

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.

R: rare

U: uncommon

C: common

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

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: 1/17

Rarity: R

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: 2/17

Rarity: R

Latias

80 HP

Pokémon Type: C

Basic Pokémon

Illus. Daisuke Ito

C **Miraculous Light** 10

Remove 2 damage counters and all Special Conditions from Latias.

RWC **Mist Ball** 80

Discard a {R} Energy and a {W} Energy attached to Latias.

Weakness: C+20

Resistance: F-20

Retreat Cost: C

Collector Number: 3/17

Rarity: R

Latios

90 HP

Pokémon Type: C

Basic Pokémon

Illus. Daisuke Ito

C **Energy Draw** 10

Flip a coin. If heads, search your deck for a basic Energy card and attach it to Latios. Shuffle your deck afterward.

GLCC **Luster Purge** 120

Discard 3 Energy attached to Latios.

Weakness: C+20

Resistance: F-20

Retreat Cost: CC

Collector Number: 4/17

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: 5/17

Rarity: R

Delibird

70 HP

Pokémon Type: W

Basic Pokémon

Illus. Masakazu Fukuda

-- **Present**

Flip a coin. If heads, search your deck for any 1 card and put it into your hand. Shuffle your deck afterward.

W Ice Ball 20

Weakness: M+20

Retreat Cost: C

Collector Number: 6/17

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: 7/17

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: 8/17

Rarity: U

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: 9/17

Rarity: U

Wormadam Sandy Cloak

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Burmy Sandy Cloak

Illus. Kagamaru 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: 10/17

Rarity: U

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: 11/17

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: 12/17

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: 13/17

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: 14/17

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: 15/17

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: 16/17

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: 17/17

Rarity: C