

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

R-HS: rare Holo ☆

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

Aerodactyl

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Mysterious Fossil

Illus. Hajime Kusajima

[Poké-Body] Reactive Protection

Any damage done to Aerodactyl by attacks from your opponent's Pokémon is reduced by 10 for each React Energy card attached to Aerodactyl (after applying Weakness and Resistance).

C Power Blow 10+

Does 10 damage plus 10 more damage for each Energy attached to Aerodactyl.

CCC Speed Stroke 40

During your opponent's next turn, prevent all effects, including damage, done to Aerodactyl by attacks from your opponent's Pokémon-ex.

Weakness: L

Resistance: F

Retreat Cost: 0

Collector Number: 1/92

Rarity: H

Aggron

110 HP

Pokémon Type: M

Stage 2 Pokémon

Evolves from Lairon

Illus. Hisao Nakamura

FCC **Heavy Blow** 70-

Does 70 damage minus 10 damage for each damage counter on Aggron. If Aggron has any React Energy cards attached to it, this attack does 70 damage instead.

FMCC **Bound Crush**

Choose 1 of your opponent's Pokémon. This attack does 60 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) During your next turn, Aggron can't use Bound Crush.

Weakness: R

Resistance: G

Retreat Cost: CCCC

Collector Number: 2/92

Rarity: H

Cradily

100 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Lileep

Illus. Hajime Kusajima

CC **Devolution Wave**

Count the number of React Energy cards attached to Cradily and choose up to that number of your opponent's Evolved Pokémon. Remove the highest Stage Evolution card from each of those Pokémon, then have your opponent shuffle those cards into his or her deck.

GC **Linear Attack**

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

CCC **Mud Shot** 50

Weakness: R

Retreat Cost: CC

Collector Number: 3/92

Rarity: H

Delcatty

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Skitty

Illus. Naoyo Kimura

[Poké-Power] Reactive Shift

Once during your turn (before your attack), you may move a React Energy card attached to 1 of your Pokémon to another of your Pokémon. This power can't be used if Delcatty is affected by a Special Condition.

C Energy Link 20

Search your discard pile for an Energy card and attach it to Delcatty.

CCC Tail Whap 40

Weakness: F

Retreat Cost: C

Collector Number: 4/92

Rarity: H

Gengar

100 HP

Pokémon Type: P

Stage 2 Pokémon

Evolves from Haunter

Illus. Kouki Saitou

[Poké-Power] Shadow Curse

If Gengar would be Knocked Out by damage from an opponent's attack, you may put 3 damage counters on 1 of your opponent's Pokémon.

P Cursed Reaction

Put 2 damage counters on your opponent's Pokémon in any way you like. If Gengar has any React Energy cards attached to it, put 4 damage counters instead.

PPC Super Psy Bolt 60

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 5/92

Rarity: H

Golem

120 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Graveler

Illus. Hajime Kusajima

C Mend

Search your discard pile for a {F} Energy card and attach it to Golem. If you do, remove 2 damage counters from Golem.

FC Enraged Linear Attack

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

FFCC Rock Tumble 70

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

Weakness: W

Retreat Cost: CCC

Collector Number: 6/92

Rarity: H

Kabutops

110 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Kabuto

Illus. Mitsuhiro Arita

[Poké-Body] Ancient Shell

As long as you have Omanyte or Omastar in play, damage done to Kabutops by attacks is reduced by 20 (after applying Weakness and Resistance).

F Energy Stream 30

Search your discard pile for a basic Energy card and attach it to Kabutops.

FCC Extra Claws 50+

If the Defending Pokémon is Pokémon-ex, this attack does 50 damage plus 30 more damage.

Weakness: G

Retreat Cost: CC

Collector Number: 7/92

Rarity: H

Lapras

80 HP

Pokémon Type: W

Basic Pokémon

Illus. Kagemaru Himeno

[Poké-Power] Support Navigation

Once during your turn, when you put Lapras onto your Bench from your hand, you may search your deck for a Supporter card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

WC Surf 30

Weakness: L

Retreat Cost: CC

Collector Number: 8/92

Rarity: H

Machamp

120 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Machoke

Illus. Kouki Saitou

FC **Derail** 40

Discard a Special Energy card, if any, attached to the Defending Pokémon.

FCC **Swift Blow** 60+

Does 60 damage plus 20 damage for each React Energy card attached to Machamp.

Weakness: P

Retreat Cost: CC

Collector Number: 9/92

Rarity: H

Mew

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Kouki Saitou

[Poké-Power] Type Change

Once during your turn (before your attack), you may choose 1 of the Defending Pokémon.

Mew is the same type as that Pokémon (all if that Pokémon is more than 1 type) until the end of your turn. This power can't be used if Mew is affected by a Special Condition.

PC **Link Blast** 50

If Mew and the Defending Pokémon have a different amount of Energy attached to them, this attack's base damage is 20 instead of 50.

Weakness: P

Retreat Cost: C

Collector Number: 10/92

Rarity: H

Muk

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Grimer

Illus. Midori Harada

[Poké-Body] Stench

As long as Muk is your Active Pokémon, each player's Pokémon can't use any Poké-Powers.

GC **Poison Ring** 20

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

GCC **Sludge Toss** 50

Weakness: P

Retreat Cost: CC

Collector Number: 11/92

Rarity: H

Shiftry

110 HP

Pokémon Type: D

Stage 2 Pokémon

Evolves from Nuzleaf

Illus. Mitsuhiro Arita

[Poké-Power] Evolutionary Fan

Once during your turn, when you play Shiftry from your hand to evolve 1 of your Pokémon, you may choose 1 of your Evolved Pokémon in play (excluding any Shiftry). Return that Pokémon and all cards attached to it to your hand.

CC Reactive Beating 30

If Shiftry has any React Energy cards attached to it, the Defending Pokémon is now Confused.

DCC Cross-Cut 40+

If the Defending Pokémon is an Evolved Pokémon, this attack does 40 damage plus 30 more damage.

Weakness: F

Resistance: P

Retreat Cost: C

Collector Number: 12/92

Rarity: H

Victreebel

100 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Weepinbell

Illus. Sumiyoshi Kizuki

[Poké-Power] Nectar Pod

Once during your turn (before your attack), you may switch 1 of your opponent's Benched Stage 2 Evolved Pokémon with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch. This power can't be used if Victreebel is affected by a Special Condition.

GC Sleep Poison 10

The Defending Pokémon is now Asleep and Poisoned.

GCC Sharp Leaf 40+

Flip a coin. If heads, this attack does 40 damage plus 30 more damage.

Weakness: R

Retreat Cost: CC

Collector Number: 13/92

Rarity: H

Wailord

120 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Wailmer

Illus. Kouki Saitou

[Poké-Body] Reactive Lift

As long as Wailord has any React Energy cards attached to it, the Retreat Cost for each of your {W} Pokémon (excluding Pokémon-ex) is 0.

WWC Hypno Splash 40

The Defending Pokémon is now Asleep.

WWCC Rely on Friends 40+

Does 40 damage plus 10 more damage for each of your Benched Stage 1 Evolved Pokémon.

Weakness: L

Retreat Cost: CCCC

Collector Number: 14/92

Rarity: H

Absol

70 HP

Pokémon Type: D

Basic Pokémon

Illus. Midori Harada

[Poké-Body] Shining Horn

As long as Absol is the only Pokémon you have in play, your opponent's Basic Pokémon can't attack.

C Extra Call

Search your deck for a Pokémon-ex, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

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

Resistance: P

Retreat Cost: C

Collector Number: 15/92

Rarity: R

Girafarig

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Aya Kusube

[Poké-Body] Rear Sensor

Each player's Active Basic Pokémon (excluding Pokémon-ex) can't use any Poké-Powers.

C Foresight

Look at the top 5 cards of either player's deck and put them back on top of that player's deck in any order you like.

PC **Disorder** 20

If the Defending Pokémon has any Special Energy cards attached to it, the Defending Pokémon is now Confused.

Weakness: P

Retreat Cost: C

Collector Number: 16/92

Rarity: R

Gorebyss

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Clamperl

Illus. Atsuko Nishida

[Poké-Body] Reactive Booster

Each React Energy card attached to all of your Huntail and Gorebyss provides 2 Energy of every type but has no effect other than providing Energy.

WC **Hydro Pump** 30+

Does 30 damage plus 20 more damage for each {W} Energy attached to Gorebyss but not used to pay for this attack's Energy cost. You can't add more than 40 damage in this way.

Weakness: L

Retreat Cost: 0

Collector Number: 17/92

Rarity: R

Huntail

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Clamperl

Illus. Midori Harada

[Poké-Power] Reactive Generator

Once during your turn (before your attack), if Huntail has no React Energy cards attached to it, you may search your deck for a React Energy card and attach it to Huntail. Shuffle your deck afterward. This power can't be used if Huntail is affected by a Special Condition.

WCC **Bite Off** 40+

If the Defending Pokémon is Pokémon-ex, this attack does 40 damage plus 30 more damage.

Weakness: L

Retreat Cost: C

Collector Number: 18/92

Rarity: R

Lanturn

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Chinchou

Illus. Kagemaru Himeno

[Poké-Body] Dual Armor

As long as Lanturn has any {W} Energy attached to it, Lanturn is both {W} and {L} type.

LC **Razor Fin** 30

CCC **Water Gun** 40+

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

Weakness: F

Retreat Cost: CC

Collector Number: 19/92

Rarity: R

Lunatone

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Hisao Nakamura

[Poké-Body] Sol Shade

As long as you have Solrock in play, each player's {R} Pokémon (excluding Pokémon-ex) can't use any Poké-Powers.

C **Moon Guidance**

Search your deck for a Trainer card (excluding Supporter cards), show it to your opponent, and put it into your hand. Shuffle your deck afterward.

P **Psyshock** 10

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

Weakness: P

Retreat Cost: C

Collector Number: 20/92

Rarity: R

Magmar

70 HP

Pokémon Type: R

Basic Pokémon

Illus. Sumiyoshi Kizuki

[Poké-Body] Stages of Evolution

As long as Magmar is an Evolved Pokémon, all Energy attached to Magmar are {R} Energy instead of their usual types.

C **Linear Attack**

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

RRR Burning Sensation 40

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

Weakness: W

Retreat Cost: C

Collector Number: 21/92

Rarity: R

Magneton

70 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Magnemite

Illus. Hisao Nakamura

[Poké-Power] Reactive Recharge

If Magneton would be Knocked Out by damage from an opponent's attack, you may move any number of React Energy cards from Magneton to your Pokémon in any way you like.

LC Multiple Force 30+

If Magneton has any React Energy cards attached to it, this attack does 30 damage plus 10 more damage for each Magnemite and Magneton (both yours and your opponent's) in play.

LCCC Magnetic Blast 60

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 22/92

Rarity: R

Omastar

100 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Omanyte

Illus. Mitsuhiro Arita

[Poké-Body] Ancient Fang

As long as you have Kabuto, Kabutops, or Kabutops ex in play, Omastar's attacks do 20 more damage to the Defending Pokémon (before applying Weakness and Resistance).

C Drag Off 10

Before doing damage, you may choose 1 of your opponent's Benched Pokémon and switch it with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

WCC Hydro Splash 50

Weakness: L

Retreat Cost: C
Collector Number: 23/92
Rarity: R

Pinsir

70 HP
Pokémon Type: G
Basic Pokémon
Illus. Mitsuhiro Arita
[Poké-Body] Shining Horn

As long as Pinsir is the only Pokémon you have in play, your opponent's Basic Pokémon can't attack.

C Cry for Help

Search your deck for a {G} Pokémon (excluding Pokémon-ex), show it to your opponent, and put it into your hand. Shuffle your deck afterward.

GC Overhead Toss 30

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

Weakness: R
Retreat Cost: C
Collector Number: 24/92
Rarity: R

Solrock

70 HP
Pokémon Type: F
Basic Pokémon
Illus. Hisao Nakamura
[Poké-Body] Luna Shade

As long as you have Lunatone in play, each player's {C} Pokémon (excluding Pokémon-ex) can't use any Poké-Powers.

C Call for Family

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

F Hyper Beam

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

Weakness: G
Retreat Cost: C
Collector Number: 25/92
Rarity: R

Spinda

60 HP
Pokémon Type: C
Basic Pokémon
Illus. Motofumi Fujiwara

[Poké-Body] Pattern Distraction

As long as Spinda is your Active Pokémon, whenever your opponent's Basic Pokémon tries to attack, your opponent flips a coin. If tails, that attack does nothing. You can't use more than 1 Pattern Distraction Poké-Body each turn.

C Whimsy Draw

Flip a coin until you get tails. For each heads, draw 2 cards.

CC Double-edge 30

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

Weakness: F

Retreat Cost: C

Collector Number: 26/92

Rarity: R

Torkoal

80 HP

Pokémon Type: R

Basic Pokémon

Illus. Atsuko Nishida

C Cry for Help

Search your deck for a {R} Pokémon (excluding Pokémon-ex), show it to your opponent, and put it into your hand. Shuffle your deck afterward.

RC Fireworks 30

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

Weakness: W

Retreat Cost: CC

Collector Number: 27/92

Rarity: R

Wobbuffet

80 HP

Pokémon Type: P

Basic Pokémon

Illus. Kouki Saitou

[Poké-Body] Stages of Evolution

As long as Wobbuffet is an Evolved Pokémon, your opponent pays {C} more to retreat his or her Active Pokémon.

C Grind 10x

Does 10 damage times the amount of Energy attached to Wobbuffet.

PPC Shadow Tag

Put 7 damage counters on the Defending Pokémon at the end of your opponent's next turn.

Weakness: P

Retreat Cost: CC

Collector Number: 28/92

Rarity: R

Anorith

70 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Claw Fossil

Illus. Atsuko Nishida

C Influence

Search your deck for Omanyte, Kabuto, Aerodactyl, Lileep, or Anorith and put up to 2 of them onto your Bench. Shuffle your deck afterward. Treat the new Benched Pokémon as Basic Pokémon.

CC Stretch Claws 20

If Anorith has any React Energy cards attached to it, this attack does 20 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: G

Retreat Cost: C

Collector Number: 29/92

Rarity: U

Cascoon

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Wurmple

Illus. Sachiko Adachi

[Poké-Power] Emerge

Once during your turn (before your attack), if Cascoon is your Active Pokémon, you may flip a coin. If heads, search your deck for a card that evolves from Cascoon and put it onto Cascoon. (This counts as evolving Cascoon.) Shuffle your deck afterward. This power can't be used if Cascoon is affected by a Special Condition.

CC Tackle 20

Weakness: R

Retreat Cost: CC

Collector Number: 30/92

Rarity: U

Dunsparce

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Hajime Kusajima

[Poké-Body] Deadlock

As long as Dunsparce is your Active Pokémon, your opponent's Dunsparce can't attack.

C Down Draw

Draw 2 cards from the bottom of your deck.

C Tripping Turn

The Defending Pokémon is now Confused. You may switch Dunsparce with 1 of your Benched Pokémon.

Weakness: F

Retreat Cost: C

Collector Number: 31/92

Rarity: U

Electrode

70 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Voltorb

Illus. Midori Harada

CC **Supersonic** 10

The Defending Pokémon is now Confused.

LCC **Tumbling Attack** 40+

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

Weakness: F

Retreat Cost: 0

Collector Number: 32/92

Rarity: U

Furret

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Sentret

Illus. Tomokazu Komiya

CC **Body Slam** 20

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

CCC **Do the Wave** 10+

Does 10 damage plus 10 more damage for each of your Benched Pokémon.

Weakness: F

Retreat Cost: C

Collector Number: 33/92

Rarity: U

Graveler

70 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Geodude

Illus. Sumiyoshi Kizuki

[Poké-Body] Exoskeleton

Any damage done to Graveler by attacks is reduced by 10 (after applying Weakness and Resistance).

FC Rock Slide 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.)

Weakness: W

Retreat Cost: CC

Collector Number: 34/92

Rarity: U

Haunter

70 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Gastly

Illus. Aya Kusube

CC Time Spiral

If your opponent has any Evolved Pokémon in play, choose 1 of them and flip a coin. If heads, remove the highest Stage Evolution card on that Pokémon and have your opponent shuffled it into his or her deck.

PC Haunt

Put 2 damage counters on the Defending Pokémon.

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 35/92

Rarity: U

Kabuto

60 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Mysterious Fossil

Illus. Takao Unno

[Poké-Body] Ancient Protection

Each of your Omanyte, Omastar, Kabuto, Kabutops, and Kabutops ex has no Weakness.

CC Granite Head 20

During your opponent's next turn, any damage done to Kabuto by attacks is reduced by 10 (after applying Weakness and Resistance).

Weakness: G

Retreat Cost: CC

Collector Number: 36/92

Rarity: U

Kecleon

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Tomokazu Komiya

[Poké-Body] Reactive Colors

If Kecleon has any React Energy cards attached to it, Kecleon is {G}, {R}, {W}, {L}, {P}, and {F} type.

C Tongue Whip

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 Quick Attack 10+

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

Weakness: F

Retreat Cost: C

Collector Number: 37/92

Rarity: U

Lairon

70 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Aron

Illus. Naoyo Kimura

CC Rest

Remove all Special Conditions and 5 damage counters (all if there are less than 5) from Lairon. Lairon is now Asleep.

MC Body Slam 20

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

Weakness: R

Resistance: G

Retreat Cost: CC

Collector Number: 38/92

Rarity: U

Machoke

80 HP

Pokémon Type: F

Stage a Pokémon

Evolves from Machop

Illus. Kagemaru Himeno

[Poké-Body] Paranoid

As long as Machoke is Confused, Machoke's attacks do 50 more damage to the Defending Pokémon (before applying Weakness and Resistance).

F Split Kick

Does 20 damage to each Defending Pokémon.

CCC **Magnum Punch** 40

Weakness: P

Retreat Cost: C

Collector Number: 39/92

Rarity: U

Misdreavus

50 HP

Pokémon Type: p

Basic Pokémon

Illus. Yukiko Baba

[Poké-Body] Deep Sleep

As long as Misdreavus is your Active Pokémon, each player flips 2 coins for his or her Pokémon that is Asleep between turns. If either coin is tails, that Pokémon is still Asleep.

C **Return Trance**

Return an Energy card attached to Misdreavus to your hand. The Defending Pokémon is now Asleep.

P **Dream Eater** 30

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

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 40/92

Rarity: U

Nuzleaf

70 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Seedot

Illus. Katsura Tabata

C **Pound** 20

DC **Plunder** 30

Before doing damage, discard all Trainer cards attached to the Defending Pokémon.

Weakness: F

Resistance: P

Retreat Cost: C

Collector Number: 41/92

Rarity: U

Roselia

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Kagemaru Himeno

[Poké-Body] Reactive Aroma

As long as Roselia has any React Energy cards attached to it, remove 1 damage counter from each of your Pokémon (excluding Pokémon-ex) that has any React Energy cards attached to it between turns. You can't use more than 1 Reactive Aroma Poké-Body each turn.

C Flick Poison

Switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch. The new Defending Pokémon is now Poisoned.

Weakness: R

Retreat Cost: C

Collector Number: 42/92

Rarity: U

Sealeo

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Spheal

Illus. Midori Harada

[Poké-Power] Power Circulation

Once during your turn (before your attack), you may search your discard pile for a basic Energy card, show it to your opponent, and put it on top of your deck. If you do, put 1 damage counter on Sealeo. This power can't be used if Sealeo is affected by a Special Condition.

WC Lunge Out 30

Weakness: M

Retreat Cost: C

Collector Number: 43/92

Rarity: U

Tangela

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Aya Kusube

[Poké-Body] Reactive Healing

Whenever you attach a React Energy card from your hand to Tangela, remove all damage counters from Tangela.

C Entangling Vines 10

If the Defending Pokémon is a Basic Pokémon, that Pokémon can't attack during your opponent's next turn.

GCC Gentle Wrap 30

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

Weakness: R

Resistance: W
Retreat Cost: C
Collector Number: 44/92
Rarity: U

Tentacruel

70 HP
Pokémon Type: W
Stage 1 Pokémon
Evolves from Tentacool
Illus. Kagemaru Himeno

[Poké-Body] Reactive Shield

As long as Tentacruel has any React Energy cards attached to it, prevent all effects, including damage, done to any of your Tentacruel in play by attacks from your opponent's Pokémon-ex.

W **Water Arrow**

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

CC **Fury Strikes** 20x

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

Weakness: L
Retreat Cost: 0
Collector Number: 45/92
Rarity: U

Vibrava

80 HP
Pokémon Type: C
Stage 1 Pokémon
Evolves from Trapinch
Illus. Atsuko Nishida

C **Supersonic**

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

CC **Bi-Blast** 20+

If Vibrava has any React Energy cards attached to it, this attack does 20 damage plus 20 more damage.

Weakness: C
Resistance: LF
Retreat Cost: C
Collector Number: 46/92
Rarity: U

Weepinbell

70 HP
Pokémon Type: G

Stage 1 Pokémon
Evolves from Bellsprout
Illus. Katsura Tabata
CC Sleep Seed 20
The Defending Pokémon is now Asleep.
GCC Vine Whip 40
Weakness: R
Retreat Cost: C
Collector Number: 47/92
Rarity: U

Aron

50 HP
Pokémon Type: M
Basic Pokémon
Illus. Miki Tanaka
C Self Charge
Attach a {M} Energy card from your hand to Aron.
MC Headbutt 20
Weakness: R
Resistance: G
Retreat Cost: CC
Collector Number: 48/92
Rarity: C

Bellsprout

50 HP
Pokémon Type: G
Basic Pokémon
Illus. Midori Harada
C Sleep Powder
The Defending Pokémon is now Asleep.
Weakness: R
Retreat Cost: C
Collector Number: 49/92
Rarity: C

Chinchou

50 HP
Pokémon Type: L
Basic Pokémon
Illus. Sachiko Adachi
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.)

LC Lightning Ball 20

Weakness: F

Retreat Cost: C

Collector Number: 50/92

Rarity: C

Clamperl

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Sachiko Adachi

C Iron Defense

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

W Clamp Splash 10

Weakness: L

Retreat Cost: C

Collector Number: 51/92

Rarity: C

Gastly

40 HP

Pokémon Type: P

Basic Pokémon

Illus. Hajime Kusajima

C Lick

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

P Smog

The Defending Pokémon is now Poisoned.

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 52/92

Rarity: C

Geodude

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Miki Tanaka

FC Selfdestruct 50

Does 10 damage to each Benched Pokémon (both yours and your opponent's). (Don't apply Weakness and Resistance for Benched Pokémon.) Geodude does 50 damage to itself.

Weakness: W

Retreat Cost: C
Collector Number: 53/92
Rarity: C

Grimer

40 HP
Pokémon Type: G
Basic Pokémon
Illus. Tomokazu Komiya
G Ascension

Search your deck for a card that evolves from Grimer and put it onto Grimer. (This counts as evolving Grimer.) Shuffle your deck afterward.

CC Sludge Toss 20

Weakness: P
Retreat Cost: C
Collector Number: 54/92
Rarity: C

Growlithe

50 HP
Pokémon Type: R
Basic Pokémon
Illus. Kanako Eo
C Body Slam 10

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

RC Firebreathing 10+

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

Weakness: W
Retreat Cost: C
Collector Number: 55/92
Rarity: C

Lileep

80 HP
Pokémon Type: G
Stage 1 Pokémon
Evolves from Root Fossil
Illus. Atsuko Nishida

C Tender Tentacles 20

If Lileep has any React Energy cards attached to it, remove 2 damage counters from Lileep.

GC Confuse Ray 20

The Defending Pokémon is now Confused.

Weakness: R
Retreat Cost: CC

Collector Number: 56/92

Rarity: C

Machop

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Yukiko Baba

F **Mach Punch** 10

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

Weakness: P

Retreat Cost: C

Collector Number: 57/92

Rarity: C

Magby

40 HP

Pokémon Type: R

Basic Pokémon

Illus. Yuka Morii

[Poké-Power] **Baby Evolution**

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

C **Ignite** 10

If Full Flame is in play, the Defending Pokémon is now Burned.

Weakness: W

Retreat Cost: C

Collector Number: 58/92

Rarity: C

Magnemite

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Hiroki Fuchino

C **Magnetic Swirl** 10

Flip a coin. If tails, this attack does nothing. If heads, discard an Energy attached to the Defending Pokémon.

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 59/92

Rarity: C

Omanyte

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Mysterious Fossil

Illus. Kenkichi Toyama

[Poké-Body] Ancient Tentacles

Damage done to your opponent's Pokémon by your Omanyte, Omastar, Kabuto, Kabutops, or Kabutops ex isn't affected by Resistance.

WC Rising Lunge 20+

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

Weakness: L

Retreat Cost: C

Collector Number: 60/92

Rarity: C

Seedot

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Yuka Morii

C Drawup Power

Search your deck for an Energy card, show it to your opponent, and put it into your hand.

Shuffle your deck afterward.

G Continuous Tumble 10x

Flip a coin until you get tails. This attack does 10 damage times the number of heads.

Weakness: R

Retreat Cost: C

Collector Number: 61/92

Rarity: C

Sentret

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Tomokazu Komiya

C Scratch 10

CC Quick Attack 10+

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

Weakness: F

Retreat Cost: C

Collector Number: 62/92

Rarity: C

Shuppet

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Mitsuhiro Arita

C **Headbutt** 10

PC **Will-o'-the-wisp** 20

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 63/92

Rarity: C

Skitty

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Satoshi Ohta

C **Important Errands**

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

CC **Jump On** 10+

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

Weakness: F

Retreat Cost: C

Collector Number: 64/92

Rarity: C

Spheal

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Miki Tanaka

CC **Ram** 20

Weakness: M

Retreat Cost: C

Collector Number: 65/92

Rarity: C

Tentacool

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Tomoaki Imakuni

W **Poison Sting**

The Defending Pokémon is now Poisoned.

Weakness: L

Retreat Cost: C

Collector Number: 66/92

Rarity: C

Trapinch

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Tomokazu Komiya

C Pebble Throw

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.)

FC Double Pinchers 20x

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

Weakness: G

Retreat Cost: C

Collector Number: 67/92

Rarity: C

Voltorb

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Midori Harada

C Thunder Wave

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

LC Bouncing Ball 30

Voltorb does 10 damage to itself.

Weakness: F

Retreat Cost: C

Collector Number: 68/92

Rarity: C

Wailmer

80 HP

Pokémon Type: W

Basic Pokémon

Illus. Sumiyoshi Kizuki

CC Double Tackle

Does 20 damage to each Defending Pokémon.

WWC Whirlpool 30

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

Weakness: L

Retreat Cost: CCC
Collector Number: 69/92
Rarity: C

Wurmple

50 HP
Pokémon Type: G
Basic Pokémon
Illus. Yukiko Baba
[Poké-Body] Poison Payback

If Wurmple is your Active Pokémon and is damaged by an opponent's attack (even if Wurmple is Knocked Out), the Attacking Pokémon is now Poisoned.

C String Pull

Switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

Weakness: R
Retreat Cost: C
Collector Number: 70/92
Rarity: C

Wynaut

50 HP
Pokémon Type: P
Basic Pokémon
Illus. Yuka Morii
[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.

C Confusion Wave

Both Wynaut and the Defending Pokémon are now Confused.
Weakness: P
Retreat Cost: C
Collector Number: 71/92
Rarity: C

Cursed Stone

Trainer Card [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.

At any time between turns, each player puts 1 damage counter on his or her Pokémon that has a Poké-Power.

Collector Number: 72/92
Rarity: U

Fieldworker

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 3 cards. Your opponent may also draw a card.

Collector Number: 73/92

Rarity: U

Full Flame

Trainer Card [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.

Put 4 damage counters instead of 2 on each Burned Pokémon between turns. The Special Condition Burned can't be removed by evolving or devolving the Burned Pokémon.

Collector Number: 74/92

Rarity: U

Giant Stump

Trainer Card [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.

Each player can't have more than 3 Benched Pokémon.

When Giant Stump comes into play, each player discards Benched Pokémon and any cards attached to them until he or she has 3 Benched Pokémon. (You discard your Pokémon first.)

Collector Number: 75/92

Rarity: U

Power Tree

Trainer Card [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, if the player has no Special Energy cards in his or her discard pile, that player searches his or her discard pile for a basic Energy card, shows it to the opponent, and puts it into his or her hand.

Collector Number: 76/92

Rarity: U

Strange Cave

Trainer Card [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, that player may put an Omanyte, Kabuto, Aerodactyl, Aerodactyl ex, Lileep, or Anorith onto his or her Bench from his or her hand. Treat the new Benched Pokémon as Basic Pokémon.

Collector Number: 77/92

Rarity: U

Claw Fossil

40 HP

Trainer card

Illus. Ryo Ueda

Play Claw Fossil as if it were a Basic Pokémon. While in play, Claw Fossil counts as a {C} Pokémon (as well as a Trainer card). Claw Fossil has no attacks of its own, can't retreat, and can't be affected by any Special Conditions. If Claw Fossil is Knocked Out, it doesn't count as a Knocked Out Pokémon. (Discard it anyway.) At any time during your turn before your attack, you may discard Claw Fossil from play.

[Poké-Body] Jagged Stone

If Claw Fossil is your Active Pokémon and is damaged by an opponent's attack (even if Claw Fossil is Knocked Out), put 1 damage counter on the Attacking Pokémon.

Collector Number: 78/92

Rarity: C

Mysterious Fossil

50 HP

Trainer card

Illus. Ryo Ueda

Play Mysterious Fossil as if it were a Basic Pokémon. While in play, Mysterious Fossil counts as a {C} Pokémon (as well as a Trainer card). Mysterious Fossil has no attacks of its own, can't retreat, and can't be affected by any Special Conditions. If Mysterious Fossil is Knocked Out, it doesn't count as a Knocked Out Pokémon. (Discard it anyway.) At any time during your turn before your attack, you may discard Mysterious Fossil from play.

Collector Number: 79/92

Rarity: C

Root Fossil

40 HP

Trainer card

Illus. Ryo Ueda

Play Root Fossil as if it were a Basic Pokémon. While in play, Root Fossil counts as a {C} Pokémon (as well as a Trainer card). Root Fossil has no attacks of its own, can't retreat, and can't be affected by any Special Conditions. If Root Fossil is Knocked Out, it

doesn't count as a Knocked Out Pokémon. (Discard it anyway.) At any time during your turn before your attack, you may discard Root Fossil from play.

[Poké-Body] Spongy Stone

At any time between turns, remove 1 damage counter from Root Fossil.

Collector Number: 80/92

Rarity: C

Rainbow Energy

Special Energy card

Illus. Takumi Akabane

Attach Rainbow Energy to 1 of your Pokémon. While in play, Rainbow Energy provides every type of Energy but provides only 1 Energy at a time. (Has no effect other than providing Energy.) When you attach this card from your hand to 1 of your Pokémon, put 1 damage counter on that Pokémon.

Collector Number: 81/92

Rarity: R

React Energy

Special Energy card

Illus. Takumi Akabane

React Energy provides {C} Energy.

Collector Number: 82/92

Rarity: U

Arcanine ex

120 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Growlithe

Illus. Hikaru Koike

[Pokémon-ex Rule]

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

[Poké-Body] Fire Remedy

Whenever you attach a {R} Energy from your hand to Arcanine ex, remove 1 damage counter and all Special Conditions from Arcanine ex.

RC Overrun 30

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

RRC Flame Swirl 100

Discard 2 {R} Energy or 1 React Energy card attached to Arcanine ex.

Weakness: W

Retreat Cost: CC

Collector Number: 83/92

Rarity: R-EX

Armaldo ex

160 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Anorith

Illus. Kimiya Masago

[Pokémon-ex Rule]

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

[Poké-Body] Dual Armor

As long as Armaldo ex has any React Energy cards attached to it, Armaldo ex is both {G} and {F} type.

FC **Spiral Drain** 40

Remove 2 damage counters from Armaldo ex.

FCC **Vortex Chop** 70

If the Defending Pokémon has any Resistance, this attack's base damage is 100 instead of 70.

Weakness: G

Retreat Cost: CCC

Collector Number: 84/92

Rarity: R-EX

Banette ex

90 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Shuppet

Illus. Mitsuhiro Arita

[Pokémon-ex Rule]

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

[Poké-Power] Shady Move

Once during your turn (before your attack), if Banette ex is your Active Pokémon, you may move 1 damage counter from either player's Pokémon to another Pokémon (yours or your opponent's). This power can't be used if Banette ex is affected by a Special Condition.

PC **Shadow Chant** 30+

Does 30 damage plus 10 more damage for each Supporter card in your discard pile. You can't add more than 60 damage in this way.

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 85/92

Rarity: R-EX

Dustox ex

140 HP

Pokémon Type: G
Stage 2 Pokémon
Evolves from Cascoon
Illus. Mitsuhiro Arita

[Pokémon-ex Rule]

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

[Poké-Body] Safeguard

Prevent all effects of attacks, including damage, done to Dustox ex by your opponent's Pokémon-ex.

GC **Silver Wind** 40

During your next turn, if an attack does damage to the Defending Pokémon (after applying Weakness and Resistance), that attack does 30 more damage.

GCC **Cutting Wind** 70

Weakness: RP

Retreat Cost: C

Collector Number: 86/92

Rarity: R-EX

Flygon ex

150 HP

Pokémon Type: C
Stage 2 Pokémon
Evolves from Vibrava
Illus. Ryo Ueda

[Pokémon-ex Rule]

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

[Poké-Power] Emerge Charge

Once during your turn, when you play Flygon ex from your hand to evolve 1 of your Pokémon, you may search your discard pile for up to 2 Energy cards and attach them to Flygon ex.

LC **Reactive Blast** 40+

You may discard any number of React Energy cards attached to Flygon ex. If you do, this attack does 40 damage plus 30 more damage for each React Energy card you discarded.

GLCCC **Dragon Claw** 100

Weakness: C

Resistance: LF

Retreat Cost: CC

Collector Number: 87/92

Rarity: R-EX

Mew ex

90 HP

Pokémon Type: P
Basic Pokémon
Illus. Ryo Ueda

[Pokémon-ex Rule]

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

[Poké-Body] Versatile

Mew ex can use the attacks of all Pokémon in play as its own. (You still need the necessary Energy to use each attack.)

PC Power Move

Search your deck for an Energy card and attach it to Mew ex. Shuffle your deck afterward. Then, you may switch Mew ex with 1 of your Benched Pokémon.

Weakness: P

Retreat Cost: C

Collector Number: 88/92

Rarity: R-EX

Walrein ex

150 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Sealeo

Illus. Kimiya Masago

[Pokémon-ex Rule]

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

[Poké-Body] Icy Aura

As long as Walrein ex is your Active Pokémon, put 1 damage count on each Active Pokémon (both yours and your opponent's) between turns, excluding {W} Pokémon.

WC Water Arrow

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

WWCC Ice Throw 80

If the Defending Pokémon is a {F} Pokémon, this attack's base damage is 120 instead of 80.

Weakness: FM

Retreat Cost: CCC

Collector Number: 89/92

Rarity: R-EX

Regice ☆

90 HP

Pokémon Type: W

Basic Pokémon

Illus. Masakazu Fukuda

[Pokémon ☆ Rule]

You can't have more than 1 Pokémon star in your deck.

W Ice Barrier 10

Prevent all effects of an attack, including damage, done to Regice ☆ by your opponent's Pokémon-ex during your opponent's next turn.

WWC Final Blizzard 30

If your opponent has only 1 Prize card left and Regice ☆ is the only Pokémon you have in play, this attack does 30 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: M

Retreat Cost: CCC

Collector Number: 90/92

Rarity: R-HS

Regirock ☆

90 HP

Pokémon Type: F

Basic Pokémon

Illus. Masakazu Fukuda

[Pokémon ☆ Rule]

You can't have more than 1 Pokémon ☆ in your deck.

F Dig Drain 10

Remove 1 damage counter from Regirock ☆.

FFC Final Blast 30

If your opponent has only 1 Prize card left and Regirock ☆ is the only Pokémon you have in play, this attack's base damage is 100 instead of 30.

Weakness: W

Retreat Cost: CCC

Collector Number: 91/92

Rarity: R-HS

Registeel ☆

90 HP

Pokémon Type: M

Basic Pokémon

Illus. Masakazu Fukuda

[Pokémon ☆ Rule]

You can't have more than 1 Pokémon ☆ in your deck.

M Barrier Attack 10

During your opponent's next turn, any damage done to Registeel ☆ by attacks is reduced by 10 (after applying Weakness and Resistance).

MMC Final Laser

Put 3 damage counters on your opponent's Pokémon in any way you like. If your opponent has only 1 Prize card left and Registeel ☆ is the only Pokémon you have in play, put 6 damage counters instead.

Weakness: R

Resistance: G

Retreat Cost: CCC

Collector Number: 92/92

Rarity: R-HS

Pikachu

40 HP

Pokémon Type: M

Basic Pokémon (Delta Species)

Illus. Ryo Ueda

C Thunder Wave

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

MC Iron Tail 20x

Flip a coin until you get tails. This attack does 20 damage times the number of heads.

Weakness: F

Retreat Cost: C

Collector Number: 93/92

Rarity: H