

## 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.

## Blaziken

110 HP

Pokémon Type: R

Stage 2 Pokémon

Evolves from Combusken

Illus. Midori Harada

**[Poké-Body] Blaze**

As long as Blaziken's remaining HP is 40 or less, Blaziken does 40 more damage to the Defending Pokémon (before applying Weakness and Resistance).

**C Searing Flame 10**

The Defending Pokémon is now Burned.

**RRC Damage Burn 50+**

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

Weakness: W

Retreat Cost: CC

Collector Number: 1/106

Rarity: H

## Deoxys

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Hironobu Yoshida

### **[Poké-Power] Form Change**

Once during your turn (before your attack), you may search your deck for another Deoxys and switch it with Deoxys. (Any cards attached to Deoxys, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Deoxys on top of your deck. Shuffle your deck afterward. You can't use more than 1 Form Change Poké-Power each turn.

CC **Swift** 30

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: 2/106

Rarity: H

## Exploud

120 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Loudred

Illus. Hajime Kusajima

### **C Collect**

Draw 3 cards.

CC **Body Slam** 30

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

CCC **Hyper Voice** 50

CCCCC **Mega Throw** 60+

If the Defending Pokémon is Pokémon-ex, this attack does 60 damage plus 40 more damage.

Weakness: F

Retreat Cost: CC

Collector Number: 3/106

Rarity: H

## Gardevoir

100 HP

Pokémon Type: P

Stage 2 Pokémon

Evolves from Kirlia

Illus. Kagemaru Himeno

### **[Poké-Power] Heal Dance**

Once during your turn (before your attack), you may remove 2 damage counters from 1 of your Pokémon. You can't use more than 1 Heal Dance Poké-Power each turn. This power can't be used if Gardevoir is affected by a Special Condition.

PC **Psypunch** 30

PCCC **Mind Shock** 60

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

Weakness: P

Retreat Cost: CC

Collector Number: 4/106

Rarity: H

## **Groudon**

80 HP

Pokémon Type: F

Basic Pokémon

Illus. Kouki Saitou

F **Slash** 10

FCC **Rock Tumble** 40

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

Weakness: W

Retreat Cost: C

Collector Number: 5/106

Rarity: H

## **Kyogre**

80 HP

Pokémon Type: W

Basic Pokémon

Illus. Masakazu Fukuda

C **Ram** 10

WCC **Aqua Sonic** 40

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

Weakness: L

Retreat Cost: CC

Collector Number: 6/106

Rarity: H

## **Manetric**

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Electrike

Illus. Masakazu Fukuda

LC **Swift** 20

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

**LCC Tail Shock 40**

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

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 7/106

Rarity: H

## **Milotic**

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Feebas

Illus. Kagemaru Himeno

**C Surf 20**

**WCC Super Hypno Wave 50**

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

Weakness: L

Retreat Cost: CC

Collector Number: 8/106

Rarity: H

## **Rayquaza**

80 HP

Pokémon Type: C

Basic Pokémon

Illus. Kouki Saitou

**CC Dragon Dance**

During your next turn, if any of your current Active Pokémon does damage to any Defending Pokémon, the attack does 30 more damage (before applying Weakness and Resistance).

**RLC Dragon Claw 40**

Weakness: C

Retreat Cost: CC

Collector Number: 9/106

Rarity: H

## **Sceptile**

100 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Grovyle

Illus. Mitsuhiro Arita

### **[Poké-Body] Green Essence**

As long as Sceptile is in play, each of your Active Pokémon that has {G} Energy attached to it can't be affected by any Special Conditions.

**G Razor Leaf 30**

**GCCC Swift 60**

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

Weakness: R

Resistance: W

Retreat Cost: CC

Collector Number: 10/106

Rarity: H

## **Swampert**

110 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Marshomp

Illus. Atsuko Nishida

### **[Poké-Power] Water Cyclone**

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

### **C Spinning Tail**

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

**WWC Aqua Sonic 60**

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

Weakness: G

Retreat Cost: CC

Collector Number: 11/106

Rarity: H

## **Chimecho**

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Kagemaru Himeno

### **C Collect**

Draw a card.

**PC Warp Sounds 20**

If the Defending Pokémon is an Evolved Pokémon, the Defending Pokémon is now Confused.

Weakness: P

Retreat Cost: C

Collector Number: 12/106

Rarity: R

## Glalie

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Snorunt

Illus. Atsuko Nishida

### C **Hailstone**

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

WCC **Super Slash** 40+

If the Defending Pokémon is an Evolved Pokémon, this attack does 40 damage plus 20 more damage.

Weakness: M

Retreat Cost: C

Collector Number: 13/106

Rarity: R

## Groudon

80 HP

Pokémon Type: F

Basic Pokémon

Illus. Kouki Saitou

FC **Slash** 20

FCCC **Eruption** 40+

Each player discards the top card of his or her deck. This attack does 40 damage plus 20 more damage for each Energy card discarded in this way.

Weakness: W

Retreat Cost: CC

Collector Number: 14/106

Rarity: R

## Kyogre

80 HP

Pokémon Type: W

Basic Pokémon

Illus. Kouki Saitou

C **Scary Face**

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

WWC **Hydro Pump** 40+

Does 40 damage plus 10 more damage for each {W} Energy attached to Kyogre but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.

Weakness: L  
Retreat Cost: CC  
Collector Number: 15/106  
Rarity: R

## **Manectric**

70 HP  
Pokémon Type: L  
Stage 1 Pokémon  
Evolves from Electrike  
Illus. Kagemaru Himeno  
**C Dazzle Blast** 10  
Flip a coin. If heads, the Defending Pokémon is now Confused.  
**LC Zap Kick** 40  
Weakness: F  
Resistance: M  
Retreat Cost: C  
Collector Number: 16/106  
Rarity: R

## **Nosepass**

70 HP  
Pokémon Type: F  
Basic Pokémon  
Illus. Kouki Saitou  
**C Collect**  
Draw a card.  
**CC Wide Laser**  
Does 10 damage to each of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)  
Weakness: W  
Retreat Cost: C  
Collector Number: 17/106  
Rarity: R

## **Relicanth**

70 HP  
Pokémon Type: W  
Basic Pokémon  
Illus. Atsuko Nishida  
**C Sharp Fin** 10  
**WC Hypno Splash** 20  
The Defending Pokémon is now Asleep.  
Weakness: L  
Retreat Cost: C

Collector Number: 18/106

Rarity: R

## Rhydon

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Rhyhorn

Illus. Kouki Saitou

FC **Horn Attack** 30

CCCC **Rock Tumble** 60

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

Weakness: W

Retreat Cost: CC

Collector Number: 19/106

Rarity: R

## Seviper

80 HP

Pokémon Type: G

Basic Pokémon

Illus. Mitsuhiro Arita

C **Pierce** 10

GCC **Bite Off** 30+

If the Defending Pokémon is Pokémon-ex, this attack does 30 damage plus 30 more damage.

Weakness: P

Retreat Cost: C

Collector Number: 20/106

Rarity: R

## Zangoose

70 HP

Pokémon Type: C

Basic Pokémon

Illus. Midori Harada

C **Extra Claws** 10+

If the Defending Pokémon is Pokémon-ex, this attack does 10 damage plus 20 more damage.

CC **Quick Attack** 20+

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

Weakness: F

Retreat Cost: C

Collector Number: 21/106

Rarity: R

## Breloom

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Shroomish

Illus. Mitsuhiro Arita

**C Power Blow** 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage for each Energy attached to Breloom.

**GGC Body Slam** 40

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

Weakness: P

Retreat Cost: C

Collector Number: 22/106

Rarity: U

## Camerupt

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Numel

Illus. Masakazu Fukuda

**CC Extra Flame** 20+

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

**RCC Super Singe** 40

The Defending Pokémon is now Burned.

Weakness: W

Retreat Cost: CC

Collector Number: 23/106

Rarity: U

## Claydol

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Baltoy

Illus. Yuka Morii

**[Poké-Body] Levitate**

As long as Claydol has any Energy attached to it, the Retreat Cost for Claydol is 0.

**FC Rock Smash** 30+

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

Weakness: G

Retreat Cost: CC

Collector Number: 24/106

Rarity: U

## Combusken

70 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Torchic

Illus. Midori Harada

**RC Lava Burn 20**

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

**RCC Sharp Claws 40+**

Flip a coin. If heads, this attack does 40 damage plus 10 more damage.

Weakness: W

Retreat Cost: C

Collector Number: 25/106

Rarity: U

## Dodrio

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Doduo

Illus. Hajime Kusajima

**CC Smash Kick 30**

**CCC Smash Turn 40**

After your attack, you may switch Dodrio with 1 of your Benched Pokémon.

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 26/106

Rarity: U

## Electrode

70 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Voltorb

Illus. Masakazu Fukuda

**L Thundershock 20**

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

**CCC Speed Ball 50**

Weakness: F

Retreat Cost: C

Collector Number: 27/106

Rarity: U

## Grovyle

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Treecko

Illus. Mitsuhiro Arita

**G Tail Shake** 10

The Defending Pokémon is now Asleep.

**CCC Razor Leaf** 40

Weakness: R

Resistance: W

Retreat Cost: C

Collector Number: 28/106

Rarity: U

## Grumpig

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Spoink

Illus. Kagemaru Himeno

**P Psyshock** 20

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

**CCC Teleport Blast** 40

After your attack, you may switch Grumpig with 1 of your Benched Pokémon.

Weakness: P

Retreat Cost: CC

Collector Number: 29/106

Rarity: U

## Grumpig

70 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Spoink

Illus. Atsuko Nishida

**C Snap Tail**

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

(Don't apply Weakness and Resistance for Benched Pokémon.)

**PC Psypunch** 40

Weakness: P

Retreat Cost: C

Collector Number: 30/106

Rarity: U

## **Hariyama**

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Makuhita

Illus. Kouki Saitou

FC **Cross-Cut** 20+

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

FCC **Shove** 40

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

Weakness: P

Retreat Cost: C

Collector Number: 31/106

Rarity: U

## **Illumise**

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Kouki Saitou

C **Collect**

Draw a card.

CC **Tackle** 20

Weakness: R

Retreat Cost: C

Collector Number: 32/106

Rarity: U

## **Kirlia**

70 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Ralts

Illus. Kagemaru Himeno

PC **Psypunch** 30

CCC **Mind Shock** 40

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

Weakness: P

Retreat Cost: C

Collector Number: 33/106

Rarity: U

## Linoone

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Zigzagoon

Illus. Yuka Morii

**C Body Slam 10**

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

**CC Claw Swipe 30**

Weakness: F

Retreat Cost: 0

Collector Number: 34/106

Rarity: U

## Loudred

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Whismur

Illus. Hajime Kusajima

**C Body Slam 10**

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

**CCC Double-edge 50**

Loudred does 10 damage to itself.

Weakness: F

Retreat Cost: CC

Collector Number: 35/106

Rarity: U

## Marshtomp

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Mudkip

Illus. Atsuko Nishida

**C Super Hypno Wave 10**

The Defending Pokémon is now Asleep.

**WWC Surf 50**

Weakness: G

Retreat Cost: C

Collector Number: 36/106

Rarity: U

## Minun

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Naoyo Kimura

**[Poké-Body] Electro-guard**

As long as Minun has any {L} Energy is attached to it, Minun has no Weakness.

CC **Quick Attack** 20+

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

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 37/106

Rarity: U

## Ninetales

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Vulpix

Illus. Midori Harada

R **Confuse Ray** 10

The Defending Pokémon is now Confused.

RCC **Searing Flame** 40

The Defending Pokémon is now Burned.

Weakness: W

Retreat Cost: C

Collector Number: 38/106

Rarity: U

## Plusle

60 HP

Pokémon Type: L

Basic Pokémon

Illus. Naoyo Kimura

C **Collect**

Draw a card.

LC **Thundershock** 20

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

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 39/106

Rarity: U

## Swalot

80 HP

Pokémon Type: G  
Stage 1 Pokémon  
Evolves from Gulpin  
Illus. Atsuko Nishida  
**CC Blot 20**  
Remove 1 damage counter from Swalot.  
**GCC Poison Breath 40**  
The Defending Pokémon is now Poisoned.  
Weakness: P  
Retreat Cost: CC  
Collector Number: 40/106  
Rarity: U

## Swellow

70 HP  
Pokémon Type: C  
Stage 1 Pokémon  
Evolves from Taillow  
Illus. Naoyo Kimura  
**C Peck 20**  
**CCC Skill Dive**  
Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon.  
(Don't apply Weakness and Resistance for Benched Pokémon.)  
Weakness: L  
Resistance: F  
Retreat Cost: 0  
Collector Number: 41/106  
Rarity: U

## Volbeat

60 HP  
Pokémon Type: G  
Basic Pokémon  
Illus. Kouki Saitou  
**C Confuse Ray**  
Flip a coin. If heads, the Defending Pokémon is now Confused.  
**GC Double-edge 30**  
Volbeat does 10 damage to itself.  
Weakness: R  
Retreat Cost: C  
Collector Number: 42/106  
Rarity: U

## Baltoy

50 HP

Pokémon Type: F  
Basic Pokémon  
Illus. Yuka Morii  
C **Slap** 10  
CCC **Pierce** 30  
Weakness: G  
Retreat Cost: C  
Collector Number: 43/106  
Rarity: C

## Cacnea

50 HP  
Pokémon Type: G  
Basic Pokémon  
Illus. Mitsuhiro Arita  
C **Spike Cannon** 10x  
Flip 3 coins. This attack does 10 damage times the number of heads.  
Weakness: R  
Retreat Cost: C  
Collector Number: 44/106  
Rarity: C

## Doduo

40 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Hajime Kusajima  
C **Paralyzing Gaze**  
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.  
Weakness: L  
Resistance: F  
Retreat Cost: C  
Collector Number: 45/106  
Rarity: C

## Duskull

40 HP  
Pokémon Type: P  
Basic Pokémon  
Illus. Kagemaru Himeno  
C **Pound** 10  
Weakness: D  
Resistance: F  
Retreat Cost: C  
Collector Number: 46/106

Rarity: C

## Electrike

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Kagamaru Himeno

C **Double Kick** 10x

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

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 47/106

Rarity: C

## Electrike

40 HP

Pokémon Type: L

Basic Pokémon

Illus. Masakazu Fukuda

C **Rear Kick** 10

LC **Skull Bash** 30

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 48/106

Rarity: C

## Feebas

30 HP

Pokémon Type: W

Basic Pokémon

Illus. Atsuko Nishida

**[Poké-Body] Submerge**

As long as Feebas is on your Bench, prevent all damage done to Feebas by attacks (both yours and your opponent's).

WC **Lunge** 20

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

Weakness: L

Retreat Cost: C

Collector Number: 49/106

Rarity: C

## Feebas

30 HP

Pokémon Type: W

Basic Pokémon

Illus. Kagemaru Himeno

W **Water Arrow**

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

Weakness: L

Retreat Cost: C

Collector Number: 50/106

Rarity: C

## Gulpin

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Atsuko Nishida

C **Headbutt** 10

CC **Drool** 20

Weakness: P

Retreat Cost: C

Collector Number: 51/106

Rarity: C

## Larvitar

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Nakaoka

FC **Dig Under**

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

Weakness: G

Retreat Cost: C

Collector Number: 52/106

Rarity: C

## Luvdisc

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Hajime Kusajima

C **Call for Friend**

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

WC **Strange Scale** 20

If the Defending Pokémon is an Evolved Pokémon, the Defending Pokémon is now Confused.

Weakness: L

Retreat Cost: C

Collector Number: 53/106

Rarity: C

## Makuhita

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Kouki Saitou

F **Cross Chop** 10+

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

Weakness: P

Retreat Cost: C

Collector Number: 54/106

Rarity: C

## Meditite

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Kouki Saitou

C **High Jump Kick** 10

FC **Fake Out** 20

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

Weakness: P

Retreat Cost: C

Collector Number: 55/106

Rarity: C

## Mudkip

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Atsuko Nishida

W **Tail Strike** 10+

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

Weakness: G

Retreat Cost: C

Collector Number: 56/106

Rarity: C

## **Numel**

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Midori Harada

**C Collect**

Draw a card.

**R Lunge 20**

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

Weakness: W

Retreat Cost: C

Collector Number: 57/106

Rarity: C

## **Numel**

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Masakazu Fukuda

**C Stampede 10**

**RC Steady Firebreathing 20**

Weakness: W

Retreat Cost: CC

Collector Number: 58/106

Rarity: C

## **Pichu**

40 HP

Pokémon Type: L

Basic Pokémon

Illus. Nakaoka

**[Poké-Power] Baby Evolution**

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

**C Collect**

Draw a card.

Weakness: F

Retreat Cost: C

Collector Number: 59/106

Rarity: C

## **Pikachu**

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Masakazu Fukuda

L **Pika Ball** 10

CC **Thundershock** 20

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

Weakness: F

Retreat Cost: C

Collector Number: 60/106

Rarity: C

## Ralts

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kagemaru Himeno

P **Hypnotic Ray** 10

The Defending Pokémon is now Asleep.

Weakness: P

Retreat Cost: C

Collector Number: 61/106

Rarity: C

## Rhyhorn

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Kouki Saitou

C **Horn Attack** 10

FC **Horn Drill** 20

Weakness: W

Retreat Cost: C

Collector Number: 62/106

Rarity: C

## Shroomish

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Mitsuhiro Arita

C **Ram** 10

CC **Headbutt** 20

Weakness: R

Resistance: W

Retreat Cost: C

Collector Number: 63/106

Rarity: C

## Snorunt

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Atsuko Nishida

C **Beat** 10

Weakness: M

Retreat Cost: C

Collector Number: 64/106

Rarity: C

## Spoink

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Kagemaru Himeno

P **Knock Away** 10+

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

Weakness: P

Retreat Cost: C

Collector Number: 65/106

Rarity: C

## Spoink

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Atsuko Nishida

C **Lunge** 20

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

Weakness: P

Retreat Cost: C

Collector Number: 66/106

Rarity: C

## Swablu

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Hajime Kusajima

[Poké-Body] **Feathery**

As long as Swablu is on your Bench, prevent all damage done to Swablu by opponent's attacks.

C **Razor Wind** 20

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

Weakness: L  
Resistance: F  
Retreat Cost: C  
Collector Number: 67/106  
Rarity: C

## Tailow

50 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Naoyo Kimura  
**C Razor Wind** 10  
Flip a coin. If tails, this attack does nothing.  
Weakness: L  
Resistance: F  
Retreat Cost: C  
Collector Number: 68/106  
Rarity: C

## Torchic

50 HP  
Pokémon Type: R  
Basic Pokémon  
Illus. Midori Harada  
**R Hypnotic Gaze**  
The Defending Pokémon is now Asleep.  
Weakness: W  
Retreat Cost: C  
Collector Number: 69/106  
Rarity: C

## Trecko

50 HP  
Pokémon Type: G  
Basic Pokémon  
Illus. Mitsuhiro Arita  
**G Tail Smash** 10  
Flip a coin. If tails, this attack does nothing.  
Weakness: R  
Resistance: W  
Retreat Cost: C  
Collector Number: 70/106  
Rarity: C

## **Voltorb**

50 HP  
Pokémon Type: L  
Basic Pokémon  
Illus. Masakazu Fukuda  
C **Ram** 10  
CCC **Speed Ball** 30  
Weakness: F  
Retreat Cost: C  
Collector Number: 71/106  
Rarity: C

## **Vulpix**

50 HP  
Pokémon Type: R  
Basic Pokémon  
Illus. Midori Harada  
C **Bite** 10  
RC **Firebreathing** 20+  
Flip a coin. If heads, this attack does 20 damage plus 10 more damage.  
Weakness: W  
Retreat Cost: C  
Collector Number: 72/106  
Rarity: C

## **Whismur**

50 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Hajime Kusajima  
C **Tackle** 10  
CC **Rollout** 20  
Weakness: F  
Retreat Cost: C  
Collector Number: 73/106  
Rarity: C

## **Zigzagoon**

40 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Yuka Morii  
C **Gnaw** 10  
CC **Body Slam** 10  
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Weakness: F  
Retreat Cost: C  
Collector Number: 74/106  
Rarity: C

## Battle Frontier

Trainer card [Stadium]  
Illus. Midori Harada  
This card stays in play when you play it. Discard this card if another Stadium card comes into play.  
Each player's {C} Evolved Pokémon, {D} Evolved Pokémon, and {M} Evolved Pokémon can't use any Poké-Powers or Poké-Bodies.  
Collector Number: 75/106  
Rarity: U

## Double Full Heal

Trainer card  
Illus. Ryo Ueda  
Remove all Special Conditions from each of your Active Pokémon.  
Collector Number: 76/106  
Rarity: U

## Lanette's Net Search

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 3 different types of Basic Pokémon cards (excluding Baby Pokémon), show them to your opponent, and put them into your hand. Shuffle your deck afterward.  
Collector Number: 77/106  
Rarity: U

## Lum Berry

Trainer card [Pokémon Tool]  
Illus. Kazuo Yazawa  
Attach Lum Berry 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.  
At any time between turns, if the Pokémon this card is attached to is affected by any Special Conditions, remove all of them. Then, discard Lum Berry.  
Collector Number: 78/106  
Rarity: U

## Mr. Stone's Project

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 basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward. Or, search your discard pile for up to 2 basic Energy cards, show them to your opponent, and put them into your hand.

Collector Number: 79/106

Rarity: U

## Oran Berry

Trainer card [Pokémon Tool]

Illus. Kazuo Yazawa

Attach Oran Berry 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.

At any time between turns, if the Pokémon this card is attached to has at least 2 damage counters on it, remove 2 damage counters from it. Then, discard Oran Berry.

Collector Number: 80/106

Rarity: U

## PokéNav

Trainer card

Illus. Katsura Tabata

Look at the top 3 cards of your deck, and choose a Basic Pokémon, Evolution card, or Energy card. Show it to your opponent and put it into your hand. Put the 2 other cards back on top of your deck in any order.

Collector Number: 81/106

Rarity: U

## Professor Birch

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.

Draw cards from your deck until you have 6 cards in your hand.

Collector Number: 82/106

Rarity: U

## Rare Candy

Trainer card

Illus. Ryo Ueda

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

Collector Number: 83/106

Rarity: U

## Scott

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 3 cards in any combination of Supporter cards and Stadium cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

Collector Number: 84/106

Rarity: U

## Wally's Training

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 card that evolves from your Active Pokémon (choose 1 if there are 2) and put it on your Active Pokémon. (This counts as evolving that Pokémon.) Shuffle your deck afterward.

Collector Number: 85/106

Rarity: U

## Darkness Energy

Special Energy card

Illus. Milky Isobe

If the Pokémon Darkness Energy is attached to attacks, the attack does 10 more damage to the Active Pokémon (before applying Weakness and Resistance). Ignore this effect unless the Attacking Pokémon is {D} or has Dark in its name. Darkness Energy provides {D} Energy. (Doesn't count as a basic Energy card.)

Collector Number: 86/106

Rarity: R

## Double Rainbow Energy

Special Energy card

Illus. Takumi Akabane

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

reduced by 10 (before applying Weakness and Resistance). When the Pokémon Double Rainbow Energy is attached to is no longer an Evolved Pokémon, discard Double Rainbow Energy. Collector Number: 87/106

Rarity: R

## Metal Energy

Special Energy card

Illus. Milky Isobe

Damage done by attacks to the Pokémon that Metal Energy is attached to is reduced by 10 (after applying Weakness and Resistance). Ignore this effect if the Pokémon that Metal Energy is attached to isn't {M}. Metal Energy provides {M} Energy. (Doesn't count as a basic Energy card.)

Collector Number: 88/106

Rarity: R

## Multi Energy

Special Energy card

Illus. Takumi Akabane

Attach Multi Energy to 1 of your Pokémon. While in play, Multi Energy provides every type of Energy but provides only 1 Energy at a time. (Has no effect other than providing Energy.) Multi Energy provides {C} Energy when attached to a Pokémon that already has Special Energy cards attached to it.

Collector Number: 89/106

Rarity: R

## Altaria ex

100 HP

Pokémon Type: C

Stage 1 ex Pokémon

Evolves from Swablu

Illus. Ryo Ueda

**[Pokémon-ex rule]**

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

**[Poké-Body] Mist**

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

**C Dive 20**

**WLC Dragon Mist 70**

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

Retreat Cost: C

Collector Number: 90/106

Rarity: R-EX

## **Cacturne ex**

110 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Cacnea

Illus. Hikaru Koike

**[Pokémon-ex rule]**

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

**[Poké-Body] Cursed Glare**

As long as Cacturne ex is your Active Pokémon, your opponent can't attach any Special Energy cards (except for {D} and {M} Energy cards) from his or her hand to his or her Active Pokémon.

**G Psybeam 20**

The Defending Pokémon is now Confused.

**GCC Spike Rend 50+**

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

Weakness: R

Retreat Cost: C

Collector Number: 91/106

Rarity: R-EX

## **Camerupt ex**

120 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Numel

Illus. Ryo Ueda

**[Pokémon-ex rule]**

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

**[Poké-Body] Magma Armor**

Camerupt ex can't be Asleep or Paralyzed.

**CC Searing Flame 30**

The Defending Pokémon is now Burned.

**RRC Eruption 60+**

Each player discards the top card of his or her deck. This attack does 60 damage plus 20 more damage for each Energy card discarded in this way.

Weakness: W

Retreat Cost: CC

Collector Number: 92/106

Rarity: R-EX

## **Deoxys ex**

110 HP

Pokémon Type: P

Basic Pokémon

Illus. Mitsuhiro Arita

**[Pokémon-ex rule]**

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

**[Poké-Power] Form Change**

Once during your turn (before your attack), you may search your deck for another Deoxys ex and switch it with Deoxys ex. (Any cards attached to Deoxys ex, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Deoxys ex on top of your deck. Shuffle your deck afterward. You can't use more than 1 Form Change Poké-Power each turn.

CCC **Fastwave** 50

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

Weakness: P

Collector Number: 93/106

Rarity: R-EX

## **Dusclops ex**

100 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Dusknoll

Illus. Mitsuhiro Arita

**[Pokémon-ex rule]**

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

**[Poké-Body] Dark Hole**

As long as Dusclops ex is on your Bench, don't apply {D} Weakness for all of your Pokémon in play.

**P Shadow Beam**

Put 2 damage counters on the Defending Pokémon for each Energy attached to Dusclops ex.

Weakness: D

Resistance: FC

Collector Number: 94/106

Rarity: R-EX

## **Medicham ex**

110 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Meditite

Illus. Hikaru Koike

**[Pokémon-ex rule]**

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

**[Poké-Body] Wise Aura**

As long as Medicham ex is your Active Pokémon, each Pokémon (excluding Pokémon-ex) (both yours and your opponent's) can't use any Poké-Powers.

### **CC Pure Power**

Put 3 damage counters on your opponent's Pokémon in any way you like.

### **FCC Sky Kick 60+**

If the Defending Pokémon has {F} Resistance, this attack does 60 damage plus 40 more damage.

Weakness: P

Retreat Cost: C

Collector Number: 95/106

Rarity: R-EX

## **Milotic ex**

130 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Feebas

Illus. Ryo Ueda

### **[Pokémon-ex rule]**

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

### **[Poké-Body] Mystic Scale**

As long as Milotic ex is in play, each player can't play any Technical Machine cards from his or her hand. Discard all Technical Machine cards in play (both yours and your opponent's).

### **W Gentle Wrap 30**

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

### **WCC Reflect Energy 70**

Move 1 basic Energy card attached to Milotic ex to 1 of your Benched Pokémon.

Weakness: L

Retreat Cost: CC

Collector Number: 96/106

Rarity: R-EX

## **Raichu ex**

100 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Pikachu

Illus. Mitsuhiro Arita

### **[Pokémon-ex rule]**

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

### **[Poké-Body] Rai-shield**

Damage done to any of your Raichu ex in play by attacks from your opponent's Pokémon-ex is reduced by 30 (after applying Weakness and Resistance). You can't use more than 1 Rai-shield Poké-Body each turn.

### **LC Power Short**

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) If that Pokémon has Poké-Powers, this attack does 30 damage plus 20 more damage.

LCCC **Pika Bolt** 70

Weakness: F

Collector Number: 97/106

Rarity: R-EX

## **Regice ex**

100 HP

Pokémon Type: W

Basic Pokémon

Illus. Hikaru Koike

**[Pokémon-ex rule]**

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

W **Ice Beam** 10

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

WWC **Iceberg Crush** 40

If Regirock ex is in play, flip a coin. If heads, discard 1 Energy card attached to the Defending Pokémon.

Weakness: M

Retreat Cost: CCC

Collector Number: 98/106

Rarity: R-EX

## **Regirock ex**

110 HP

Pokémon Type: F

Basic Pokémon

Illus. Hikaru Koike

**[Pokémon-ex rule]**

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

C **Mend**

Search your discard pile for a {F} Energy card and attach it to Regirock ex. If you do, remove 1 damage counter from Regirock ex.

FFC **Metal Crush** 40+

If Registeel ex is in play, this attack does 40 damage plus 20 more damage.

Weakness: W

Retreat Cost: CCC

Collector Number: 99/106

Rarity: R-EX

## **Registeel ex**

90 HP

Pokémon Type: M

Basic Pokémon

Illus. Hikaru Koike

**[Pokémon-ex rule]**

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

**C Block Signal 10**

If Regice ex is in play, flip a coin. If heads, the Defending Pokémon is now Confused.

**MMC Wide Laser**

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

Weakness: R

Retreat Cost: CC

Collector Number: 100/106

Rarity: R-EX

## **Grass Energy**

Collector Number: 101/106

Rarity: H

## **Fire Energy**

Collector Number: 102/106

Rarity: H

## **Water Energy**

Collector Number: 103/106

Rarity: H

## **Lightning Energy**

Collector Number: 104/106

Rarity: H

## **Psychic Energy**

Collector Number: 105/106

Rarity: H

## **Fighting Energy**

Collector Number: 106/106

Rarity: H

## **Farfetch'd**

70 HP

Pokémon Type: C

Basic Pokémon

Illus. Masakazu Fukuda

**C Spearhead**

Draw a card.

CC **Nosedive** 30

Farfetch'd does 10 damage to itself.

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 107/106

Rarity: H