

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.

Absol

70 HP

Pokémon Type: D

Basic Pokémon

Illus. Naoyo Kimura

D **Bad News**

If the number of cards in your opponent's hand is at least 6, choose a number of cards there, without looking, until your opponent has 5 cards left. Have your opponent discard the cards you chose.

DC **Prize Count** 20+

If you have more Prize cards left than your opponent, this attack does 20 damage plus 20 more damage.

Weakness: F

Resistance: P

Retreat Cost: C

Collector Number: 1/97

Rarity: H

Altaria

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Swablu

Illus. Atsuko Nishida

C Dragon Dance

During your next turn, if any of your current Active Pokémon does damage to any Defending Pokémon, the attack does 40 more damage (before applying Weakness and Resistance).

WL Dragon Song 30

Each Defending Pokémon is now Asleep.

Weakness: C

Resistance: GF

Retreat Cost: C

Collector Number: 2/97

Rarity: H

Crawdaunt

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Corphish

Illus. Hisao Nakamura

[Poké-Body] Power Pinchers

As long as Crawdaunt is your Active Pokémon, when any of your Active Pokémon does damage to the Defending Pokémon, the attack does 10 more damage (before applying Weakness and Resistance).

WCC Guillotine 50

Weakness: L

Retreat Cost: CC

Collector Number: 3/97

Rarity: H

Flygon

120 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Vibrava

Illus. Mitsuhiro Arita

GL Energy Shower

Attach any number of basic Energy cards from your hand to your Pokémon in any way you like.

CCC **Rainbow Burn** 30+

Does 30 damage plus 10 more damage for each type of basic Energy card attached to Flygon.

Weakness: C

Resistance: LF

Retreat Cost: CC

Collector Number: 4/97

Rarity: H

Golem

120 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Graveler

Illus. Hisao Nakamura

FCC **Rock Vengeance** 20+

Does 20 damage plus 10 more damage for each damage counter on all of your Active Pokémon.

FFCCC **Rock Slide** 60

Does 20 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: CCCC

Collector Number: 5/97

Rarity: H

Grumpig

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Spoink

Illus. Midori Harada

PC **Psychic Boom** 20+

Does 20 damage plus 10 more damage for each Energy attached to the Defending Pokémon.

PCC **Mind Trip** 50

If Grumpig and the Defending Pokémon have the same amount of Energy attached to them, the Defending Pokémon is now Confused.

Weakness: P

Retreat Cost: C

Collector Number: 6/97

Rarity: H

Minun

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Atsuko Nishida

[Poké-Body] Chain of Events

As long as Minun is your Active Pokémon, whenever your other Active Pokémon, if any, attacks, you may use Cheer On after the first attack (you still need the necessary Energy to use Cheer On). You can't use Cheer On more than once in this way even if your other Active Pokémon has the Chain of Events Poké-Body.

C Cheer On

Remove 1 damage counter from each of your Pokémon (including Minun).

LC Special Circuit

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. If you choose Pokémon that has a Poké-Power or Poké-Body, this attack does 40 damage instead. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 7/97

Rarity: H

Plusle

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Atsuko Nishida

[Poké-Body] Chain of Events

As long as Plusle is your Active Pokémon, whenever your other Active Pokémon, if any, attacks, you may use Cheer On after the first attack (you still need the necessary Energy to use Cheer On). You can't use Cheer On more than once in this way even if your other Active Pokémon has the Chain of Events Poké-Body.

C Cheer On

Remove 1 damage counter from each of your Pokémon (including Plusle).

LC Extra Circuit

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. If you choose Pokémon-ex, this attack does 40 damage instead. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 8/97

Rarity: H

Roselia

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Atsuko Nishida

[Poké-Body] Thick Skin

Roselia can't be affected by any Special Conditions.

C Speed Growth

Attach up to 2 {G} Energy cards from your hand to your Pokémon in any way you like.

G Sleep Powder 10

The Defending Pokémon is now Asleep.

Weakness: R

Retreat Cost: C

Collector Number: 9/97

Rarity: H

Salamence

120 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Shelgon

Illus. Mitsuhiro Arita

[Poké-Power] Dragon Wind

Once during your turn (before your attack), if Salamence is your Active Pokémon, you may switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon.

Your opponent chooses the Defending Pokémon to switch. This power can't be used if Salamence is affected by a Special Condition.

CC Agility 20

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

RWCC Dragon Claw 60

Weakness: C

Resistance: RF

Retreat Cost: CC

Collector Number: 10/97

Rarity: H

Shedinja

30 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Nincada

Illus. Kagemaru Himeno

[Poké-Body] Wonder Guard

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

C Damage Curse

Put 1 damage counter, plus 1 more damage counter for each damage counter on Shedinja, on the Defending Pokémon.

Retreat Cost: C

Collector Number: 11/97

Rarity: H

Torkoal

80 HP

Pokémon Type: R

Basic Pokémon

Illus. Kagemaru Himeno

C Power Generation

Search your discard pile for up to 2 basic Energy cards, show them to your opponent, and put them into your hand.

R Scorching Smoke

The Defending Pokémon is now Burned. Flip a coin. If tails, discard a {R} Energy card attached to Torkoal.

Weakness: W

Retreat Cost: CCC

Collector Number: 12/97

Rarity: H

Crawdaunt

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Corphish

Illus. Kagemaru Himeno

W Poison Claws 10

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

CCC **Rend** 30+

If the Defending Pokémon has any damage counters on it, this attack does 30 damage plus 30 more damage.

Weakness: L

Retreat Cost: C

Collector Number: 13/97

Rarity: R

Dragonair

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Dratini

Illus. Aya Kusube

LC **Dazzle Blast** 20

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

WCC **Healing Wave** 30

Remove 1 damage counter from each of your Active Pokémon.

Weakness: C

Resistance: GF

Retreat Cost: CC

Collector Number: 14/97

Rarity: R

Flygon

100 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Vibrava

Illus. Hajime Kusajima

[Poké-Body] Sand Guard

Whenever Flygon would be damaged by your opponent's attack (after applying Weakness and Resistance), flip a coin. If heads, reduce that damage by 20.

GLC **Air Slash** 60

Flip a coin. If tails, discard an Energy card attached to Flygon.

Retreat Cost: CC

Collector Number: 15/97

Rarity: R

Girafarig

70 HP

Pokémon Type: P

Basic Pokémon

Illus. Midori Harada

C **Synchronized Search**

If Girafarig and the Defending Pokémon have the same amount of Energy attached to them, pick any 1 card from your deck and put it into your hand. Shuffle your deck afterward.

PC **Breaking Impact**

Choose 1 of your opponent's Pokémon. This attack does 10 damage for each {C} Energy in that Pokémon's Retreat Cost to that Pokémon (after applying effects to the Retreat Cost). (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: P

Retreat Cost: C

Collector Number: 16/97

Rarity: R

Magneton

70 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Magnemite

Illus. Midori Harada

[Poké-Power] Magnetic Field

Once during your turn (before your attack), if you have basic Energy cards in your discard pile, you may discard any 1 card from your hand. Then search up to 2 basic Energy cards from your discard pile, show them to your opponent, and put them into your hand.

LC **Magnetic Force** 10×

Does 10 damage times the amount of Energy attached to all of your Pokémon (including Magneton).

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 17/97

Rarity: R

Ninjask

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Nincada

Illus. Hajime Kusajima

[Poké-Power] Loose Shell

Once during your turn, when you play Ninjask from your hand to evolve 1 of your Pokémon, you may search your deck for Shedinja and put it onto your Bench. Treat the new Benched Pokémon as a Basic Pokémon. Shuffle your deck afterward.

CC **Quick Touch** 30

You may switch Ninjask with 1 of your Benched Pokémon. If you do, you may move any number of {G} Energy cards attached to Ninjask to the new Active Pokémon.

Weakness: R

Retreat Cost: 0

Collector Number: 18/97

Rarity: R

Salamence

100 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Shelgon

Illus. Kouki Saitou

[Poké-Body] Intimidating Fang

As long as Salamence is your Active Pokémon, any damage done to your Pokémon by an opponent's attack is reduced by 10 (before applying Weakness and Resistance).

RWC Dragon Flame 40+

You may discard an Energy card attached to Salamence. If you do, this attack does 40 damage plus 20 more damage.

Retreat Cost: CC

Collector Number: 19/97

Rarity: R

Shelgon

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Bagon

Illus. Mitsuhiro Arita

C Scrunch

Flip a coin. If heads, prevent all damage done to Shelgon during your opponent's next turn. (Any other effects of attacks still happen.)

RWC Rolling Attack 50

Weakness: C

Resistance: RF

Retreat Cost: CC

Collector Number: 20/97

Rarity: R

Skarmory

70 HP

Pokémon Type: M

Basic Pokémon

Illus. Hisao Nakamura

M Pick On

If the number of cards in your opponent's hand is at least 6, look at his or her hand. Choose a number of cards there until your opponent has 5 cards left in his or her hand and have your opponent shuffle the cards you chose into his or her deck.

MC Power Count 20+

Count the amount of Energy attached to all of your Pokémon and all of your opponent's Pokémon. If your Pokémon have less Energy than your opponent's, this attack does 20 damage plus 30 more damage.

Weakness: R

Resistance: G

Retreat Cost: C

Collector Number: 21/97

Rarity: R

Vibrava

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Trapinch

Illus. Kagamaru Himeno

C Quick Charge

Search your deck for up to 3 different types of basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

GL Dragon Spark

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

Weakness: C

Resistance: LF

Retreat Cost: C

Collector Number: 22/97

Rarity: R

Bagon

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Mitsuhiro Arita

W Paralyzing Gaze

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

RC Combustion 20

Weakness: C

Resistance: RF

Retreat Cost: C

Collector Number: 23/97

Rarity: U

Camerupt

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Numel

Illus. Naoyo Kimura

RC Super Singe 20

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

RCC Ram 50

Weakness: W

Retreat Cost: CC

Collector Number: 24/97

Rarity: U

Combusken

70 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Torchic

Illus. Atsuko Nishida

CC Quick Attack 10+

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

RCC Combustion 40

Weakness: W

Retreat Cost: C

Collector Number: 25/97

Rarity: U

Dratini

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Aya Kusube

W Dragon Dew

Remove 2 damage counters from 1 of your Pokémon (remove 1 if there is only 1).

L Tail Slap 10

Weakness: C

Resistance: GF

Retreat Cost: C

Collector Number: 26/97

Rarity: U

Flaaffy

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Mareep

Illus. Miki Tanaka

L Energy Recall

Attach up to 2 basic Energy cards from your discard pile to Flaaffy.

LC Lightning Ball 30

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 27/97

Rarity: U

Forretress

80 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Pineco

Illus. Mitsuhiro Arita

MC Double Metal Ball

Put 2 damage counters on each Defending Pokémon.

CCC Backspin 40

After your attack, you may discard 1 Energy card attached to Forretress. If you do, switch Forretress with 1 of your Benched Pokémon.

Weakness: R

Resistance: G

Retreat Cost: CC

Collector Number: 28/97

Rarity: U

Graveler

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Geodude

Illus. Hisao Nakamura

C Grind 10×

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

FFCC Big Explosion

Does 80 damage to each Active Pokémon (both yours and your opponent's).

Weakness: W

Retreat Cost: CCC

Collector Number: 29/97

Rarity: U

Graveler

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Geodude

Illus. Midori Harada

FC Magnitude 20

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

FCC Rollout 40

Weakness: W

Retreat Cost: CCC

Collector Number: 30/97

Rarity: U

Grovyle

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Treecko

Illus. Atsuko Nishida

GC Fury Cutter 10+

Flip 4 coins. If all of them are heads, this attack does 10 damage plus 60 more damage. If not, this attack does 10 damage plus 10 more damage for each heads.

Weakness: R

Resistance: W

Retreat Cost: C

Collector Number: 31/97

Rarity: U

Gyarados

100 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Magikarp

Illus. Kouki Saitou

W Dragon Crush

Flip a coin. If heads, this attack does 10 damage to each Defending Pokémon. Discard an Energy card from each Defending Pokémon.

WCCCC Aqua Sonic 80

This attack's damage is not affected by Resistance.

Weakness: L

Retreat Cost: CC

Collector Number: 32/97

Rarity: U

Horsea

40 HP

Pokémon Type: W

Basic Pokémon

Illus. Hajime Kusajima

C Retaliate 10×

Flip a coin. If heads, this attack does 10 damage times the number of damage counters on Horsea.

W Smokescreen 10

If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

Weakness: L

Retreat Cost: C

Collector Number: 33/97

Rarity: U

Houndoom

70 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Houndour

Illus. Atsuko Nishida

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.

RCC Flamethrower 50

Discard a {R} Energy card attached to Houndoom.

Weakness: F

Resistance: P

Retreat Cost: C

Collector Number: 34/97

Rarity: U

Magneton

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Magnemite

Illus. Kyoko Umemoto

CC Ram 20

LCC Triple Smash 20+

Flip 3 coins. This attack does 20 damage plus 20 more damage for each heads.

Weakness: F

Retreat Cost: C

Collector Number: 35/97

Rarity: U

Marshtomp

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Mudkip

Illus. Atsuko Nishida

WC Mud Splash 20

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

Weakness: L

Retreat Cost: C

Collector Number: 36/97

Rarity: U

Meditite

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Kouki Saitou

C Punch 10

FC Meditate 10+

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

Weakness: P

Retreat Cost: C

Collector Number: 37/97

Rarity: U

Ninjask

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Nincada

Illus. Toshinao Aoki

C Supersonic 10

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

GC Sonic Wing 30

This attack's damage is not affected by Resistance.

Weakness: R

Retreat Cost: 0

Collector Number: 38/97

Rarity: U

Seadra

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Horsea

Illus. Hajime Kusajima

W Energy Cannon 20+

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

WCC Water Arrow

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon.

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

Weakness: L

Retreat Cost: C
Collector Number: 39/97
Rarity: U

Seadra

70 HP
Pokémon Type: W
Stage 1 Pokémon
Evolves from Horsea
Illus. Midori Harada
CC **Agility** 20
Flip a coin. If heads, prevent all effects of an attack, including damage, done to Seadra during your opponent's next turn.
WCC **Waterfall** 40
Weakness: L
Retreat Cost: C
Collector Number: 40/97
Rarity: U

Shelgon

70 HP
Pokémon Type: C
Stage 1 Pokémon
Evolves from Bagon
Illus. Yuka Morii
[Poké-Body] Energy Guard
As long as Shelgon has any basic Energy cards attached to it, damage done to Shelgon by an opponent's attack is reduced by 10 (after applying Weakness and Resistance).
CC **Rollout** 20
Retreat Cost: CC
Collector Number: 41/97
Rarity: U

Shelgon

70 HP
Pokémon Type: C
Stage 1 Pokémon
Evolves from Bagon
Illus. Ken Sugimori
WC **Granite Head** 20
Damage done to Shelgon by an opponent's attack is reduced by 10 (after applying Weakness and Resistance) during your opponent's next turn.
RCC **Flare** 40
Retreat Cost: CC
Collector Number: 42/97

Rarity: U

Shuppet

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Aya Kusube

C Hypnosis

The Defending Pokémon is now Asleep.

P Night Attack

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

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 43/97

Rarity: U

Snorunt

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Sumiyoshi Kizuki

W Powder Snow 10

The Defending Pokémon is now Asleep.

Weakness: M

Retreat Cost: C

Collector Number: 44/97

Rarity: U

Swellow

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Taillow

Illus. Mitsuhiro Arita

C Clutch 10

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

CC Quick Dive

Flip a coin. If heads, choose 1 of your opponent's Pokémon. This attack does 50 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

Weakness: L

Resistance: F

Retreat Cost: 0

Collector Number: 45/97

Rarity: U

Vibrava

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Trapinch

Illus. Hajime Kusajima

[Poké-Body] Levitate

If Vibrava has any basic Energy cards attached to it, Vibrava's Retreat Cost is 0.

CC **Razor Wing** 20

Retreat Cost: C

Collector Number: 46/97

Rarity: U

Vibrava

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Trapinch

Illus. Ken Sugimori

GC **Dive** 20

LCC **Quick Turn** 40×

Flip 2 coins. This attack does 40 damage times the number of heads.

Retreat Cost: C

Collector Number: 47/97

Rarity: U

Whiscash

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Barboach

Illus. Tomokazu Komiyama

[Poké-Body] Submerge

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

WC **Surf** 30

FCCC **Magnitude** 60

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

Weakness: G

Retreat Cost: CC

Collector Number: 48/97

Rarity: U

Bagon

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

C **Headbutt** 10

RC **Flare** 20

Retreat Cost: C

Collector Number: 49/97

Rarity: C

Bagon

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Kouki Saitou

C **Risky Kick** 10

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

RW **Dragon Eye** 20

The Defending Pokémon is now Asleep.

Retreat Cost: C

Collector Number: 50/97

Rarity: C

Barboach

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Tomokazu Komiyama

C **Splash** 10

FC **Mud Slap** 20

Weakness: G

Retreat Cost: C

Collector Number: 51/97

Rarity: C

Corphish

40 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

C **Poison Claws**

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

W **Bubble** 10

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

Weakness: L
Retreat Cost: C
Collector Number: 52/97
Rarity: C

Corphish

50 HP
Pokémon Type: W
Basic Pokémon
Illus. Kagemaru Himeno
C Irongrip 10
WC Slash 20
Weakness: L
Retreat Cost: C
Collector Number: 53/97
Rarity: C

Corphish

50 HP
Pokémon Type: W
Basic Pokémon
Illus. Hisao Nakamura
W Beat 10
CC Toxic Grip 10
The Defending Pokémon is now Poisoned.
Weakness: L
Retreat Cost: C
Collector Number: 54/97
Rarity: C

Geodude

50 HP
Pokémon Type: F
Basic Pokémon
Illus. Hisao Nakamura
C Light Punch 10
F 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.)
Weakness: W
Retreat Cost: C
Collector Number: 55/97
Rarity: C

Geodude

40 HP

Pokémon Type: F

Basic Pokémon

Illus. Midori Harada

F **Steady Punch** 10+

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

Weakness: W

Retreat Cost: C

Collector Number: 56/97

Rarity: C

Grimer

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Yuka Morii

C **Pound** 10

G **Poison Spurt**

Discard a {G} Energy card attached to Grimer. The Defending Pokémon is now Poisoned.

Weakness: P

Retreat Cost: C

Collector Number: 57/97

Rarity: C

Horsea

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Midori Harada

C **Paralyzing Gaze**

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

CC **Wave Splash** 20

Weakness: L

Retreat Cost: C

Collector Number: 58/97

Rarity: C

Houndour

50 HP

Pokémon Type: D

Basic Pokémon

Illus. Hajime Kusajima

C **Roar**

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

CC **Bite** 20

Weakness: F

Resistance: P

Retreat Cost: C

Collector Number: 59/97

Rarity: C

Magikarp

30 HP

Pokémon Type: W

Basic Pokémon

Illus. Kouki Saitou

C **Call for Family**

Search your deck for Magikarp and put as many of them as you like onto your Bench.

Shuffle your deck afterward.

WC **Tackle** 20

Weakness: L

Retreat Cost: C

Collector Number: 60/97

Rarity: C

Magnemite

40 HP

Pokémon Type: L

Basic Pokémon

Illus. Tomokazu Komiya

C **Rollout** 10

CC **Hook** 20

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 61/97

Rarity: C

Magnemite

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Midori Harada

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.)

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 62/97

Rarity: C

Magnemite

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Kyoko Umemoto

L **Thundershock** 10

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

Weakness: F

Retreat Cost: C

Collector Number: 63/97

Rarity: C

Mareep

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Miki Tanaka

C **Jolt**

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

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 64/97

Rarity: C

Mudkip

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Hironobu Yoshida

C **Water Gun** 10+

Does 10 damage plus 10 more damage for each {W} Energy attached to Mudkip 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: C

Collector Number: 65/97

Rarity: C

Nincada

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Toshinao Aoki

G Poison Breath 10

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

Weakness: R

Retreat Cost: C

Collector Number: 66/97

Rarity: C

Nincada

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Ken Sugimori

C Bite 10

GC Double Scratch 20×

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

Weakness: R

Retreat Cost: C

Collector Number: 67/97

Rarity: C

Nincada

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Hajime Kusajima

G Leech Life 10

After your attack, remove from Nincada the number of damage counters equal to the damage you did to the Defending Pokémon. If Nincada has fewer damage counters than that, remove all of them.

Weakness: R

Retreat Cost: C

Collector Number: 68/97

Rarity: C

Numel

40 HP

Pokémon Type: R

Basic Pokémon

Illus. Yuka Morii

R Firebreathing 10+

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

CC Tackle 20

Weakness: W

Retreat Cost: C

Collector Number: 69/97

Rarity: C

Numel

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Naoyo Kimura

C Rollout 10

R Kindle 10

Discard a {R} Energy card attached to Numel and then discard an Energy card attached to the Defending Pokémon.

Weakness: W

Retreat Cost: CC

Collector Number: 70/97

Rarity: C

Pineco

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Hajime Kusajima

[Poké-Body] Exoskeleton

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

GC Tackle 20

Weakness: R

Retreat Cost: C

Collector Number: 71/97

Rarity: C

Slugma

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Kyoko Umemoto

C Ram 10

RC Luring Flame

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 Burned.

Weakness: W

Retreat Cost: CC

Collector Number: 72/97

Rarity: C

Spoink

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Miki Tanaka

C **Bounce** 10

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

Weakness: P

Retreat Cost: C

Collector Number: 73/97

Rarity: C

Spoink

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Midori Harada

C **Hop** 10

PC **Psybeam** 10

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

Weakness: P

Retreat Cost: C

Collector Number: 74/97

Rarity: C

Swablu

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Atsuko Nishida

W **Lullaby** 10

The Defending Pokémon is now Asleep.

L **Stifling Fluff** 10

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

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 75/97

Rarity: C

Tailow

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Kyoko Umemoto

C Whirlwind

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

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 76/97

Rarity: C

Torchic

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Hironobu Yoshida

RC **Firebreathing** 20+

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

Weakness: W

Retreat Cost: C

Collector Number: 77/97

Rarity: C

Trapinch

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Yuka Morii

C **Dig** 10

Weakness: G

Retreat Cost: C

Collector Number: 78/97

Rarity: C

Trapinch

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Ken Sugimori

C **Bind**

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

CC **Rock Smash** 10+

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

Weakness: G

Retreat Cost: C

Collector Number: 79/97

Rarity: C

Trecko

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Hajime Kusajima

CC **Quick Attack** 10+

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

Weakness: R

Resistance: W

Retreat Cost: C

Collector Number: 80/97

Rarity: C

Wurmple

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Midori Harada

C **Call for Friends**

Search your deck for {G} Basic Pokémon and put as many of them as you like onto your Bench. Shuffle your deck afterward.

C **String Shot** 10

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

Weakness: R

Retreat Cost: C

Collector Number: 81/97

Rarity: C

Balloon Berry

Trainer card [Pokémon Tool]

Illus. Keiji Kinebuchi

Attach Balloon 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.

As long as Balloon Berry is attached to a Pokémon, that Pokémon's Retreat Cost is 0.

When this Pokémon retreats, discard Balloon Berry.

Collector Number: 82/97

Rarity: U

Buffer Piece

Trainer card [Pokémon Tool]

Illus. Katsura Tabata

Attach Buffer Piece 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.
Damage done to the Pokémon Buffer Piece is attached to by an opponent's attack is reduced by 20 (after applying Weakness and Resistance). At the end of your opponent's turn after you played Buffer Piece, discard Buffer Piece.
Collector Number: 83/97
Rarity: U

Energy Recycle System

Trainer card
Illus. Zu-Ka
Search your discard pile for basic Energy cards. You may either show 1 basic Energy card to your opponent and put it into your hand, or show 3 basic Energy cards to your opponent and shuffle them into your deck.
Collector Number: 84/97
Rarity: U

High Pressure System

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.
Each player pays {C} less to retreat his or her {R} and {W} Pokémon.
Collector Number: 85/97
Rarity: U

Low Pressure System

Trainer card [Stadium]
Illus. Shin-ichi Yoshikawa
This card stays in play when you play it. Discard this card if another Stadium card comes into play.
Each {G} and {L} Pokémon in play (both yours and your opponent's) gets +10 HP.
Collector Number: 86/97
Rarity: U

Mr. Briney's Compassion

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.
Choose 1 of your Pokémon in play (excluding Pokémon-ex). Return that Pokémon and all cards attached to it to your hand.
Collector Number: 87/97
Rarity: U

TV Reporter

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. Then discard any 1 card from your hand.

Collector Number: 88/97

Rarity: U

Ampharos ex

150 HP

Pokémon Type: L

Stage 2 Pokémon

Evolves from Flaaffy

Illus. Ryo Ueda

[Pokémon ex rule]

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

[Poké-Body] Conductivity

As long as Ampharos ex is in play, whenever your opponent attaches an Energy card to his or her Pokémon from hand, put 1 damage counter on that Pokémon. You can't put more than 1 damage counter even if there is more than 1 Ampharos ex in play.

LCC **Gigavolt** 40+

Flip a coin. If heads, this attack does 40 damage plus 30 more damage. If tails, the Defending Pokémon is now Paralyzed.

Weakness: F

Resistance: M

Retreat Cost: CCC

Collector Number: 89/97

Rarity: R-EX

Dragonite ex

150 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Dragonair

Illus. Ryo Ueda

[Pokémon ex rule]

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

[Poké-Power] Call for Power

As often as you like during your turn, you may move an Energy card attached to 1 of your Pokémon to Dragonite ex. This power can't be used if Dragonite ex is affected by a Special Condition.

WL **Dragon Wave** 70

Discard a {W} Energy card and a {L} Energy card attached to Dragonite ex.

CCCC **Giant Tail** 120

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

Weakness: C

Resistance: GF

Retreat Cost: CC

Collector Number: 90/97

Rarity: R-EX

Golem ex

160 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Graveler

Illus. Hikaru Koike

[Pokémon ex rule]

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

FCC Magnitude 60

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

FFCCC Double-edge 120

Golem ex does 50 damage to itself.

Weakness: GW

Retreat Cost: CCCCC

Collector Number: 91/97

Rarity: R-EX

Kingdra ex

150 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Seadra

Illus. Hikaru Koike

[Pokémon ex rule]

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

W Genetic Memory

Use any attack from Kingdra ex's Basic Pokémon card or Stage 1 Evolution card.

(Kingdra ex doesn't have to pay for that attack's Energy cost.)

CCC Hydrocannon 50+

Does 50 damage plus 20 more damage for each {W} Energy attached to Kingdra ex but not used to pay for this attack's Energy cost. You can't add more than 40 damage in this way.

Weakness: GL

Retreat Cost: CCC

Collector Number: 92/97

Rarity: R-EX

Latias ex

90 HP

Pokémon Type: C

Basic Pokémon

Illus. Ryo Ueda

[Pokémon-ex rule]

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

C Hypnoblast 10

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

RWC Mist Ball 100

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

Weakness: C

Resistance: PF

Retreat Cost: CC

Collector Number: 93/97

Rarity: R-EX

Latios ex

100 HP

Pokémon Type: C

Basic Pokémon

Illus. Ryo Ueda

[Pokémon-ex rule]

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

C Energy Stream 10

Flip a coin. If heads, search your discard pile for a basic Energy card and attach it to Latios ex.

GLC Luster Purge 100

Discard 3 Energy attached to Latios ex.

Weakness: C

Resistance: GF

Retreat Cost: CC

Collector Number: 94/97

Rarity: S

Magcargo ex

100 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Slugma

Illus. Hikaru Koike

[Pokémon ex rule]

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

R Melting Mountain 20

Discard the top card from your deck. If that card is a basic Energy card, attach it to Magcargo ex.

RRC Lava Flow 40+

You may discard any number of basic Energy cards attached to Magcargo ex when you use this attack. If you do, this attack does 40 damage plus 20 more damage for each basic Energy card you discarded.

Weakness: W

Retreat Cost: CCC

Collector Number: 95/97

Rarity: R-EX

Muk ex

100 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Grimer

Illus. Hikaru Koike

[Pokémon ex rule]

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

[Poké-Body] Toxic Gas

As long as Muk ex is your Active Pokémon, ignore all Poké-Powers and Poké-Bodies other than Toxic Gas.

G Poison Breath 10

The Defending Pokémon is now Poisoned.

GGC Slimy Water 40+

Does 40 damage plus 10 more damage for each {C} Energy in the Defending Pokémon's Retreat Cost (after applying effects to the Retreat Cost).

Weakness: P

Retreat Cost: CC

Collector Number: 96/97

Rarity: R-EX

Rayquaza ex

100 HP

Pokémon Type: C

Basic Pokémon

Illus. Hikaru Koike

[Pokémon ex rule]

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

C Spiral Growth

Flip a coin until you get tails. For each heads, search your discard pile for a basic Energy card and attach it to Rayquaza ex.

RL Dragon Burst 40×

Discard either all {R} Energy or all {L} Energy attached to Rayquaza ex. This attack does 40 damage times the amount of {R} or {L} Energy discarded.

Weakness: C

Resistance: WF
Retreat Cost: CC
Collector Number: 97/97
Rarity: R-EX

Charmander

50 HP
Pokémon Type: R
Basic Pokémon
Illus. Mitsuhiro Arita
R **Flare** 10
CC **Rage** 10+
Does 10 damage plus 10 more damage for each damage counter on Charmander.
Weakness: W
Retreat Cost: C
Collector Number: 98/97
Rarity: H

Charmeleon

70 HP
Pokémon Type: R
Stage 1 Pokémon
Evolves from Charmander
Illus. Mitsuhiro Arita
R **Smokescreen** 10
If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.
RC **Fireworks** 40
Flip a coin. If tails, discard a {R} Energy card attached to Charmeleon.
Weakness: W
Retreat Cost: C
Collector Number: 99/97
Rarity: H

Charizard

120 HP
Pokémon Type: R
Stage 2 Pokémon
Evolves from Charmeleon
Illus. Mitsuhiro Arita
RC **Collect Fire** 30
Flip a coin. If heads, search your discard pile for 2 {R} Energy cards and attach them to Charizard (1 if there is only 1).
RCCC **Flame Pillar** 60

You may discard a {R} Energy card attached to Charizard. If you do, choose 1 of your opponent's Benched Pokémon and do 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: W

Retreat Cost: CC

Collector Number: 100/97

Rarity: H