there, show it to your opponent, and put it into your hand. Put the remaining cards back on top of your deck. Shuffle your deck afterward.

Collector Number: 80/100

Rarity: U

## Energy Restore

Trainer

Illus. Hideyuki Nakajima

Flip 3 coins. For each heads, put a basic Energy card from your discard pile into your hand. If you don't have that many basic Energy cards in your discard pile, put all of them into your hand.

Collector Number: 81/100

Rarity: U

## Fossil Excavator

Supporter

Illus. Kanako Eo

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 or your discard pile for a Trainer card that has Fossil in its name or a Stage 1 or a Stage 2 Evolution card that evolves from a Fossil. Show it to your opponent and put it into your hand. If you searched your deck, shuffle your deck afterward.

Collector Number: 82/100

Rarity: U

## Mom's Kindness

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 2 cards.

Collector Number: 83/100

Rarity: U

## Old Amber

50 HP

Trainer

Illus. Ryo Ueda

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

### [Poké-Body] Hard Amber

As long as Old Amber is on your Bench, prevent all damage done to Old Amber by attacks (both yours and your opponent's).

Collector Number: 84/100

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: 85/100

Rarity: U

## Quick Ball

Trainer

Illus. Ryo Ueda

Reveal cards from your deck until you reveal a Pokémon. Show that Pokémon to your opponent and put it into your hand. Shuffle the other revealed cards back into your deck. (If you don't reveal a Pokémon, shuffle all the revealed cards back into your deck.)

Collector Number: 86/100

Rarity: U

## Super Scoop Up

Trainer

Illus. Shizurow

Flip a coin. If heads, return 1 of your Pokémon and all cards attached to it to your hand.

Collector Number: 87/100

Rarity: U

## Warp Point

Trainer

Illus. Ryo Ueda

Your opponent switches 1 of his or her Defending Pokémon with 1 of his or her Benched Pokémon, if any. You switch 1 of your Active Pokémon with 1 of your Benched Pokémon, if any.

Collector Number: 88/100

Rarity: U

## Dome Fossil

50 HP

Trainer

Illus. Ryo Ueda

Play Dome Fossil as if it were a {C} Basic Pokémon. (Dome Fossil counts as a Trainer card as well, but if Dome Fossil is Knocked Out, this counts as a Knocked Out Pokémon.) Dome 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 Dome Fossil from play. (This doesn't count as a Knocked Out Pokémon.)

### **[Poké-Body] Rock Reaction**

When you attach a {F} Energy card from your hand to Dome Fossil (excluding effects of attacks or Poké-Powers), search your deck for a card that evolves from Dome Fossil and put it onto Dome Fossil (this counts as evolving Dome Fossil). Shuffle your deck afterward.

Collector Number: 89/100

Rarity: C

## Energy Search

Trainer

Illus. Ryo Ueda

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

Collector Number: 90/100

Rarity: C

## Helix Fossil

50 HP

Trainer

Illus. Ryo Ueda

Play Helix Fossil as if it were a {C} Basic Pokémon. (Helix Fossil counts as a Trainer card as well, but if Helix Fossil is Knocked Out, this counts as a Knocked Out Pokémon.) Helix 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 Helix Fossil from play. (This doesn't count as a Knocked Out Pokémon.)

### **[Poké-Body] Aqua Reaction**

When you attach a {W} Energy card from your hand to Helix Fossil (excluding effects of attacks or Poké-Powers), search your deck for a card that evolves from Helix Fossil and put it onto Helix Fossil (this counts as evolving Helix Fossil). Shuffle your deck afterward.

Collector Number: 91/100

Rarity: C

## Call Energy

Special Energy

Illus. Takumi Akabane

Call Energy provides {C} Energy. Once during your turn, if the Pokémon Call Energy is attached to is your Active Pokémon, you may search your deck for up to 2 Basic Pokémon and put them onto your Bench. If you do, shuffle your deck and your turn ends.

Collector Number: 92/100

Rarity: U

## Darkness Energy

Special Energy

Illus. Takumi Akabane

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 if the Pokémon that Darkness Energy is attached to isn't {D}. Darkness Energy provides {D} Energy. (Doesn't count as a basic Energy card.)

Collector Number: 93/100

Rarity: U

## Health Energy

Special Energy

Illus. Takumi Akabane

Health Energy provides {C} Energy. When you attach this card from your hand to 1 of your Pokémon, remove 1 damage counter from that Pokémon.

Collector Number: 94/100

Rarity: U

## Metal Energy

Special Energy

Illus. Takumi Akabane

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: 95/100

Rarity: U



## Recover Energy

Special Energy

Illus. Takumi Akabane

Recover Energy provides {C} Energy. When you attach this card from your hand to 1 of your Pokémon, remove all Special Conditions from that Pokémon.

Collector Number: 96/100

Rarity: U

## Garchomp

140 HP

Pokémon Type: C

Level-Up Pokémon

Evolves from Level-Up

Illus. Ryo Ueda

### [Poké-Power] Dragon Pulse

Once during your turn (before your attack), when you put Garchomp LV.X from your hand onto your Active Garchomp, you may flip 3 coins. For each heads, put 1 damage counter on each of your opponent's Benched Pokémon.

### -- Restore

Search your discard pile for a Pokémon (excluding Pokémon LV.X) and put it onto your Bench as a Basic Pokémon. Then, you may search your discard pile for up to 3 basic Energy cards and attach them to that Pokémon.

### [Level-Up rule]

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

Weakness: Cx2

Retreat Cost: 0

Collector Number: 97/100

Rarity: RH-LV.X

## Glaceon

100 HP

Pokémon Type: W

Level-Up Pokémon

Illus. Ryo Ueda

### [Poké-Body] Chilly Breath

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

### WWC Avalanche 70

Flip a coin. If heads, this attack does 20 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

### [Level-Up rule]

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

Weakness: M+30

Retreat Cost: C  
Collector Number: 98/100  
Rarity: RH-LV.X

## Leafeon

110 HP  
Pokémon Type: G  
Level-Up Pokémon  
Illus. Ryo Ueda

### **[Poké-Power] Energy Forcing**

Once during your turn (before your attack), you may attach an Energy card from your hand to 1 of your Pokémon. This power can't be used if Leafeon is affected by a Special Condition.

### **GC Verdant Dance 30+**

Does 30 damage plus 10 more damage for each Energy attached to all of your Pokémon.

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

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

Weakness: R+30

Resistance: W-20

Retreat Cost: CC

Collector Number: 99/100

Rarity: RH-LV.X

## Porygon-Z

130 HP  
Pokémon Type: C  
Level-Up Pokémon  
Illus. Ryo Ueda

### **[Poké-Power] Mode Crash**

Once during your turn (before your attack), when you put Porygon-Z LV.X from your hand onto your Active Porygon-Z, you may discard all of your opponent's Special Energy cards in play.

### **[Poké-Power] Decode**

Once during your turn (before your attack), you may search your deck for up to any 2 cards and shuffle your deck afterward. Then, put those cards on top of your deck in any order. This power can't be used if Porygon-Z is affected by a Special Condition.

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

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

Weakness: Fx2

Retreat Cost: CC

Collector Number: 100/100

Rarity: RH-LV.X