

HS TRIUMPHANT

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

RP: rare Prime

LG: Pokémon LEGEND

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

Aggron

HP: 140

Pokémon Energy Type: {M}

Stage 2 Pokémon

Evolves from: Lairon

{M}{M}{C}

Second Strike 40+

If the Defending Pokémon already has any damage counters on it, this attack does 40 damage plus 40 more damage.

{M}{M}{C}{C}

Guard Claw 60

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

Illus. Kagemaru Himeno

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CCCC

Collector Number: 1/102

Rarity: H

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Altaria

HP: 90

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Swablu

{C} **Midnight Eyes 20**

The Defending Pokémon is now Asleep.

{C}{C}{C} **Stadium Power 40+**

If there is any Stadium card in play, this attack does 40 damage plus 30 more damage.

Illus. Ryo Ueda

Weakness: {C}×2

Resistance: {F}-20

Retreat Cost: 0

Collector Number: 2/102

Rarity: H

Celebi

HP: 70

Pokémon Energy Type: {P}

Basic Pokémon

{P} **Future Sight**

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

{G}{C} **Leaf Bind 30**

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

Illus. Shin Nagasawa

Weakness: {P}×2

Retreat Cost: C

Collector Number: 3/102

Rarity: H

Drapion

HP: 100

Pokémon Energy Type: {D}

Stage 1 Pokémon

Evolves from: Skorupi

{D}{C}{C} **Toxic Fang 40**

Flip a coin. If heads, the Defending Pokémon is now Poisoned. Put 2 damage counters instead of 1 on that Pokémon between turns.

{D}{D}{C}{C} **Land Crush 80**

n/a

Illus. Sumiyoshi Kizuki

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: CCC

Collector Number: 4/102

Rarity: H

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Mamoswine

HP: 140

Pokémon Energy Type: {W}

Stage 2 Pokémon

Evolves from: Piloswine

{W}{C}{C}

Icy Wind 40

The Defending Pokémon is now Asleep.

{W}{W}{C}{C}

Snowstorm 70

Does 20 damage to each of your opponent's Benched Pokémon that has any damage counters on it. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Kagamaru Himeno

Weakness: {M}×2

Retreat Cost: CCCC

Collector Number: 5/102

Rarity: H

Nidoking

HP: 140

Pokémon Energy Type: {F}

Stage 2 Pokémon

Evolves from: Nidorino

[Poké-Body] Pheromone Stamina

Nidoking gets +20 HP for each Nidoqueen you have in play.

{F}{F}{C}{C}

Venomous Horn 80

The Defending Pokémon is now Poisoned.

Illus. match

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: CCC

Collector Number: 6/102

Rarity: H

Porygon-Z

HP: 110

Pokémon Energy Type: {C}

Stage 2 Pokémon

Evolves from: Porygon2

[Poké-Power] Dimension Transfer

Once during your turn (before your attack), you may flip a coin. If heads, search your discard pile for a Trainer card, show it to your opponent, and put it on top of your deck. This power can't be used if Porygon-Z is affected by a Special Condition.

{C}{C}{C}

Suspicious Beam β80

If Porygon-Z has no Rainbow Energy attached to it, Porygon-Z does 20 damage to itself and Porygon-Z is now Confused.

Illus. Kouki Saitou

Weakness: {F}×2

Retreat Cost: CC

Collector Number: 7/102

Rarity: H

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Rapidash

HP: 90

Pokémon Energy Type: {R}

Stage 1 Pokémon

Evolves from: Ponyta

[Poké-Body] Fiery Spirit

Rapidash can't be Confused.

{R}{C}{C} **Ring of Fire** 50

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

Illus. Kyoko Umemoto

Weakness: {W}×2

Retreat Cost: C

Collector Number: 8/102

Rarity: H

Solrock

HP: 70

Pokémon Energy Type: {F}

Basic Pokémon

[Poké-Body] Heal Block

If you have Lunatone in play, damage counters can't be removed from any Pokémon (both yours and your opponent's). (Damage counters can still be moved.)

{F} **Sun Flash** 20

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

Illus. Kouki Saitou

Weakness: {G}×2

Retreat Cost: C

Collector Number: 9/102

Rarity: H

Spiritomb

HP: 60

Pokémon Energy Type: {P}

Basic Pokémon

[Poké-Power] Muddy Whirlpool

Once during your turn, when you put Spiritomb from your hand onto your Bench, you may use this power.

Your opponent shuffles his or her hand into his or her deck and draws 6 cards.

{P} **Color Tag**

Choose {G}{R}{W}{L}{P}{F}{D}{M} or {C} type. Put 1 damage counter on each Pokémon your opponent has in play of the type you chose.

Illus. Shizurow

Resistance: {C}-20

Retreat Cost: C

Collector Number: 10/102

Rarity: H

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Venomoth

HP: 80

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Venonat

[Poké-Power] Poison Moth Wind

Once during your turn (before your attack), you may flip a coin. If heads, your opponent's Active Pokémon is now Poisoned. If tails, your Active Pokémon is now Poisoned. This power can't be used if Venomoth is affected by a Special Condition.

{G}{C} Stun Spore 30

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

Illus. Hideaki Hakozaiki

Weakness: {R}×2

Retreat Cost: C

Collector Number: 11/102

Rarity: H

Victreebel

HP: 110

Pokémon Energy Type: {G}

Stage 2 Pokémon

Evolves from: Weepinbell

[Poké-Body] Tangling Tendrils

As long as Victreebel is your Active Pokémon, your opponent's Active Pokémon's Retreat Cost is {C}{C} more.

{G}{C} Acidic Drain 30

The Defending Pokémon is now Burned and Poisoned. Remove 3 damage counters from Victreebel.

Illus. Midori Harada

Weakness: {R}×2

Retreat Cost: CC

Collector Number: 12/102

Rarity: H

Ambipom

HP: 80

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Aipom

{C}{C} Astonish 20

Choose 2 cards from your opponent's hand without looking. Look at the cards you chose, then have your opponent shuffle those cards into his or her deck.

{C}{C} Tail Spank 60

Discard 2 cards from your hand. (If you can't discard 2 cards from your hand, this attack does nothing.)

Illus. Naoyo Kimura

Weakness: {F}×2

Retreat Cost: C

Collector Number: 13/102

Rarity: R

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Banette

HP: 80

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Shuppet

{P} **Lost Crush**

Flip a coin. If heads, choose 1 Energy card attached to 1 of your opponent's Pokémon and put it in the Lost Zone.

{P}{C}{C} **Breakdown**

Count the number of cards in your opponent's hand. Put that many damage counters on the Defending Pokémon.

Illus. Ryo Ueda

Weakness: {D}×2

Resistance: {C}-20

Retreat Cost: C

Collector Number: 14/102

Rarity: R

Bronzong

HP: 90

Pokémon Energy Type: {M}

Stage 1 Pokémon

Evolves from: Bronzor

{C} **Legend Ceremony**

Search your deck for both halves of a Pokémon LEGEND, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

{C}{C} **Reflect Energy 30**

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

Illus. Yuka Morii

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CCC

Collector Number: 15/102

Rarity: R

Carnivine

HP: 80

Pokémon Energy Type: {G}

Basic Pokémon

{C} **Saliva Lure**

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

{G}{G}{C} **Stick and Absorb 30**

Remove 3 damage counters from Carnivine. The Defending Pokémon can't retreat during your opponent's next turn.

Illus. Ryo Ueda

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: CC

Collector Number: 16/102

Rarity: R

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Ditto

HP: 40

Pokémon Energy Type: {C}

Basic Pokémon

[Poké-Body] Dittobolic

The number of Benched Pokémon your opponent can have is now 4. If your opponent has 5 Benched Pokémon, your opponent must discard 1 of them and all cards attached to it.

{C}{C} **Sharp Point** 20

n/a

Illus. match

Weakness: {F}×2

Retreat Cost: C

Collector Number: 17/102

Rarity: R

Dragonite

HP: 140

Pokémon Energy Type: {C}

Stage 2 Pokémon

Evolves from: Dragonair

{C}{C}{C} **Calming Wind** 50

Remove all Special Conditions from Dragonite.

{C}{C}{C}{C} **Dragon Stamp** 80

Flip 2 coins. If both of them are tails, this attack does nothing. If both of them are heads, the Defending Pokémon is now Paralyzed.

Illus. Mitsuhiro Arita

Weakness: {C}×2

Resistance: {F}-20

Retreat Cost: CCCC

Collector Number: 18/102

Rarity: R

Dugtrio

HP: 80

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Diglett

{F} **Dig** 30

n/a

{C}{C}{C} **Sand Impact** 50+

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

Illus. Shizuro

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: 0

Collector Number: 19/102

Rarity: R

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Electivire

HP: 100

Pokémon Energy Type: {L}

Stage 1 Pokémon

Evolves from: Electabuzz

{L} **Plasma 30**

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

{L}{L}{L} **Thunder Shot**

This attack does 50 damage to each of your opponent's Pokémon that has any Energy cards attached to it. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. TOKIYA

Weakness: {F}×2

Resistance: {M}-20

Retreat Cost: CCC

Collector Number: 20/102

Rarity: R

Elekid

HP: 30

Pokémon Energy Type: {L}

Basic Pokémon

[Poké-Body] **Sweet Sleeping Face**

As long as Elekid is Asleep, prevent all damage done to Elekid by attacks.

{--} **Sparking Ball**

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

Illus. TOKIYA

Retreat Cost: 0

Collector Number: 21/102

Rarity: R

Golduck

HP: 90

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Psyduck

[Poké-Body] **Natural Remedy**

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

{W}{C} **Powerful Splash 30+**

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

Illus. Naoki Saito

Weakness: {L}×2

Retreat Cost: C

Collector Number: 22/102

Rarity: R

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Grumpig

HP: 90

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Spoink

{P}{C} **Psychic Lock** 20

Your opponent can't use any Poké-Powers on his or her Pokémon on his or her next turn.

{P}{C}{C} **Bench Manipulation** 40×

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

Illus. Yukiko Baba

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 23/102

Rarity: R

Kricketune

HP: 80

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Kricketot

{G}{C} **Entrancing Melody** 30

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

{G}{G}{C} **Fury Cutter** 20+

Flip 3 coins. If 1 of them is heads, this attack does 20 damage plus 20 more damage. If 2 of them are heads, this attack does 20 damage plus 40 more damage. If all of them are heads, this attack does 20 damage plus 100 more damage.

Illus. Tomokazu Komiya

Weakness: {R}×2

Retreat Cost: C

Collector Number: 24/102

Rarity: R

Lunatone

HP: 60

Pokémon Energy Type: {F}

Basic Pokémon

{F} **Lunar Blast** 20

n/a

{F}{C} **Selfdestruct** 60

Does 10 damage to each Benched Pokémon (both yours and your opponent's). (Don't apply Weakness and Resistance for Benched Pokémon.) Lunatone does 60 damage to itself.

Illus. Kouki Saitou

Weakness: {G}×2

Retreat Cost: C

Collector Number: 25/102

Rarity: R

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Machamp

HP: 130

Pokémon Energy Type: {F}

Stage 2 Pokémon

Evolves from: Machoke

{F} Vital Throw 40+

You may do 40 damage plus 20 more damage. If you do, Machamp does 20 damage to itself.

{C}{C}{C} Hundred Furious Punches 60+

Does 60 damage plus 10 more damage for each {F} Energy attached to Machamp.

Illus. Shin Nagasawa

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 26/102

Rarity: R

Magmortar

HP: 100

Pokémon Energy Type: {R}

Stage 1 Pokémon

Evolves from: Magmar

{R} Top Burner

For each {R} Energy attached to Magmortar, discard the top card from your opponent's deck. Then, flip a coin. If tails, discard all {R} Energy attached to Magmortar.

{R}{R}{C} Burst Punch 60

The Defending Pokémon is now Burned.

Illus. Masakazu Fukuda

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 27/102

Rarity: R

Nidoqueen

HP: 130

Pokémon Energy Type: {P}

Stage 2 Pokémon

Evolves from: Nidorina

{C} Return 30

Draw cards until you have 6 cards in your hand.

{P}{C}{C} Prize Count 50+

If you have more Prize cards left than your opponent, this attack does 50 damage plus 30 more damage.

Illus. sui

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 28/102

Rarity: R

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Pidgeot

HP: 120

Pokémon Energy Type: {C}

Stage 2 Pokémon

Evolves from: Pidgeotto

{C}{C} **Headwind** 20

During your opponent's next turn, the attack cost of each of the Defending Pokémon's attacks is {C}{C} more.

{C}{C}{C} **Quick Attack** 40+

Flip a coin. If heads, this attack does 40 damage plus 30 more damage.

Illus. Suwama Chiaki

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: 0

Collector Number: 29/102

Rarity: R

Sharpedo

HP: 90

Pokémon Energy Type: {D}

Stage 1 Pokémon

Evolves from: Carvanha

{D} **Strip Bare** 20

Flip 2 coins. If both of them are heads, your opponent discards all cards from his or her hand.

{D}{C}{C} **Rage** 50+

Does 50 damage plus 10 more damage for each damage counter on Sharpedo.

Illus. MAHOU

Weakness: {L}×2

Retreat Cost: C

Collector Number: 30/102

Rarity: R

Wailord

HP: 180

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Wailmer

{C}{C} **Underwater Dive**

Flip 2 coins. For each heads, remove 3 damage counters from Wailord.

{W}{W}{W}{C} **Swallow Up** 50+

Before doing damage, count the remaining HP of the Defending Pokémon and Wailord. If the Defending Pokémon has fewer remaining HP than Wailord, this attack does 50 damage plus 50 more damage.

Illus. Hajime Kusajima

Weakness: {L}×2

Retreat Cost: CCCC

Collector Number: 31/102

Rarity: R

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Dragonair

HP: 80

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Dratini

{C}{C} **Search and Invite**

Search your deck for up to 2 Pokémon, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

{C}{C}{C} **Slam 40×**

Flip 2 coins. This attack does 40 damage times the number of heads.

Illus. Mitsuhiro Arita

Weakness: {C}×2

Retreat Cost: C

Collector Number: 32/102

Rarity: U

Electabuzz

HP: 70

Pokémon Energy Type: {L}

Basic Pokémon

{C} **Light Punch 10**

n/a

{L}{L}{C} **Shock Bolt 60**

Flip a coin. If tails, discard all {L} Energy attached to Electabuzz.

Illus. TOKIYA

Weakness: {F}×2

Resistance: {M}-20

Retreat Cost: CC

Collector Number: 33/102

Rarity: U

Electrode

HP: 80

Pokémon Energy Type: {L}

Stage 1 Pokémon

Evolves from: Voltorb

{C} **Rollout 20**

n/a

{L}{L}{C} **Lightning Strike 40+**

You may do 40 damage plus 60 more damage. If you do, discard all {L} Energy attached to Electrode.

Illus. Masakazu Fukuda

Weakness: {F}×2

Resistance: {M}-20

Retreat Cost: C

Collector Number: 34/102

Rarity: U

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Haunter

HP: 70

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Gastly

{P} **Sneaky Placement**

Put 2 damage counters on 1 of your opponent's Pokémon.

{C}{C} **Sleep Poison**

The Defending Pokémon is now Asleep and Poisoned.

Illus. Takashi Yamaguchi

Weakness: {D}×2

Resistance: {C}-20

Retreat Cost: 0

Collector Number: 35/102

Rarity: U

Kangaskhan

HP: 80

Pokémon Energy Type: {C}

Basic Pokémon

{C}{C} **Split Spiral Punch 20**

The Defending Pokémon is now Confused.

{C}{C}{C} **Dizzy Punch 50×**

Flip 2 coins. This attack does 50 damage times the number of heads.

Illus. Mitsuhiro Arita

Weakness: {F}×2

Retreat Cost: CCC

Collector Number: 36/102

Rarity: U

Lairon

HP: 80

Pokémon Energy Type: {M}

Stage 1 Pokémon

Evolves from: Aron

{M}{M}{C} **Take Down 80**

Lairon does 20 damage to itself.

Illus. Kagemaru Himeno

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CCC

Collector Number: 37/102

Rarity: U

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Lickilicky

HP: 100

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Lickitung

{C} **Licking Shot**

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

{C}{C}{C} **Stick and Absorb 50**

Remove 2 damage counters from Lickilicky. The Defending Pokémon can't retreat during your opponent's next turn.

Illus. Atsuko Nishida

Weakness: {F}×2

Retreat Cost: CCC

Collector Number: 38/102

Rarity: U

Luvdisc

HP: 60

Pokémon Energy Type: {W}

Basic Pokémon

{C} **Rendezvous Draw**

Each player draws and reveals the top card of his or her deck.

{W} **Distorted Wave 30**

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

Illus. sui

Weakness: {L}×2

Retreat Cost: C

Collector Number: 39/102

Rarity: U

Machoke

HP: 90

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Machop

{F} **Knuckle Down 30**

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

{F}{F}{C} **Strength 60**

n/a

Illus. Shin Nagasawa

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 40/102

Rarity: U

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Magby

HP: 30

Pokémon Energy Type: {R}

Basic Pokémon

[Poké-Body] Sweet Sleeping Face

As long as Magby is Asleep, prevent all damage done to Magby by attacks.

{--}

Play with Fire

The Defending Pokémon is now Burned. Magby is now Asleep.

Illus. Masakazu Fukuda

Retreat Cost: 0

Collector Number: 41/102

Rarity: U

Magmar

HP: 70

Pokémon Energy Type: {R}

Basic Pokémon

{R} Eruption 20×

Each player discards the top card of his or her deck. This attack does 20 damage times the number of Energy cards discarded in this way.

{R}{C}{C}

Combustion 30

n/a

Illus. Masakazu Fukuda

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 42/102

Rarity: U

Magneton

HP: 80

Pokémon Energy Type: {L}

Stage 1 Pokémon

Evolves from: Magnemite

{L}

Speed Ball 20

n/a

{C}{C}

Tri Attack 20×

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

Illus. Noriko Hotta

Weakness: {F}×2

Resistance: {M}-20

Retreat Cost: C

Collector Number: 43/102

Rarity: U

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Marowak

HP: 90

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Cubone

{C}{C} **Bonemerang** 60×

Flip 2 coins. This attack does 60 damage times the number of heads.

{F}{F} **Bone Impact** 20+

If there is any Stadium card in play, this attack does 20 damage plus 60 more damage. Discard that Stadium card.

Illus. kawayoo

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: C

Collector Number: 44/102

Rarity: U

Nidorina

HP: 80

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Nidoran♀

{C} **Quick Blow** 20+

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

{P}{C}{C} **Tail Slap** 50

n/a

Illus. sui

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 45/102

Rarity: U

Nidorino

HP: 80

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Nidoran♂

{C}{C} **Horn Attack** 30

n/a

{P}{C}{C} **Lunge** 80

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

Illus. match

Weakness: {P}×2

Retreat Cost: C

Collector Number: 46/102

Rarity: U

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Pidgeotto

HP: 80

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Pidgey

{C}{C} **Gust** 20

n/a

{C}{C}{C} **Twister** 30

Flip 2 coins. If both of them are tails, this attack does nothing. For each heads, discard an Energy attached to the Defending Pokémon.

Illus. Suwama Chiaki

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 47/102

Rarity: U

Piloswine

HP: 100

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Swinub

{W}{C}{C} **Blizzard** 40

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

{W}{C}{C}{C} **Hammer In** 60

n/a

Illus. Kagemaru Himeno

Weakness: {M}×2

Retreat Cost: CCC

Collector Number: 48/102

Rarity: U

Porygon2

HP: 80

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Porygon

[Poké-Power] Mapping

Once during your turn, when you play Porygon2 from your hand to evolve 1 of your Pokémon, you may search your deck for a Stadium card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

{C}{C} **3-D Attack** 20×

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

Illus. Kouki Saitou

Weakness: {F}×2

Retreat Cost: C

Collector Number: 49/102

Rarity: U

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Tentacruel

HP: 90

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Tentacool

{W} **Tentavolve** 20

If Tentacruel evolved from Tentacool during this turn, the Defending Pokémon is now Paralyzed and Poisoned.

{C}{C}{C} **Hyper Beam** 50

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

Illus. Sachiko Adachi

Weakness: {L}×2

Retreat Cost: CC

Collector Number: 50/102

Rarity: U

Unown

HP: 50

Pokémon Energy Type: {P}

Basic Pokémon

[Poké-Power] CURE

Once during your turn, when you put Unown from your hand onto your Bench, remove all Special Conditions from your Active Pokémon.

{P} **Hidden Power** 10

n/a

Illus. Hideaki Hakozaki

Weakness: {P}×2

Retreat Cost: C

Collector Number: 51/102

Rarity: U

Wailmer

HP: 90

Pokémon Energy Type: {W}

Basic Pokémon

{W}{C}{C} **Double Attack**

Choose 2 of your opponent's Pokémon. This attack does 20 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.)

{W}{C}{C}{C} **Surf** 50

n/a

Illus. Hajime Kusajima

Weakness: {L}×2

Retreat Cost: CCC

Collector Number: 52/102

Rarity: U

HS TRIUMPHANT

Weepinbell

HP: 80

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Bellsprout

{C} **Poisonpowder**

The Defending Pokémon is now Poisoned.

{G}{C} **Corrode Target 10**

Flip a coin. If heads, look at your opponent's hand, choose 1 card, and discard it.

Illus. Midori Harada

Weakness: {R}×2

Retreat Cost: C

Collector Number: 53/102

Rarity: U

Yanmega

HP: 90

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Yanma

{G} **Shoot Through 20**

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

{G}{C}{C} **U-turn 50**

Switch Yanmega with 1 of your Benched Pokémon.

Illus. Naoyo Kimura

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 54/102

Rarity: U

Aipom

HP: 60

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Imitate**

Draw cards until you have the same number of cards in your hand as your opponent.

{C} **Tail Punch 10**

n/a

Illus. Naoyo Kimura

Weakness: {F}×2

Retreat Cost: C

Collector Number: 55/102

Rarity: C

HS TRIUMPHANT

Aron

HP: 60

Pokémon Energy Type: {M}

Basic Pokémon

{C}

Mountain Eater

Discard the top card of your deck. Then, remove 2 damage counters from Aron.

{M}{C}{C}

Confront 30

n/a

Illus. Kagemaru Himeno

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CC

Collector Number: 56/102

Rarity: C

Bellsprout

HP: 40

Pokémon Energy Type: {G}

Basic Pokémon

{C}

Inviting Scent

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

{G}

Careless Tackle 20

Bellsprout does 10 damage to itself.

Illus. Midori Harada

Weakness: {R}×2

Retreat Cost: C

Collector Number: 57/102

Rarity: C

Bronzor

HP: 60

Pokémon Energy Type: {M}

Basic Pokémon

{C}

Iron Defense

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

{C}{C}

Tackle 20

n/a

Illus. Yuka Morii

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 58/102

Rarity: C

HS TRIUMPHANT

Carvanha

HP: 50

Pokémon Energy Type: {D}

Basic Pokémon

{C} **Focus Energy**

During your next turn, Carvanha's Bite attack's base damage is 40.

{D} **Bite 10**

n/a

Illus. MAHOU

Weakness: {L}×2

Retreat Cost: C

Collector Number: 59/102

Rarity: C

Cubone

HP: 40

Pokémon Energy Type: {F}

Basic Pokémon

[Poké-Body] **Lonely Bone**

Any damage done to Cubone by your opponent's attacks is reduced by 20 for each Marowak in your discard pile (after applying Weakness and Resistance).

{C}{C} **Bone Rush 20×**

Flip a coin until you get tails. This attack does 20 damage times the number of heads.

Illus. kawayoo

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: C

Collector Number: 60/102

Rarity: C

Diglett

HP: 40

Pokémon Energy Type: {F}

Basic Pokémon

{C} **Sand Veil**

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

{F}{C} **Mini Earthquake 40**

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

Illus. Shizurow

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: C

Collector Number: 61/102

Rarity: C

HS TRIUMPHANT

Dratini

HP: 50

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Gentle Wrap** 10

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

{C}{C} **Ram** 20

n/a

Illus. Mitsuhiro Arita

Weakness: {C}×2

Retreat Cost: C

Collector Number: 62/102

Rarity: C

Gastly

HP: 50

Pokémon Energy Type: {P}

Basic Pokémon

{P} **Sneaky Placement**

Put 1 damage counter on 1 of your opponent's Pokémon.

Illus. Takashi Yamaguchi

Weakness: {D}×2

Resistance: {C}-20

Retreat Cost: C

Collector Number: 63/102

Rarity: C

Illumise

HP: 70

Pokémon Energy Type: {G}

Basic Pokémon

{C} **Sweet Scent**

Remove 3 damage counters from 1 of your Pokémon.

{G} **Vulcan Punch** 30×

Flip a coin for each Volbeat you have in play. This attack does 30 damage times the number of heads.

Illus. Kent Kanetsuna

Weakness: {R}×2

Retreat Cost: C

Collector Number: 64/102

Rarity: C

Kricketot

HP: 50

Pokémon Energy Type: {G}

Basic Pokémon

{G}{C} **Pound** 30

n/a

Illus. Tomokazu Komiya

Weakness: {R}×2

Retreat Cost: C

Collector Number: 65/102

Rarity: C

HS TRIUMPHANT

Lickitung

HP: 90

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Pound 10**

n/a

{C}{C}{C} **Tongue Whip**

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.)

Illus. Atsuko Nishida

Weakness: {F}×2

Retreat Cost: CC

Collector Number: 66/102

Rarity: C

Machop

HP: 60

Pokémon Energy Type: {F}

Basic Pokémon

{F} **Steady Punch 10+**

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

{F}{F}{F} **Mach Jab 50**

n/a

Illus. Shin Nagasawa

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 67/102

Rarity: C

Magnemite

HP: 50

Pokémon Energy Type: {L}

Basic Pokémon

{C} **Magnetic Switch**

Switch Magnemite with 1 of your Benched Pokémon.

{L}{C} **Thundershock 20**

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

Illus. Noriko Hotta

Weakness: {F}×2

Resistance: {M}-20

Retreat Cost: C

Collector Number: 68/102

Rarity: C

HS TRIUMPHANT

Nidoran♀

HP: 50

Pokémon Energy Type: {P}

Basic Pokémon

{C}

Friend Search

Look at the top 5 cards of your deck, choose 1 Pokémon you find there, show it to your opponent, and put it into your hand. Shuffle the other cards back into your deck.

{P}{C}

Double Kick 20×

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

Illus. sui

Weakness: {P}×2

Retreat Cost: C

Collector Number: 69/102

Rarity: C

Nidoran♂

HP: 50

Pokémon Energy Type: {P}

Basic Pokémon

{C}

Pheromone Poison10

If Nidoran♀ is on your Bench, the Defending Pokémon is now Poisoned.

{C}{C}

Horn Attack 20

n/a

Illus. match

Weakness: {P}×2

Retreat Cost: C

Collector Number: 70/102

Rarity: C

Pidgey

HP: 50

Pokémon Energy Type: {C}

Basic Pokémon

{C}

Messenger

Search your deck for a Pokémon, show it to your opponent, and put it into your hand. Shuffle Pidgey and all cards attached to it back into your deck.

{C}

Glide 10

n/a

Illus. Suwama Chiaki

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 71/102

Rarity: C

HS TRIUMPHANT

Ponyta

HP: 60

Pokémon Energy Type: {R}

Basic Pokémon

{C} **Rear Kick** 10

n/a

{R}{C} **Flare** 20

n/a

Illus. Kyoko Umemoto

Weakness: {W}×2

Retreat Cost: C

Collector Number: 72/102

Rarity: C

Porygon

HP: 50

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Sharpen** 10

n/a

{C}{C} **Recover**

Discard an Energy attached to Porygon and remove 4 damage counters from Porygon.

Illus. Kouki Saitou

Weakness: {F}×2

Retreat Cost: C

Collector Number: 73/102

Rarity: C

Psyduck

HP: 60

Pokémon Energy Type: {W}

Basic Pokémon

{W} **Tripping Headbutt**

Flip a coin. If heads, this attack does 30 damage to 1 of your opponent's Pokémon. If tails, this attack does 30 damage to 1 of your Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Naoki Saito

Weakness: {L}×2

Retreat Cost: C

Collector Number: 74/102

Rarity: C

HS TRIUMPHANT

Shuppet

HP: 60

Pokémon Energy Type: {P}

Basic Pokémon

{C}

Disable

Flip a coin. If heads, choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

{P}

Haunt

Put 1 damage counter on the Defending Pokémon.

Illus. Ryo Ueda

Weakness: {D}×2

Resistance: {C}-20

Retreat Cost: C

Collector Number: 75/102

Rarity: C

Skorupi

HP: 60

Pokémon Energy Type: {P}

Basic Pokémon

{C}{C}

Paralyzing Clamp 30

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

Illus. Sumiyoshi Kizuki

Weakness: {P}×2

Retreat Cost: C

Collector Number: 76/102

Rarity: C

Spink

HP: 50

Pokémon Energy Type: {P}

Basic Pokémon

{P}

Sleep Pearl

The Defending Pokémon is now Asleep. Switch Spink with 1 of your Benched Pokémon.

Illus. Yukiko Baba

Weakness: {P}×2

Retreat Cost: C

Collector Number: 77/102

Rarity: C

Swablu

HP: 40

Pokémon Energy Type: {C}

Basic Pokémon

{C}

Wing Flick 10

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

Illus. Ryo Ueda

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 78/102

Rarity: C

HS TRIUMPHANT

Swinub

HP: 60

Pokémon Energy Type: {W}

Basic Pokémon

{W} **Headbutt** 10

n/a

{C}{C} **Ice Ball** 20

n/a

Illus. Kagemaru Himeno

Weakness: {M}×2

Retreat Cost: CC

Collector Number: 79/102

Rarity: C

Tentacool

HP: 60

Pokémon Energy Type: {W}

Basic Pokémon

{W} **Gentle Wrap** 10

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

Illus. Sachiko Adachi

Weakness: {L}×2

Retreat Cost: C

Collector Number: 80/102

Rarity: C

Venonat

HP: 50

Pokémon Energy Type: {G}

Basic Pokémon

{G} **Leech Life** 10

Remove from Venonat the number of damage counters equal to the damage you did to the Defending Pokémon.

{C}{C} **Tackle** 20

n/a

Illus. Hideaki Hakozaki

Weakness: {R}×2

Retreat Cost: C

Collector Number: 81/102

Rarity: C

HS TRIUMPHANT

Volbeat

HP: 70

Pokémon Energy Type: {G}

Basic Pokémon

{G}

Assault Missile

If you don't have Illumise in play, this attack does nothing. 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.)

{G}{C}{C}

Firefly Light 30

The Defending Pokémon is now Burned and Confused.

Illus. Kent Kanetsuna

Weakness: {R}×2

Retreat Cost: C

Collector Number: 82/102

Rarity: C

Voltorb

HP: 40

Pokémon Energy Type: {L}

Basic Pokémon

{L}

Magnetic Bomb 20+

Flip a coin. If heads, this attack does 20 damage plus 10 more damage. If tails, Voltorb does 10 damage to itself.

Illus. Masakazu Fukuda

Weakness: {F}×2

Resistance: {M}-20

Retreat Cost: C

Collector Number: 83/102

Rarity: C

Yanma

HP: 50

Pokémon Energy Type: {G}

Basic Pokémon

[Poké-Body] Free Flight

If Yanma has no Energy attached to it, Yanma's Retreat Cost is 0.

{G}{C}

Dive 20

n/a

Illus. Naoyo Kimura

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 84/102

Rarity: C

HS TRIUMPHANT

Black Belt

Supporter

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.

You may use this card only if you have more Prize cards left than your opponent. During this turn, each of your Active Pokémon's attacks does 40 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Illus. Kanako Eo

Collector Number: 85/102

Rarity: U

Indigo Plateau

Stadium

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 Pokémon LEGEND in play (both yours and your opponent's) gets +30 HP.

Illus. Ryo Ueda

Collector Number: 86/102

Rarity: U

Junk Arm

Trainer

Discard 2 cards from your hand. Search your discard pile for a Trainer card, show it to your opponent, and put it into your hand. You can't choose Junk Arm with the effect of this card.

Illus. Ryo Ueda

Collector Number: 87/102

Rarity: U

Seeker

Supporter

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 returns 1 of his or her Benched Pokémon and all cards attached to it to his or her hand. (You return your Pokémon first.)

Illus. Wataru Kawahara

Collector Number: 88/102

Rarity: U

Twins

Supporter

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.

You may use this card only if you have more Prize cards left than your opponent. Search your deck for any 2 cards and put them into your hand. Shuffle your deck afterward.

Illus. Kanako Eo

Collector Number: 89/102

Rarity: U

HS TRIUMPHANT

Rescue Energy

Energy

Rescue Energy provides {C} Energy. If the Pokémon this card is attached to is Knocked Out by damage from an attack, put that Pokémon back into your hand. (Discard all cards attached to that Pokémon.)

Illus. Kent Kanetsuna

Collector Number: 90/102

Rarity: U

Absol

HP: 80

Pokémon Energy Type: {D}

Basic Pokémon

[Poké-Body] Eye of Disaster

As long as Absol is your Active Pokémon, whenever your opponent puts a Basic Pokémon from his or her hand onto his or her Bench, put 2 damage counters on that Pokémon.

{D}{C} **Vicious Claw** 70

Choose 1 Pokémon from your hand and put it in the Lost Zone. (If you can't put a Pokémon in the Lost Zone, this attack does nothing.)

Illus. Hideaki Hakozaiki

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 91/102

Rarity: RP

Celebi

HP: 60

Pokémon Energy Type: {G}

Basic Pokémon

[Poké-Power] Forest Breath

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

{G}{P}{C} **Time Circle** 30

During your opponent's next turn, prevent all damage done to Celebi by attacks from your opponent's Stage 1 or Stage 2 Pokémon.

Illus. Hideaki Hakozaiki

Weakness: {R}×2

Retreat Cost: C

Collector Number: 92/102

Rarity: RP

HS TRIUMPHANT

Electrode

HP: 90

Pokémon Energy Type: {L}

Stage 1 Pokémon

Evolves from: Voltorb

[Poké-Power] Energymite

Once during your turn (before your attack), you may use this power. If you do, Electrode is Knocked Out.

Look at the top 7 cards of your deck. Choose as many Energy cards as you like and attach them to your Pokémon in any way you like. Discard the other cards. This power can't be used if Electrode is affected by a Special Condition.

{L}{C} **Gigashock** 30

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

Illus. Hideaki Hakozaiki

Weakness: {F}×2

Resistance: {M}-20

Retreat Cost: C

Collector Number: 93/102

Rarity: RP

Gengar

HP: 130

Pokémon Energy Type: {P}

Stage 2 Pokémon

Evolves from: Haunter

[Poké-Body] Catastrophe

As long as Gengar is your Active Pokémon, if any of your opponent's Pokémon would be Knocked Out, put that Pokémon in the Lost Zone instead of discarding it. (Discard all cards attached to that Pokémon.)

{P} **Hurl into Darkness**

Look at your opponent's hand and choose a number of Pokémon you find there up to the number of {P} Energy attached to Gengar. Put the Pokémon you chose in the Lost Zone.

{P}{C} **Cursed Drop**

Put 4 damage counters on your opponent's Pokémon in any way you like.

Illus. Takashi Yamaguchi

Weakness: {D}×2

Resistance: {C}-20

Retreat Cost: 0

Collector Number: 94/102

Rarity: RP

HS TRIUMPHANT

Machamp

HP: 150

Pokémon Energy Type: {F}

Stage 2 Pokémon

Evolves from: Machoke

[Poké-Power] Fighting Tag

Once during your turn (before your attack), if Machamp is on your Bench, you may move all {F} Energy attached to your Active Pokémon to Machamp. If you do, switch Machamp with your Active Pokémon.

{F}{C}{C} **Crushing Punch 60**

Discard a Special Energy card attached to the Defending Pokémon.

{F}{F}{C}{C} **Strength Booster 100+**

Does 100 damage plus 10 more damage for each of your Benched Pokémon that has any damage counters on it.

Illus. Shizurow

Weakness: {P}×2

Retreat Cost: CCC

Collector Number: 95/102

Rarity: RP

Magnezone

HP: 140

Pokémon Energy Type: {L}

Stage 2 Pokémon

Evolves from: Magnetron

[Poké-Power] Magnetic Draw

Once during your turn (before your attack), you may draw cards until you have 6 cards in your hand. This power can't be used if Magnezone is affected by a Special Condition.

{L}{C} **Lost Burn 50×**

Put as many Energy cards attached to your Pokémon as you like in the Lost Zone. This attack does 50 damage times the number of Energy cards put in the Lost Zone in this way.

Illus. Noriko Hotta

Weakness: {F}×2

Resistance: {M}-20

Retreat Cost: CCC

Collector Number: 96/102

Rarity: RP

Mew

HP: 60

Pokémon Energy Type: {P}

Basic Pokémon

[Poké-Body] Lost Link

Mew can use the attacks of all of the Pokémon in the Lost Zone (both yours and your opponent's). (You still need the necessary Energy to use each attack.)

{P} **See Off**

Search your deck for 1 Pokémon and put it in the Lost Zone. Shuffle your deck afterward.

Illus. Hideaki Hakozaki

Weakness: {P}×2

Retreat Cost: 0

Collector Number: 97/102

Rarity: RP

HS TRIUMPHANT

Yanmega

HP: 110

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Yanma

[Poké-Body] Insight

If you have the same number of cards in your hand as your opponent the attack cost of each of Yanmega's attacks is 0.

{G}{C} Linear Attack

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

{G}{G}{C} Sonicboom 70

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

Illus. Noriko Hotta

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: 0

Collector Number: 98/102

Rarity: RP

Darkrai & Cresselia LEGEND

HP: 150

Pokémon Energy Type: {D}{P}

LEGEND Pokémon

<Pokémon LEGEND Rule>

Put this card from your hand onto your Bench only with the other half of Darkrai & Cresselia LEGEND.

Illus. Shinji Higuchi + Noriko Takaya/樋口真嗣+高屋法子

Collector Number: 99/102

Rarity: LG

Darkrai & Cresselia LEGEND

Pokémon Energy Type: {D}{P}

LEGEND Pokémon

{D}{D}{C}{C} Lost Crisis 100

Choose 2 Energy attached to Darkrai & Cresselia LEGEND and put them in the Lost Zone. If any of your opponent's Pokémon would be Knocked Out by damage from this attack, put that Pokémon and all cards attached to it in the Lost Zone instead of discarding it.

{P} Moon's Invite

Move as many damage counters on your opponent's Pokémon as you like to any of your opponent's other Pokémon in any way you like.

<Pokémon LEGEND Rule>

Put this card from your hand onto your Bench only with the other half of Darkrai & Cresselia LEGEND.

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

Illus.

Weakness: {F}{P}×2

Retreat Cost: CC

Collector Number: 100/102

Rarity: LG

HS TRIUMPHANT

Palkia & Dialga LEGEND

HP: 160

Pokémon Energy Type: {W}{M}

LEGEND Pokémon

<Pokémon LEGEND Rule>

Put this card from your hand onto your Bench only with the other half of Palkia & Dialga LEGEND.

Illus. Shinji Higuchi + Sachiko Eba/樋口真嗣+江場左知子

Collector Number: 101/102

Rarity: LG

Palkia & Dialga LEGEND

Pokémon Energy Type: {W}{M}

LEGEND Pokémon

{W}{C}{C}

Sudden Delete

Choose 1 of your opponent's Benched Pokémon. Put that Pokémon and all cards attached to it back into your opponent's hand.

{M}{M}{C}

Time Control

Discard all {M} Energy attached to Palkia & Dialga LEGEND. Add the top 2 cards of your opponent's deck to his or her Prize cards.

<Pokémon LEGEND Rule>

Put this card from your hand onto your Bench only with the other half of Palkia & Dialga LEGEND.

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

Illus.

Weakness: {L}{R}×2

Retreat Cost: CCC

Collector Number: 102/102

Rarity: LG

Alph Lithograph

Trainer

LOOK AT ALL OF YOUR FACE DOWN PRIZE CARDS!

Illus. Milky Isobe

Collector Number: FOUR

Rarity: H