

## 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.

*Updated on February 27<sup>th</sup>, 2008.*

## Aggron

130 HP

Pokémon Type: M

Stage 2 Pokémon

Evolves from Lairon

Illus. Kouki Saitou

CC **Heap Up** 40+

Search your discard pile for all Energy cards and show them to your opponent. If you find any {M} Special Energy cards there, this attack does 40 damage plus 30 more damage. Put all of those Energy cards on top of your deck. Shuffle your deck afterward.

MMMM **Hard Metal** 60+

You may do 60 damage plus 40 more damage. If you do, Aggron does 40 damage to itself.

Weakness: R+40

Resistance: P-20  
Retreat Cost: CCCC  
Collector Number: 1/123  
Rarity: H

## **Alakazam**

100 HP  
Pokémon Type: P  
Stage 2 Pokémon  
Evolves from Kadabra  
Illus. Kouki Saitou

### **[Poké-Power] Power Cancel**

Once during your opponent's turn, when your opponent's Pokémon uses any Poké-Power, you may discard 2 cards from your hand and prevent all effects of that Poké-Power. (This counts as that Pokémon using its Poké-Power.) This power can't be used if Alakazam is affected by a Special Condition.

### **PPC Psychic Guard 50**

During your opponent's next turn, any damage done to Alakazam by attacks from your opponent's Stage 2 Evolved Pokémon is reduced by 30 (after applying Weakness and Resistance).

Weakness: P+30  
Retreat Cost: C  
Collector Number: 2/123  
Rarity: H

## **Ambipom**

80 HP  
Pokémon Type: C  
Stage 1 Pokémon  
Evolves from Aipom  
Illus. Kouki Saitou

### **CC Tail Influence 30**

Your opponent flips a coin until he or she gets heads. For each tails, remove an Energy card attached to the Defending Pokémon and put it on the bottom of your opponent's deck.

### **CC Charity Tail 80**

Before Ambipom does damage, your opponent may discard 2 cards from his or her hand. If he or she does, this attack's base damage is 10 instead of 80.

Weakness: F+20  
Retreat Cost: C  
Collector Number: 3/123  
Rarity: H

## **Azelf**

60 HP  
Pokémon Type: P

Basic Pokémon

Illus. Ryo Ueda

**[Poké-Body] Downer Material**

If you have Uxie and Mesprit in play, the attack cost of each of your opponent's Basic Pokémon's attack is {C} more. You can't use more than 1 Downer Material Poké-Body each turn.

**P Bind Pulse 10**

During your opponent's next turn, your opponent can't attach any Special Energy cards from his or her hand to any of his or her Pokémon.

Weakness: P+20

Retreat Cost: C

Collector Number: 4/123

Rarity: H

## Blissey

130 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Chansey

Illus. Kagemaru Himeno

**[Poké-Power] Kind Egg**

Once during your turn (before your attack), if Happiny is anywhere under Blissey, you may choose a number of cards in your hand up to the amount of Energy attached to Blissey and put those cards on top of your deck. Shuffle your deck afterward. Then, draw that many cards. This power can't be used if Blissey is affected by a Special Condition.

**C Happy Chance 20+**

Does 20 damage plus 10 more damage for each Energy attached to Blissey. Before doing damage, you may search your discard pile for a basic Energy card and attach it to Blissey.

Weakness: F+30

Retreat Cost: CCC

Collector Number: 5/123

Rarity: H

## Bronzong

90 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Bronzor

Illus. Daisuke Ito

**[Poké-Power] Miracle Oracle**

Once during your turn (before your attack), you may draw a card. Then, discard a card from your hand. If you discard an Energy card, draw 1 more card. This power can't be used if Bronzong is affected by a Special Condition.

**MMC Shady Stamp 50**

The Defending Pokémon is now Confused.

Weakness: R+30

Resistance: P-20  
Retreat Cost: CCC  
Collector Number: 6/123  
Rarity: H

## Celebi

60 HP  
Pokémon Type: G  
Basic Pokémon  
Illus. Kagemaru Himeno

### -- **Sprouting**

Search your deck for a {G} Energy card and attach it to Celebi. Shuffle your deck afterward.

### **GG Leaf Tornado** 30

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

Weakness: R+20  
Retreat Cost: C  
Collector Number: 7/123  
Rarity: H

## Feraligatr

130 HP  
Pokémon Type: W  
Stage 2 Pokémon  
Evolves from Croconaw  
Illus. Kazuyuki Kano

### **WW Energy Cyclone** 20x

Choose as many Energy cards from your hand as you like and show them to your opponent. This attack does 20 damage times the number of Energy cards you chose. Put those Energy cards on top of your deck. Shuffle your deck afterward.

### **WCC Breaking Tail** 60

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

Weakness: L+30  
Retreat Cost: CC  
Collector Number: 8/123  
Rarity: H

## Garchomp

130 HP  
Pokémon Type: C  
Stage 2 Pokémon  
Evolves from Gabite  
Illus. Kazuyuki Kano

### **[Poké-Body] Rainbow Scale**

If an Active Pokémon has Weakness to any of the types of Energy attached to Garchomp, Garchomp's attacks do 40 more damage to that Pokémon (before applying Weakness and Resistance). Rainbow Scale Poké-Body can't be used if Garchomp has any Special Energy cards attached to it.

**CCC Dragon Fang 70**

Weakness: C+30

Retreat Cost: 0

Collector Number: 9/123

Rarity: H

## Honchkrow

90 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Murkrow

Illus. Kazuyuki Kano

**[Poké-Body] Dark Genes**

As long as Honchkrow has the Energy necessary to use its attack, each of your Murkrow can use Honchkrow's attack as its own without the necessary Energy to use that attack.

**DDC Dark Wing Flaps 50**

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.

Weakness: L+20

Resistance: F-20

Retreat Cost: C

Collector Number: 10/123

Rarity: H

## Lumineon

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Finneon

Illus. Mitsuhiro Arita

**[Poké-Power] Lure Ring**

Once during your turn (before your attack), if Lumineon is your Active Pokémon, you may choose 1 of your opponent's Benched Pokémon that has maximum HP of 100 or more and switch it with 1 of the Defending Pokémon. This power can't be used if Lumineon is affected by a Special Condition.

**CC Reverse Stream 30+**

Does 30 damage plus 10 more damage for each {W} Energy attached to Lumineon. Then, return all {W} Energy attached to Lumineon to your hand.

Weakness: L+20

Retreat Cost: C

Collector Number: 11/123

Rarity: H

## Magmortar

100 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Magmar

Illus. Hiroaki Ito

**RC Smoke Bomb 30**

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

**RRC Flame Drum 80**

If Magby isn't anywhere under Magmortar, discard 2 Energy cards from your hand. (If you can't discard 2 Energy cards from your hand, this attack does nothing.)

Weakness: W+30

Retreat Cost: CCC

Collector Number: 12/123

Rarity: H

## Meganium

130 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Bayleef

Illus. Daisuke Ito

**G Ultra Powder 20**

Flip 3 coins. If the first coin is heads, the Defending Pokémon is now Poisoned. If the second coin is heads, the Defending Pokémon is now Burned. If the third coin is heads, the Defending Pokémon is now Paralyzed.

**GGC Fire Counterattack 60+**

If your opponent has any {R} Pokémon in play, this attack does 60 damage plus 30 more damage.

Weakness: R+30

Resistance: W-20

Retreat Cost: CC

Collector Number: 13/123

Rarity: H

## Mesprit

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Ryo Ueda

**[Poké-Body] Upper Material**

If you have Uxie and Azelf in play, the Retreat Cost for each Uxie, Mesprit, and Azelf (both yours and your opponent's) is 0.

**PC Teleportation Burst 30**

You may switch Mesprit with 1 of your Benched Pokémon.

Weakness: P+20

Retreat Cost: C

Collector Number: 14/123

Rarity: H

## Raichu

90 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Pikachu

Illus. Daisuke Ito

-- **Electromagnetic Induction**

Search your deck for up to 2 {L} Energy cards and attach them to 1 of your Pokémon.

Shuffle your deck afterward.

LC **Explosive Thunder** 30x

Discard all basic {L} Energy cards attached to Raichu. This attack does 30 damage times the number of {L} Energy cards you discarded.

Weakness: F+20

Resistance: M-20

Retreat Cost: C

Collector Number: 15/123

Rarity: H

## Typhlosion

110 HP

Pokémon Type: R

Stage 2 Pokémon

Evolves from Quilava

Illus. Kazuyuki Kano

**[Poké-Power] Firestarter**

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

RRC **Evaporating Heat** 60

Discard a {W} Energy attached to the Defending Pokémon.

Weakness: W+30

Retreat Cost: CC

Collector Number: 16/123

Rarity: H

## Tyranitar

140 HP

Pokémon Type: D

Stage 2 Pokémon

Evolves from Pupitar

Illus. Masakazu Fukuda

DC **Payback** 40+

If your opponent has only 1 Prize card left, this attack does 40 damage plus 40 more damage and discard the top 3 cards from your opponent's deck.

FFDD **Ground Burn** 80+

Each player discards the top card of his or her deck. This attack does 80 damage plus 20 more damage for each Energy card discarded in this way.

Weakness: F+30

Resistance: P-20

Retreat Cost: CCCC

Collector Number: 17/123

Rarity: H

## Uxie

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Ryo Ueda

**[Poké-Power] Memory Out**

Once during your opponent's turn, if Uxie is damaged by an opponent's attack (even if Uxie is Knocked Out), you may use this power. The Attacking Pokémon can't use that attack during your opponent's next turn.

P **Mind Off** 10+

If you have Mesprit and Azelf in play, this attack does 10 damage plus 20 more damage and the Defending Pokémon is now Asleep.

Weakness: P+20

Retreat Cost: C

Collector Number: 18/123

Rarity: H

## Abomasnow

100 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Snover

Illus. Kazuyuki Kano

**[Poké-Body] Glacier Snow**

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

WCC **Heavy Blizzard** 60

Flip a coin. If heads, put 1 damage counter on each of your opponent's Benched Pokémon.

Weakness: R+30

Retreat Cost: CCC

Collector Number: 19/123

Rarity: R

## Ariados

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Spinarak

Illus. Midori Harada

**[Poké-Body] Sticky**

The Retreat Cost for each player's Pokémon (excluding any Ariados) is {C} more.

**GC Offensive Needle 20**

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

Weakness: R+20

Retreat Cost: C

Collector Number: 20/123

Rarity: R

## Bastiodon

130 HP

Pokémon Type: M

Stage 2 Pokémon

Evolves from Shieldon

Illus. Kazuyuki Kano

**[Poké-Body] Protective Wall**

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

**MMC Anger Revenge 60**

If Bastiodon was damaged by an attack during your opponent's last turn, this attack does 40 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: R+40

Resistance: P-20

Retreat Cost: CCC

Collector Number: 21/123

Rarity: R

## Chimecho

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Daisuke Ito

**C Call In**

Draw a card. If Chingling is anywhere under Chimecho, draw 2 more cards.

**P Strange Bell 20**

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

Weakness: P+20

Retreat Cost: C

Collector Number: 22/123

Rarity: R

## **Crobat**

100 HP

Pokémon Type: P

Stage 2 Pokémon

Evolves from Golbat

Illus. Masakazu Fukuda

### **[Poké-Power] Evolutionary Toxic**

Once during your turn, when you play Crobat from your hand to evolve 1 of your Pokémon, you may choose 1 of the Defending Pokémon. That Pokémon is now Poisoned. Put 2 damage counters instead of 1 on that Pokémon between turns.

### **PP Strike and Fade**

Choose 1 of your opponent's Pokémon. This attack does 50 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Flip a coin. If tails, shuffle Crobat and all cards attached to it back into your deck.

Weakness: P+30

Resistance: F-20

Retreat Cost: 0

Collector Number: 23/123

Rarity: R

## **Exeggutor**

90 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Exeggcute

Illus. Masakazu Fukuda

### **C String Bomb 30x**

Flip a coin for each Energy from basic Energy cards attached to Exeggutor and to the Defending Pokémon. This attack does 30 damage times the number of heads.

### **G Nutritional Support**

Search your deck for up to 2 {G} Energy cards and attach them to any of your Pokémon in any way you like. Shuffle your deck afterward.

Weakness: R+20

Retreat Cost: CC

Collector Number: 24/123

Rarity: R

## **Glalie**

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Snorunt

Illus. Mitsuhiro Arita

### **[Poké-Body] Craggy Face**

As long as Glalie is your Active Pokémon, any damage done by attacks from your opponent's Stage 2 Evolved Pokémon is reduced by 20 (before applying Weakness and Resistance).

### **WWC Intimidation Pebble 50**

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

Weakness: M+20

Retreat Cost: CC

Collector Number: 25/123

Rarity: R

## **Gyarados**

120 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Magikarp

Illus. Mitsuhiro Arita

### **[Poké-Body] Dragon DNA**

Gyarados can use any attack from its Basic Pokémon. (You still have to pay for that attack's Energy cost.) If Gyarados uses any attack from its Basic Pokémon, that attack does 30 more damage to the Active Pokémon (before applying Weakness and Resistance).

### **WWCC Enrage 80**

Flip a coin until you get tails. For each heads, choose 1 card from your opponent's hand without looking and discard it. If the first coin is tails, Gyarados is now Confused.

Weakness: L+30

Resistance: F-20

Retreat Cost: CCC

Collector Number: 26/123

Rarity: R

## **Kricketune**

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Kricketot

Illus. Mitsuhiro Arita

### **CC Sore Performance 20**

The Defending Pokémon is now Asleep.

### **GG Concerto 40+**

Does 40 damage plus 10 more damage for each Kricketot and each Kricketune you have in play.

Weakness: R+20

Retreat Cost: CC

Collector Number: 27/123

Rarity: R

## Manectric

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Electrike

Illus. Atsuko Nishida

**C Lightning Twister 20x**

Does 20 damage times the amount of Energy from basic Energy cards attached to Manectric.

**LLL Chain Lightning 70**

Does 20 damage to each of your opponent's Benched Pokémon that is the same type as the Defending Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: F+20

Resistance: M-20

Retreat Cost: 0

Collector Number: 28/123

Rarity: R

## Mantine

80 HP

Pokémon Type: W

Basic Pokémon

Illus. Masakazu Fukuda

**[Poké-Body] Jumbo Fin**

If Mantyke is anywhere under Mantine, the Retreat Cost for each of your {W} Pokémon is {C}{C} less.

**WW Giant Wave 50**

Mantine can't use Giant Wave during your next turn.

Weakness: L+20

Resistance: F-20

Retreat Cost: C

Collector Number: 29/123

Rarity: R

## Mr. Mime

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Kagemaru Himeno

**[Poké-Body] Airy Wall**

If your opponent's Pokémon that has 2 or less Energy cards attached to it attacks Mr. Mime, prevent all damage done to Mr. Mime from that attack. If Mime Jr. is anywhere under Mr. Mime, prevent all effects of that attack, including damage, done to Mr. Mime.

### **PC Trick Play**

Put a coin next to your Active Pokémon without showing your opponent and cover it with your hand. Your opponent guesses if the coin is heads or tails. If he or she is wrong, this attack does 50 damage to the Defending Pokémon. If he or she is right, Mr. Mime does 20 damage to itself, and this attack's damage isn't affected by Weakness or Resistance.

Weakness: P+20

Retreat Cost: C

Collector Number: 30/123

Rarity: R

## **Nidoqueen**

120 HP

Pokémon Type: P

Stage 2 Pokémon

Evolves from Nidorina

Illus. Kagamaru Himeno

### **[Poké-Body] Mother Pheromone**

The attack cost of your Nidoran ♀, Nidorina, Nidoran ♂, Nidorino, and Nidoking's attack is {C} less.

**PPC Give Aid 90**

If you have the same number of or less Benched Pokémon than your opponent, this attack's base damage is 50 instead of 90.

Weakness: P+30

Resistance: L-20

Retreat Cost: CC

Collector Number: 31/123

Rarity: R

## **Ninetales**

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Vulpix

Illus. Kouki Saitou

### **[Poké-Power] Color Shift**

Once during your turn (before your attack), you may choose 1 of your opponent's Pokémon. Ninetales is the same type as that Pokémon (all if that Pokémon is more than 1 type) until the end of your turn. This power can't be used if Ninetales is affected by a Special Condition.

**RR Fire Blast 60**

Discard a {R} Energy attached to Ninetales.

Weakness: W+20

Retreat Cost: C

Collector Number: 32/123

Rarity: R

## Rampardos

120 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Cranidos

Illus. Kazuyuki Kano

**FC Assurance** 30

As long as the Defending Pokémon's remaining HP is 60 or less, this attack's base damage is 60 instead of 30.

**FFF Hasty Headbutt** 100

Rampardos does 20 damage to itself. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

Weakness: G+30

Retreat Cost: C

Collector Number: 33/123

Rarity: R

## Slaking

140 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Vigoroth

Illus. Kouki Saitou

**[Poké-Power] Energetic Impulse**

Once during your turn (before your attack), if Slaking is your Active Pokémon, you may flip a coin. If heads, Slaking's Lazy Blow attack's base damage is 130 during this turn. If tails, Slaking can't attack or retreat during this turn. (If Slaking is no longer your Active Pokémon, this effect ends.)

**CCCC Lazy Blow** 50

Weakness: F+30

Retreat Cost: CCCC

Collector Number: 34/123

Rarity: R

## Sudowoodo

80 HP

Pokémon Type: F

Basic Pokémon

Illus. Atsuko Nishida

**C Sidestep** 20

If Bonsly is anywhere under Sudowoodo, flip a coin. If heads, prevent all effects of an attack, including damage, done to Sudowoodo during your opponent's next turn.

**FF Persuade** 30

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon. The new Defending Pokémon can't retreat during your opponent's next turn.

Weakness: Wx2

Retreat Cost: C

Collector Number: 35/123

Rarity: R

## Toxicroak

90 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Croagunk

Illus. Daisuke Ito

### [Poké-Body] Poison Sacs

Your opponent can't remove the Special Condition Poisoned by evolving or devolving his or her Poisoned Pokémon. (This also includes putting a Pokémon Level-Up card onto the Poisoned Pokémon.)

PC **Knuckle Claws** 30

The Defending Pokémon is now Poisoned.

Weakness: P+20

Retreat Cost: C

Collector Number: 36/123

Rarity: R

## Unown I

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Daisuke Ito

### [Poké-Power] ITEM

Once during your turn (before your attack), if you have Unown I, Unown T, Unown E, and Unown M on your Bench, you may search your deck for a Trainer card, show it to your opponent, and put it into your hand. Shuffle your deck afterward. You can't use more than 1 ITEM Poké-Power each turn.

### C Hidden Power

Choose an Energy card attached to the Defending Pokémon and put it face down. Treat that card as a Special Energy card that provides {C} Energy and doesn't have any effect other than providing Energy. Put that card face up at the end of your opponent's next turn.

Weakness: P+10

Retreat Cost: C

Collector Number: 37/123

Rarity: R

## Ursaring

100 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Teddiursa

Illus. Mitsuhiro Arita

**CC Bad Temper** 30

The Defending Pokémon is now Confused. During your opponent's next turn, that Pokémon's attacks do 60 more damage to the Active Pokémon (before applying Weakness and Resistance).

**CCCC Defensive Claw** 60+

If Teddiursa is on your Bench, this attack does 60 damage plus 20 more damage. If Teddiursa on your Bench has any damage counters on it, this attack does 60 damage plus 40 more damage and remove all damage counters from that Pokémon.

Weakness: F+20

Retreat Cost: CC

Collector Number: 38/123

Rarity: R

## Walrein

130 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Sealeo

Illus. Midori Harada

**[Poké-Power] Freeze-up**

Once during your turn, when you play Walrein from your hand to evolve 1 of your Pokémon, you may flip 2 coins. If both are heads, discard 1 of the Defending Pokémon and all cards attached to it. (This doesn't count as a Knocked Out Pokémon.)

**WWC Ice Bind** 70

If your opponent doesn't discard a card from his or her hand, the Defending Pokémon is now Paralyzed.

Weakness: M+30

Retreat Cost: CCC

Collector Number: 39/123

Rarity: R

## Whiscash

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Barboach

Illus. Daisuke Ito

**WCC Fury** 20x

Does 20 damage times the number of damage counters on Whiscash.

**FCCC Magnitude** 60

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

Weakness: G+30  
Resistance: L-20  
Retreat Cost: CCC  
Collector Number: 40/123  
Rarity: R

## Bayleef

80 HP  
Pokémon Type: G  
Stage 1 Pokémon  
Evolves from Chikorita  
Illus. Midori Harada

### C **Evolution Impulse**

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

### GC **Leaf Boomerang** 30x

Flip 2 coins. This attack does 30 damage times the number of heads.

Weakness: R+20  
Resistance: W-20  
Retreat Cost: C  
Collector Number: 41/123  
Rarity: U

## Chingling

40 HP  
Pokémon Type: P  
Basic Pokémon  
Illus. Emi Yoshida

### [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.

### -- **Inviting Bell**

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

Weakness: P+10  
Retreat Cost: C  
Collector Number: 42/123  
Rarity: U

## Cranidos

70 HP  
Pokémon Type: F  
Stage 1 Pokémon  
Evolves from Skull Fossil

Illus. Mitsuhiro Arita

**C Headbutt** 20

**FC Steamroll** 30

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

Weakness: G+20

Retreat Cost: C

Collector Number: 43/123

Rarity: U

## **Croconaw**

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Totodile

Illus. Mitsuhiro Arita

**[Poké-Power] Evolutionary Vitality**

Once during your turn, when you play Croconaw from your hand to evolve 1 of your Pokémon, you may look at the top 5 cards of your deck. Choose all Energy cards you find there, show them to your opponent, and put them into your hand. Put the other cards back on top of your deck. Shuffle your deck afterward.

**WC Hover Over** 30

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

Weakness: L+20

Retreat Cost: CC

Collector Number: 44/123

Rarity: U

## **Dewgong**

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Seel

Illus. Masakazu Fukuda

**[Poké-Body] Cold Fat**

As long as Dewgong is Asleep, any damage done to Dewgong by attacks is reduced by 40 (after applying Weakness and Resistance).

**WWC Collapse** 60

Dewgong is now Asleep.

Weakness: M+20

Retreat Cost: CC

Collector Number: 45/123

Rarity: U

## **Dodrio**

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Doduo

Illus. Masakazu Fukuda

**C Fury Attack 10x**

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

**CCC Triple Pick**

Choose 3 of your opponent's Evolved Pokémon. This attack does 30 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: L+20

Resistance: F-20

Retreat Cost: 0

Collector Number: 46/123

Rarity: U

## **Dunsparce**

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Midori Harada

-- **Snake Hook**

Draw a card.

-- **Bite and Run 10**

Switch Dunsparce with 1 of your Benched Pokémon.

Weakness: F+10

Retreat Cost: C

Collector Number: 47/123

Rarity: U

## **Gabite**

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Gible

Illus. Ken Sugimori

**C Gather Up**

Search your discard pile for up to 2 Energy cards, show them to your opponent, and put them into your hand.

**CC Marvelous Shine**

Flip a coin. If heads, put 4 damage counters on 1 of your opponent's Pokémon. If tails, remove 4 damage counters from 1 of your Pokémon.

Weakness: C+20

Retreat Cost: C

Collector Number: 48/123

Rarity: U

## **Girafarig**

70 HP

Pokémon Type: C

Basic Pokémon

Illus. Midori Harada

**C Crane Neck**

Search your deck for a Trainer card, show it to your opponent, and put it into your hand.

Shuffle your deck afterward.

**CC Psybeam 20**

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

Weakness: P+20

Retreat Cost: C

Collector Number: 49/123

Rarity: U

## **Golbat**

70 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Zubat

Illus. Kazuyuki Kano

**P Pulse Search 30**

Look at your opponent's hand.

Weakness: P+20

Resistance: F-20

Retreat Cost: 0

Collector Number: 50/123

Rarity: U

## **Graveler**

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Geodude

Illus. Mitsuhiro Arita

**FC Rock Cannon 30x**

Flip a coin until you get tails. This attack does 30 damage times the number of heads.

**FCC Rock Slide 40**

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

Weakness: G+20

Resistance: L-20

Retreat Cost: CCC  
Collector Number: 51/123  
Rarity: U

## Happiny

60 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Yuka Morii  
**[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.

-- **Lively**  
Remove 2 damage counters from 1 of your Pokémon.

Weakness: F+10  
Retreat Cost: C  
Collector Number: 52/123  
Rarity: U

## Lairon

80 HP  
Pokémon Type: M  
Stage 1 Pokémon  
Evolves from Aron  
Illus. Midori Harada  
**M Mend**

Search your discard pile for a {M} Energy card and attach it to Lairon. If you do, remove 2 damage counters from Lairon.

**MMC Confront 50**  
Weakness: R+20  
Resistance: P-20  
Retreat Cost: CCC  
Collector Number: 53/123  
Rarity: U

## Magmar

70 HP  
Pokémon Type: R  
Basic Pokémon  
Illus. Mitsuhiro Arita  
**R Flare 20**  
**RRC Flamethrower 50**

Discard an Energy attached to Magmar.  
Weakness: W+20

Retreat Cost: CC  
Collector Number: 54/123  
Rarity: U

## Masquerain

70 HP  
Pokémon Type: G  
Stage 1 Pokémon  
Evolves from Surskit  
Illus. Midori Harada  
CC **Centrifugal Force** 20x

Does 20 damage times the number of {C} Energy in the Defending Pokémon's Retreat Cost (after applying effects to the Retreat Cost).

GG **Swirling Ripple** 30+

If your opponent has any {W} Pokémon in play, this attack does 30 damage plus 30 more damage and the Defending Pokémon is now Confused.

Weakness: R+20  
Resistance: F-20  
Retreat Cost: 0  
Collector Number: 55/123  
Rarity: U

## Nidorina

80 HP  
Pokémon Type: P  
Stage 1 Pokémon  
Evolves from Nidoran ♀  
Illus. Atsuko Nishida

C **Rescue**

Search your discard pile for up to 2 Pokémon, show them to your opponent, and put them into your hand.

PC **Scratch** 30

Weakness: P+20  
Retreat Cost: C  
Collector Number: 56/123  
Rarity: U

## Octillery

80 HP  
Pokémon Type: W  
Stage 1 Pokémon  
Evolves from Remoraid  
Illus. Kagemaru Himeno  
CC **Crash Bomber** 30+

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

### **WW Aqua Liner**

Choose 1 of your opponent's Benched Pokémon. This attack does 40 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: L+20

Retreat Cost: C

Collector Number: 57/123

Rarity: U

## **Parasect**

90 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Paras

Illus. Masakazu Fukuda

### **G Wild Spores 20**

If Parasect evolved from Paras during this turn, this attack does 40 damage and the Defending Pokémon is now Asleep and Poisoned.

### **GGC Extend Fungus 60**

Remove 2 damage counters from Parasect.

Weakness: R+20

Retreat Cost: CC

Collector Number: 58/123

Rarity: U

## **Pupitar**

70 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Larvitar

Illus. Midori Harada

### **CC Pressurized Gas**

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

### **FCC Rocket Tackle 50**

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

Weakness: G+20

Resistance: L-20

Retreat Cost: 0

Collector Number: 59/123

Rarity: U

## Quilava

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Cyndaquil

Illus. Atsuko Nishida

**RC Fireworks** 40

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

Weakness: W+20

Retreat Cost: C

Collector Number: 60/123

Rarity: U

## Sandslash

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Sandshrew

Illus. Atsuko Nishida

**C Spike Armor**

During your opponent's next turn, if Sandslash is damaged by an opponent's attack (even if Sandslash is Knocked Out), put 4 damage counters on the Attacking Pokémon.

**FFC Poison Spike** 60

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

Weakness: W+20

Resistance: L-20

Retreat Cost: C

Collector Number: 61/123

Rarity: U

## Sealeo

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Spheal

Illus. Kouki Saitou

**WW Ice Rider**

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

Weakness: M+20

Retreat Cost: CC

Collector Number: 62/123

Rarity: U

## Shieldon

80 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Armor Fossil

Illus. Kouki Saitou

MC **Hard Face** 20

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

MCC **Shield Attack** 40+

Flip a coin. If heads, this attack does 40 damage plus 20 more damage.

Weakness: R+20

Resistance: P-20

Retreat Cost: CC

Collector Number: 63/123

Rarity: U

## Tropius

80 HP

Pokémon Type: G

Basic Pokémon

Illus. Kazuyuki Kano

G **Bonus Leaf**

Remove 3 damage counters from each of your Benched Pokémon that has any {G} Energy attached to it.

GC **Whirlwind** 30

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

Weakness: R+20

Resistance: F-20

Retreat Cost: C

Collector Number: 64/123

Rarity: U

## Unown E

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Daisuke Ito

[Poké-Power] **EQUIP**

Once during your turn (before your attack), if Unown E is on your Bench, you may discard all cards attached to Unown E and attach Unown E to 1 of your Pokémon as a Pokémon Tool card. As long as Unown E is attached to a Pokémon, that Pokémon gets +10 HP.

CC **Hidden Power**

During your opponent's next turn, whenever your opponent flips a coin, treat it as tails.

Weakness: P+10  
Retreat Cost: C  
Collector Number: 65/123  
Rarity: U

## Unown M

50 HP  
Pokémon Type: P  
Basic Pokémon  
Illus. Kazuyuki Kano  
**[Poké-Power] MAGNET**

Once during your turn (before your attack), if Unown M is your Active Pokémon, you may flip a coin. If heads, switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. This power can't be used if Unown M is affected by a Special Condition.

### **C Hidden Power**

Flip a coin. If heads, this attack does 30 damage. If tails, this attack does 30 damage to 1 of your Pokémon, and this attack's damage isn't affected by Weakness or Resistance.

Weakness: P+10  
Retreat Cost: C  
Collector Number: 66/123  
Rarity: U

## Unown T

50 HP  
Pokémon Type: P  
Basic Pokémon  
Illus. Kazuyuki Kano  
**[Poké-Power] THROW**

Once during your turn (before your attack), if Unown T is your Active Pokémon, you may discard a card from your hand. Then, flip a coin. If heads, put 2 damage counters on 1 of your opponent's Benched Pokémon. This power can't be used if Unown T is affected by a Special Condition.

### **C Hidden Power**

Look at your opponent's hand and choose 1 card, then have your opponent shuffle that card into his or her deck. Then, show your opponent your hand and he or she chooses 1 card. Shuffle that card into your deck.

Weakness: P+10  
Retreat Cost: C  
Collector Number: 67/123  
Rarity: U

## Vigoroth

80 HP  
Pokémon Type: C

Stage 1 Pokémon

Evolves from Slakoth

Illus. Masakazu Fukuda

**C Wake-up Punch** 10

If Vigoroth evolved from Slakoth during this turn and Slakoth was Asleep, this attack's base damage is 60 instead of 10.

**CCC Fury Swipes** 30x

Flip 3 coins. This attack does 30 damage times the number of heads.

Weakness: F+20

Retreat Cost: C

Collector Number: 68/123

Rarity: U

## **Abra**

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

**P Play Search**

Look at the top 5 cards of your deck, choose 1 of them, and put it into your hand. Put the 4 other cards back on top of your deck. Shuffle your deck afterward.

**PC Ultra Evolution**

Search your deck for Alakazam and put it onto Abra (this counts as evolving Abra). Shuffle your deck afterward.

Weakness: P+10

Retreat Cost: C

Collector Number: 69/123

Rarity: C

## **Aipom**

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Kagemaru Himeno

**C Tail Whap** 10

**CC Throw Off**

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Before doing damage, discard all Pokémon Tool cards attached to that Pokémon.

Weakness: F+10

Retreat Cost: C

Collector Number: 70/123

Rarity: C

## Aron

50 HP  
Pokémon Type: M  
Basic Pokémon  
Illus. Yuka Morii  
MC **Steel Tackle** 30  
Aron does 10 damage to itself.  
Weakness: R+10  
Resistance: P-20  
Retreat Cost: CC  
Collector Number: 71/123  
Rarity: C

## Barboach

50 HP  
Pokémon Type: W  
Basic Pokémon  
Illus. Ken Sugimori  
F **Mud Spit**  
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: G+10  
Resistance: L-20  
Retreat Cost: C  
Collector Number: 72/123  
Rarity: C

## Bidoof

60 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Yusuke Ohmura  
CC **Tackle** 30  
**Wacan Berry**  
Any damage done to Bidoof by attacks from {L} Pokémon is reduced by 20 (after applying Weakness and Resistance).  
Weakness: F+10  
Retreat Cost: CC  
Collector Number: 73/123  
Rarity: C

## Bronzor

50 HP  
Pokémon Type: M  
Basic Pokémon

Illus. Ken Sugimori

**MC Dull Light 20**

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

Weakness: R+10

Resistance: P-20

Retreat Cost: C

Collector Number: 74/123

Rarity: C

## **Buizel**

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Kenkichi Toyama

**CC Quick Attack 10+**

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

**Chesto Berry**

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

Weakness: L+10

Retreat Cost: C

Collector Number: 75/123

Rarity: C

## **Chansey**

100 HP

Pokémon Type: C

Basic Pokémon

Illus. Atsuko Nishida

**CC Scrunch**

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

**CCCC Double-edge 80**

Chansey does 60 damage to itself.

Weakness: F+20

Retreat Cost: CC

Collector Number: 76/123

Rarity: C

## **Chikorita**

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Kagemaru Himeno

-- **Sleep Scent**

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

**G Jump On** 10+

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

Weakness: R+10

Resistance: W-20

Retreat Cost: C

Collector Number: 77/123

Rarity: C

## Croagunk

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

**C Ghastly Sound**

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

**PP Finger Poke** 20

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

Weakness: P+10

Retreat Cost: C

Collector Number: 78/123

Rarity: C

## Cyndaquil

60 HP

Pokémon Type: R

Basic Pokémon

Illus. Masakazu Fukuda

-- **Tackle** 10

**RC Live Coal** 20

Weakness: W+10

Retreat Cost: C

Collector Number: 79/123

Rarity: C

## Doduo

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

**C Double Stab** 10x

Flip 2 coins. This attack does 10 damage times the number of heads.

**CC Accelerating Stab** 30

Doduo can't use Accelerating Stab during your next turn.

Weakness: L+10  
Resistance: F-20  
Retreat Cost: C  
Collector Number: 80/123  
Rarity: C

## **Electrike**

60 HP  
Pokémon Type: L  
Basic Pokémon  
Illus. Kouki Saitou  
L **Electromagnetic Jam** 10

Flip a coin. If heads, your opponent can't attach any Energy cards from his or her hand to the Active Pokémon during his or her next turn.

Weakness: F+10  
Resistance: M-20  
Retreat Cost: C  
Collector Number: 81/123  
Rarity: C

## **Exeggcute**

60 HP  
Pokémon Type: G  
Basic Pokémon  
Illus. Ken Sugimori  
G **Direct-hit Bomb**

Flip a coin for each Energy attached to Exeggcute. Choose 1 of your opponent's Pokémon. For each heads, this attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: R+10  
Retreat Cost: C  
Collector Number: 82/123  
Rarity: C

## **Finneon**

50 HP  
Pokémon Type: W  
Basic Pokémon  
Illus. Ken Sugimori  
W **Elegant Swim**

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

CC **Tackle** 20  
Weakness: L+10  
Retreat Cost: C

Collector Number: 83/123

Rarity: C

## **Geodude**

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Ken Sugimori

### **F Stone Throw**

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.)

Weakness: G+10

Resistance: L-20

Retreat Cost: CC

Collector Number: 84/123

Rarity: C

## **Gible**

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Hiroki Fuchino

### **C Push Down 10**

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

Weakness: C+10

Retreat Cost: C

Collector Number: 85/123

Rarity: C

## **Kricketot**

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Atsuko Nishida

### **C Call for Family**

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

**G Sling 10**

Weakness: R+10

Retreat Cost: CC

Collector Number: 86/123

Rarity: C

## **Larvitar**

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Masakazu Fukuda

F **Mountain Bite** 10+

You may discard the top card of your deck. If you do, this attack does 10 damage plus 10 more damage and Larvitar is now Asleep.

CC **Hammer In** 20

Weakness: G+10

Resistance: L-20

Retreat Cost: C

Collector Number: 87/123

Rarity: C

## Magby

40 HP

Pokémon Type: R

Basic Pokémon

Illus. Midori Harada

[Poké-Power] **Baby Evolution**

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

-- **Scorch**

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

Weakness: W+10

Retreat Cost: C

Collector Number: 88/123

Rarity: C

## Magikarp

30 HP

Pokémon Type: W

Basic Pokémon

Illus. Yusuke Ohmura

C **Flail** 10x

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

WW **Dragon Rage** 60

Flip 2 coins. If either of them is tails, this attack does nothing.

Weakness: L+10

Retreat Cost: C

Collector Number: 89/123

Rarity: C

## Murkrow

60 HP

Pokémon Type: D

Basic Pokémon

Illus. Atsuko Nishida

-- **Swarm**

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

**CC Hide Crowd 20**

Switch Murkrow with 1 of your Benched Pokémon.

Weakness: L+10

Resistance: F-20

Retreat Cost: C

Collector Number: 90/123

Rarity: C

## **Nidoran ♀**

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

**C Call for Family**

Search your deck for Nidoran♂ or Nidoran♀ and put it onto your Bench. Shuffle your deck afterward.

**PC Poison Sting 20**

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

Weakness: P+10

Retreat Cost: C

Collector Number: 91/123

Rarity: C

## **Paras**

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Ken Sugimori

**C Scratch 10**

**GG Mushroom Tackle 20**

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

Weakness: R+10

Retreat Cost: C

Collector Number: 92/123

Rarity: C

## **Pichu**

40 HP

Pokémon Type: L

Basic Pokémon

Illus. Yuka Morii

### **[Poké-Power] Baby Evolution**

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

-- **Chupi** 20

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

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 93/123

Rarity: C

## **Pikachu**

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Sumiyoshi Kizuki

### **[Poké-Power] Electro Recycle**

Once during your turn (before your attack), if Pichu is anywhere under Pikachu, you may search your discard pile for a {L} Energy card, show it to your opponent, and put it into your hand. This power can't be used if Pikachu is affected by a Special Condition.

LC **BikaBika** 20+

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

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 94/123

Rarity: C

## **Remoraid**

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Sumiyoshi Kizuki

### **W Sharpshooting**

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

WW **Numbing Water** 20

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

Weakness: L+10

Retreat Cost: C

Collector Number: 95/123

Rarity: C

## Sandshrew

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Ken Sugimori

F **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.

FC **Ram** 30

Weakness: W+10

Resistance: L-20

Retreat Cost: C

Collector Number: 96/123

Rarity: C

## Seel

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

WC **Freezing Headbutt** 10

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

Weakness: M+10

Collector Number: 97/123

Rarity: C

## Shinx

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Lee HyunJung

L **Plasma** 10

Flip a coin. If heads, search your discard pile for a {L} Energy card and attach it to Shinx.

**Rawst Berry**

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

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 98/123

Rarity: C

## Slakoth

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Yuka Morii

**C Drowsy**

Both Slakoth and the Defending Pokémon are now Asleep.

Weakness: F+10

Collector Number: 99/123

Rarity: C

## Snorunt

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Kagemaru Himeno

**C Collect**

Draw a card.

**W Snowball 20**

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

Weakness: M+10

Retreat Cost: C

Collector Number: 100/123

Rarity: C

## Snover

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Ken Sugimori

-- **Curiosity**

Look at your opponent's hand.

**WC Snowball Fight 30**

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

Weakness: R+10

Retreat Cost: CC

Collector Number: 101/123

Rarity: C

## Spheal

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Sumiyoshi Kizuki

**C Rollout 10**

**W Hustle**

Flip a coin. If heads, during your next turn, Spheal's Rollout attack's base damage is 40.

Weakness: M+10

Retreat Cost: CC  
Collector Number: 102/123  
Rarity: C

## **Spinarak**

50 HP  
Pokémon Type: G  
Basic Pokémon  
Illus. Kagemaru Himeno  
**C Impound**

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

**GC Double Scratch 20x**

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

Weakness: R+10

Retreat Cost: C  
Collector Number: 103/123  
Rarity: C

## **Surskit**

50 HP  
Pokémon Type: G  
Basic Pokémon  
Illus. Ken Sugimori  
**G Sleep Inducer**

Switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. The new Defending Pokémon is now Asleep.

Weakness: R+10

Collector Number: 104/123  
Rarity: C

## **Teddiursa**

60 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Yuka Morii  
**C Rest**

Remove all Special Conditions and 2 damage counters from Teddiursa. Teddiursa is now Asleep.

**CC Sweet Palm 30**

Before doing damage, remove 1 damage counter from the Defending Pokémon.

Weakness: F+10

Retreat Cost: C  
Collector Number: 105/123  
Rarity: C

## Totodile

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Kouki Saitou

-- **Bite** 10

W **Shining Fang** 10+

If the Defending Pokémon already has any damage counters on it, this attack does 10 damage plus 10 more damage.

Weakness: L+10

Retreat Cost: C

Collector Number: 106/123

Rarity: C

## Vulpix

60 HP

Pokémon Type: R

Basic Pokémon

Illus. Kagemaru Himeno

RR **Fire Soul** 20

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

Weakness: W+10

Collector Number: 107/123

Rarity: C

## Zubat

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

P **Supersonic**

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

CC **Bite** 20

Weakness: P+10

Resistance: F-20

Retreat Cost: C

Collector Number: 108/123

Rarity: C

## Bebe's Search

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.

Choose a card from your hand and put it on top of your deck. Search your deck for a Pokémon, show it to your opponent, and put it into your hand. Shuffle your deck afterward. (If this is the only card in your hand, you can't play this card.)

Collector Number: 109/123

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: 110/123

Rarity: U

## Fossil Excavator

Trainer [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: 111/123

Rarity: U

## Lake Boundary

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.

Apply Weakness for each Pokémon (both your and your opponent's) as x2 instead.

Collector Number: 112/123

Rarity: U

## Night Maintenance

Trainer

Illus. Ryo Ueda

Search your discard pile for up to 3 in any combination of Pokémon and basic Energy cards. Show them to your opponent and shuffle them into your deck.

Collector Number: 113/123

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: 114/123

Rarity: U

## Team Galactic's Wager

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.

Each player shuffles his or her hand into his or her deck, and you and your opponent play "Rock-Paper-Scissors." The player who wins draws up to 6 cards. The player who loses draws up to 3 cards. (You draw your cards first.)

Collector Number: 115/123

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: 116/123

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: 117/123

Rarity: C

## Multi Energy

Special Energy card

Illus. Takumi Akabane

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

Collector Number: 118/123

Rarity: R

## Darkness Energy

Special Energy card

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: 119/123

Rarity: U

## Metal Energy

Special Energy card

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: 120/123

Rarity: U

## Electivire

120 HP

Pokémon Type: L

LV. X Pokémon

Illus. Shizurow

### [Poké-Body] Shocking Tail

As long as Electivire is your Active Pokémon, whenever your opponent attaches an Energy card from his or her hand to 1 of his or her Pokémon, put 2 damage counters on that Pokémon.

### **LC Pulse Barrier 50**

Discard all of your opponent's Pokémon Tool cards and Stadium cards in play. If you do, prevent all effects, including damage, done to Electivire during your opponent's next turn.

#### **[Level-up rule]**

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

Weakness: Fx2

Resistance: M-20

Retreat Cost: CCC

Collector Number: 121/123

Rarity: LV.X

## **Lucario**

110 HP

Pokémon Type: F

LV. X Pokémon

Illus. Ryo Ueda

#### **[Poké-Power] Stance**

Once during your turn (before your attack), when you put Lucario LV. X from your hand onto your Active Lucario, you may use this power. Prevent all effects of an attack, including damage, done to Lucario during your opponent's next turn. (If Lucario is no longer your Active Pokémon, this effect ends.)

#### **FFC Close Combat 80**

During your opponent's next turn, any damage done to Lucario by attacks is increased by 30 (after applying Weakness and Resistance).

#### **[Level-up rule]**

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

Weakness: Px2

Retreat Cost: C

Collector Number: 122/123

Rarity: LV.X

## **Magmortar**

130 HP

Pokémon Type: R

LV. X Pokémon

Illus. Shizurow

#### **[Poké-Power] Torrid Wave**

Once during your turn (before your attack), if Magmortar is your Active Pokémon, you may choose 1 of the Defending Pokémon. That Pokémon is now Burned. Put 3 damage counters instead of 2 on that Pokémon between turns. This power can't be used if Magmortar is affected by a Special Condition.

#### **RRRR Flame Bluster**

Discard 2 {R} Energy cards attached to Magmortar. Choose 1 of your opponent's Pokémon. This attack does 100 damage to that Pokémon. (Don't apply Weakness and

Resistance for Benched Pokémon.) During your next turn, Magmortar can't use Flame Bluster.

**[Level-up rule]**

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

Weakness: Wx2

Retreat Cost: CCC

Collector Number: 123/123

Rarity: LV.X

## **Time-Space Distortion**

Trainer

Illus. Shizurow

Flip 3 coins. For each heads, search your discard pile for a Pokémon, show it to your opponent, and put it into your hand.

Collector Number: 124/123

Rarity: H