

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 27th, 2008.

Ampharos

130 HP

Pokémon Type: L

Stage 2 Pokémon

Evolves from Flaaffy

Illus. Kouki Saitou

[Poké-Body] Jamming

After your opponent plays a Supporter card from his or her hand, put 1 damage counter on each of your opponent's Pokémon. You can't use more than 1 Jamming Poké-Body each turn.

LCC Cluster Bolt 70

You may discard all {L} Energy attached to Ampharos. If you do, this attack does 20 damage to each of your opponent's Benched Pokémon that has any Energy cards attached to it. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: F+30
Resistance: M-20
Retreat Cost: CCC
Collector Number: 1/132
Rarity: H

Blastoise

120 HP
Pokémon Type: W
Stage 2 Pokémon
Evolves from Wartortle
Illus. Daisuke Ito

[Poké-Power] Waterlog

Once during your turn (before your attack), you may attach as many basic {W} Energy cards from your hand to any of your Pokémon in any way you like. If you do, your turn ends. This power can't be used if Blastoise is affected by a Special Condition.

WWC Hydro Pump 50+

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

Weakness: L+30
Retreat Cost: CC
Collector Number: 2/132
Rarity: H

Charizard

130 HP
Pokémon Type: R
Stage 2 Pokémon
Evolves from Charmeleon
Illus. Daisuke Ito

[Poké-Body] Fury Blaze

If your opponent has 3 or less Prize cards left, each of Charizard's attacks does 50 more damage to the Active Pokémon (before applying Weakness and Resistance).

RRRC Blast Burn 120

Flip a coin. If heads, discard 2 Energy cards attached to Charizard. If tails, discard 4 Energy cards attached to Charizard. (If you can't, this attack does nothing.)

Weakness: W+40
Resistance: F-20
Retreat Cost: CCC
Collector Number: 3/132
Rarity: H

Entei

80 HP
Pokémon Type: R

Basic Pokémon

Illus. Ryo Ueda

[Poké-Body] Burning Coat

Whenever 1 of your opponent's Pokémon is Knocked Out by damage from Entei's attacks, discard the top 3 cards from your opponent's deck.

RRR Blaze Roar 60

Does 20 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Flip a coin. If tails, discard 2 {R} Energy cards attached to Entei.

Weakness: W+20

Retreat Cost: CC

Collector Number: 4/132

Rarity: H

Flygon

120 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Vibrava

Illus. Daisuke Ito

[Poké-Body] Irritating Buzz

As long as Flygon is your Active Pokémon, put 1 damage counter on each of your opponent's Active Pokémon between turns, excluding {F} Pokémon.

FCC Sand Sonic 60+

If you attach a {F} Energy card from your hand to Flygon during this turn, this attack does 60 damage plus 20 more damage.

Weakness: W+30

Resistance: L-20

Retreat Cost: C

Collector Number: 5/132

Rarity: H

Gallade

130 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Kirlia

Illus. Daisuke Ito

FC Sonic Blade

Put damage counters on the Defending Pokémon until it is 50 HP away from being Knocked Out. If you do, your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon.

PCC Psychic Cut 60+

You may choose as many of your face-down Prize cards as you like and put them face up. If you do, this attack does 60 damage plus 20 more damage for each Prize card you chose. (These cards remain face up for the rest of the game.)

Weakness: P+30
Retreat Cost: CC
Collector Number: 6/132
Rarity: H

Gardevoir

110 HP
Pokémon Type: P
Stage 2 Pokémon
Evolves from Kirlia
Illus. Atsuko Nishida

[Poké-Power] Telepass

Once during your turn (before your attack), you may search your opponent's discard pile for a Supporter card and use the effect of that card as the effect of this power. (The Supporter card remains in your opponent's discard pile.) You can't use more than 1 Telepass Poké-Power each turn. This power can't be used if Gardevoir is affected by a Special Condition.

PCC Psychic Lock 60

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

Weakness: P+30
Retreat Cost: CC
Collector Number: 7/132
Rarity: H

Gastrodon East Sea

100 HP
Pokémon Type: W
Stage 1 Pokémon
Evolves from Shellos East Sea
Illus. Kazuyuki Kano

[Poké-Power] Osmosis

Once during your turn (before your attack), if you have Gastrodon West Sea in play, you may move up to 3 damage counters from Gastrodon East Sea to 1 of your Gastrodon West Sea.

WCC Dwindling Wave 80-

Does 80 damage minus 10 damage for each damage counter on Gastrodon East Sea.

Weakness: G+30
Resistance: L-20
Retreat Cost: CCCC
Collector Number: 8/132
Rarity: H

Gastrodon West Sea

100 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Shellos West Sea

Illus. Kazuyuki Kano

FC Raging Flood 20+

Does 20 damage plus 10 more damage for each damage counter on Gastrodon West Sea. Then, remove 2 damage counters from Gastrodon West Sea.

FCCC Wild Waves 80

Put 1 damage counter on each Benched Pokémon (both yours and your opponent's).

Weakness: G+30

Resistance: L-20

Retreat Cost: CCCC

Collector Number: 9/132

Rarity: H

Ho-Oh

90 HP

Pokémon Type: R

Basic Pokémon

Illus. Kazuyuki Kano

[Poké-Power] Phoenix Turn

Once during your opponent's turn, if Ho-Oh would be Knocked Out by damage from an attack, you may flip a coin. If heads, Ho-Oh isn't discarded. Instead, remove all damage counters, Special Conditions, and other effects from Ho-Oh. Then, discard all cards attached to Ho-Oh (except for Energy cards). This counts as Ho-Oh being Knocked Out and your opponent takes a Prize card.

CCCC Rainbow Wing 20x

This attack does 20 damage times the number of different types of basic Energy cards attached to Ho-Oh.

Weakness: W×2

Resistance: F-20

Retreat Cost: CC

Collector Number: 10/132

Rarity: H

Jumpluff

90 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Skiploom

Illus. Kagemaru Himeno

[Poké-Body] Cotton Spore

Whenever Jumpluff would be damaged by your opponent's attack, flip a coin. If heads, prevent all damage done to Jumpluff by that attack.

GG Cottonweed Punch

Flip 2 coins. Choose 1 of your opponent's Pokémon. For each heads, this attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: R+30

Resistance: F-20

Retreat Cost: 0

Collector Number: 11/132

Rarity: H

Lickilicky

110 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Lickitung

Illus. Kazuyuki Kano

CC Tongue Reel

Choose 1 of your opponent's Pokémon. If you choose a Benched Pokémon, switch the Defending Pokémon with that Pokémon. This attack does 20 damage to the Pokémon you chose. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

CCCC **Boundless Power** 80

During your next turn, Lickilicky can't attack.

Weakness: F+30

Retreat Cost: CCCC

Collector Number: 12/132

Rarity: H

Ludicolo

100 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Lombre

Illus. Mitsuhiro Arita

[Poké-Body] Rain Dish

At any time between turns, remove 1 damage counter from Ludicolo.

WWC **Nature Power** 60+

If you have a Stadium card in play, this attack does 60 damage plus 20 more damage. If your opponent has a Stadium card in play, the Defending Pokémon is now Confused.

Weakness: L+30

Retreat Cost: CC

Collector Number: 13/132

Rarity: H

Lugia

90 HP

Pokémon Type: C

Basic Pokémon

Illus. Kazuyuki Kano

C **Silver Wing** 20

Flip a coin. If heads, choose an Energy card attached to the Defending Pokémon and return it to your opponent's hand.

PCC **Psychic Destruction** 120

If the Defending Pokémon has any Energy cards attached to it, this attack's base damage is 40 instead of 120.

Weakness: P+20

Resistance: F-20

Retreat Cost: CC

Collector Number: 14/132

Rarity: H

Mew

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Kagemaru Himeno

-- **Psychic Balance**

If you have less cards in your hand than your opponent, draw cards until you have the same number of cards as your opponent. (If you have more or the same number of cards in your hand as your opponent, this attack does nothing.)

PCC **Re-creation**

Choose an attack on 1 of your opponent's Pokémon in his or her discard pile. Re-creation copies that attack except for its Energy cost. (You must still do anything else required for that attack.) Mew performs that attack.

Weakness: P+20

Retreat Cost: C

Collector Number: 15/132

Rarity: H

Raikou

80 HP

Pokémon Type: L

Basic Pokémon

Illus. Ryo Ueda

[**Poké-Power**] **Thunder Rumble**

Once during your turn (before your attack), when you attach a {L} Energy card from your hand to Raikou, you may put 1 damage counter on 1 of your opponent's Benched Pokémon.

LLL **Thunder Climb** 50+

Discard 3 cards from the top of your deck. This attack does 50 damage plus 10 more damage for each {L} Energy card you discarded. Then, attach those {L} Energy cards to 1 of your Pokémon.

Weakness: F+20

Resistance: M-20

Retreat Cost: CC
Collector Number: 16/132
Rarity: H

Roserade

90 HP
Pokémon Type: G
Stage 1 Pokémon
Evolves from Roselia
Illus. Ken Sugimori
G Sleep Poison 20
The Defending Pokémon is now Asleep and Poisoned.

GCC Magical Leaf 40+
Flip a coin. If heads, this attack does 40 damage plus 30 more damage and remove 3 damage counters from Roserade.
Weakness: R+20
Retreat Cost: C
Collector Number: 17/132
Rarity: H

Salamence

140 HP
Pokémon Type: C
Stage 2 Pokémon
Evolves from Shelgon
Illus. Kazuyuki Kano
CC Direct Hit 50

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

RRWW Dragon Finish

Discard 2 basic {R} Energy cards or 2 basic {W} Energy cards attached to Salamence. If you discarded 2 basic {R} Energy cards, this attack does 100 damage to the Defending Pokémon. If you discarded 2 basic {W} Energy cards, this attack does 100 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) (If you can't discard cards, this attack does nothing.)

Weakness: C+30
Resistance: F-20
Retreat Cost: CCC
Collector Number: 18/132
Rarity: H

Suicune

70 HP
Pokémon Type: W
Basic Pokémon

Illus. Ryo Ueda

[Poké-Power] Aqua Recovery

Once during your turn, when you put Suicune from your hand onto your Bench, you may search your discard pile for up to 3 {W} Pokémon, show them to your opponent, and put them into your hand.

WWW Cure Stream 60

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

Weakness: L+20

Retreat Cost: C

Collector Number: 19/132

Rarity: H

Venusaur

130 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Ivysaur

Illus. Kazuyuki Kano

[Poké-Power] Miracle Aroma

Once during your turn (before your attack), you may flip a coin. If heads, choose either Asleep, Burned, or Poisoned. The Defending Pokémon is now affected by that Special Condition. This power can't be used if Venusaur is affected by a Special Condition.

GGC Giant Bloom 60

Flip a coin. If heads, remove 4 damage counters from Venusaur.

Weakness: R+30

Retreat Cost: CCC

Collector Number: 20/132

Rarity: H

Absol

70 HP

Pokémon Type: D

Basic Pokémon

Illus. Ken Sugimori

C Baleful Wind

Choose a card from your opponent's hand without looking and discard it. If you discarded a Trainer, Supporter, or Stadium card, choose 1 more card from your opponent's hand without looking and discard it.

D Dark Raid 10

If you played Absol from your hand during this turn, this attack's base damage is 40 instead of 10.

Weakness: F+20

Resistance: P-20

Retreat Cost: C

Collector Number: 21/132

Rarity: R

Arcanine

100 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Growlithe

Illus. Kouki Saitou

[Poké-Power] Flame Dash

Once during your turn, when you play Arcanine from your hand to evolve 1 of your Benched Pokémon, you may switch Arcanine with 1 of your Active Pokémon. If you do, you may move any number of Energy cards attached to that Pokémon to Arcanine.

RRCC Inferno Onrush 120

Arcanine does 40 damage to itself.

Weakness: W+30

Retreat Cost: CC

Collector Number: 22/132

Rarity: R

Banette

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Shuppet

Illus. Kouki Saitou

-- Ghost Head

Put as many damage counters as you like on Banette. (You can't Knock Out Banette.) Put that many damage counters on the Defending Pokémon.

PP Spiteful Pain 40+

If Banette is in your discard pile, this attack does 40 damage plus 40 more damage. Then, search your discard pile for Banette, show it to your opponent, and shuffle it into your deck.

Weakness: D+20

Resistance: C-20

Retreat Cost: C

Collector Number: 23/132

Rarity: R

Dugtrio

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Diglett

Illus. Ken Sugimori

FC Dig Trap

Flip a coin. If tails, this attack does nothing. If heads, prevent all effects of an attack, including damage, done to Dugtrio during your opponent's next turn. If Dugtrio is your Active Pokémon at the end of your opponent's next turn, put 6 damage counters on 1 of your opponent's Benched Pokémon.

FFC Pit Trap 50+

Your opponent flips a coin. If tails, this attack does 50 damage plus 50 more damage.

Weakness: W+20

Resistance: L-20

Retreat Cost: 0

Collector Number: 24/132

Rarity: R

Electivire

100 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Electabuzz

Illus. Kouki Saitou

[Poké-Power] Motor Drive

Once during your turn (before your attack), you may search your discard pile for a {L} Energy card and attach it to Electivire. This power can't be used if Electivire is affected by a Special Condition.

LCC Discharge 50x

Discard all {L} Energy attached to Electivire. Flip a coin for each {L} Energy card you discarded. This attack does 50 damage times the number of heads.

Weakness: F+30

Resistance: M-20

Retreat Cost: CCC

Collector Number: 25/132

Rarity: R

Electrode

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Voltorb

Illus. Ken Sugimori

[Poké-Power] Energy Shift

If Electrode would be Knocked Out by damage from an attack, you may use this power. Electrode isn't discarded. Instead, attach it as an Energy card to 1 of your Pokémon. While attached, this card is a Special Energy card and provides every type of Energy but provides only 1 Energy at a time. (Has no effect other than providing Energy.)

LC Ion Blast 40+

You may do 40 damage plus 60 more damage. If you do, Electrode does 100 damage to itself.

Weakness: F+20

Resistance: M-20
Retreat Cost: 0
Collector Number: 26/132
Rarity: R

Furret

90 HP
Pokémon Type: C
Stage 1 Pokémon
Evolves from Sentret
Illus. Kagemaru Himeno
-- **Keen Eye**

Search your deck for up to 2 cards and put them into your hand. Shuffle your deck afterward.

CC Baton Pass 40

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

Weakness: F+20
Retreat Cost: C
Collector Number: 27/132
Rarity: R

Golduck

90 HP
Pokémon Type: W
Stage 1 Pokémon
Evolves from Psyduck
Illus. Ken Sugimori
P **Encore** 20

Choose 1 of the Defending Pokémon's attacks. That Pokémon can use only that attack during your opponent's next turn.

WP Break Beam 40+

You may do 40 damage plus 20 more damage. If you do, Golduck is now Confused.

Weakness: L+20
Retreat Cost: C
Collector Number: 28/132
Rarity: R

Golem

130 HP
Pokémon Type: F
Stage 2 Pokémon
Evolves from Graveler
Illus. Naoyo Kimura
FFC **Double Throw**

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

FFFC Megaton Rock 80

You may do 40 damage instead of 80 to the Defending Pokémon. If you do, during your opponent's next turn, any damage done to Golem by attacks is reduced by 40 (after applying Weakness and Resistance).

Weakness: G+30

Resistance: L-20

Retreat Cost: CCCC

Collector Number: 29/132

Rarity: R

Jynx

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Kagemaru Himeno

WC Icy Kiss 30

If Jynx was damaged by an attack during your opponent's last turn, the Defending Pokémon is now Paralyzed.

PC Lovely Kiss

Move 2 damage counters from Jynx to the Defending Pokémon. If Smoochum is anywhere under Jynx, move 4 damage counters instead.

Weakness: P+20

Retreat Cost: CC

Collector Number: 30/132

Rarity: R

Magmortar

110 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Magmar

Illus. Kouki Saitou

[Poké-Body] Flame Body

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

R Flame Blast 20x

Does 20 damage times the number of {R} Energy attached to Magmortar.

RCC Fireball Bazooka 40

Does 20 damage to 2 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: W+30

Retreat Cost: CCC

Collector Number: 31/132

Rarity: R

Minun

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Masakazu Fukuda

[Poké-Power] Minus Charge

Once during your turn (before your attack), if any of your Pokémon were Knocked Out during your opponent's last turn, you may draw 2 cards. You can't use more than 1 Minus Charge Poké-Power each turn. This power can't be used if Minun is affected by a Special Condition.

L Tag Play (—) 20

If you have Plusle on your Bench, you may move an Energy card attached to Minun to 1 of your Benched Pokémon.

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 32/132

Rarity: R

Mothim

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Burmy

Illus. Kazuyuki Kano

-- Silver Wind

During your next turn, if an attack does damage to the Defending Pokémon (after applying Weakness and Resistance), that attack does 40 more damage.

GC Raging Scales 30+

If Mothim has any damage counters on it, this attack does 30 damage plus 40 more damage.

Weakness: R+20

Resistance: F-20

Retreat Cost: 0

Collector Number: 33/132

Rarity: R

Nidoking

130 HP

Pokémon Type: P

Stage 2 Pokémon

Evolves from Nidorino

Illus. Kouki Saitou

CC Poison Rub 20

The Defending Pokémon is now Poisoned. Before doing damage, you may switch 1 of the Defending Pokémon with 1 of your opponent's Benched Pokémon. The new Defending Pokémon is now Poisoned.

PPCC Pride Attack 60+

Flip a coin for each Nidoqueen on your Bench. This attack does 60 damage plus 30 more damage for each heads.

Weakness: P+30

Retreat Cost: CC

Collector Number: 34/132

Rarity: R

Pidgeot

120 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Pidgeotto

Illus. Masakazu Fukuda

CC Mirror Move

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

CC Whirlwind 50

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

Weakness: L+30

Resistance: F-20

Retreat Cost: 0

Collector Number: 35/132

Rarity: R

Plusle

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Masakazu Fukuda

[Poké-Power] Plus Charge

Once during your turn (before your attack), if any of your Pokémon were Knocked Out during your opponent's last turn, you may search your discard pile for up to 2 basic Energy cards, show them to your opponent, and put them into your hand. You can't use more than 1 Plus Charge Poké-Power each turn. This power can't be used if Plusle is affected by a Special Condition.

L Tag Play (+) 20

If you have Minun on your Bench, you may do 20 damage to any 1 Benched Pokémon instead. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 36/132

Rarity: R

Sharpedo

80 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Carvanha

Illus. Ken Sugimori

[Poké-Body] Rough Skin

If Sharpedo is your Active Pokémon and is damaged by an opponent's attack (even if Sharpedo is Knocked Out), put 2 damage counters on the Attacking Pokémon.

WCC Strike Wound 60+

If the Defending Pokémon has 2 or more damage counters on it, this attack does 60 damage plus 20 more damage. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.

Weakness: L+20

Resistance: P-20

Retreat Cost: 0

Collector Number: 37/132

Rarity: R

Sunflora

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Sunkern

Illus. Mitsuhiro Arita

[Poké-Power] Grass Whistle

Once during your turn (before your attack), you may remove 1 damage counter from each of your {G} Pokémon. You can't use more than 1 Grass Whistle Poké-Power each turn. This power can't be used if Sunflora is affected by a Special Condition.

GG Petal Dance 30x

Flip 3 coins. This attack does 30 damage times the number of heads. If you get 2 or more heads, Sunflora is now Confused.

Weakness: R+20

Resistance: W-20

Retreat Cost: CC

Collector Number: 38/132

Rarity: R

Unown S

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kazuyuki Kano

[Poké-Power] SET

Once during your turn (before your attack), if you have Unown S, Unown E, and Unown T on your Bench, you may flip a coin. If heads, search your discard pile for an Energy card, show it your opponent, and put it on top of your deck.

C Hidden Power 10

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

Weakness: P+10

Retreat Cost: C

Collector Number: 39/132

Rarity: R

Weavile

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Sneasel

Illus. Kagemaru Himeno

[Poké-Power] Dark Engage

Once during your turn (before your attack), you may use this power. Each of your Active Pokémon's type is {D} until the end of your turn. If that Pokémon is no longer your Active Pokémon, this effect ends.

-- Shadow Charge

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

DD Chip Off 40

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

Weakness: M20

Retreat Cost: 0

Collector Number: 40/132

Rarity: R

Wormadam Plant Cloak

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Burmy Plant Cloak

Illus. Mitsuhiro Arita

[Poké-Body] Plant Cloak

If Wormadam Plant Cloak has 2 or more {G} Energy attached to it, Wormadam Plant Cloak gets +40 HP.

GCC Leaf Hurricane 60

If the Defending Pokémon has fewer remaining HP than Wormadam Plant Cloak, the Defending Pokémon is now Confused.

Weakness: R+20

Retreat Cost: C

Collector Number: 41/132

Rarity: R

Wormadam Sandy Cloak

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Burmy Sandy Cloak

Illus. Kagemaru Himeno

[Poké-Body] Sandy Cloak

Prevent all effects of attacks, excluding damage, done to Wormadam Sandy Cloak by your opponent's Pokémon.

FCC **Push Over** 40+

Does 40 damage plus 10 more damage for each {F} Energy attached to Wormadam Sandy Cloak.

Weakness: R+20

Resistance: L-20

Retreat Cost: C

Collector Number: 42/132

Rarity: R

Wormadam Trash Cloak

70 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Burmy Trash Cloak

Illus. Kazuyuki Kano

[Poké-Body] Trash Cloak

If Wormadam Trash Cloak has a Pokémon Tool card attached to it, any damage done to Wormadam Trash Cloak by attacks is reduced by 20 (after applying Weakness and Resistance).

MMC **Iron Tackle** 70

Wormadam Trash Cloak does 20 damage to itself.

Weakness: R+20

Resistance: P-20

Retreat Cost: C

Collector Number: 43/132

Rarity: R

Xatu

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Natu

Illus. Sumiyoshi Kizuki

[Poké-Power] Psychic Shift

Once during your turn, if Xatu is on your Bench, you may choose 1 Special Condition from 1 of your Active Pokémon and remove that Special Condition. Then, 1 of the Defending Pokémon is now affected by that Special Condition.

PC Energy Singe

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon plus 10 more damage for each Energy attached to it. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: P+10

Resistance: F-20

Retreat Cost: C

Collector Number: 44/132

Rarity: R

Breloom

100 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Shroomish

Illus. Kouki Saitou

FC Drain Punch 40

Remove from Breloom a number of damage counters equal to the amount of Energy attached to the Defending Pokémon.

FCC Homing Uppercut 60+

If the Defending Pokémon's Retreat Cost is 0, this attack does 60 damage plus 60 more damage.

Weakness: R+30

Retreat Cost: CC

Collector Number: 45/132

Rarity: U

Charmeleon

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Charmander

Illus. Atsuko Nishida

R Fire Fang 20

The Defending Pokémon is now Burned.

RRC Flare Tail 50+

Flip a coin. If heads, discard a {R} Energy attached to Charmeleon and this attack does 50 damage plus 20 more damage.

Weakness: W+20

Retreat Cost: C

Collector Number: 46/132

Rarity: U

Cloyster

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Shellder

Illus. Ken Sugimori

-- **Withdraw**

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

WC Spine Missile

Flip 4 coins. For each heads, choose an opponent's Pokémon in play and this attack does 20 damage to those Pokémon. (You may choose the same Pokémon more than once.) (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: L+20

Retreat Cost: CC

Collector Number: 47/132

Rarity: U

Donphan

100 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Phanpy

Illus. Ken Sugimori

FC Rapid Spin 40

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

FFCC Bash In 70+

If the Defending Pokémon has a Pokémon Tool card attached to it, this attack does 70 damage plus 60 more damage.

Weakness: W+20

Resistance: L-20

Retreat Cost: CCC

Collector Number: 48/132

Rarity: U

Farfetch'd

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

C Swords Dance

During your next turn, Farfetch'd's Leek Slap attack's base damage is 60.

C Leek Slap 30

During your next turn, Farfetch'd can't use Leek Slap.

Weakness: L+20
Resistance: F-20
Retreat Cost: C
Collector Number: 49/132
Rarity: U

Flaaffy

80 HP
Pokémon Type: L
Stage 1 Pokémon
Evolves from Mareep
Illus. Kagemaru Himeno
C Attract Current 10
Search your deck for a {L} Energy card and attach it to 1 of your Pokémon. Shuffle your deck afterward.
LLC Electromagnetic Kick 60
Flip a coin. If tails, Flaaffy does 10 damage to itself.
Weakness: F+20
Resistance: M-20
Retreat Cost: C
Collector Number: 50/132
Rarity: U

Ivysaur

80 HP
Pokémon Type: G
Stage 1 Pokémon
Evolves from Bulbasaur
Illus. Kagemaru Himeno
GC Leech Seed 20
Remove 1 damage counter from Ivysaur.
GGC Razor Leaf 60
Weakness: R+20
Retreat Cost: CC
Collector Number: 51/132
Rarity: U

Kecleon

70 HP
Pokémon Type: C
Basic Pokémon
Illus. Mitsuhiro Arita
[Poké-Body] Camouflage

If any basic Energy card attached to Kecleon is the same type as the Attacking Pokémon's type, any damage done by attacks from that Pokémon to Kecleon is reduced by 40 (after applying Weakness and Resistance).

CC Blind Scratch 60

Flip a coin. If tails, this attack does no damage to the Defending Pokémon. Instead, this attack does 20 damage to 1 of your Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: F+10

Retreat Cost: C

Collector Number: 52/132

Rarity: U

Kirlia

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Ralts

Illus. Masakazu Fukuda

P Psychic Research

Search your discard pile for a Supporter card and use the effect of that card as the effect of this attack. (The Supporter card remains in your discard pile.)

PCC Telekinesis

Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

Weakness: P+20

Retreat Cost: C

Collector Number: 53/132

Rarity: U

Lombre

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Lotad

Illus. Kouki Saitou

CC Torment 20

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

WW Absorb 40

Remove 2 damage counters from Lombre.

Weakness: L+20

Retreat Cost: C

Collector Number: 54/132

Rarity: U

Miltank

90 HP

Pokémon Type: C

Basic Pokémon

Illus. Mitsuhiro Arita

-- **Healing Milk**

Flip 2 coins. For each heads, remove 3 damage counters from 1 of your Pokémon.

CC **Continuous Tumble** 20x

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

Weakness: F+20

Retreat Cost: CC

Collector Number: 55/132

Rarity: U

Muk

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Grimer

Illus. Daisuke Ito

[Poké-Body] Toxic Sludge

At the end of each player's turn, each of your opponent's Active Pokémon that has any {G} Energy attached to it is now Poisoned. If that Pokémon is already Poisoned, Toxic Sludge Poké-Body does nothing to that Pokémon.

PPC **Panic Liquid** 50

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

Weakness: P+20

Retreat Cost: CC

Collector Number: 56/132

Rarity: U

Nidorino

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Nidoran ♂

Illus. Naoyo Kimura

CC **Spirited Drill** 20

During your next turn, each of Nidorino's attacks does 20 more damage to the Defending Pokémon (before applying Weakness and Resistance).

PCC **Poison Horn** 40

The Defending Pokémon is now Poisoned.

Weakness: P+20

Retreat Cost: C

Collector Number: 57/132

Rarity: U

Pidgeotto

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Pidgey

Illus. Ken Sugimori

C **Wing Attack** 20

CC **Quick Attack** 30+

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

Weakness: L+20

Resistance: F-20

Retreat Cost: 0

Collector Number: 58/132

Rarity: U

Pinsir

80 HP

Pokémon Type: G

Basic Pokémon

Illus. Ken Sugimori

G **Grip and Squeeze** 20

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

GCC **Power Guillotine** 100

Flip 2 coins. If either of them is tails, this attack's base damage is 10 instead of 100.

Weakness: R+20

Retreat Cost: C

Collector Number: 59/132

Rarity: U

Quagsire

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Wooper

Illus. Sumiyoshi Kizuki

[Poké-Power] **Aqua Healing**

Once during your turn (before your attack), if Quagsire is your Active Pokémon and the Defending Pokémon has any {W} Energy attached to it, you may remove 3 damage counters from Quagsire.

WCC **Muddy Water** 60

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

Weakness: G+30
Resistance: L-20
Retreat Cost: CCC
Collector Number: 60/132
Rarity: U

Raticate

70 HP
Pokémon Type: C
Stage 1 Pokémon
Evolves from Rattata
Illus. Ken Sugimori
C **Gnaw Off** 10+
Flip a coin. If heads, this attack does 10 damage plus 60 more damage.
C **Sucker Punch** 20+
If Raticate has any {D} Energy attached to it, this attack does 20 damage plus 20 more damage.
Weakness: F+20
Retreat Cost: 0
Collector Number: 61/132
Rarity: U

Roselia

70 HP
Pokémon Type: G
Basic Pokémon
Illus. Kouki Saitou
C **Sleep Powder**
The Defending Pokémon is now Asleep.
G **Razor Leaf** 10
Weakness: R+20
Retreat Cost: C
Collector Number: 62/132
Rarity: U

Sableye

60 HP
Pokémon Type: D
Basic Pokémon
Illus. Sumiyoshi Kizuki
C **Rummage**
Look at the top 5 cards of your deck. Choose as many Trainer cards as you like, 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.
DC **Shadow Sneak** 20+

If you and your opponent have a different number of Prize cards left, this attack does 20 damage plus 20 more damage.

Resistance: C-20

Retreat Cost: C

Collector Number: 63/132

Rarity: U

Shelgon

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Bagon

Illus. Kouki Saitou

C Focus Energy

During your next turn, Shelgon's Protect Charge attack's base damage is 80.

CCC Protect Charge 30

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

Weakness: C+20

Resistance: F-20

Retreat Cost: CC

Collector Number: 64/132

Rarity: U

Skiploom

60 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Hoppip

Illus. Masakazu Fukuda

[Poké-Body] Cotton Balloon

If Skiploom has any {G} Energy attached to it, any damage done to Skiploom by attacks from your opponent's Evolved Pokémon is reduced by 20 (after applying Weakness and Resistance).

G U-turn 20

Switch Skiploom with 1 of your Benched Pokémon.

Weakness: R+20

Resistance: F-20

Retreat Cost: 0

Collector Number: 65/132

Rarity: U

Smeargle

70 HP

Pokémon Type: C

Basic Pokémon

Illus. Masakazu Fukuda

-- **Color Pick**

Search your deck for up to 3 basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

C Trace

Flip a coin. If heads, choose an attack on 1 of your opponent's Benched Pokémon. Trace copies that attack except for its Energy cost. (You must still do anything else required for that attack.) Smeargle performs that attack.

Weakness: F+10

Retreat Cost: C

Collector Number: 66/132

Rarity: U

Smoochum

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Atsuko Nishida

[Poké-Power] Baby Evolution

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

-- **Psykiss**

Flip a coin. If heads, choose a Special Energy card attached to 1 of your opponent's Pokémon and have your opponent shuffle that card into his or her deck.

Weakness: P+10

Retreat Cost: C

Collector Number: 67/132

Rarity: U

Unown K

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Daisuke Ito

[Poké-Power] KIND

Once during your turn (before your attack), you may remove 2 damage counters from 1 of the Defending Pokémon.

P Hidden Power 20

Weakness: P+10

Retreat Cost: C

Collector Number: 68/132

Rarity: U

Unown N

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Daisuke Ito

[Poké-Power] NOD

Once during your turn (before your attack), if you have Unown N, Unown O, and Unown D on your Bench, you may ask your opponent to take a Prize card. If he or she does, you take a Prize card. If he or she doesn't, draw a card.

C Hidden Power 10

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

Weakness: P+10

Retreat Cost: C

Collector Number: 69/132

Rarity: U

Unown O

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Daisuke Ito

[Poké-Power] ONE

Once during your turn (before your attack), if you have Unown O, Unown N, and Unown E on your Bench and you have 1 card left in your hand, you may draw cards until you have 7 cards in your hand.

C Hidden Power 10

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

Weakness: P+10

Retreat Cost: C

Collector Number: 70/132

Rarity: U

Unown X

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kazuyuki Kano

[Poké-Power] X-RAY

Once during your turn (before your attack), if you have Unown X on your Bench, you may look at the top card of your opponent's deck and put it back on top of his or her deck.

C Hidden Power 10

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

Weakness: P+10

Retreat Cost: C

Collector Number: 71/132

Rarity: U

Unown Z

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kazuyuki Kano

[Poké-Power] ZERO

Once during your turn (before your attack), if Unown Z is on your Bench and you have no cards in your deck, you may discard all cards attached to Unown Z and put Unown Z on top of your deck.

PC Hidden Power

Remove as many damage counters as you like from each Unown you have in play. Put that many damage counters on the Defending Pokémon.

Weakness: P+10

Retreat Cost: C

Collector Number: 72/132

Rarity: U

Venomoth

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Venonat

Illus. Mitsuhiro Arita

[Poké-Body] Dangerous Scales

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

GG Disturbance Dive 50

Prevent all effects of an attack, excluding damage, done to Venomoth during your opponent's next turn.

Weakness: R+20

Resistance: F-20

Retreat Cost: C

Collector Number: 73/132

Rarity: U

Vibrava

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Trapinch

Illus. Kouki Saitou

F Sand Wind

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

FCC **Hyper Beam** 40

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

Weakness: W+20

Resistance: L-20

Retreat Cost: C

Collector Number: 74/132

Rarity: U

Wartortle

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Squirtle

Illus. Ken Sugimori

WW **Giant Wave** 40

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

CCC **Shell Attack** 50

Weakness: L+20

Retreat Cost: C

Collector Number: 75/132

Rarity: U

Bagon

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Atsuko Nishida

C **Bite** 10

CC **Rage** 10+

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

Weakness: C+10

Resistance: F-20

Retreat Cost: C

Collector Number: 76/132

Rarity: C

Bulbasaur

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Kouki Saitou

-- **Shake Vine**

The Defending Pokémon is now Asleep.

GC **Bullet Seed** 10x

Flip 4 coins. This attack does 10 damage times the number of heads.

Weakness: R+10

Retreat Cost: C

Collector Number: 77/132

Rarity: C

Burmy Plant Cloak

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Kouki Saitou

[Poké-Power] Wear Cloak

Once during your turn (before your attack), if Burmy Plant Cloak is your Active Pokémon, you may search your discard pile for a basic {G} Energy card and attach it to Burmy Plant Cloak.

C Plant Cloak Tackle 10+

If Burmy Plant Cloak has any {G} Energy attached to it, this attack does 10 damage plus 10 more damage.

Weakness: R+10

Retreat Cost: C

Collector Number: 78/132

Rarity: C

Burmy Sandy Cloak

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Midori Harada

[Poké-Power] Wear Cloak

Once during your turn (before your attack), if Burmy Sandy Cloak is your Active Pokémon, you may search your discard pile for a basic {F} Energy card and attach it to Burmy Sandy Cloak.

C Sandy Cloak Tackle 10+

If Burmy Sandy Cloak has any {F} Energy attached to it, this attack does 10 damage plus 10 more damage.

Weakness: R+10

Retreat Cost: C

Collector Number: 79/132

Rarity: C

Burmy Trash Cloak

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Ken Sugimori

[Poké-Power] Wear Cloak

Once during your turn (before your attack), if Burmy Trash Cloak is your Active Pokémon, you may search your discard pile for a basic {M} Energy card and attach it to Burmy Trash Cloak.

C Trash Cloak Tackle 10+

If Burmy Trash Cloak has any {M} Energy attached to it, this attack does 10 damage plus 10 more damage.

Weakness: R+10

Retreat Cost: C

Collector Number: 80/132

Rarity: C

Carvanha

50 HP

Pokémon Type: D

Basic Pokémon

Illus. Masakazu Fukuda

W Slash 10

DC Bite Away 20

Flip a coin. If heads, choose a card from your opponent's hand without looking and discard it.

Weakness: L+10

Resistance: P-20

Retreat Cost: C

Collector Number: 81/132

Rarity: C

Charmander

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Masakazu Fukuda

-- **Gnaw** 10

RR Lava Burn 20

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

Weakness: W+10

Retreat Cost: C

Collector Number: 82/132

Rarity: C

Clefairy

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Lee HyunJung

C Double Slap 10x

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

[Item] Moon Stone

Clefairy can evolve during the turn you play it.

Weakness: F+10

Retreat Cost: C

Collector Number: 83/132

Rarity: C

Corsola

70 HP

Pokémon Type: W

Basic Pokémon

Illus. Midori Harada

C Rally

Search your deck for up to 3 different types of Basic Pokémon and put them onto your Bench. Shuffle your deck afterward.

WC Hook 30

Weakness: G+20

Retreat Cost: C

Collector Number: 84/132

Rarity: C

Diglett

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Takao Unno

C Down Draw

Draw a card from the bottom of your deck.

FF Mud Spatter 30

Weakness: W+10

Resistance: L-20

Retreat Cost: C

Collector Number: 85/132

Rarity: C

Duskull

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Hiroki Fuchino

P Astonish

Flip a coin. If heads, 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.

[Item] Reaper Cloth

Duskull can evolve during the turn you play it.

Weakness: D+10

Resistance: C-20

Retreat Cost: C

Collector Number: 86/132

Rarity: C

Electabuzz

70 HP

Pokémon Type: L

Basic Pokémon

Illus. Masakazu Fukuda

L Thundershock 10

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

LLC Thunder 60

Flip a coin. If tails, Electabuzz does 30 damage to itself.

Weakness: F+20

Resistance: M-20

Retreat Cost: CC

Collector Number: 87/132

Rarity: C

Grimer

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

C Mud Bomb 10

P Gunk

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

Weakness: P+10

Retreat Cost: CC

Collector Number: 88/132

Rarity: C

Growlithe

70 HP

Pokémon Type: R

Basic Pokémon

Illus. Kagemaru Himeno

C Roar

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

RC Dig Claws 20

Weakness: W+20

Retreat Cost: CC

Collector Number: 89/132

Rarity: C

Hoppip

30 HP

Pokémon Type: G

Basic Pokémon

Illus. Motofumi Fujiwara

[Poké-Body] Cottonweed

If Hoppip has any {G} Energy attached to it, the Retreat Cost for Hoppip is 0.

G Hover Heal 10

Remove all Special Conditions from Hoppip.

Weakness: R+10

Resistance: F-20

Retreat Cost: C

Collector Number: 90/132

Rarity: C

Lickitung

80 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

C Lick 10

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

CC Stomp 10+

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

Weakness: F+20

Retreat Cost: CCC

Collector Number: 91/132

Rarity: C

Lotad

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Saya Tsuruta

W Water Sport 10+

If Lotad has less Energy attached to it than the Defending Pokémon, this attack does 10 damage plus 20 more damage.

WC Ram 20

Weakness: L+10
Retreat Cost: C
Collector Number: 92/132
Rarity: C

MAGMAR

70 HP
Pokémon Type: R
Basic Pokémon
Illus. Ken Sugimori
C **Fire Punch** 10
RC **Smog** 20
The Defending Pokémon is now Poisoned.
Weakness: W+20
Retreat Cost: CC
Collector Number: 93/132
Rarity: C

Mareep

50 HP
Pokémon Type: L
Basic Pokémon
Illus. Atsuko Nishida
L **Thundershock** 10
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
LC **Static Shock** 20
Weakness: F+10
Resistance: M-20
Retreat Cost: C
Collector Number: 94/132
Rarity: C

Murkrow

50 HP
Pokémon Type: D
Basic Pokémon
Illus. Yusuke Ohmura
DC **Feint Attack**
Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon.
This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.
[Item] Dusk Stone
Murkrow can evolve during the turn you play it.
Weakness: L+10
Resistance: F-20

Retreat Cost: C
Collector Number: 95/132
Rarity: C

Natu

40 HP
Pokémon Type: P
Basic Pokémon
Illus. Midori Harada
C Bothering Wave 20
Flip a coin. If tails, this attack does nothing. If heads, discard an Energy card attached to the Defending 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.

Weakness: P+10
Resistance: F-20
Retreat Cost: C
Collector Number: 96/132
Rarity: C

Nidoran ♂

60 HP
Pokémon Type: P
Basic Pokémon
Illus. Mitsuhiro Arita

C Collect

Draw a card.

P Poison Skin

Flip 2 coins. If either of them is heads, the Defending Pokémon is now Poisoned.

Weakness: P+10
Retreat Cost: C
Collector Number: 97/132
Rarity: C

Phanpy

60 HP
Pokémon Type: F
Basic Pokémon
Illus. Kouki Saitou

C Flail 10x

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

FC Take Down 30

Phanpy does 10 damage to itself.

Weakness: W+10

Resistance: L-20
Retreat Cost: C
Collector Number: 98/132
Rarity: C

Pidgey

50 HP
Pokémon Type: C
Basic Pokémon
Illus. Hironobu Yoshida

C Growl

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

CC Peck 20

Weakness: L+10
Resistance: F-20
Retreat Cost: C
Collector Number: 99/132
Rarity: C

Psyduck

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

C Delusion

If Psyduck is Confused, draw 2 cards.

C Migraine 10

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

Weakness: L+10
Retreat Cost: C
Collector Number: 100/132
Rarity: C

Qwilfish

70 HP
Pokémon Type: W
Basic Pokémon
Illus. Kenkichi Toyama

[Poké-Power] Balloon Sting

Once during your opponent's turn, if Qwilfish is your Active Pokémon and is damaged by an attack (even if Qwilfish is Knocked Out), you may flip a coin. If heads, the Attacking Pokémon is now Poisoned. Put 2 damage counters instead of 1 on that Pokémon between turns.

WW Nerve Shot 20

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

Weakness: L+20

Retreat Cost: C

Collector Number: 101/132

Rarity: C

Ralts

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Sumiyoshi Kizuki

C Smack 10

P Confuse Ray

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

Weakness: P+10

Retreat Cost: C

Collector Number: 102/132

Rarity: C

Rattata

30 HP

Pokémon Type: C

Basic Pokémon

Illus. Mitsuhiro Arita

C Tail Whip

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

C Bite 20

Weakness: F+10

Retreat Cost: 0

Collector Number: 103/132

Rarity: C

Sentret

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Midori Harada

C Grope

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

C Scratch 10

Weakness: F+10

Retreat Cost: C

Collector Number: 104/132

Rarity: C

Shellder

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

C Shell Rest

Remove 2 damage counters from Shellder.

WC Tongue Slap 20

Weakness: L+10

Retreat Cost: C

Collector Number: 105/132

Rarity: C

Shellos East Sea

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

C Shell Hunting

Search your deck for up to 2 in any combination of Shellos West Sea and Shellos East Sea and put them onto your Bench. Shuffle your deck afterward.

W Sprinkle Water 10

Weakness: L+10

Retreat Cost: CC

Collector Number: 106/132

Rarity: C

Shellos West Sea

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

C Mud Spatter 10

W Recover

Discard a {W} Energy attached to Shellos West Sea and remove all damage counters from Shellos West Sea.

Weakness: L+10

Retreat Cost: C

Collector Number: 107/132

Rarity: C

Shroomish

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Midori Harada

C **Headbutt** 10

GC **Toxic Spore** 20

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

Weakness: R+10

Resistance: W-20

Retreat Cost: C

Collector Number: 108/132

Rarity: C

Shuckle

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Emi Yoshida

[Poké-Body] **Pot Shell**

Prevent all effects of attacks, including damage, done to Shuckle by your opponent's Pokémon that has any Special Energy cards attached to it.

GC **Ferment Poison** 10

The Defending Pokémon is now Poisoned. As long as the Defending Pokémon remains Poisoned by this attack, it can't use any Poké-Body.

Weakness: R+20

Retreat Cost: C

Collector Number: 109/132

Rarity: C

Shuppet

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kagemaru Himeno

P **Gossip**

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

CC **Hang Down** 20

Weakness: D+10

Resistance: C-20

Retreat Cost: C

Collector Number: 110/132

Rarity: C

Spinda

70 HP

Pokémon Type: C

Basic Pokémon

Illus. Atsuko Nishida

C Dish Out

Draw a card from both the top and the bottom of your deck.

C Synchro Punch 10+

If any basic Energy card attached to Spinda is the same type as any Energy card attached to the Defending Pokémon, this attack does 10 damage plus 30 more damage.

Weakness: F+20

Retreat Cost: C

Collector Number: 111/132

Rarity: C

Squirtle

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Kagemaru Himeno

-- **Bubble**

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

WC Aqua Tail 20+

Flip a coin for each {W} Energy attached to Squirtle. This attack does 20 damage plus 10 more damage for each heads.

Weakness: L+10

Retreat Cost: C

Collector Number: 112/132

Rarity: C

Stantler

70 HP

Pokémon Type: C

Basic Pokémon

Illus. Kouki Saitou

-- **Lead**

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

CC Frighten Horn 20

If the Defending Pokémon isn't an Evolved Pokémon, that Pokémon is now Confused.

Weakness: F+20

Retreat Cost: C

Collector Number: 113/132

Rarity: C

Sunkern

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Midori Harada

C **Sun Soak**

Flip a coin. If heads, remove all damage counters from Sunkern, search your deck for an Evolution card that evolves from Sunkern, and put it onto Sunkern. (This counts as evolving Sunkern.) Shuffle your deck afterward.

G **Seed Bomb** 20

Weakness: R+10

Resistance: W-20

Retreat Cost: C

Collector Number: 114/132

Rarity: C

Trapinch

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Sumiyoshi Kizuki

C **Inviting Trap**

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

F **Sand Tomb** 10

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

Weakness: W+10

Resistance: L-20

Retreat Cost: C

Collector Number: 115/132

Rarity: C

Venonat

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Ken Sugimori

C **Stun Spore**

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

G **Signal Beam** 10

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

Weakness: R+10

Retreat Cost: C

Collector Number: 116/132

Rarity: C

Voltorb

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Satoshi Ohta

L **Speed Ball** 20

LC **Big Explosion** 50

Voltorb does 50 damage to itself.

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 117/132

Rarity: C

Wooper

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Masakazu Fukuda

C **Yawn**

The Defending Pokémon is now Asleep.

W **Splatter**

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon.

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

Weakness: G+20

Resistance: L-20

Retreat Cost: C

Collector Number: 118/132

Rarity: C

Bebe's Search

Supporter

Illus. Ken Sugimori

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.)

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.

Collector Number: 119/132

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: 120/132

Rarity: U

PlusPower

Trainer

Illus. Ryo Ueda

Attach PlusPower to 1 of your Pokémon. Discard this card at the end of your turn.

If the Pokémon PlusPower is attached to attacks, the attack does 10 more damage to the Active Pokémon (before applying Weakness and Resistance).

Collector Number: 121/132

Rarity: U

Professor Oak's Visit

Supporter

Illus. Ken Sugimori

Draw 3 cards. Then, choose a card from your hand and put it on the bottom of your deck.

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.

Collector Number: 122/132

Rarity: U

Professor Rowan

Supporter

Illus. Ken Sugimori

Choose 1 card in your hand and shuffle the rest of your cards into your deck. Then, draw 4 cards. (If this is the only card in your hand, you can't play this card.)

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.

Collector Number: 123/132

Rarity: U

Rival

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.

Reveal the top 5 cards of your deck. Your opponent chooses 3 of those cards. Put those cards into your hand and put other 2 cards on top of your deck. Shuffle your deck afterward.

Collector Number: 124/132

Rarity: U

Roseanne's Research

Supporter

Illus. Kanako Eo

Search your deck for up to 2 in any combination of Basic Pokémon and basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

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.

Collector Number: 125/132

Rarity: U

Team Galactic's Mars

Supporter

Illus. Ken Sugimori

Draw 2 cards. Then, choose a card from your opponent's hand without looking and put it on the bottom of his or her deck.

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.

Collector Number: 126/132

Rarity: U

Potion

Trainer

Illus. Shin-ichi Yoshikawa

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

Collector Number: 127/132

Rarity: C

Switch

Trainer

Illus. Ryo Ueda

Switch 1 of your Active Pokémon with 1 of your Benched Pokémon.

Collector Number: 128/132

Rarity: C

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: 129/132

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: 130/132

Rarity: U

Gardevoir

130 HP

Pokémon Type: P

LV.X Pokémon

Illus. Ryo Ueda

[Poké-Power] Teleportation

Once during your turn (before your attack), choose 1 of your Active Pokémon or 1 of your Benched Pokémon and switch Gardevoir with that Pokémon. This power can't be used if Gardevoir is affected by a Special Condition.

PP Bring Down

Choose 1 Pokémon (yours or your opponent's) with the fewest remaining HP (excluding Gardevoir) and that Pokémon is now Knocked Out.

[Level-Up rule]

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

Weakness: Px2

Retreat Cost: CC

Collector Number: 131/132

Rarity: RH-LV.X

Honchkrow

110 HP

Pokémon Type: D

LV.X Pokémon

Illus. Ryo Ueda

CC Feint Attack

Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.

DDC Darkness Wing 60

If the Defending Pokémon would be Knocked Out by damage from this attack, you may search your discard pile for any 1 card, show it to your opponent, and put it into your hand.

[Level-Up rule]

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

Weakness: L+30

Resistance: F-20

Retreat Cost: 0

Collector Number: 132/132

Rarity: RH-LV.X