

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.

H: rare Holo
R: rare
U: Uncommon
C: Common
R-EX: rare Holo ex

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

Team Aqua's Cacturne

80 HP

Pokémon Type: GD

Stage 1 Pokémon

Evolves from Team Aqua's Cacnea

Illus. K. Utsunomiya

D Dark Bind 10

You may discard a {D} Energy card attached to Team Aqua's Cacturne. If you do, the Defending Pokémon is now Paralyzed.

GCC Poison Barb 40

The Defending Pokémon is now Poisoned.

Weakness: R

Retreat Cost: CC

Collector Number: 1/95

Rarity: H

Team Aqua's Crawdaunt

80 HP

Pokémon Type: WD

Stage 1 Pokémon

Evolves from Team Aqua's Corphish

Illus. Nakaoka

DC Aqua Reverse 20

Before doing damage, you may choose 1 of your opponent's Benched Pokémon that has Team Magma in its name and switch it with 1 of the Defending Pokémon. Your opponent chooses which Defending Pokémon to switch.

WWC Deep Impact 40

If the Defending Pokémon already has any damage counters on it, the Defending Pokémon is now Confused.

Weakness: L

Retreat Cost: C

Collector Number: 2/95

Rarity: H

Team Aqua's Kyogre

100 HP

Pokémon Type: WD

Basic Pokémon

Illus. K Hoshiba

[Poké-body] Power Saver

As long as the number of Pokémon in play (both yours and your opponent's) that has Team Aqua in its name is 3 or less, Team Aqua's Kyogre can't attack.

WC Aqua Trip 10

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

WWC Aqua Smash 50+

If the Defending Pokémon is affected by a Special Condition, this attack does 50 damage plus 20 more damage.

Weakness: G

Retreat Cost: CCC

Collector Number: 3/95

Rarity: H

Team Aqua's Manectric

70 HP

Pokémon Type: LD

Stage 1 Pokémon

Evolves from Team Aqua's Electrike

Illus. K. Utsunomiya

[Poké-Power] Power Shift

Once during your turn (before your attack), you may move any number of basic Energy cards attached to 1 of your Pokémon with Team Aqua in its name to another of your Pokémon. This power can't be used if Team Aqua's Manectric is affected by a Special Condition.

LCC Thunderspark 50

Does 10 damage to each Benched Pokémon (yours and your opponent's) that has Energy cards attached to it. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 4/95

Rarity: H

Team Aqua's Sharpedo

70 HP

Pokémon Type: WD

Stage 1 Pokémon

Evolves from Team Aqua's Carvanha

Illus. Katsura Tabata

CC Rage 10+

Does 10 damage plus 10 more damage for each damage counter on Team Aqua's Sharpedo.

WWC Aqua Slash 60

Team Aqua's Sharpedo can't attack during your next turn.

Weakness: L

Retreat Cost: 0

Collector Number: 5/95

Rarity: H

Team Aqua's Walrein

120 HP

Pokémon Type: WD

Stage 2 Pokémon

Evolves from Team Aqua's Sealeo

Illus. Ken Ikuji

W Power Blow 10+

Does 10 damage plus 10 more damage for each Energy attached to Team Aqua's Walrein.

WWCC Hydro Reverse 50+

You may return any number of basic {W} Energy cards attached to all of your Pokémon to your hand. If you do, this attack does 50 damage plus 10 more damage for each Energy you returned.

Weakness: FM

Retreat Cost: CC

Collector Number: 6/95

Rarity: H

Team Magma's Aggron

120 HP

Pokémon Type: FD

Stage 2 Pokémon

Evolves from Team Magma's Lairon

Illus. Hiromichi Sugiyama

F **Crush** 30×

Flip a coin for each Energy attached to Team Magma's Aggron. This attack does 30 damage times the number of heads.

FFCC **Land Stream** 50+

You may discard any number of basic Energy cards attached to Team Magma's Aggron. If you do, this attack does 50 damage plus 20 more damage for each basic Energy card you discarded.

Weakness: GW

Retreat Cost: CC

Collector Number: 7/95

Rarity: H

Team Magma's Claydol

80 HP

Pokémon Type: PD

Stage 1 Pokémon

Evolves from Team Magma's Baltoy

Illus. Zu-ka

[Poké-Power] Magma Switch

Once during your turn (before your attack), you may move an Energy card attached to your Pokémon with Team Magma in its name to another of your Pokémon. This power can't be used if Team Magma's Claydol is affected by a Special Condition.

PCC **Dark Hand** 40+

If you have more cards in your hand than your opponent, this attack does 40 damage plus 20 more damage.

Weakness: P

Retreat Cost: CC

Collector Number: 8/95

Rarity: H

Team Magma's Groudon

100 HP

Pokémon Type: FD

Basic Pokémon

Illus. Kazuo Yazawa

[Poké-Body] Power Saver

As long as the number of Pokémon in play (both yours and your opponent's) that has Team Magma in its name is 3 or less, Team Magma's Groudon can't attack.

FC **Linear Attack**

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

FFC **Pulverize** 50+

If the Defending Pokémon already has at least 2 damage counters on it, this attack does 50 damage plus 20 more damage.

Weakness: G

Retreat Cost: CCC

Collector Number: 9/95

Rarity: H

Team Magma's Houndoom

70 HP

Pokémon Type: RD

Stage 1 Pokémon

Evolves from Team Magma's Houndour

Illus. Ken Ikuji

RC **Roasting Heat** 30+

If the Defending Pokémon is Burned, this attack does 30 damage plus 20 more damage.

RCC **Magma Spurt** 30×

Discard the top 5 cards from your deck. This attack does 30 damage times the number of {R} and {F} basic Energy cards discarded in this way.

Weakness: W

Retreat Cost: C

Collector Number: 10/95

Rarity: H

Team Magma's Rhydon

90 HP

Pokémon Type: FD

Stage 1 Pokémon

Evolves from Team Magma's Rhyhorn

Illus. T. Honda

DC **Magma Jab** 20

This attack's damage is not affected by Resistance.

FFC **Shoot Down** 50

If the Defending Pokémon has Team Aqua in its name, the Defending Pokémon is now Confused.

Weakness: G

Retreat Cost: CC

Collector Number: 11/95

Rarity: H

Team Magma's Torkoal

80 HP

Pokémon Type: RD

Basic Pokémon

Illus. K Hoshiba

R Magma Burn 10

Discard the top card from your opponent's deck, and flip a coin. If tails, discard a {R} Energy attached to Team Magma's Torkoal.

RC Hot Air 30

Discard a {R} Energy attached to Team Magma's Torkoal, and your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any.

Weakness: W

Retreat Cost: CC

Collector Number: 12/95

Rarity: H

Raichu

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Pikachu

Illus. Ken Sugimori

LC Spark 20

Does 10 damage to 2 of your opponent's Benched Pokémon (1 if there is only 1). (Don't apply Weakness and Resistance for Benched Pokémon.)

LLC Kerzap 40+

Flip a coin. If heads, this attack does 40 damage plus 40 more damage to the Defending Pokémon and discard all {L} Energy cards attached to Raichu.

Weakness: F

Retreat Cost: C

Collector Number: 13/95

Rarity: R

Team Aqua's Crawdaunt

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Team Aqua's Corphish

Illus. Nakaoka

WC Poison Reaction 20+

If the Defending Pokémon is Poisoned, this attack does 20 damage plus 20 more damage.

WCC Double Claw 30+

Flip 2 coins. This attack does 30 damage plus 20 more damage for each heads.

Weakness: L

Retreat Cost: C

Collector Number: 14/95

Rarity: R

Team Aqua's Mightyena

70 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Team Aqua's Poochyena

Illus. Shin-ichi Yoshikawa

DC **Bite** 20

WCC **Mystic Fang** 50

If the Defending Pokémon is Pokémon-ex, the Defending Pokémon is now Confused.

Weakness: G

Resistance: P

Retreat Cost: C

Collector Number: 15/95

Rarity: R

Team Aqua's Sealeo

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Team Aqua's Spheal

Illus. T. Honda

W **Aqua Trance** 20

At the end of your opponent's next turn, the Defending Pokémon is now Asleep.

WC **Super Hypnoblast** 30+

If the Defending Pokémon is Asleep, this attack does 30 damage plus 20 more damage.

Weakness: M

Retreat Cost: C

Collector Number: 16/95

Rarity: R

Team Aqua's Seviper

80 HP

Pokémon Type: G

Basic Pokémon

Illus. Jungo Suzuki

C **Call for Family**

Search your deck for a {G} Basic Pokémon or Basic Pokémon with Team Aqua in its name and put it onto your Bench. Shuffle your deck afterward.

GCC **Thick Poison** 20

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

Weakness: P

Retreat Cost: CC
Collector Number: 17/95
Rarity: R

Team Aqua's Sharpedo

70 HP
Pokémon Type: W
Stage 1 Pokémon
Evolves from Team Aqua's Carvanha
Illus. Katsura Tabata
CC Slow-Acting Poison 20
At the end of your opponent's next turn, the Defending Pokémon is now Poisoned.
WWC Aqua Smash 50+
If the Defending Pokémon is affected by a Special Condition, this attack does 50 damage plus 20 more damage.
Weakness: L
Retreat Cost: 0
Collector Number: 18/95
Rarity: R

Team Magma's Camerupt

80 HP
Pokémon Type: R
Stage 1 Pokémon
Evolves from Team Magma's Numel
Illus. Katsura Tabata
[Poké-Power] Overheat
Once during your turn (before your attack), you may search your discard pile for a basic Energy card and attach it to Team Magma's Camerupt. Put 2 damage counters on Team Magma's Camerupt. This power can't be used if Team Magma's Camerupt is affected by a Special Condition.
RCC Flame Ball 50
You may move a {R} Energy card attached to Team Magma's Camerupt to 1 of your Benched Pokémon.
Weakness: W
Retreat Cost: CC
Collector Number: 19/95
Rarity: R

Team Magma's Lairon

80 HP
Pokémon Type: F
Stage 1 Pokémon
Evolves from Team Magma's Aron
Illus. Hiromichi Sugiyama

C Body Slam 10

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

FFC Tackle 50

Weakness: G

Retreat Cost: CC

Collector Number: 20/95

Rarity: R

Team Magma's Mightyena

70 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Team Magma's Poochyena

Illus. Shin-ichi Yoshikawa

F Overrun 10

Choose 1 of your opponent's Benched Pokémon. This attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

DCC Bite Off 40+

If the Defending Pokémon is Pokémon-ex, this attack does 40 damage plus 40 more damage.

Weakness: F

Resistance: P

Retreat Cost: C

Collector Number: 21/95

Rarity: R

Team Magma's Rhydon

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Team Magma's Rhyhorn

Illus. T. Honda

CC Second Strike 20+

If the Defending Pokémon already has at least 2 damage counters on it, this attack does 20 damage plus 20 more damage.

FFC Land Crush 60

Flip a coin. If tails, discard an Energy card attached to Team Magma's Rhydon.

Weakness: G

Retreat Cost: CC

Collector Number: 22/95

Rarity: R

Team Magma's Zangoose

70 HP

Pokémon Type: C

Basic Pokémon

Illus. Zu-ka

C Call for Family

Search your deck for a {C} Basic Pokémon or Basic Pokémon with Team Magma in its name and put it onto your Bench. Shuffle your deck afterward.

CCC Team Play 10×

Does 10 damage times the number of Pokémon in play with Team Magma in its name.

Weakness: F

Retreat Cost: C

Collector Number: 23/95

Rarity: R

Team Aqua's Cacnea

50 HP

Pokémon Type: GD

Basic Pokémon

Illus. K. Utsunomiya

C Paralyzing Gaze

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

CC Pin Missile 10×

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

Weakness: R

Retreat Cost: C

Collector Number: 24/95

Rarity: U

Team Aqua's Carvanha

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Mt. TBT

[Poké-Body] Dark Lift

If Team Aqua's Carvanha has any {D} Energy attached to it, the Retreat Cost for Team Aqua's Carvanha is 0.

CC Slow-Acting Poison 20

At the end of your opponent's next turn, the Defending Pokémon is now Poisoned.

Weakness: L

Retreat Cost: C

Collector Number: 25/95

Rarity: U

Team Aqua's Corphish

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Jungo Suzuki

C Double Pinchers 10×

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

DC Dark Poison 20

Discard a basic Energy card attached to Team Aqua's Corphish or this attack does nothing. The Defending Pokémon is now Poisoned.

Weakness: L

Retreat Cost: C

Collector Number: 26/95

Rarity: U

Team Aqua's Electrike

50 HP

Pokémon Type: L

"Basic

" Pokémon

Illus. M. Akiyama

L Random Spark

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

CC Plasma 10

Flip a coin. If heads, search your discard pile for a {L} Energy card and attach it to Team Aqua's Electrike.

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 27/95

Rarity: U

Team Aqua's Lanturn

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Team Aqua's Chinchou

Illus. Jungo Suzuki

[Poké-Power] Auxiliary Light

Once during your turn (before your attack), you may attach a basic Energy card from your hand to Team Aqua's Lanturn. Put 2 damage counters on Team Aqua's Lanturn. This power can't be used if Team Aqua's Lanturn is affected by a Special Condition.

LCC Lightning Ball 50

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 28/95

Rarity: U

Team Aqua's Manectric

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Team Aqua's Electrike

Illus. K. Utsunomiya

LC Aqua Beam 20

If the Defending Pokémon has Team Magma's in its name, the Defending Pokémon is now Confused.

LCC Chaos Crush 50

If the Defending Pokémon is Confused, discard an Energy card attached to the Defending Pokémon.

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 29/95

Rarity: U

Team Aqua's Mightyena

80 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Team Aqua's Poochyena

Illus. Shin-ichi Yoshikawa

C Aqua Call

Search your deck for Pokémon that has Team Aqua in its name, show up to 3 of them to your opponent, and put them into your hand. Shuffle your deck afterward.

WC Wave Splash 30

Weakness: G

Resistance: P

Retreat Cost: C

Collector Number: 30/95

Rarity: U

Team Aqua's Sealeo

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Team Aqua's Spheal

Illus. T. Honda

CC Aurora Beam 20

WWC Knock Over 40

You may discard any Stadium card in play.

Weakness: M

Retreat Cost: CC

Collector Number: 31/95

Rarity: U

Team Magma's Baltoy

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Atsuko Ujiie

C Psymist

Flip 2 coins. For each heads, choose 1 of your opponent's Pokémon and put 1 damage counter on that Pokémon.

PC Pain Amplifier

Put 1 damage counter on each of your opponent's Pokémon that already has damage counters on it.

Weakness: P

Retreat Cost: C

Collector Number: 32/95

Rarity: U

Team Magma's Claydol

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Team Magma's Baltoy

Illus. Zu-ka

CC Clay Curse

Put 2 damage counters on your opponent's Pokémon in any way you like.

FFC Clay Pulse 50

Does 10 damage to each of your opponent's Benched Pokémon that has any damage counters on it. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: G

Retreat Cost: C

Collector Number: 33/95

Rarity: U

Team Magma's Houndoom

70 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Team Magma's Houndour

Illus. Ken Ikuji

RC Target Scorch 30

If the Defending Pokémon has Team Aqua in its name, the Defending Pokémon is now Burned.

RCC Damage Burn 40+

If the Defending Pokémon already has any damage counters on it, this attack does 40 damage plus 20 more damage.

Weakness: W

Retreat Cost: C

Collector Number: 34/95

Rarity: U

Team Magma's Houndour

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Atsuko Ujiie

R Singe

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

DC Dark Shock 20

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

Weakness: W

Retreat Cost: C

Collector Number: 35/95

Rarity: U

Team Magma's Lairon

70 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Team Magma's Aron

Illus. Hiromichi Sugiyama

C Gnaw 20

FFC Land Sonic 40

If the Defending Pokémon already has any damage counters on it, the Defending Pokémon is now Confused.

Weakness: G

Retreat Cost: C

Collector Number: 36/95

Rarity: U

Team Magma's Mightyena

80 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Team Magma's Poochyena

Illus. Shin-ichi Yoshikawa

[Poké-Power] Call for Help

Once during your turn (before your attack), if Team Magma's Mightyena is your Active Pokémon, you may search your deck for a Pokémon with Team Magma in its name,

show it to your opponent, and put it into your hand. Shuffle your deck afterward. This power can't be used if Team Magma's Mightyena is affected by a Special Condition.

FC **Lunge** 50

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

Weakness: F

Resistance: P

Retreat Cost: C

Collector Number: 37/95

Rarity: U

Team Magma's Rhyhorn

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Mt. TBT

C **Double Damage**

Does 10 damage to each Defending Pokémon.

F CC **Horn Rush** 60

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

Weakness: G

Retreat Cost: C

Collector Number: 38/95

Rarity: U

Bulbasaur

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Ken Sugimori

C **Growth**

Attach a {G} Energy card from your hand to Bulbasaur.

G **Razor Leaf** 10

Weakness: R

Retreat Cost: C

Collector Number: 39/95

Rarity: C

Cubone

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Ken Sugimori

F **Bone Attack** 20

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

Weakness: G

Retreat Cost: C
Collector Number: 40/95
Rarity: C

Jigglypuff

50 HP
Pokémon Type: C
Basic Pokémon
Illus. Ken Sugimori
C **Doubleslap** 10×
Flip 2 coins. This attack does 10 damage times the number of heads.
CC **Rest**
Remove all Special Conditions and 3 damage counters from Jigglypuff (all if there are less than 3). Jigglypuff is now Asleep.
Weakness: F
Retreat Cost: C
Collector Number: 41/95
Rarity: C

Meowth

50 HP
Pokémon Type: C
Basic Pokémon
Illus. Ken Sugimori
C **Plunder** 10
Before doing damage, discard all Trainer cards attached to the Defending Pokémon (before they affect the damage).
CC **Scratch** 20
Weakness: F
Retreat Cost: C
Collector Number: 42/95
Rarity: C

Pikachu

50 HP
Pokémon Type: L
Basic Pokémon
Illus. Ken Sugimori
C **Agility**
Flip a coin. If heads, prevent all effects of an attack, including damage, done to Pikachu during your opponent's next turn.
LC **Thundershock** 20
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
Weakness: F
Retreat Cost: C

Collector Number: 43/95

Rarity: C

Psyduck

40 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

W **Bubble** 10

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

P **Confuse Ray** 10

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

Weakness: L

Retreat Cost: C

Collector Number: 44/95

Rarity: C

Slowpoke

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

P **Amnesia**

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

CC **Tail Strike** 10+

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

Weakness: P

Retreat Cost: C

Collector Number: 45/95

Rarity: C

Squirtle

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

[**Poké-Body**] **Shell Retreat**

As long as Squirtle has any Energy cards attached to it, damage done to Squirtle by an opponent's attack is reduced by 10 (after applying Weakness and Resistance).

C **Tackle** 10

Weakness: L

Retreat Cost: C

Collector Number: 46/95

Rarity: C

Team Aqua's Carvanha

40 HP

Pokémon Type: W

Basic Pokémon

Illus. Yosuke Da Silva

C **Confuse Ray** 10

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

WC **Poison Fang** 10

The Defending Pokémon is now Poisoned.

Weakness: L

Retreat Cost: C

Collector Number: 47/95

Rarity: C

Team Aqua's Carvanha

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Hiromichi Sugiyama

W **Wave Splash** 10

CC **Razor Fin** 20

Weakness: L

Retreat Cost: C

Collector Number: 48/95

Rarity: C

Team Aqua's Chinchou

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Kazuo Yazawa

C **Confuse Ray**

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

LC **Wave Splash** 20

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 49/95

Rarity: C

Team Aqua's Corphish

40 HP

Pokémon Type: W

Basic Pokémon

Illus. Jungo Suzuki

C Toxic Grip

The Defending Pokémon is now Poisoned.

Weakness: L

Retreat Cost: C

Collector Number: 50/95

Rarity: C

Team Aqua's Corphish

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Jungo Suzuki

W **Slash** 10

CC **Slow-Acting Poison** 10

At the end of your opponent's next turn, the Defending Pokémon is now Poisoned.

Weakness: L

Retreat Cost: C

Collector Number: 51/95

Rarity: C

Team Aqua's Electrike

50 HP

Pokémon Type: L

Basic Pokémon

Illus. M. Akiyama

C **Scratch** 10

LC **Thundershock** 10

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

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 52/95

Rarity: C

Team Aqua's Electrike

50 HP

Pokémon Type: L

Basic Pokémon

Illus. M. Akiyama

C **Self Charge**

Attach an Energy card from your hand to Team Aqua's Electrike.

CC **Tackle** 20

Weakness: F

Resistance: M

Retreat Cost: C
Collector Number: 53/95
Rarity: C

Team Aqua's Poochyena

40 HP
Pokémon Type: D
Basic Pokémon
Illus. Shin-ichi Yoshikawa
C Double Scratch 10×
Flip 2 coins. This attack does 10 damage times the number of heads.
CC Tail Slap 20
Weakness: G
Resistance: P
Retreat Cost: C
Collector Number: 54/95
Rarity: C

Team Aqua's Poochyena

50 HP
Pokémon Type: D
Basic Pokémon
Illus. Shin-ichi Yoshikawa
C Roar
Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any.
WC Aqua Crush 10
Flip a coin. If heads, discard an Energy card attached to the Defending Pokémon.
Weakness: G
Resistance: P
Retreat Cost: C
Collector Number: 55/95
Rarity: C

Team Aqua's Spheal

40 HP
Pokémon Type: W
Basic Pokémon
Illus. Nakaoka
W Powder Snow 10
The Defending Pokémon is now Asleep.
Weakness: M
Retreat Cost: C
Collector Number: 56/95
Rarity: C

Team Aqua's Spheal

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Nakaoka

W **Rollout** 10

WC **Aqua Trance** 20

At the end of your opponent's next turn, the Defending Pokémon is now Asleep.

Weakness: M

Retreat Cost: C

Collector Number: 57/95

Rarity: C

Team Magma's Aron

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Katsura Tabata

F **Mud Slap** 10

CC **Tackle** 20

Weakness: G

Retreat Cost: C

Collector Number: 58/95

Rarity: C

Team Magma's Aron

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Katsura Tabata

F **Dig Under**

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

Retreat Cost: C

Collector Number: 59/95

Rarity: C

Team Magma's Baltoy

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Atsuko Ujiiie

C **Peck** 10

FC **Double Spin** 20×

Flip 2 coins. This attack does 20 damage times the number of heads.

Weakness: G

Retreat Cost: C

Collector Number: 60/95

Rarity: C

Team Magma's Baltoy

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Atsuko Ujiie

F Night Attack

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

CC Spinning Attack 20

Weakness: G

Retreat Cost: C

Collector Number: 61/95

Rarity: C

Team Magma's Houndour

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Atsuko Ujiie

R Combustion 10

RC Super Singe 10

The Defending Pokémon is now Burned.

Weakness: W

Retreat Cost: C

Collector Number: 62/95

Rarity: C

Team Magma's Houndour

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Atsuko Ujiie

C Kick Away 10

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

RC Steady Firebreathing 20

Weakness: W

Retreat Cost: C

Collector Number: 63/95

Rarity: C

Team Magma's Numel

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Katsura Tabata

C Collect

Draw a card.

RC Combustion 20

Weakness: W

Retreat Cost: C

Collector Number: 64/95

Rarity: C

Team Magma's Poochyena

40 HP

Pokémon Type: D

Basic Pokémon

Illus. Shin-ichi Yoshikawa

C Snarl

Flip a coin. If heads, this attack does 10 damage to the Defending Pokémon. If tails, the Defending Pokémon is now Paralyzed.

Weakness: F

Resistance: P

Retreat Cost: C

Collector Number: 65/95

Rarity: C

Team Magma's Poochyena

50 HP

Pokémon Type: D

Basic Pokémon

Illus. Shin-ichi Yoshikawa

C Darkness Call

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

FC Sharp Fang 20

Weakness: F

Resistance: P

Retreat Cost: C

Collector Number: 66/95

Rarity: C

Team Magma's Rhyhorn

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Yosuke Da Silva

F **Double Stab** 10×

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

CC **Second Strike** 10+

If the Defending Pokémon already has at least 2 damage counters on it, this attack does 10 damage plus 20 more damage.

Weakness: G

Retreat Cost: C

Collector Number: 67/95

Rarity: C

Team Magma's Rhyhorn

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Yosuke Da Silva

C **Ram** 10

FC **Knock Over** 10

You may discard any Stadium card in play.

Weakness: G

Retreat Cost: CC

Collector Number: 68/95

Rarity: C

Team Aqua Schemer

Trainer card [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.

Discard any 1 Pokémon from your hand. Then draw 3 cards. If you discarded a Pokémon with Team Aqua in its name, draw 4 cards instead.

Collector Number: 69/95

Rarity: C

Team Magma Schemer

Trainer card [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.

Discard any 1 Pokémon from your hand. Then draw 3 cards. If you discarded a Pokémon with Team Magma in its name, draw 4 cards instead.

Collector Number: 70/95

Rarity: C

Archie

Trainer card [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.

Search your deck for a Pokémon with Team Aqua in its name and put it onto your Bench. Shuffle your deck afterward. Treat the new Benched Pokémon as a Basic Pokémon. If it is a Stage 2 Pokémon, put 2 damage counters on that Pokémon.

Collector Number: 71/95

Rarity: U

Dual Ball

Trainer card

Illus. "Big Mama" Tagawa

Flip 2 coins. For each heads, search your deck for a Basic Pokémon card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Collector Number: 72/95

Rarity: U

Maxie

Trainer card [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.

Search your hand or discard pile for a Pokémon with Team Magma in its name and put it onto your Bench. Treat the new Benched Pokémon as a Basic Pokémon. If it is a Stage 2 Pokémon, put 2 damage counters on that Pokémon.

Collector Number: 73/95

Rarity: U

Strength Charm

Trainer card [Pokémon Tool]

Illus. Keiji Kinebuchi

Attach Strength Charm to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

Whenever an attack from the Pokémon that Strength Charm is attached to does damage to the Active Pokémon, the attack does 10 more damage (before applying Weakness and Resistance). Discard Strength Charm at the end of the turn in which this Pokémon attacks.

Collector Number: 74/95

Rarity: U

Team Aqua Ball

Trainer card

Illus. Ryo Ueda

Flip a coin. If heads, search your deck for a Pokémon that has Team Aqua in its name, show it to your opponent, and put it into your hand. If tails, search your deck for a Basic Pokémon that has Team Aqua in its name, show it to your opponent and put into your hand. Shuffle your deck afterward.

Collector Number: 75/95

Rarity: U

Team Aqua Belt

Trainer card [Pokémon Tool]

Illus. Mitsuhiro Arita

Attach Team Aqua Belt to 1 of your Pokémon with Team Aqua in its name that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

At any time between turns, if the Pokémon Team Aqua Belt is attached to is your Active Pokémon, search your deck for a card that evolves from that Pokémon and put it on that Pokémon. (This counts as evolving that Pokémon.) Shuffle your deck afterward, then discard Team Aqua Belt.

Collector Number: 76/95

Rarity: U

Team Aqua Conspirator

Trainer card [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.

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

Collector Number: 77/95

Rarity: U

Team Aqua Hideout

Trainer card [Stadium]

Illus. Hiromichi Sugiyama

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Each Pokémon that does not have Team Aqua in its name pays {C} more to retreat.

Collector Number: 78/95

Rarity: U

Team Aqua's Technical Machine 01

Trainer card [Pokémon Tool]

Illus. Mitsuhiro Arita

Attach this card to 1 of your Pokémon that has Team Aqua in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Team Aqua Technical Machine 01.

C Miracle 10

Choose 1 Special Condition. The Defending Pokémon is now affected by that Special Condition.

Collector Number: 79/95

Rarity: U

Team Magma Ball

Trainer card

Illus. Ryo Ueda

Flip a coin. If heads, search your deck for a Pokémon that has Team Magma in its name, show it to your opponent, and put it into your hand. If tails, search your deck for a Basic Pokémon that has Team Magma in its name, show it to your opponent and put into your hand. Shuffle your deck afterward.

Collector Number: 80/95

Rarity: U

Team Magma Belt

Trainer card [Pokémon Tool]

Illus. Mitsuhiro Arita

Attach Team Magma Belt to 1 of your Pokémon with Team Magma in its name that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

At any time between turns, if the Pokémon Team Magma Belt is attached to is your Active Pokémon, search your deck for a card that evolves from that Pokémon and put it on that Pokémon. (This counts as evolving that Pokémon.) Shuffle your deck afterward, then discard Team Magma Belt.

Collector Number: 81/95

Rarity: U

Team Magma Conspirator

Trainer card [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.

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

Collector Number: 82/95

Rarity: U

Team Magma Hideout

Trainer card [Stadium]

Illus. Ken Ikuji

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Whenever any player plays a Basic Pokémon that doesn't have Team Magma in its name from his or her hand, that player puts 1 damage counter on that Pokémon.

Collector Number: 83/95

Rarity: U

Team Magma's Technical Machine 01

Trainer card [Pokémon Tool]

Illus. Mitsuhiro Arita

Attach this card to 1 of your Pokémon that has Team Magma in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Team Magma Technical Machine 01.

C Crushing Magma 10

Choose an Energy card attached to the Defending Pokémon and put that card at the bottom of your opponent's deck.

Collector Number: 84/95

Rarity: U

Warp Point

Trainer card

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: 85/95

Rarity: U

Aqua Energy

Special Energy card

Illus. Takumi Akabane

Aqua Energy can be attached only to a Pokémon with Team Aqua in its name. Aqua Energy provides {W} and {D} Energy but provides 2 Energy at a time. (Doesn't count as a basic Energy card when not in play and has no effect other than providing Energy.) At the end of your turn, discard Aqua Energy.

Collector Number: 86/95

Rarity: U

Magma Energy

Special Energy card

Illus. Takumi Akabane

Magma Energy can be attached only to a Pokémon with Team Magma in its name.

Magma Energy provides {F} and {D} Energy but provides 2 Energy at a time. (Doesn't

count as a basic Energy card when not in play and has no effect other than providing Energy.) At the end of your turn, discard Magma Energy.

Collector Number: 87/95

Rarity: U

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. (Doesn't count as a basic Energy when not in play and 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: 88/95

Rarity: R

Blaziken ex

150 HP

Pokémon Type: R

Stage 2 Pokémon

Evolves from Combusken

Illus. Hikaru Koike

[Pokémon-ex]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

RC **Blaze Kick** 30+

Flip a coin. If heads, this attack does 30 damage plus 20 more damage. If tails, this attack does 30 damage and the Defending Pokémon is now Burned.

RRCC **Volcanic Ash**

Discard 2 {R} Energy attached to Blaziken ex and then choose 1 of your opponent's Pokémon. This attack does 100 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: WP

Retreat Cost: CC

Collector Number: 89/95

Rarity: R-EX

Cradily ex

150 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Lileep

Illus. Ryo Ueda

[Pokémon-ex]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body]Primal Vibes

As long as Cradily ex is your Active Pokémon, your opponent can't play a Pokémon from his or her hand to evolve his or her Active Pokémon.

CC Eerie Light 30

The Defending Pokémon is now Confused.

GGCC Acidic Poison 60

The Defending Pokémon is now Poisoned and Burned.

Weakness: RW

Retreat Cost: CC

Collector Number: 90/95

Rarity: R-EX

Entei ex

100 HP

Pokémon Type: R

Basic Pokémon

Illus. Ryo Ueda

[Pokémon-ex]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

R Searing Flame 10

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

RRC Bright Flame 90

Discard 2 Energy attached to Entei ex.

Weakness: W

Retreat Cost: CC

Collector Number: 91/95

Rarity: R-EX

Raikou ex

100 HP

Pokémon Type: L

Basic Pokémon

Illus. Ryo Ueda

[Pokémon-ex]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

L Dazzle Blast 10

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

LLC Lightning Tackle 70

Flip a coin. If tails, Raikou ex does 20 damage to itself.

Weakness: F

Retreat Cost: CC

Collector Number: 92/95

Rarity: R-EX

Sceptile ex

150 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Grovyle

Illus. Hikaru Koike

[Pokémon-ex]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

G Green Heal

Remove 4 damage counters from each of your Pokémon that has {G} Energy attached. If that Pokémon has less than 4 damage counters, remove all of them.

GCC Poison Ring 40

The Defending Pokémon is now Poisoned. The Defending Pokémon can't retreat until the end of your opponent's next turn.

GGCCC Slashing Strike 100

Sceptile ex can't use Slashing Strike during your next turn.

Weakness: GR

Resistance: W

Retreat Cost: CC

Collector Number: 93/95

Rarity: R-EX

Suicune ex

100 HP

Pokémon Type: W

Basic Pokémon

Illus. Ryo Ueda

[Pokémon-ex]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

W Energy Flip

Choose 1 of your opponent's Benched Pokémon. This attack does 10 damage to that Pokémon. You may move an Energy card attached to that Pokémon to another of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

WWC Reverse Stream 50+

You may return all basic Energy cards attached to Suicune ex to your hand. If you do, this attack does 50 damage plus 10 more damage for each basic Energy card you returned.

Weakness: L

Retreat Cost: CC

Collector Number: 94/95

Rarity: R-EX

Swampert ex

150 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Marstomp

Illus. Hikaru Koike

[Pokémon-ex]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

C Hyper Pump 20+

Does 20 damage plus 20 more damage for each basic Energy attached to Swampert ex but not used to pay for this attack's Energy cost. You can't add more than 80 damage in this way.

WCC Crushing Wave

Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. After doing damage, flip a coin. If heads, your opponent discards an Energy card, if any, attached to that Pokémon. (Don't apply Weakness and Resistance to Benched Pokémon.)

Weakness: G

Retreat Cost: CCC

Collector Number: 95/95

Rarity: R-EX

Absol

70 HP

Pokémon Type: D

Basic Pokémon

Illus. Mitsuhiro Arita

CC Quick Attack 10+

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

DDC 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. (Don't apply Weakness or Resistance to Benched Pokémon.)

Weakness: F

Retreat Cost: C

Collector Number: 96/95

Rarity: R

Jirachi

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Mitsuhiro Arita

P Hypnoblast 10

The Defending Pokémon is now Asleep.

CC Swift 20

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

Weakness: P

Retreat Cost: C

Collector Number: 97/95

Rarity: R