

## 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.

## Dialga

LV.68

90 HP

Pokémon Type: M

Basic Pokémon

Illus. Nakaoka

**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 deck.

Weakness: R+20

Resistance: P-20

Retreat Cost: CC

Collector Number: 1/130

Rarity: H

## Dusknoir

LV.42

120 HP

Pokémon Type: P

Stage 2 Pokémon

Evolves from Dusclops

Illus. Takabon

### **[Poké-Power] Dark Palm**

Once during your turn (before your attack), if your opponent has 4 or more Benched Pokémon, you may choose 1 of them and shuffle that Pokémon and all cards attached to it into his or her deck. This power can't be used if Dusknoir is affected by a Special Condition.

### **PPC Hard Feelings**

Put 5 damage counters on the Defending Pokémon. Then, count the number of Prize cards your opponent has taken and put that many damage counters on the Defending Pokémon.

Weakness: D+30

Resistance: C-20

Retreat Cost: CCC

Collector Number: 2/130

Rarity: H

## Electivire

LV.46

100 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Electabuzz

Illus. Nakaoka

### **[Poké-Power] Intense Voltage**

As often as you like during your turn (before your attack), if Elekid is anywhere under Electivire, you may move a {L} Energy attached to 1 of your Pokémon to Electivire. This power can't be used if Electivire is affected by a Special Condition.

### **LLLC Giga Impact 60**

You may discard all {L} Energy attached to Electivire. If you do, this attack's base damage is 120 instead of 60.

Weakness: F+20

Resistance: M-20

Retreat Cost: CCC

Collector Number: 3/130

Rarity: H

## Empoleon

LV.42

130 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Prinplup

Illus. Nakaoka

**WC Ice Blade**

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

**WWC Aqua Jet 70**

Flip a coin. If heads, this attack does 20 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: L+30

Retreat Cost: CC

Collector Number: 4/130

Rarity: H

## Infernape

LV.40

100 HP

Pokémon Type: R

Stage 2 Pokémon

Evolves from Monferno

Illus. Nakaoka

**C Meteor Punch 30x**

Flip a coin until you get tails. This attack does 30 damage times the number of heads.

**RR Flare Blitz 90**

Discard all {R} Energy attached to Infernape.

Weakness: W+30

Retreat Cost: 0

Collector Number: 5/130

Rarity: H

## Lucario

LV.30

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Riolu

Illus. Ken Sugimori

**C Feint 30**

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

**FF Aura Sphere 40**

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

Weakness: P+20

Retreat Cost: C

Collector Number: 6/130

Rarity: H

## Luxray

LV.48

120 HP

Pokémon Type: L

Stage 2 Pokémon

Evolves from Luxio

Illus. Mikiko Takeda

### [Poké-Power] Sharp Eye

Once during your turn, when you play Luxray from your hand to evolve 1 of your Pokémon, you may look at your opponent's hand. If your opponent's Bench isn't full, choose 1 Basic Pokémon from your opponent's hand, and put it onto his or her Bench. Then, switch it with the Defending Pokémon.

### LLLL **Lightning Star** 80

Move all {L} Energy attached to Luxray to 1 of your Benched Pokémon. (Ignore this effect if you don't have any Benched Pokémon.)

Weakness: F+30

Resistance: M-20

Retreat Cost: C

Collector Number: 7/130

Rarity: H

## Magnezone

LV.48

120 HP

Pokémon Type: M

Stage 2 Pokémon

Evolves from Magnetron

Illus. Nakaoka

### [Poké-Body] Magnetize

If you have any {M} Energy attached to your Active Pokémon, the Retreat Cost for that Pokémon is 0.

### MCC **Metal Blast** 50+

Does 50 damage plus 10 more damage for each {M} Energy attached to Magnezone.

Weakness: R+30

Resistance: P-20

Retreat Cost: CCCC

Collector Number: 8/130

Rarity: H

## Manaphy

LV.20

70 HP

Pokémon Type: W

Basic Pokémon

Illus. Nakaoka

### **C Call for Family**

Search your deck for a Basic Pokémon and put it onto your Bench. Shuffle your deck afterward.

### **WW Aqua Ring 30**

Switch Manaphy with 1 of your Benched Pokémon.

Weakness: L+20

Retreat Cost: C

Collector Number: 9/130

Rarity: H

## Mismagius

LV.37

90 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Misdreavus

Illus. Mikiko Takeda

### **P Avenge**

Count the number of your Pokémon that have any damage counters on them. Put that many damage counters on the Defending Pokémon.

### **PPC Psywave 30+**

Does 30 damage plus 20 more damage for each Energy attached to the Defending Pokémon.

Weakness: D+20

Resistance: C-20

Retreat Cost: C

Collector Number: 10/130

Rarity: H

## Palkia

LV.67

90 HP

Pokémon Type: W

Basic Pokémon

Illus. Nakaoka

### **W Spacial 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: CC

Collector Number: 11/130

Rarity: H

## Rhyperior

LV.61

140 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Rhydon

Illus. Nakaoka

### [Poké-Power] Earth Fissure

Once during your turn, when you play Rhyperior from your hand to evolve 1 of your Pokémon, you may discard the top 3 cards from your opponent's deck.

### FFC Rock Wrecker 80

This attack's damage isn't affected by Weakness or Resistance. Rhyperior can't attack during your next turn.

Weakness: W+30

Resistance: L-20

Retreat Cost: CCCC

Collector Number: 12/130

Rarity: H

## Roserade

LV.33

90 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Roselia

Illus. Nakaoka

### GG Poison Sting 30

The Defending Pokémon is now Poisoned.

### GGC Spike Whip 50

If Budew is anywhere under Roserade, 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.)

Weakness: R+20

Retreat Cost: C

Collector Number: 13/130

Rarity: H

## Shiftry

LV.48

120 HP

Pokémon Type: D

Stage 2 Pokémon

Evolves from Nuzleaf

Illus. Masakazu Fukuda

### **[Poké-Power] Darkness Fan**

Once during your turn (before your attack), you may flip a coin. If heads, choose 1 Evolved Pokémon on your opponent's Bench, remove the highest Stage Evolution card from that Pokémon, and put it back into his or her hand. This power can't be used if Shiftry is affected by a Special Condition.

DDC **Spirit Dance** 50+

Flip 2 coins. This attack does 50 damage plus 20 more damage for each heads.

Weakness: F+30

Resistance: P-20

Retreat Cost: CC

Collector Number: 14/130

Rarity: H

## Skuntank

LV.36

90 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Stunky

Illus. Hiroaki Ito

### **DD Frustration**

Choose 1 of your opponent's Pokémon that doesn't have any damage counters on it. This attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

DDC **Toxic Cloud** 30

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

Weakness: F+20

Resistance: P-20

Retreat Cost: C

Collector Number: 15/130

Rarity: H

## Staraptor

LV.54

100 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Staravia

Illus. Masahiko Ishii

**C Accelerative Dive** 30

Flip a coin. If tails, this attack does nothing. If heads, prevent all damage done to Staraptor by attacks (both yours and your opponent's) until the end of your next turn.

**CCCC Brave Heart** 100

Flip a coin. If tails, Staraptor does 100 damage to itself.

Weakness: L+30

Resistance: F-20

Retreat Cost: 0

Collector Number: 16/130

Rarity: H

## Torterra

LV.45

140 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Grotle

Illus. Masahiko Ishii

**CCC Body Slam** 30

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

**GGCC Leaf Storm** 60

Remove 2 damage counters from each of your {G} Pokémon.

Weakness: R+30

Retreat Cost: CCCC

Collector Number: 17/130

Rarity: H

## Azumarill

LV.35

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Marill

Illus. Naoyo Kimura

**C Defense Curl**

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

**WW Bubble Pump** 40+

If Azumarill has 3 or more Energy attached to it, this attack does 40 damage plus 20 more damage. If Azumarill is anywhere under Azumarill, flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Weakness: L+20

Retreat Cost: CC

Collector Number: 18/130

Rarity: R

## Beautifully

LV.29

100 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Silcoon

Illus. Atsuko Nishida

CC **Whirlwind** 30

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

GGCC **Giga Drain** 50

After your attack, remove from Beautifully the number of damage counters equal to the damage you did to the Defending Pokémon.

Weakness: R+20

Resistance: F-20

Retreat Cost: C

Collector Number: 19/130

Rarity: R

## Bibarel

LV.26

100 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Bidoof

Illus. Ken Sugimori

C **Rest**

Remove all Special Conditions and 4 damage counters from Bibarel. Bibarel is now Asleep.

CCC **Take Down** 60

Bibarel does 10 damage to itself.

Weakness: F+20

Retreat Cost: CC

Collector Number: 20/130

Rarity: R

## Carnivine

LV.32

70 HP

Pokémon Type: G

Basic Pokémon

Illus. Kouki Saitou

GC **Swallow Up** 30

Before doing damage, count the remaining HP of the Defending Pokémon and Carnivine. If the Defending Pokémon has fewer remaining HP than Carnivine's, this attack does 60 damage instead.

**GG Wring Out** 20

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

Weakness: R+20

Resistance: W-20

Retreat Cost: C

Collector Number: 21/130

Rarity: R

## **Clefable**

LV.37

90 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Clefairy

Illus. Ken Sugimori

**CC Double Slap** 30x

Flip 2 coins. This attack does 30 damage times the number of heads.

**CCC Metronome**

Choose 1 of the Defending Pokémon's attacks. Metronome copies that attack except for its Energy cost. (You must still do anything else in order to use that attack.) Clefable performs that attack.

Weakness: F+20

Retreat Cost: CC

Collector Number: 22/130

Rarity: R

## **Drapion**

LV.41

100 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Skorupi

Illus. Kouki Saitou

**CC Stomp** 20+

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

**PPC Poison Claws** 50

The Defending Pokémon is now Poisoned.

Weakness: P+20

Retreat Cost: CCC

Collector Number: 23/130

Rarity: R

## 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: 24/130

Rarity: R

## Dustox

LV.34

120 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Cascoon

Illus. Kouki Saitou

**GC Stun Spore 30**

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

**GGCC Toxic Dust 50**

The Defending Pokémon is now Poisoned. Put 2 damage counters instead of 1 on the Defending Pokémon between turns.

Weakness: R+30

Retreat Cost: CC

Collector Number: 25/130

Rarity: R

## Floatzel

LV.29

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Buizel

Illus. Masahiko Ishii

**WC Screw Tail 30**

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

**WW Water Gun** 40+

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

Weakness: L+20

Retreat Cost: C

Collector Number: 26/130

Rarity: R

## **Gengar**

LV.39

110 HP

Pokémon Type: P

Stage 2 Pokémon

Evolves from Haunter

Illus. Kagemaru Himeno

**C Life Drain**

Flip a coin. If heads, put damage counters on the Defending Pokémon until it is 10 HP away from being Knocked Out.

**PPC Shadow Dance**

Put 4 damage counters on your opponent's Pokémon in any way you like. Then, switch Gengar with 1 of your Benched Pokémon.

Weakness: D+30

Resistance: C-20

Retreat Cost: C

Collector Number: 27/130

Rarity: R

## **Heracross**

LV.29

80 HP

Pokémon Type: G

Basic Pokémon

Illus. Ken Sugimori

**C Pitch** 10

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

**GG Horn Slash** 30+

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

Weakness: R+20

Retreat Cost: CC

Collector Number: 28/130

Rarity: R

## **Hippowdon**

LV.45

110 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Hippopotas

Illus. Kouki Saitou

**FCC Vacuum Up 40**

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

**FFCC Sand Eject 60**

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

Weakness: W+20

Resistance: L-20

Retreat Cost: CCC

Collector Number: 29/130

Rarity: R

## Lopunny

LV.33

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Buneary

Illus. Kagemaru Himeno

**C Healing Wish**

Flip a coin until you get tails. Remove a number of damage counters equal to the number of heads from 1 of your Pokémon.

**CCC Flop 30**

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

Weakness: F+20

Retreat Cost: C

Collector Number: 30/130

Rarity: R

## Machop

LV.59

130 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Machoke

Illus. Kagemaru Himeno

**F Revenge 20+**

If any of your Pokémon were Knocked Out by damage from an opponent's attack during his or her last turn, this attack does 20 damage plus 50 more damage.

**FFF Dynamic Punch 60+**

Flip a coin. If heads, this attack does 60 damage plus 30 more damage and the Defending Pokémon is now Confused.

Weakness: P+30

Retreat Cost: CCC

Collector Number: 31/130

Rarity: R

## Medicham

LV.42

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Meditite

Illus. Kouki Saitou

### F Force Palm

Count the number of damage counters on Medicham. Put that many damage counters on 1 of your opponent's Pokémon.

FFC **Spinning Kick** 80

Medicham does 20 damage to itself.

Weakness: P+20

Retreat Cost: CC

Collector Number: 32/130

Rarity: R

## Munchlax

LV.8

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

### [Poké-Power] Baby Evolution

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

C **Heave** 30x

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

Flip 2 coins. This attack does 30 damage times the number of heads.

Weakness: F+10

Retreat Cost: CC

Collector Number: 33/130

Rarity: R

## Noctowl

LV.40

90 HP

Pokémon Type: C  
Stage 1 Pokémon  
Evolves from Hoothoot  
Illus. Atsuko Nishida

### **C See Beyond**

Choose a card from your hand and put it as a Prize card face up. Then, choose 1 of your face-down Prize cards without looking and put it into your hand. This attack does nothing if all of your Prize cards are face up.

CCC **Extrasensory** 30+

If you have the same number of cards in your hand as your opponent, this attack does 30 damage plus 50 more damage.

Weakness: L+20

Resistance: F-20

Retreat Cost: C

Collector Number: 34/130

Rarity: R

## **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: 35/130

Rarity: R

## **Purugly**

LV.44

90 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Glameow

Illus. Masakazu Fukuda

### **C High Hat**

Choose 1 card from your opponent's hand without looking and discard it.

CCCC **Body Slam** 50

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

Weakness: F+20

Retreat Cost: C  
Collector Number: 36/130  
Rarity: R

## Snorlax

LV.35  
100 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Ken Sugimori

### C **Block**

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

CCCC **Ease Up** 40+

Snorlax is now Asleep. If Snorlax is evolved from Munchlax, this attack does 40 damage plus 30 more damage.

Weakness: F+20

Retreat Cost: CCCC

Collector Number: 37/130

Rarity: R

## Steelix

LV.50  
110 HP  
Pokémon Type: M  
Stage 1 Pokémon  
Evolves from Onix  
Illus. Kouki Saitou

M **Slam** 30x

Flip 2 coins. This attack does 30 damage times the number of heads.

MMCC **Metal Slash** 100

Steelix can't attack during your next turn.

Weakness: R+20

Resistance: P-20

Retreat Cost: CCCC

Collector Number: 38/130

Rarity: R

## Vespiqueen

LV.40  
100 HP  
Pokémon Type: G  
Stage 1 Pokémon  
Evolves from Combee  
Illus. Mitsuhiro Arita

G **Leaf Honey**

Discard a {G} Energy attached to Vespiquen and remove all damage counters from 1 of your Benched {G} Pokémon.

**GCC Attack Order** 10x

Does 10 damage times the number of {G} Pokémon in play (both yours and your opponent's).

Weakness: R+20

Resistance: F-20

Retreat Cost: CCC

Collector Number: 39/130

Rarity: R

## **Weavile**

LV.37

80 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Sneasel

Illus. Naoyo Kimura

**D Nasty Plot**

Search your deck for any 1 card and put it into your hand. Shuffle your deck afterward.

**DDD Dark Pulse** 10x

Does 10 damage times the total amount of {D} Energy attached to all of your Pokémon.

Weakness: F+20

Resistance: P-20

Retreat Cost: C

Collector Number: 40/130

Rarity: R

## **Wobbuffet**

LV.25

80 HP

Pokémon Type: P

Basic Pokémon

Illus. Kouki Saitou

**PC Countercharge**

Flip a coin. If heads, move all damage counters from Wobbuffet to the Defending Pokémon.

Weakness: P+20

Retreat Cost: CCC

Collector Number: 41/130

Rarity: R

## **Wynaut**

LV.6

40 HP

Pokémon Type: P

Basic Pokémon

Illus. Masakazu Fukuda

### **[Poké-Power] Baby Evolution**

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

### **-- Astonish**

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.

Weakness: P+10

Retreat Cost: C

Collector Number: 42/130

Rarity: R

## **Budew**

LV.6

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Ken Sugimori

### **[Poké-Power] Baby Evolution**

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

### **-- Errand-Running**

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

Weakness: R+10

Retreat Cost: C

Collector Number: 43/130

Rarity: U

## **Cascoon**

LV.8

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Wurmple

Illus. Ken Sugimori

### **G Harden**

During your opponent's next turn, if Cascoon would be damaged by an attack, prevent that attack's damage done to Cascoon if that damage is 30 or less.

### **GC Goey Thread 20**

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

Weakness: R+20

Retreat Cost: CCC

Collector Number: 44/130

Rarity: U

## Cherrim

LV.26

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Cherubi

Illus. Atsuko Nishida

**G Worry Seed** 20

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

**GG Magical Leaf** 20+

Flip a coin. If heads, this attack does 20 damage plus 20 more damage and remove 3 damage counters from Cherrim.

Weakness: R+20

Resistance: W-20

Retreat Cost: CC

Collector Number: 45/130

Rarity: U

## Drifloon

LV.17

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

**P Blowing Wind**

Flip a coin. If heads, put 1 of your Benched Pokémon and all cards attached to it on top of your deck. Shuffle your deck afterward.

**PC Ominous Wind** 10

Flip a coin. If heads, the Defending Pokémon is now Confused and can't retreat during your opponent's next turn.

Weakness: D+10

Resistance: C-20

Retreat Cost: C

Collector Number: 46/130

Rarity: U

## Dusclops

LV.38

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Duskuil

Illus. Kouki Saitou

### **PC Roam**

Flip a coin. If heads, put 2 damage counters on each of your opponent's Pokémon. If tails, put 2 damage counters on 1 of your Pokémon.

### **PP Gravity Wave 30**

Does 10 damage to each of your opponent's Benched Pokémon that doesn't have a Retreat Cost. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: D+20

Resistance: C-20

Retreat Cost: CC

Collector Number: 47/130

Rarity: U

## **Elekid**

LV.6

40 HP

Pokémon Type: L

Basic Pokémon

Illus. Kagemaru Himeno

### **[Poké-Power] Baby Evolution**

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

#### **-- Outlet**

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

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 48/130

Rarity: U

## **Grotle**

LV.21

90 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Turtwig

Illus. Ken Sugimori

### **G Synthesis**

Search your deck for a {G} Energy card and attach it to 1 of your Pokémon. Shuffle your deck afterward.

### **GCC Cut 50**

Weakness: R+20

Resistance: W-20

Retreat Cost: CCC

Collector Number: 49/130

Rarity: U

## Haunter

LV.32

70 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Gastly

Illus. Naoyo Kimura

### P Hypnosis

The Defending Pokémon is now Asleep.

PP **Dream Eater** 60

If the Defending Pokémon is not Asleep, this attack does nothing.

Weakness: D+20

Resistance: C-20

Retreat Cost: 0

Collector Number: 50/130

Rarity: U

## Hippopotas

LV.23

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Mitsuhiro Arita

### C Yawn

The Defending Pokémon is now Asleep.

F **Sand Attack** 10

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: W+10

Resistance: L-20

Retreat Cost: CC

Collector Number: 51/130

Rarity: U

## Luxio

LV.19

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Shinx

Illus. Ken Sugimori

C **Fasten Claws** 10+

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

### LL **Thunder Fang** 30

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

Weakness: F+20

Resistance: M-20

Retreat Cost: 0

Collector Number: 52/130

Rarity: U

## **Machoke**

LV.39

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Machop

Illus. Kouki Saitou

FC **Karate Chop** 40-

Does 40 damage minus 10 damage for each damage counter on Machoke.

FFC **Seismic Toss** 60

Weakness: P+20

Retreat Cost: CC

Collector Number: 53/130

Rarity: U

## **Magneton**

LV.35

70 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Magnemite

Illus. Kouki Saitou

CC **Tri Attack** 20x

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

MCC **Magnetic Ray** 40

Before doing damage, you may choose 1 of your opponent's Benched Pokémon that has any Energy attached to it and switch that Pokémon with 1 of the Defending Pokémon.

Weakness: R+20

Resistance: P-20

Retreat Cost: CC

Collector Number: 54/130

Rarity: U

## **Mantyke**

LV.6

40 HP

Pokémon Type: W

Basic Pokémon

Illus. Midori Harada

### **[Poké-Power] Baby Evolution**

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

#### **-- Call for Friends**

Search your deck for a {W} Basic Pokémon, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Weakness: L+10

Resistance: F-20

Retreat Cost: C

Collector Number: 55/130

Rarity: U

## **Monferno**

LV.18

70 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Chimchar

Illus. Ken Sugimori

**R Flame Dance** 30

Search your discard pile for a {R} Energy card and attach it to Monferno.

**CC Fury Swipes** 20x

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

Weakness: W+20

Retreat Cost: 0

Collector Number: 56/130

Rarity: U

## **Nuzleaf**

LV.28

80 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Seedot

Illus. Kagemaru Himeno

**D Dirty Trick**

Flip a coin. If heads, discard an Energy card attached to 1 of your opponent's Pokémon.

**DD Razor Wind** 40

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

Weakness: F+20

Resistance: P-20

Retreat Cost: C

Collector Number: 57/130

Rarity: U

## Prinplup

LV.20

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Piplup

Illus. Ken Sugimori

**W Aqua Shower**

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

**WW Brine**

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

Weakness: L+20

Retreat Cost: C

Collector Number: 58/130

Rarity: U

## Rapidash

LV.34

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Ponyta

Illus. Naoyo Kimura

**CC Overrun 20**

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

**RRC Blaze Up 50**

Flip a coin. If tails, discard a {R} Energy attached to Rapidash and this attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: W+20

Retreat Cost: 0

Collector Number: 59/130

Rarity: U

## Rhydon

LV.43

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Rhyhorn

Illus. Naoyo Kimura

FC **Storm Up** 30+

If there is any Stadium card in play, this attack does 30 damage plus 20 more damage.

Discard that Stadium card.

FFC **Crash Impact** 60

Rhydon does 10 damage to itself. Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any.

Weakness: W+20

Resistance: L-20

Retreat Cost: CC

Collector Number: 60/130

Rarity: U

## Riolu

LV.7

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Ken Sugimori

F **Wild Kick** 30

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

Weakness: P+10

Retreat Cost: C

Collector Number: 61/130

Rarity: U

## Seaking

LV.41

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Goldeen

Illus. Atsuko Nishida

CC **Flail** 10x

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

WW **Horn Drill** 50

Weakness: L+20

Retreat Cost: C

Collector Number: 62/130

Rarity: U

## Silcoon

LV.8

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Wurmple

Illus. Ken Sugimori

### **G Harden**

During your opponent's next turn, if Silcoon would be damaged by an attack, prevent that attack's damage done to Silcoon if that damage is 30 or less.

### **GC Entangling String 20**

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

Weakness: R+20

Retreat Cost: CCC

Collector Number: 63/130

Rarity: U

## **Staravia**

LV.21

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Starly

Illus. Masakazu Fukuda

### **CC Whirlwind 20**

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

### **CC Clutch 20**

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

Weakness: L+20

Resistance: F-20

Retreat Cost: 0

Collector Number: 64/130

Rarity: U

## **Unown A**

LV.15

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Nakaoka

### **[Poké-Power] Analyze**

Once during your turn (before your attack), if Unown A is on your Bench, you may look at the top 2 cards of your deck and put them back on top of your deck in any order.

### **C Hidden Power 10**

Weakness: P+10

Retreat Cost: C

Collector Number: 65/130

Rarity: U

## Unown B

LV.12

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Nakaoka

### [Poké-Power] Bounce

Once during your turn (before your attack), if Unown B is on your Bench, you may flip a coin. If heads, discard all cards attached to any 1 of your Unown and shuffle that Pokémon back into your deck.

C **Hidden Power** 10

Weakness: P+10

Retreat Cost: C

Collector Number: 66/130

Rarity: U

## Unown C

LV.18

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Nakaoka

### [Poké-Power] Call

Once during your turn (before your attack), if Unown C is on your Bench, you may flip a coin. If heads, search your deck for any 1 Unown and put it onto your Bench. Shuffle your deck afterward.

C **Hidden Power** 10

Weakness: P+10

Retreat Cost: C

Collector Number: 67/130

Rarity: U

## Unown D

LV.14

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Nakaoka

### [Poké-Power] Draw

Once during your turn (before your attack), if Unown D is on your Bench, you may flip a coin. If heads, each player may draw a card. (You draw your card first.)

C **Hidden Power** 10

Weakness: P+10

Retreat Cost: C  
Collector Number: 68/130  
Rarity: U

## **Azurill**

LV.6  
40 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Ken Sugimori

### **[Poké-Power] Baby Evolution**

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

#### **-- Delivery**

Put any 1 card from your discard pile into your hand.

Weakness: F+10  
Retreat Cost: C  
Collector Number: 69/130  
Rarity: C

## **Bidoof**

LV.10  
50 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Ken Sugimori

### **C Amnesia**

Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

#### **C Scavenge**

Search your discard pile for a Trainer card, show it to your opponent, and put it into your hand.

Weakness: F+10  
Collector Number: 70/130  
Rarity: C

## **Bonsly**

LV.6  
40 HP  
Pokémon Type: F  
Basic Pokémon  
Illus. Midori Harada

### **[Poké-Power] Baby Evolution**

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

-- **Fake Tears**

Flip a coin. If heads, your opponent can't play any Trainer cards from his or her hand during your opponent's next turn, and any damage done to Bonsly by attacks is reduced by 30 (after applying Weakness and Resistance).

Weakness: G+10

Collector Number: 71/130

Rarity: C

## **Buizel**

LV.10

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

**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

Collector Number: 72/130

Rarity: C

## **Buneary**

LV.11

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

**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

Collector Number: 73/130

Rarity: C

## **Chatot**

LV.27

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

### **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

Collector Number: 74/130

Rarity: C

## **Cherubi**

LV.7

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Ken Sugimori

### **G Sleep Powder**

The Defending Pokémon is now Asleep.

### **GC Leech Seed 20**

If this attack does any damage to the Defending Pokémon (after applying Weakness and Resistance), remove 1 damage counter from Cherubi.

Weakness: R+10

Resistance: W-20

Collector Number: 75/130

Rarity: C

## **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: 76/130

Rarity: C

## **Clefairy**

LV.18

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

### **C Sing**

The Defending Pokémon is now Asleep.

CC **Moon Impact** 20+

If Clefairy is evolved from Cleffa, this attack does 20 damage plus 20 more damage.

Weakness: F+10

Collector Number: 77/130

Rarity: C

## **Cleffa**

LV.5

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

### **[Poké-Power] Baby Evolution**

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

-- **Eeek**

Draw a card.

Weakness: F+10

Collector Number: 78/130

Rarity: C

## **Combee**

LV.8

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Ken Sugimori

### **G Soliciting Nectar**

Switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. The new Defending Pokémon is now Asleep.

CC **Gust** 20

Weakness: R+10

Resistance: F-20

Collector Number: 79/130

Rarity: C

## **Duskull**

LV.15

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Atsuko Nishida

### **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.

#### **PC Night Shade 20**

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

Weakness: D+10

Resistance: C-20

Collector Number: 80/130

Rarity: C

### **Electabuzz**

LV.29

70 HP

Pokémon Type: L

Basic Pokémon

Illus. Kagemaru Himeno

#### **LC Thunderpunch 30+**

Flip a coin. If heads, this attack does 30 damage plus 10 more damage. If tails, Electabuzz does 10 damage to itself.

#### **LL Shock Wave 20**

Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If Electabuzz is evolved from Elekid, this attack does 20 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: F+10

Resistance: M-20

Collector Number: 81/130

Rarity: C

### **Gastly**

LV.12

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kouki Saitou

#### **P Pain Payback**

Move 1 damage counter from Gastly to 1 of your opponent's Pokémon.

Weakness: D+10

Resistance: C-20

Collector Number: 82/130

Rarity: C

### **Glameow**

LV.12

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

**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

Collector Number: 83/130

Rarity: C

## **Goldeen**

LV.14

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Atsuko Nishida

**C Horn Attack 10**

**WC Take Down 30**

Goldeen does 10 damage to itself.

Weakness: L+10

Collector Number: 84/130

Rarity: C

## **Hoothoot**

LV.7

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Midori Harada

**C Hypnosis**

The Defending Pokémon is now Asleep.

**CC Kick Shot 30**

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

Weakness: L+10

Resistance: F-20

Retreat Cost: C

Collector Number: 85/130

Rarity: C

## **Machop**

LV.20

60 HP

Pokémon Type: F  
Basic Pokémon  
Illus. Atsuko Nishida  
F **Low Kick** 20  
Weakness: P+10  
Retreat Cost: CC  
Collector Number: 86/130  
Rarity: C

## Magnemite

LV.10  
50 HP  
Pokémon Type: M  
Basic Pokémon  
Illus. Kouki Saitou  
M **Metal Sound**  
Flip a coin. If heads, the Defending Pokémon is now Confused.  
MC **Resonance** 20+  
If the Defending Pokémon is Confused, this attack does 20 damage plus 20 more damage.  
Weakness: R+10  
Resistance: P-20  
Retreat Cost: C  
Collector Number: 87/130  
Rarity: C

## Marill

LV.12  
60 HP  
Pokémon Type: W  
Basic Pokémon  
Illus. Atsuko Nishida  
C **Rollout** 10+  
If Marill is evolved from Azurill, this attack does 10 damage plus 20 more damage.  
WW **Splashing Turn** 20  
Switch Marill with 1 of your Benched Pokémon.  
Weakness: L+10  
Retreat Cost: C  
Collector Number: 88/130  
Rarity: C

## Meditite

LV.19  
50 HP  
Pokémon Type: F

Basic Pokémon

Illus. Masakazu Fukuda

**F Detect**

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

**FC Meditate** 10+

Does 10 damage plus 10 more damage for each damage counter on the Defending Pokémon.

Weakness: P+10

Retreat Cost: C

Collector Number: 89/130

Rarity: C

## Mime Jr.

LV.5

40 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

**[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: C

Collector Number: 90/130

Rarity: C

## Misdreavus

LV.16

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

**C Astonish**

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.

**PC Confuse Ray** 20

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

Weakness: D+10

Resistance: C-20

Retreat Cost: C

Collector Number: 91/130

Rarity: C

## **Onix**

LV.22

90 HP

Pokémon Type: F

Basic Pokémon

Illus. Ken Sugimori

F **Tunneling**

Choose up to 2 of your opponent's Benched Pokémon. This attack does 10 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.) Onix can't attack during your next turn.

CC **Headbutt** 20

Weakness: G+20

Retreat Cost: CCC

Collector Number: 92/130

Rarity: C

## **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: 93/130

Rarity: C

## **Ponyta**

LV.12

60 HP

Pokémon Type: R

Basic Pokémon

Illus. Kagemaru Himeno

C **Tackle** 10

RR **Flame Tail** 30

Weakness: W+10

Retreat Cost: C

Collector Number: 94/130

Rarity: C

## Rhyhorn

LV.19

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Kagamaru Himeno

**C Horn Attack 10**

**FC Take Down 30**

Rhyhorn does 10 damage to itself.

Weakness: W+10

Resistance: L-20

Retreat Cost: CC

Collector Number: 95/130

Rarity: C

## Roselia

LV.31

70 HP

Pokémon Type: G

Basic Pokémon

Illus. Ken Sugimori

**G Toxic Spikes**

The Defending Pokémon is now Poisoned. If Roselia is evolved from Budew, this attack does 10 damage to the Defending Pokémon.

**GG Sweet Spike 10**

The Defending Pokémon is now Asleep. Remove 2 damage counters from 1 of your Pokémon.

Weakness: R+10

Retreat Cost: C

Collector Number: 96/130

Rarity: C

## Seedot

LV.9

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Masakazu Fukuda

**C Bide**

Flip a coin. If heads, during your opponent's next turn, if Seedot would be Knocked Out by damage from an attack, Seedot is not Knocked Out and its remaining HP becomes 10 instead.

**CC Rollout 20**

Weakness: R+10

Resistance: W-20  
Retreat Cost: C  
Collector Number: 97/130  
Rarity: C

## Shinx

LV.7  
60 HP  
Pokémon Type: L  
Basic Pokémon  
Illus. Ken Sugimori  
**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: 98/130  
Rarity: C

## Skorupi

LV.9  
60 HP  
Pokémon Type: P  
Basic Pokémon  
Illus. Kouki Saitou  
**P Poison Sting**  
Flip a coin. If heads, the Defending Pokémon is now Poisoned.  
**CC Pin Missile 10x**  
Flip 4 coins. This attack does 10 damage times the number of heads.  
Weakness: P+10  
Retreat Cost: CC  
Collector Number: 99/130  
Rarity: C

## Sneasel

LV.21  
60 HP  
Pokémon Type: D  
Basic Pokémon  
Illus. Ken Sugimori  
**C Double Slap 10x**  
Flip 2 coins. This attack does 10 damage times the number of heads.  
**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.

Weakness: F+10

Resistance: P-20

Retreat Cost: C

Collector Number: 100/130

Rarity: C

## Starly

LV.8

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

C **Gust** 10

CC **Quick Attack** 10+

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

Weakness: L+10

Resistance: F-20

Retreat Cost: C

Collector Number: 101/130

Rarity: C

## Stunky

LV.17

60 HP

Pokémon Type: D

Basic Pokémon

Illus. Ken Sugimori

C **Scratch** 10

DC **Severe Gas** 10

The Defending Pokémon is now Poisoned.

Weakness: F+10

Resistance: P-20

Retreat Cost: C

Collector Number: 102/130

Rarity: C

## 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: 103/130  
Rarity: C

## **Wurmple**

LV.7  
50 HP  
Pokémon Type: G  
Basic Pokémon  
Illus. Ken Sugimori  
**C Needling Sting** 10+  
Flip a coin. If heads, this attack does 10 damage plus 10 more damage.  
**G String Shot** 10  
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.  
Weakness: R+10  
Retreat Cost: C  
Collector Number: 104/130  
Rarity: C

## **Double Full Heal**

Trainer  
Illus. Ryo Ueda  
Remove all Special Conditions from each of your Active Pokémon. Collector Number:  
105/130  
Rarity: U

## **Energy Restore**

Trainer  
Illus. Hideyuki Nakajima  
Flip 3 coins. For each heads, put a basic Energy card from your discard pile into your hand. If you don't have that many basic Energy cards in your discard pile, put all of them into your hand. Collector Number: 106/130  
Rarity: U

## **Energy Switch**

Trainer  
Illus. Ryo Ueda  
Move a basic Energy card attached to 1 of your Pokémon to another of your Pokémon.  
Collector Number: 107/130  
Rarity: U

## Night Pokémon Center

Trainer

Illus. Ryo Ueda

Choose 1 of your Pokémon. Flip 2 coins. If both are heads, remove all damage counters from that Pokémon. If both are tails, discard all Energy cards attached to that Pokémon.

Collector Number: 108/130

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: 109/130

Rarity: U

## Poké Ball

Trainer

Illus. Shin-ichi Yoshikawa

Flip a coin. If heads, search your deck for a Pokémon, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Collector Number: 110/130

Rarity: U

## Pokédex HANDY910is

Trainer

Illus. Ryo Ueda

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.

Collector Number: 111/130

Rarity: U

## Professor Rowan

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.

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.)

Collector Number: 112/130

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: 113/130

Rarity: U

## Speed Stadium

Stadium

Illus. Ryo Ueda

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.

Once during each player's turn, the player may flip a coin until he or she gets tails. For each heads, that player draws a card.

Collector Number: 114/130

Rarity: U

## Super Scoop Up

Trainer

Illus. Shizurow

Flip a coin. If heads, return 1 of your Pokémon and all cards attached to it to your hand.

Collector Number: 115/130

Rarity: U

## Warp Point

Trainer

Illus. Keiji Kinebuchi

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

Collector Number: 116/130

Rarity: U

## Energy Search

Trainer

Illus. Kai Ishikawa

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

Collector Number: 117/130

Rarity: C

## 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: 118/130

Rarity: C

## Switch

Trainer

Illus. Ryo Ueda

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

Collector Number: 119/130

Rarity: C

## Empoleon

LV.X

140 HP

Pokémon Type: W

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: 120/130

Rarity: RH-LV.X

## Infernape

LV.X

120 HP

Pokémon Type: R

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: 121/130

Rarity: RH-LV.X

## **Torterra**

LV.X

160 HP

Pokémon Type: G

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: 122/130

Rarity: RH-LV.X

## **Grass Energy**

Basic Energy card

Collector Number: 123/130

Rarity: C

## **Fire Energy**

Basic Energy card

Collector Number: 124/130

Rarity: C

## **Water Energy**

Basic Energy card

Collector Number: 125/130

Rarity: C

## **Lightning Energy**

Basic Energy card

Collector Number: 126/130

Rarity: C

## **Psychic Energy**

Basic Energy card

Collector Number: 127/130

Rarity: C

## **Fighting Energy**

Basic Energy card

Collector Number: 128/130

Rarity: C

## **Darkness Energy**

Basic Energy card

Collector Number: 129/130

Rarity: C

## **Metal Energy**

Basic Energy card

Collector Number: 130/130

Rarity: C