

## Guide to Energy Symbols

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

G: Grass Energy symbol  
R: Fire Energy symbol  
W: Water Energy symbol  
L: Lightning Energy symbol  
P: Psychic Energy symbol  
F: Fighting Energy symbol  
C: Colorless Energy symbol  
D: Darkness Energy symbol  
M: Metal Energy symbol

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

## Guide to Rarity Symbols

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

R: rare  
U: uncommon  
C: common  
R-HS: rare Holo ☆ (non-foil)

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

## Ho-Oh

80 HP  
Pokémon Type: R  
Basic Pokémon  
Illus. Mitsuhiro Arita  
RC **Fire Wing** 20  
RRRC **Fire Blast** 60  
Discard a {R} Energy attached to Ho-Oh.  
Weakness: W  
Retreat Cost: CC  
Collector Number: 1/17  
Rarity: H

## Lugia

80 HP  
Pokémon Type: P

Basic Pokémon

Illus. Mitsuhiro Arita

PC **Super Psy Bolt** 20

PCC **Aerowing** 30

Before doing damage, you may flip a coin. If tails, this attack does nothing. If heads, this attack does 60 damage instead.

Weakness: P

Retreat Cost: CC

Collector Number: 2/17

Rarity: H

## **Mew**

60 HP

Pokémon Type: R

Basic Pokémon (Delta Species)

Illus. Masakazu Fukuda

C **Copy**

Choose 1 of the Defending Pokémon's attacks. Copy copies that attack. This attack does nothing if Mew doesn't have the Energy necessary to use that attack. (You must still do anything else required for that attack.) Mew performs that attack.

R **Extra Draw**

If your opponent has any Pokémon-ex in play, search your deck for up to 2 basic Energy cards and attach them to Mew. Shuffle your deck afterward.

Weakness: P

Retreat Cost: C

Collector Number: 3/17

Rarity: H

## **Double Rainbow Energy**

Special Energy card

Illus. Takumi Akabane

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

Collector Number: 4/17

Rarity: H

## **Charmeleon**

70 HP

Pokémon Type: L

Stage 1 Pokémon (Delta Species)

Evolves from Charmander

Illus. Mitsuhiro Arita

CC **Slash** 20

LCC **Thunder Jolt** 50

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

Weakness: W

Retreat Cost: C

Collector Number: 5/17

Rarity: U

## Bill's Maintenance

Trainer [Supporter]

Illus. Ken Sugimori

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

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

Collector Number: 6/17

Rarity: U

## Rare Candy

Trainer

Illus. Ryo Ueda

Choose 1 of your Basic Pokémon in play. If you have a Stage 1 or Stage 2 card that evolves from that Pokémon in your hand, put that card on the Basic Pokémon. (This counts as evolving that Pokémon.)

Collector Number: 7/17

Rarity: U

## Boost Energy

Special Energy card

Illus. Shin-ichi Yoshikawa

Boost Energy can be attached only to an Evolved Pokémon. Discard Boost Energy at the end of the turn it was attached. Boost Energy provides {C}{C}{C} Energy. The Pokémon Boost Energy is attached to can't retreat. If the Pokémon Boost Energy is attached to isn't an Evolved Pokémon, discard Boost Energy.

Collector Number: 8/17

Rarity: U

## δ Rainbow Energy

Special Energy card

Illus. Takumi Akabane

δ Rainbow Energy provides {C} Energy. While attached to a Pokémon that has δ on its card, δ Rainbow Energy provides every type of Energy but provides only 1 Energy at a time. (Has no effect other than providing Energy.)

Collector Number: 9/17

Rarity: U

## Charmander

50 HP

Pokémon Type: L

Basic Pokémon (Delta Species)

Illus. Mitsuhiro Arita

C **Scratch** 10

LC **Bite** 20

Weakness: W

Retreat Cost: C

Collector Number: 10/17

Rarity: C

## Meowth

40 HP

Pokémon Type: D

Basic Pokémon (Delta Species)

Illus. Mitsuhiro Arita

D **Feint Attack**

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

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

Weakness: F

Retreat Cost: C

Collector Number: 11/17

Rarity: C

## Pikachu

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Naoyo Kimura

L **Lightning Ball** 10

LCC **Thunderbolt** 50

Discard all Energy cards attached to Pikachu.

Weakness: F

Retreat Cost: C

Collector Number: 12/17

Rarity: C

## Pikachu

40 HP

Pokémon Type: M

Basic Pokémon (Delta Species)

Illus. Ryo Ueda

**C Electric Punch 10**

**CC Heavy Metal 10+**

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

Weakness: F

Retreat Cost: C

Collector Number: 13/17

Rarity: C

## **Pelipper**

70 HP

Pokémon Type: L

Stage 1 Pokémon (Delta Species)

Illus. Mitsuhiro Arita

**[Poké-Body] Mist**

Any damage done to Pelipper by attacks from Stage 2 Evolved Pokémon (both yours and your opponent's) is reduced by 30 (after applying Weakness and Resistance).

**LCC Lightning Wing 50**

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

Weakness: L

Resistance: F

Retreat Cost: 0

Collector Number: 14/17

Rarity: C

## **Zangoose**

70 HP

Pokémon Type: M

Basic Pokémon (Delta Species)

Illus. Kouki Saito

**C Detect**

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

**MCC Metal Claw 40**

Weakness: F

Retreat Cost: C

Collector Number: 15/17

Rarity: C

## **Espeon ☆**

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Masakazu Fukuda

**[Pokémon ☆ rule]**

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

**[Poké-Power] Purple Ray**

Once during your turn, when you put Espeon☆ from your hand onto your Bench, you may use this power. Each Active Pokémon (both yours and your opponent's) is now Confused.

PPC **Psychic Boom** 30+

Does 30 damage plus 10 more damage for each Energy attached to the Defending Pokémon.

Weakness: P

Retreat Cost: C

Collector Number: 16/17

Rarity: R-HS

**Umbreon ☆**

70 HP

Pokémon Type: D

Basic Pokémon

Illus. Masakazu Fukuda

**[Pokémon ☆ rule]**

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

**[Poké-Power] Dark Ray**

Once during your turn, when you put Umbreon☆ from your hand onto your Bench, you may choose 1 card from your opponent's hand without looking and discard it.

**DD Feint Attack**

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon.

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

Weakness: F

Resistance: P

Retreat Cost: C

Collector Number: 17/17

Rarity: R-HS