

## Guide to Energy Symbols

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

G: Grass Energy symbol

R: Fire Energy symbol

W: Water Energy symbol

L: Lightning Energy symbol

P: Psychic Energy symbol

F: Fighting Energy symbol

C: Colorless Energy symbol

D: Darkness Energy symbol

M: Metal Energy symbol

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

## Guide to Rarity Symbols

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

H: rare Holo

R: rare

U: uncommon

C: common

R-EX: rare Holo ex

R-HS: rare Holo ☆

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

## Banette

70 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Shuppet

Illus. Kyoko Umemoto

**[Poké-Body] Safeguard**

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

PC **Night Murmurs** 30

If the Defending Pokémon is a Basic Pokémon, that Pokémon is now Confused.

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 1/100

Rarity: H

## Blastoise

110 HP

Pokémon Type: FM  
Stage 2 Pokémon (Delta Species)  
Evolves from Wartortle  
Illus. Masakazu Fukuda

**[Poké-Body] Shield Veil**

Each of your Active Pokémon has no Weakness.

**FC Enraged Linear Attack**

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

**MCC Skull Bash 60**

Weakness: L

Retreat Cost: CCC

Collector Number: 2/100

Rarity: H

## **Camerupt**

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Numel

Illus. Mitsuhiro Arita

**[Poké-Body] Delta Protection**

Any damage done to Camerupt by attacks from your opponent's Pokémon that has  $\delta$  on its card is reduced by 40 (after applying Weakness and Resistance).

**RC Linear Attack**

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

**RCC Combustion 50**

Weakness: W

Retreat Cost: CC

Collector Number: 3/100

Rarity: H

## **Charizard**

120 HP

Pokémon Type: LM

Stage 2 Pokémon (Delta Species)

Evolves from Charmeleon

Illus. Kouki Saitou

**[Poké-Power] Peel of Thunder**

Once during your turn, when you play Charizard from your hand to evolve 1 of your Pokémon, you may look at the top 5 cards of your deck, choose as many Energy cards as you like, and attach them to 1 of your Pokémon. Discard the other cards.

**LMMC Metal Burn 120**

Discard all {M} Energy attached to Charizard.

Weakness: W  
Retreat Cost: CC  
Collector Number: 4/100  
Rarity: H

## Dugtrio

70 HP  
Pokémon Type: F  
Stage 1 Pokémon  
Evolves from Diglett  
Illus. Tomokazu Komiya

### **[Poké-Body] Sand Veil**

Prevent all damage done to your Benched Pokémon by your opponent's attacks.

### **FC Dig Under**

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon.  
This attack's damage isn't affected by Weakness or Resistance.

### **FCC Double-edge 60**

Dugtrio does 10 damage to itself.

Weakness: G  
Retreat Cost: C  
Collector Number: 5/100  
Rarity: H

## Ludicolo

100 HP  
Pokémon Type: R  
Stage 2 Pokémon (Delta Species)  
Evolves from Lombre  
Illus. Masakazu Fukuda

### **[Poké-Body] Overzealous**

If your opponent has any Pokémon-ex in play, each of Ludicolo's attacks does 30 more damage to the Defending Pokémon.

### **RC Knock Off 30**

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

### **RCC Fire Punch 60**

Weakness: L  
Retreat Cost: CC  
Collector Number: 6/100  
Rarity: H

## Luvdisc

60 HP  
Pokémon Type: W  
Basic Pokémon  
Illus. Kyoko Umemoto

### **C Even Game**

Count the number of your opponent's Pokémon. Search your deck for up to that number of Basic Pokémon and put them onto your Bench. Shuffle your deck afterward.

### **C Stadium Play 10**

If you have a Stadium card in play, remove 1 damage counter from each of your Pokémon. If your opponent has a Stadium card in play, this attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: L

Retreat Cost: C

Collector Number: 7/100

Rarity: H

## **Manectric**

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Electrike

Illus. Hisao Nakamura

### **LC Kick Away 30**

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

### **LLC Strong Current 50**

If Manectric has a Pokémon Tool card attached to it, this attack does 20 damage to each of your opponent's Benched Pokémon-ex. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 8/100

Rarity: H

## **Mawile**

60 HP

Pokémon Type: M

Basic Pokémon

Illus. Kagamaru Himeno

### **C Mining**

Search your deck for a Trainer card, show it to your opponent, and put it into your hand. If that card is a Pokémon Tool card, you may attach it to 1 of your Pokémon instead. Shuffle your deck afterward.

### **MC Bite Off 20+**

If the Defending Pokémon is Pokémon-ex, this attack does 20 damage plus 30 more damage.

Weakness: R

Resistance: G

Retreat Cost: C  
Collector Number: 9/100  
Rarity: H

## Sableye

60 HP  
Pokémon Type: D  
Basic Pokémon  
Illus. Yukiko Baba

### [Poké-Power] Excavate

Once during your turn (before your attack), you may look at the card on top of your deck. Put that card on top of your deck, or discard that card. This power can't be used if Sableye is affected by a Special Condition.

### C Disable 10

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

Resistance: C  
Retreat Cost: C  
Collector Number: 10/100  
Rarity: H

## Swalot

80 HP  
Pokémon Type: G  
Stage 1 Pokémon  
Evolves from Gulpin  
Illus. Mitsuhiro Arita

### CC Pick and Choose

Choose either Burned or Poisoned, and either Asleep or Confused. The Defending Pokémon is now affected by both Special Conditions.

### GCC Reactive Poison 50+

Does 50 damage plus 20 more damage for each Special Condition affecting the Defending Pokémon.

Weakness: P  
Retreat Cost: C  
Collector Number: 11/100  
Rarity: H

## Tauros

70 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Hajime Kusajima

### [Poké-Power] Crush Chance

Once during your turn, when you put Tauros from your hand onto your Bench, you may discard a Stadium card in play.

### **C Call for Family**

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

### **CC Horn Attack 20**

Weakness: F

Retreat Cost: C

Collector Number: 12/100

Rarity: H

## **Wigglytuff**

90 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Jigglypuff

Illus. Mitsuhiro Arita

### **[Poké-Body] Fluffy Fur**

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

### **C Collect**

Draw 3 cards.

### **CC Pester 30+**

If the Defending Pokémon is affected by a Special Condition, this attack does 30 damage plus 20 more damage.

Weakness: F

Retreat Cost: CC

Collector Number: 13/100

Rarity: H

## **Blastoise**

120 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Wartortle

Illus. Kouki Saitou

### **[Poké-Body] Water Pressure**

As long as Blastoise's remaining HP is 40 or less, Blastoise does 40 more damage to the Defending Pokémon (before applying Weakness and Resistance).

### **WCC Hydro Pump 50+**

Does 50 damage plus 20 more damage for each {W} Energy attached to Blastoise but not used to pay for this attack's Energy cost. You can't add more than 40 damage in this way.

Weakness: L

Retreat Cost: CC

Collector Number: 14/100

Rarity: R

## Cacturne

80 HP

Pokémon Type: F

Stage 1 Pokémon (Delta Species)

Evolves from Cacnea

Illus. Kouki Saitou

### [Poké-Power] Spike Storm

Once during your turn (before your attack), if Cacturne is your Active Pokémon, you may put 1 damage counter on 1 of your opponent's Pokémon that already has any damage counters on it. This power can't be used if Cacturne is affected by a Special Condition.

### F Triple Needle

Choose 3 of your opponent's Pokémon. This attack does 10 damage to each of those Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

FCC **Light Punch** 50

Weakness: R

Retreat Cost: C

Collector Number: 15/100

Rarity: R

## Combusken

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Torchic

Illus. Suwama Chiaki

### F Focus Energy

During your next turn, Combusken's High Jump Kick attack's base damage is 70.

FC **High Jump Kick** 30

Weakness: P

Retreat Cost: C

Collector Number: 16/100

Rarity: R

## Dusclops

70 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Duskull

Illus. Kagemaru Himeno

### [Poké-Body] Cursed Glare

As long as Dusclops is your Active Pokémon, your opponent can't attach any Special Energy cards (except for {D} and {M} Energy cards) from his or her hand to his or her Active Pokémon.

PC **Will-o'-the-wisp** 30

PPC **Psychic Shield** 50

Prevent all effects of attacks, including damage, done to Dusclops by your opponent's Pokémon-ex during your opponent's next turn.

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 17/100

Rarity: R

## **Fearow**

60 HP

Pokémon Type: L

Stage 1 Pokémon (Delta Species)

Evolves from Spearow

Illus. Kouki Saitou

### **[Poké-Power] Delta Sign**

Once during your turn (before your attack), you may search your deck for a Pokémon that has  $\delta$  on its card, show it to your opponent, and put it into your hand. Shuffle your deck afterward. You can't use more than 1 Delta Sign Poké-Power each turn. This power can't be used if Fearow is affected by a Special Condition.

LC **Pierce** 30

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 18/100

Rarity: R

## **Grovyle**

70 HP

Pokémon Type: P

Stage 1 Pokémon (Delta Species)

Evolves from Treecko

Illus. Masakazu Fukuda

CC **Scratch** 20

PCC **Agility** 30

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

Weakness: R

Resistance: W

Retreat Cost: C

Collector Number: 19/100

Rarity: R

## **Grumpig**

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Spink

Illus. Mitsuhiro Arita

**[Poké-Body] Thick Fat**

Any damage done to Grumpig by attacks from {R} Pokémon and {W} Pokémon is reduced by 30 (after applying Weakness and Resistance).

PPC **Circular Steps** 10x

Does 10 damage times the number of Pokémon in play (both yours and your opponent's), excluding Grumpig.

Weakness: P

Retreat Cost: CC

Collector Number: 20/100

Rarity: R

## Igglybuff

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Miki Tanaka

**[Poké-Body] Hover Lift**

You pay {C} less to retreat your Jigglypuff, Wigglytuff, Wigglytuff ex, and Igglybuff.

**[Poké-Power] Baby Evolution**

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

Weakness: F

Retreat Cost: C

Collector Number: 21/100

Rarity: R

## Kingler

80 HP

Pokémon Type: RM

Stage 1 Pokémon (Delta Species)

Evolves from Krabby

Illus. Masakazu Fukuda

MC **Body Slam** 30

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

RCC **Prop-up Pinchers** 40+

If Kingler has a Pokémon Tool card attached to it, this attack does 40 damage plus 40 more damage.

Weakness: L

Retreat Cost: CCC

Collector Number: 22/100

Rarity: R

## Loudred

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Whismur

Illus. Midori Harada

**CC Surprise 20**

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

**CCC Bass Control**

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

Retreat Cost: C

Collector Number: 23/100

Rarity: R

## Marshtomp

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Mudkip

Illus. Kagemaru Himeno

**W Rain Splash 20**

**WCC Mud Splash 30**

Does 30 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: G

Retreat Cost: C

Collector Number: 24/100

Rarity: R

## Medicham

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Meditite

Illus. Midori Harada

**[Poké-Body] Dual Armor**

As long as Medicham has any {P} Energy cards attached to it, Medicham is both {P} and {F} type.

**CC Psyshock 20**

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

**FCC Sky Uppercut 50**

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

Weakness: P  
Retreat Cost: C  
Collector Number: 25/100  
Rarity: R

## Pelipper

70 HP  
Pokémon Type: L  
Stage 1 Pokémon (Delta Species)  
Evolves from Wingull  
Illus. Masakazu Fukuda

### **[Poké-Power] Delta Transport**

Once during your turn (before your attack), if Pelipper is on your Bench, you may switch 1 of your Active Pokémon that has  $\delta$  on its card with 1 of your Benched Pokémon.

### **LC Supersonic 20**

The Defending Pokémon is now Confused.

### **CCC Wing Attack 40**

Weakness: L  
Resistance: F  
Retreat Cost: C  
Collector Number: 26/100  
Rarity: R

## Swampert

120 HP  
Pokémon Type: F  
Stage 2 Pokémon  
Evolves from Marshomp  
Illus. Hisao Nakamura

### **[Poké-Power] Echo Draw**

Once during your turn (before your attack), you may draw a card. This power can't be used if Swampert is affected by a Special Condition.

### **FCC Rock Hurl 60**

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

Weakness: G  
Retreat Cost: CC  
Collector Number: 27/100  
Rarity: R

## Venusaur

110 HP  
Pokémon Type: G  
Stage 2 Pokémon  
Evolves from Ivysaur  
Illus. Hajime Kusajima

### **[Poké-Body] Chlorophyll**

All Energy cards that provide only {C} Energy attached to your {G} Pokémon provide {G} Energy instead.

CC **Green Blast** 20+

Does 20 damage plus 10 more damage for each {G} Energy attached to all of your Pokémon.

GGC **Toxic Sleep**

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

Weakness: R

Retreat Cost: CCC

Collector Number: 28/100

Rarity: R

## **Charmeleon**

70 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Charmander

Illus. Kagemaru Himeno

CC **Rage** 10+

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

RRC **Flamethrower** 60

Discard a {R} Energy attached to Charmeleon.

Weakness: W

Retreat Cost: C

Collector Number: 29/100

Rarity: U

## **Charmeleon**

70 HP

Pokémon Type: L

Stage 1 Pokémon (Delta Species)

Evolves from Charmander

Illus. Mitsuhiro Arita

CC **Slash** 20

LCC **Thunder Jolt** 50

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

Weakness: W

Retreat Cost: C

Collector Number: 30/100

Rarity: U

## **Combusken**

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Torchic

Illus. Sachiko Adachi

**CC Searing Flame 10**

The Defending Pokémon is now Burned.

**RCC Firebreathing 30+**

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

Weakness: W

Retreat Cost: CC

Collector Number: 31/100

Rarity: U

## Grovyle

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Treecko

Illus. Hisao Nakamura

**CC Detect**

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

**GC Smash Kick 30**

Weakness: R

Resistance: W

Retreat Cost: C

Collector Number: 32/100

Rarity: U

## Gulpin

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Kyoko Umemoto

**C Amnesia**

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

**GCC Sludge Toss 40**

Weakness: P

Retreat Cost: C

Collector Number: 33/100

Rarity: U

## Ivysaur

80 HP

Pokémon Type: G  
Stage 1 Pokémon  
Evolves from Bulbasaur  
Illus. Sumiyoshi Kizuki  
**CC Sleep Powder 20**  
The Defending Pokémon is now Asleep.  
**GCC Vine Whip 40**  
Weakness: P  
Retreat Cost: C  
Collector Number: 34/100  
Rarity: U

## Ivysaur

70 HP  
Pokémon Type: G  
Stage 1 Pokémon  
Evolves from Bulbasaur  
Illus. Hisao Nakamura  
**CC Stretch Vine**  
Choose 1 of your opponent's Benched Pokémon. This attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)  
**GCC Sharp Leaf 40+**  
Flip a coin. If heads, this attack does 40 damage plus 20 more damage.  
Weakness: R  
Retreat Cost: C  
Collector Number: 35/100  
Rarity: U

## Lairon

80 HP  
Pokémon Type: M  
Stage 1 Pokémon  
Evolves from Aron  
Illus. Hajime Kusajima  
**C Roar**  
Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any.  
**MCC Metal Charge 50**  
Put 1 damage counter on Lairon.  
Weakness: R  
Resistance: G  
Retreat Cost: CC  
Collector Number: 36/100  
Rarity: U

## Lombre

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Lotad

Illus. Kagamaru Himeno

CC **Plunder** 20

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

WCC **Wave Splash** 50

Weakness: L

Retreat Cost: C

Collector Number: 37/100

Rarity: U

## Marshtomp

70 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Mudkip

Illus. Hisao Nakamura

CC **Hug** 20

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

FCC **Mud Shot** 50

Weakness: G

Retreat Cost: C

Collector Number: 38/100

Rarity: U

## Nuzleaf

80 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Seedot

Illus. Tomokazu Komiya

C **Self Charge**

Attach a {D} Energy card from your hand to Nuzleaf.

CCC **Corkscrew Punch** 40

Weakness: F

Resistance: P

Retreat Cost: C

Collector Number: 39/100

Rarity: U

## Shuppet

40 HP

Pokémon Type: P  
Basic Pokémon  
Illus. Atsuko Nishida

**C Ascension**

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

PC **Tackle** 20

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 40/100

Rarity: U

## Skitty

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Miki Tanaka

C **Tail Whap** 10

CC **Feint Attack**

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

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

Weakness: F

Retreat Cost: C

Collector Number: 41/100

Rarity: U

## Wartortle

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Squirtle

Illus. Kouki Saitou

WC **Bubble** 20

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

WCC **Tackle** 50

Weakness: L

Retreat Cost: C

Collector Number: 42/100

Rarity: U

## Wartortle

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Squirtle

Illus. Atsuko Nishida

**C Tail Whip**

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

CCC **Bite** 40

Weakness: L

Retreat Cost: C

Collector Number: 43/100

Rarity: U

## **Aron**

50 HP

Pokémon Type: M

Basic Pokémon

Illus. Aya Kusube

**C Flail** 10x

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

Weakness: R

Resistance: G

Retreat Cost: C

Collector Number: 44/100

Rarity: C

## **Bulbasaur**

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Sumiyoshi Kizuki

**C Tackle** 10

**G Poisonpowder**

The Defending Pokémon is now Poisoned.

Weakness: P

Retreat Cost: C

Collector Number: 45/100

Rarity: C

## **Bulbasaur**

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Kagemaru Himeno

**C Growth**

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

### GC **Vine Whip** 20

Weakness: R

Retreat Cost: C

Collector Number: 46/100

Rarity: C

## **Cacnea**

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Tomokazu Komiya

### C **Call for Family**

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

### CC **Rising Lunge** 10+

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

Weakness: R

Retreat Cost: C

Collector Number: 47/100

Rarity: C

## **Charmander**

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Atsuko Nishida

### C **Retaliate** 10x

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

### RC **Flame Tail** 20

Weakness: W

Retreat Cost: C

Collector Number: 48/100

Rarity: C

## **Charmander**

50 HP

Pokémon Type: L

Basic Pokémon (Delta Species)

Illus. Mitsuhiro Arita

### C **Scratch** 10

### LC **Bite** 20

Weakness: W

Retreat Cost: C

Collector Number: 49/100

Rarity: C

## Diglett

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Kyoko Umemoto

C **Mud Slap** 10

FC **Sand Pit** 20

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

Weakness: G

Retreat Cost: C

Collector Number: 50/100

Rarity: C

## Duskull

40 HP

Pokémon Type: P

Basic Pokémon

Illus. Yukiko Baba

C **Collect**

Draw a card.

P **Super Psy Bolt** 10

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 51/100

Rarity: C

## Electrike

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Atsuko Nishida

C **Sniff Out**

Put any 1 card from your discard pile into your hand.

L **Quick Blow** 10+

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

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 52/100

Rarity: C

## Jigglypuff

50 HP

Pokémon Type: C

Basic Pokémon  
Illus. Midori Harada  
C **Hypnoblast** 10  
The Defending Pokémon is now Asleep.  
Weakness: F  
Retreat Cost: C  
Collector Number: 53/100  
Rarity: C

## Krabby

40 HP  
Pokémon Type: W  
Basic Pokémon  
Illus. Tomokazu Komiya  
C **Vital Pinchers** 10+  
Flip a coin. If heads, this attack does 10 damage plus 10 more damage.  
Weakness: L  
Retreat Cost: C  
Collector Number: 54/100  
Rarity: C

## Lotad

50 HP  
Pokémon Type: W  
Basic Pokémon  
Illus. Aya Kusube  
**[Poké-Body] Aqua Lift**  
If Lotad has any {W} Energy attached to it, the Retreat Cost for Lotad is 0.  
CC **Rolling Tackle** 20  
Weakness: L  
Retreat Cost: C  
Collector Number: 55/100  
Rarity: C

## Meditite

50 HP  
Pokémon Type: F  
Basic Pokémon  
Illus. Hisao Nakamura  
F **Kick** 10  
CC **Pure Power**  
Put 2 damage counters on your opponent's Pokémon in any way you like.  
Weakness: P  
Retreat Cost: C  
Collector Number: 56/100

Rarity: C

## Mudkip

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Hisao Nakamura

**[Poké-Body] Submerge**

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

**C Mud Slap** 10

Weakness: G

Retreat Cost: C

Collector Number: 57/100

Rarity: C

## Mudkip

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Hajime Kusajima

**C Nap**

Remove 2 damage counters from Mudkip.

**WC Waterfall** 20

Weakness: G

Retreat Cost: C

Collector Number: 58/100

Rarity: C

## Numel

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Miki Tanaka

**CC Take Down** 30

Numel does 10 damage to itself.

Weakness: W

Retreat Cost: C

Collector Number: 59/100

Rarity: C

## Seedot

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Yukiko Baba  
C **Headbutt** 10  
Weakness: R  
Retreat Cost: C  
Collector Number: 60/100  
Rarity: C

## **Spearow**

40 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Midori Harada  
C **Spearhead**  
Draw a card.  
Weakness: L  
Resistance: F  
Retreat Cost: C  
Collector Number: 61/100  
Rarity: C

## **Spoink**

50 HP  
Pokémon Type: P  
Basic Pokémon  
Illus. Sumiyoshi Kizuki  
P **Psywave** 10x  
Does 10 damage times the amount of Energy attached to the Defending Pokémon.  
CC **Ram** 20  
Weakness: P  
Retreat Cost: C  
Collector Number: 62/100  
Rarity: C

## **Squirtle**

50 HP  
Pokémon Type: W  
Basic Pokémon  
Illus. Kouki Saitou  
C **Bite** 10  
WCC **Skull Bash** 30  
Weakness: L  
Retreat Cost: C  
Collector Number: 63/100  
Rarity: C

## Squirtle

40 HP

Pokémon Type: W

Basic Pokémon

Illus. Hajime Kusajima

### [Poké-Body] Solid Shell

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

### C Bubblebeam 10

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

Weakness: L

Retreat Cost: C

Collector Number: 64/100

Rarity: C

## Torchic

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Sachiko Adachi

### C Claw 20

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

Weakness: W

Retreat Cost: C

Collector Number: 65/100

Rarity: C

## Torchic

40 HP

Pokémon Type: R

Basic Pokémon

Illus. Sumiyoshi Kizuki

### C Sand Attack 10

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

Weakness: W

Retreat Cost: C

Collector Number: 66/100

Rarity: C

## Trecko

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Sachiko Adachi

### **C Paralyzing Gaze**

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

CC **Scratch** 20

Weakness: R

Resistance: W

Retreat Cost: C

Collector Number: 67/100

Rarity: C

### **Trecko**

40 HP

Pokémon Type: P

Basic Pokémon (Delta Species)

Illus. Masakazu Fukuda

C **Pound** 10

P **Shining Claws** 10

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

Weakness: R

Resistance: W

Retreat Cost: C

Collector Number: 68/100

Rarity: C

### **Whismur**

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Atsuko Nishida

C **Supersonic**

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

CCC **Hyper Voice** 30

Weakness: F

Retreat Cost: C

Collector Number: 69/100

Rarity: C

### **Wingull**

40 HP

Pokémon Type: W

Basic Pokémon

Illus. Midori Harada

C **Wing Attack** 10

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 70/100

Rarity: C

## **Bill's Maintenance**

Trainer [Supporter]

Illus. Ken Sugimori

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

If you have any cards in your hand, shuffle 1 of them into your deck, then draw 3 cards.

Collector Number: 71/100

Rarity: U

## **Castaway**

Trainer [Supporter]

Illus. Kouki Saitou

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 Pokémon Tool card, and a basic Energy card.

Show them to your opponent, and put them into your hand. Shuffle your deck afterward.

Collector Number: 72/100

Rarity: U

## **Celio's Network**

Trainer [Supporter]

Illus. Ken Sugimori

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

Search your deck for a Basic Pokémon or Evolution card (excluding Pokémon-ex), show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Collector Number: 73/100

Rarity: U

## **Cessation Crystal**

Trainer [Pokémon Tool]

Illus. Takumi Akabane

Attach Cessation Crystal to 1 of your Pokémon (excluding Pokémon-ex) that doesn't already have a Pokémon Tool attached to it. If the Pokémon Cessation Crystal is attached to is a Pokémon-ex, discard this card.

As long as Cessation Crystal is attached to an Active Pokémon, each player's Pokémon (both yours and your opponent's) can't use any Poké-Powers or Poké-Bodies.

Collector Number: 74/100

Rarity: U

## Crystal Beach

Trainer [Stadium]

Illus. Shizurow

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 Special Energy card that provides 2 or more Energy (both yours and your opponent's) now provides only 1 {C} Energy. This isn't affected by any Poké-Powers or Poké-Bodies.

Collector Number: 75/100

Rarity: U

## Crystal Shard

Trainer [Pokémon Tool]

Illus. Takumi Akabane

Attach Crystal Shard 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.

As long as Crystal Shard is attached to a Pokémon, that Pokémon's type is {C}. If that Pokémon attacks, discard this card at the end of the turn.

Collector Number: 76/100

Rarity: U

## Double Full Heal

Trainer

Illus. Ryo Ueda

Remove all Special Conditions from each of your Active Pokémon.

Collector Number: 77/100

Rarity: U

## Dual Ball

Trainer

Illus. "Big Mama" Tagawa

Flip 2 coins. For each heads, search your deck for a Basic Pokémon card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Collector Number: 78/100

Rarity: U

## Holon Circle

Trainer [Stadium]

Illus. Ryo Ueda

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

Prevent all effects of an attack, including damage, done by either player's Active Pokémon. If an Active Pokémon uses an attack, that attack ends, and discard this card.

Collector Number: 79/100

Rarity: U

## Memory Berry

Trainer [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.) If that Pokémon attacks, discard this card at the end of the turn.

Collector Number: 80/100

Rarity: U

## Mysterious Shard

Trainer [Pokémon Tool]

Illus. Takumi Akabane

Attach Mysterious Shard to 1 of your Pokémon (excluding Pokémon-ex) that doesn't already have a Pokémon Tool attached to it. If the Pokémon Mysterious Shard is attached to is a Pokémon-ex, discard this card.

Prevent all effects of attacks, including damage, done to the Pokémon that Mysterious Shard is attached to by your opponent's Pokémon-ex. Discard this card at the end of your opponent's next turn.

Collector Number: 81/100

Rarity: U

## Poké Ball

Trainer

Illus. Shin-ichi Yoshikawa

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

Collector Number: 82/100

Rarity: U

## PokéNav

Trainer

Illus. Katsura Tabata

Look at the top 3 cards of your deck, and choose a Basic Pokémon, Evolution card, or Energy card. Show it to your opponent and put it into your hand. Put the 2 other cards back on top of your deck in any order.

Collector Number: 83/100

Rarity: U

## Warp Point

Trainer

Illus. Keiji Kinebuchi

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: 84/100

Rarity: U

## Windstorm

Trainer

Illus. Ryo Ueda

Choose up to 2 in any combination of Pokémon Tool cards and Stadium cards in play (both yours and your opponent's) and discard them.

Collector Number: 85/100

Rarity: U

## Energy Search

Trainer

Illus. Kai Ishikawa

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: 86/100

Rarity: C

## Potion

Trainer

Illus. Shin-ichi Yoshikawa

Remove 2 damage counters from 1 of your Pokémon (remove 1 damage counter if that Pokémon has only 1).

Collector Number: 87/100

Rarity: C

## Double Rainbow Energy

Special Energy card

Illus. Takumi Akabane

Double Rainbow Energy can be attached only to an Evolved Pokémon (excluding Pokémon-ex). While in play, Double Rainbow Energy provides every type of Energy but provides 2 Energy at a time. (Has no effect other than providing Energy.) Damage done to your opponent's Pokémon by the Pokémon Double Rainbow Energy is attached to is reduced by 10 (before applying Weakness and Resistance). When the Pokémon Double Rainbow Energy is attached to is no longer an Evolved Pokémon, discard Double Rainbow Energy.

Collector Number: 88/100

Rarity: R

## Aggron ex

150 HP

Pokémon Type: M

Stage 2 Pokémon

Evolves from Lairon

Illus. Ryo Ueda

### [Pokémon-ex rule]

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

### [Poké-Body] Intimidating Armor

As long as Aggron ex is your Active Pokémon, your opponent's Basic Pokémon can't attack or use any Poké-Powers or Poké-Bodies.

### CCC Split Bomb

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.)

### MMCC Mega Burn 100

During your next turn, Aggron ex can't use Mega Burn.

Weakness: RF

Resistance: G

Retreat Cost: CCCC

Collector Number: 89/100

Rarity: R-EX

## Blaziken ex

150 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Combusken

Illus. Mitsuhiro Arita

### [Pokémon-ex rule]

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

### FC Drag Off 30

Before doing damage, you may choose 1 of your opponent's Benched Pokémon and switch it with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

### RFCC Burn Away 100

Before doing damage, count the remaining HP of the Defending Pokémon. If that Pokémon is Knocked Out by this attack, Blaziken ex does damage to itself equal to this attack's damage minus the remaining HP of the Defending Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.

Weakness: P

Retreat Cost: CC

Collector Number: 90/100

Rarity: R-EX

## Delcatty ex

90 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Skitty

Illus. Shizurow

### [Pokémon-ex rule]

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

### [Poké-Power] Constrain

Once during your turn (before your attack), you may use this power. Each player discards cards until that player has 6 cards in his or her hand. (You discard first.) This power can't be used if Delcatty ex is affected by a Special Condition.

### C Upstream 10x

Search your discard pile for all Energy cards. This attack does 10 damage times the number of Energy cards you find there. Show them to your opponent, and put them on top of your deck. Shuffle your deck afterward.

### CCC Tail Slap 60

Weakness: F

Retreat Cost: 0

Collector Number: 91/100

Rarity: R-EX

## Exploud ex

150 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Loudred

Illus. Mitsuhiro Arita

### [Pokémon-ex rule]

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

### [Poké-Body] Extra Noise

As long as Exploud ex is your Active Pokémon, put 1 damage counter on each of your opponent's Pokémon-ex between turns.

### CC Derail 40

Discard a Special Energy card, if any, attached to the Defending Pokémon.

### CCC Hyper Tail 60+

If the Defending Pokémon has any Poké-Powers or Poké-Bodies, this attack does 60 damage plus 20 more damage.

Weakness: F

Retreat Cost: CCC

Collector Number: 92/100

Rarity: R-EX

## Groudon ex

100 HP

Pokémon Type: F

Basic Pokémon

Illus. Takabon

**[Pokémon-ex rule]**

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

**[Poké-Body] Hard Rock**

As long as Groudon ex has 1 Energy or less attached to it, damage done to any of your Groudon ex in play by attacks is reduced by 20 (after applying Weakness and Resistance). You can't use more than 1 Hard Rock Poké-Body each turn.

FFC **Power Blast** 100

Discard 2 Energy attached to Groudon ex.

Weakness: G

Retreat Cost: CC

Collector Number: 93/100

Rarity: R-EX

## Jirachi ex

90 HP

Pokémon Type: P

Basic Pokémon

Illus. Shizurow

**[Pokémon-ex rule]**

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

**[Poké-Body] Star Light**

As long as your opponent has any Pokémon-ex or Stage 2 Evolved Pokémon in play, Jirachi ex pays {C} less Energy to use Shield Beam or Super Psy Bolt.

PC **Shield Beam** 30

During your opponent's next turn, your opponent can't use any Poké-Powers on his or her Pokémon.

PCC **Super Psy Bolt** 50

Retreat Cost: C

Collector Number: 94/100

Rarity: R-EX

## Kyogre ex

100 HP

Pokémon Type: W

Basic Pokémon

Illus. Yasuki Watanabe

**[Pokémon-ex rule]**

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

**[Poké-Body] Flotation**

As long as Kyogre ex has 1 Energy or less attached to it, the Retreat Cost for each of your Kyogre ex is 0.

WWC **Hydro Shot**

Discard 2 Energy attached to Kyogre ex. Choose 1 of your opponent's Pokémon. This attack does 70 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: L

Retreat Cost: CC

Collector Number: 95/100

Rarity: R-EX

## Sceptile ex

140 HP

Pokémon Type: P

Stage 2 Pokémon (Delta Species)

Evolves from Grovyle

Illus. Shizurow

### [Pokémon-ex rule]

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

### [Poké-Body] Extra Liquid

Each player's Pokémon-ex can't use any Poké-Powers and pays {C} more Energy to use its attacks. Each Pokémon can't be affected by more than 1 Extra Liquid Poké-Body.

PC **Power Revenge** 60+

Does 60 damage plus 10 more damage for each Prize card your opponent has taken.

Weakness: GR

Resistance: W

Retreat Cost: C

Collector Number: 96/100

Rarity: R-EX

## Shiftry ex

140 HP

Pokémon Type: D

Stage 2 Pokémon

Evolves from Nuzleaf

Illus. Ryo Ueda

### [Pokémon-ex rule]

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

### [Poké-Body] Dark Eyes

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

### DC **Target Attack**

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. If that Pokémon already has any damage counters on it, this attack does 50 damage instead. (Don't apply Weakness and Resistance for Benched Pokémon.)

DCC **Blade Arms** 70

Weakness: GF

Resistance: P

Retreat Cost: 0

Collector Number: 97/100

Rarity: R-EX

## Swampert ex

150 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Marshstomp

Illus. Ryo Ueda

### [Pokémon-ex rule]

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

### [Poké-Power] Energy Recycle

Once during your turn (before your attack), you may search your discard pile for 3 Energy cards and attach them to your Pokémon in any way you like. If you do, your turn ends. This power can't be used if Swampert ex is affected by a Special Condition.

### WCC Ultra Pump 60+

You may discard 2 cards from your hand. If you do, this attack does 60 damage plus 20 more damage and does 20 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: G

Retreat Cost: CCC

Collector Number: 98/100

Rarity: R-EX

## Alakazam ☆

80 HP

Pokémon Type: P

Basic Pokémon

Illus. Masakazu Fukuda

### [Pokémon ☆ rule]

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

### P Psychic Select

Put any 1 card from your discard pile into your hand.

### CCC Skill Copy

Discard a Basic Pokémon or Evolution card from your hand. Choose 1 of that card's attacks. Skill Copy copies that attack. This attack does nothing if Alakazam ☆ doesn't have the Energy necessary to use that attack. (You must still do anything else required for that attack.) Alakazam ☆ performs that attack.

Weakness: P

Retreat Cost: C

Collector Number: 99/100

Rarity: R-HS

## Celebi ☆

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Masakazu Fukuda

### [Pokémon ☆ rule]

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

### [Poké-Power] Time Travel

If Celebi ☆ would be Knocked Out by damage from an opponent's attack, you may flip a coin. If heads, Celebi ☆ is not Knocked Out, discard all cards attached to Celebi ☆, and put Celebi ☆ on the bottom of your deck.

### G Leaf Shade

Count the amount of Energy attached to Celebi ☆. Put that many damage counters on 1 of your opponent's Pokémon.

Weakness: R

Retreat Cost: C

Collector Number: 100/100

Rarity: R-HS