

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.

Updated on February 10th, 2009.

Victory Medal

Trainer card

Illus. Takumi Akabane

Flip 2 coins. If one of them is heads, draw a card. If both are heads, search your deck for any 1 card, put it into your hand, and shuffle your deck afterward.

Turtwig

LV.10

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Ken Sugimori

-- **Tackle** 10

G **Razor Leaf** 20

Weakness: R+10

Resistance: W-20

Retreat Cost: CC

Collector Number: DP01

Chimchar

LV.8

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Ken Sugimori

-- **Scratch** 10

RC **Ember** 30

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

Weakness: W+10

Collector Number: DP02

Piplup

LV.9

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

-- **Peck** 10

WC **Water Splash** 20+

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

Weakness: L+10

Retreat Cost: C

Collector Number: DP03

Pachirisu

LV.23

70 HP

Pokémon Type: L

Basic Pokémon

Illus. Ken Sugimori

C **Minor Errand-Running**

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

L **Thunder Jolt** 20

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

Weakness: F+20

Resistance: M-20

Retreat Cost: C

Collector Number: DP04

Tropical Wind

Trainer card

Illus. Sumiyoshi Kizuki

Flip a coin. If heads, remove 2 damage counters from each Active Pokémon (remove 1 damage counter if a Pokémon has only 1). If tails, each Active Pokémon is now Asleep.

Collector Number: DP05

Buneary

LV.11

50 HP

Pokémon Type: C

Basic Pokémon

C **Splash** 10

CC **Jump Kick** 10

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

Weakness: F+10

Retreat Cost: C

Collector Number: DP06

Cranidos

LV.24

70 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Skull Fossil

Illus. Mitsuhiro Arita

C **Headbutt** 20

FC **Steamroll** 30

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

Weakness: G+20

Retreat Cost: C

Collector Number: DP07

Shieldon

LV.26

80 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Armor Fossil

Illus. Kouki Saitou

MC **Hard Face** 20

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

MCC **Shield Attack** 40+

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

Weakness: R+20

Resistance: P-20

Retreat Cost: CC

Collector Number: DP08

Torterra

160 HP

Pokémon Type: G

Level-Up Pokémon

Illus. Shizurow

[Poké-Power] Forest Murmurs

Once during your turn (before your attack), if you have more Prize cards left than your opponent, you may choose 1 of your opponent's Benched Pokémon and switch it with 1 of the Defending Pokémon. This power can't be used if Torterra is affected by a Special Condition.

GGGC **Vigorous Dash** 100

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

[Level-Up rule]

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

Weakness: R+30

Retreat Cost: CCCC

Collector Number: DP09

Infernape

120 HP

Pokémon Type: R

Level-Up Pokémon

Illus. Shizurow

[Poké-Power] Burning Head

Once during your turn (before your attack), you may look at the top 3 cards of your deck, choose 1 of them, and put it into your hand. Discard the other 2 cards. This power can't be used if Infernape is affected by a Special Condition.

RR **Flare Up** 150

Search your discard pile for 8 {R} Energy cards, show them to your opponent, and shuffle them into your deck. (This attack does nothing if you don't have 8 {R} Energy cards in your discard pile.)

[Level-Up rule]

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

Weakness: W+30

Retreat Cost: 0

Collector Number: DP10

Empoleon

140 HP

Pokémon Type: W

Level-Up Pokémon

Illus. Shizurow

[Poké-Power] Supreme Command

Once during your turn (before your attack), you may choose up to 2 cards from your opponent's hand without looking and put them face down next to the Defending Pokémon. (These cards are not in play or in your opponent's hand.) At the end of your opponent's next turn, return those cards to your opponent's hand. This power can't be used if Empoleon is affected by a Special Condition.

WWW **Hydro Impact**

Choose 1 of your opponent's Pokémon. This attack does 80 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Empoleon can't attack during your next turn.

[Level-Up rule]

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

Weakness: L+30

Retreat Cost: CC

Collector Number: DP11

Lucario

110 HP

Pokémon Type: F

Level-Up Pokémon

Illus. Ryo Ueda

[Poké-Power] Stance

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

FFC Close Combat 80

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

[Level-up rule]

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

Weakness: Px2

Retreat Cost: C

Collector Number: DP12

Buizel

LV.10

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Mitsuhiro Arita

W Splash About 10+

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

Weakness: L+10

Retreat Cost: C

Collector Number: DP13

Chatot

LV.27

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Masakazu Fukuda

C Me First

Draw a card.

C Tone-Deaf 10

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

Weakness: L+10

Resistance: F-20

Retreat Cost: C

Collector Number: DP14

Shinx

LV.7

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Kagemaru Himeno

L Spark 10

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

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: DP15

Pikachu

LV.16

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Sumiyoshi Kizuki

[Poké-Power] Electro Recycle

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

LC **BikaBika** 20+

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

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: DP16

Dialga

110 HP

Pokémon Type: M

Level-Up Pokémon

Illus. Ryo Ueda

[Poké-Power] Time Skip

Once during your turn (before your attack), you may have your opponent flip 2 coins. If both of them are heads, your turn ends. If both of them are tails, after your opponent draws a card at the beginning of his or her next turn, his or her turn ends. This power can't be used if Dialga is affected by a Special Condition.

MMCC **Metal Flash** 80

During your next turn, Dialga can't use Metal Flash.

[Level-Up rule]

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

Weakness: Rx2

Resistance: P-20

Retreat Cost: C

Collector Number: DP17

Palkia

120 HP

Pokémon Type: W

Level-Up Pokémon

Illus. Ryo Ueda

[Poké-Power] Reconstruction

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

WWW Hydro Reflect 60

You may move all Energy cards attached to Palkia to your Benched Pokémon in any way you like. (Ignore this effect if you don't have any Benched Pokémon.)

[Level-Up rule]

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

Weakness: Lx2

Retreat Cost: CCC

Collector Number: DP18

Darkrai

100 HP

Pokémon Type: D

Level-Up Pokémon

Illus. Shizurow

[Poké-Body] Dark Shadow

Each basic {D} Energy card attached to your {D} Pokémon now has the effect "If the Pokémon Darkness Energy is attached to attacks, the attack does 10 more damage to the Active Pokémon (before applying Weakness and Resistance)." You can't use more than 1 Dark Shadow Poké-Body each turn.

DDC Endless Darkness 40

The Defending Pokémon is now Asleep. Flip 2 coins instead of 1 between turns. If either of them is tails, the Defending Pokémon is still Asleep. If both of them are tails, the Defending Pokémon is Knocked Out.

[Level-Up rule]

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

Weakness: Fx2

Resistance: P-20

Retreat Cost: C

Collector Number: DP19

Magmortar

LV.48

100 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Magmar

Illus. Daisuke Ito

RC Smoke Bomb 30

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

RRC Flame Drum 80

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

Weakness: W+30

Retreat Cost: 3

Collector Number: DP20

Raichu

LV.40

90 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Pikachu

Illus. Daisuke Ito

-- **Electromagnetic Induction**

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

LC **Explosive Thunder** 30x

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

Weakness: F+20

Resistance: M-20

Retreat Cost: 1

Collector Number: DP21

Mime Jr.

LV.5

40 HP

Pokémon Type: P

Basic Pokémon

Illus. Mitsuhiro Arita

[Poké-Power] **Baby Evolution**

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

P **Mime**

Shuffle your hand into your deck. Then, draw a number of cards equal to the number of cards in your opponent's hand.

Weakness: P+10

Retreat Cost: 1

Collector Number: DP22

Glameow

LV.12

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Mitsuhiro Arita

C **Charm**

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 **Pose** 30

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

Weakness: F+10

Retreat Cost: 1

Collector Number: DP23

Darkrai

LV.50

80 HP

Pokémon Type: D

Basic Pokémon

Evolves from n/a

Illus. Kouki Saitou

Enigma Berry

If Darkrai is damaged by an attack from your opponent's {F} Pokémon, remove 4 damage counters at the end of that turn.

W Special Rend 10

Search your deck for a Stadium card, show it to your opponent, and put it into your hand. Shuffle your deck afterward. If there is any Stadium card in play, discard it.

MMM Roar of Time 80

Search your discard pile for 3 Pokémon, show them to your opponent, and put them on top of your deck. Shuffle your deck afterward. (If you don't have 3 Pokémon in your discard pile, this attack does nothing.)

Weakness: F+20

Resistance: P-20

Retreat Cost: 1

Collector Number: DP24

Tropical Wind

Trainer

Illus. Sumiyoshi Kizuki

Flip a coin. If heads, remove 2 damage counters from each Active Pokémon (remove 1 damage counter if a Pokémon has only 1). If tails, each Active Pokémon is now Asleep.

Collector Number: DP25

Dialga

LV.68

90 HP

Pokémon Type: M

Basic Pokémon

Illus. Kazuyuki Kano

M Time Bellow 10

Draw a card.

MMC Flash Cannon 40

You may return all Energy cards attached to Dialga to your hand. If you do, remove the highest Stage Evolution card from the Defending Pokémon and shuffle that card into your opponent's hand.

Weakness: R+20

Resistance: P-20

Retreat Cost: 2

Collector Number: DP26

Palkia

LV.67

90 HP

Pokémon Type: W

Basic Pokémon

Illus. Daisuke Ito

W Special Rend 10

Search your deck for a Stadium card, show it to your opponent, and put it into your hand. Shuffle your deck afterward. If there is any Stadium card in play, discard it.

WWC Transback 40

You may flip a coin. If heads, discard all Energy attached to Palkia and put the Defending Pokémon and all cards attached to it on top of your opponent's deck. Your opponent shuffles his or her deck afterward.

Weakness: L+20

Retreat Cost: 2

Collector Number: DP27

Mewtwo

120 HP

Pokémon Type: P

Level-Up Pokémon

Illus. Shizurow

[Poké-Body] Psybarrier

Prevent all effects of attacks, including damage, done to Mewtwo by your opponent's Pokémon that isn't an Evolved Pokémon.

PPC Giga Burn 120

Discard all Energy attached to Mewtwo.

[Level-Up rule]

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

Weakness: Px2

Retreat Cost: 2

Collector Number: DP28

Rhyperior

170 HP

Pokémon Type: F

Level-Up Pokémon

Illus. Ryo Ueda

-- **Hard Crush 50x**

Discard the top 5 cards from your deck. This attack does 50 damage for each Energy card you discarded.

FFC Uptthrow 60

Search your discard pile for all {F} Energy cards, show them to your opponent, and shuffle them into your deck.

[Level-Up rule]

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

Weakness: Wx2

Resistance: L-20

Retreat Cost: 4

Collector Number: DP29

Regigigas

150 HP

Pokémon Type: C

Level-Up Pokémon

Illus. Shizurow

[Poké-Power] Sacrifice

Once during your turn (before your attack), you may choose 1 of your Pokémon in play and that Pokémon is Knocked Out. Then, search your discard pile for up to 2 basic Energy cards, attach them to Regigigas, and remove 8 damage counters from Regigigas. This power can't be used if Regigigas is affected by a Special Condition.

WFMC **Giga Blaster** 100

Discard the top card from your opponent's deck. Then, choose 1 card from your opponent's hand without looking and discard it. Regigigas can't use Giga Blaster during your next turn.

[Level-Up rule]

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

Weakness: Fx2

Retreat Cost: 4

Collector Number: DP30

Heatran

120 HP

Pokémon Type: R

Level-Up Pokémon

Illus. Shizurow

[Poké-Body] Heat Metal

Your opponent can't remove the Special Condition Burned by evolving or devolving his or her Burned Pokémon. (This also includes putting a Pokémon Level-Up card onto the Burned Pokémon.) Whenever your opponent flips a coin for the Special Condition Burned between turns, treat it as tails.

[Poké-Power] Heat Wave

Once at the end of your turn, if Heatran is on your Bench, you may use this power. If you discarded basic Energy cards attached to your {R} or {M} Active Pokémon by using that Pokémon's attack this turn, attach up to 2 of those Energy cards to that Pokémon's attack this turn, attach up to 2 of those Energy cards to that Pokémon.

[Level-Up rule]

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

Weakness: Wx2

Retreat Cost: 4

Collector Number: DP31

Magnezone

LV.51

130 HP

Pokémon Type: M

Stage 2 Pokémon

Evolves from Magnetron

Illus. Kent Kanetsuna

MC **Mirror Shot** 40

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

LMCC **Magnet Slash** 100

Discard all {L} Energy attached to Magnezone.

Weakness: R+30

Resistance: P-20

Retreat Cost: 2
Collector Number: DP32

Dusknoir

LV.49
130 HP
Pokémon Type: P
Stage 2 Pokémon
Evolves from Dusclops
Illus. Kent Kanetsuna

[Poké-Power] Dark Hide

Once during your turn (before your attack), you may flip a coin. If heads, look at your opponent's hand, choose a Pokémon you find there, and put it on the bottom of his or her deck. This power can't be used if Dusknoir is affected by a Special Condition.

PPC Reaper Pulse 70

Move up to 2 damage counters from Dusknoir to 1 of your opponent's Benched Pokémon.

Weakness: D+30
Resistance: C-20
Retreat Cost: 2
Collector Number: DP33

Drifblim

LV.40
80 HP
Pokémon Type: P
Stage 1 Pokémon
Evolves from Drifloon
Illus. Mitsuhiro Arita

C Wind Wave

Search your discard pile for up to 5 in any combination of Pokémon and Supporter cards. Show them to your opponent and shuffle them into your deck.

PPP Explosive Smoke 60

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

Weakness: D+20
Resistance: C-20
Retreat Cost: 0
Collector Number: DP34