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Guide to Energy Symbols

Throughout this document, when Energy symbols are found in attack cost, Weakness, Resistance, Retreat Cost, and Pokémon type, they will be noted as the following:

G: Grass Energy symbol

R: Fire Energy symbol

W: Water Energy symbol

L: Lightning Energy symbol

P: Psychic Energy symbol

F: Fighting Energy symbol

C: Colorless Energy symbol

D: Darkness Energy symbol

M: Metal Energy symbol

To prevent confusion, within card text itself, the symbols will be contained within brackets. For example, {R} would denote one Fire Energy symbol.

In addition, some attacks use "--" as its Energy cost. This means there is no Energy cost to use that attack.

Guide to Rarity Symbols

Throughout this document, letters have been used to represent rarity symbols.

H: rare Holo

R: rare

U: uncommon

C: common

RP: rare Prime

LG: Pokémon LEGEND

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

Jirachi

HP: 60

Pokémon Energy Type: {P}

Basic Pokémon

[Poké-Power] Stardust Song

Once during your turn, when you put Jirachi from your hand onto your Bench, you may flip 3 coins. For each heads, search your discard pile for a {P} Energy card and attach it to Jirachi.

{P}

Time Hollow

Choose a number of your opponent's Stage 1 or Stage 2 Evolved Pokémon up to the amount of Energy attached to Jirachi. Remove the highest Stage Evolution card from each of those Pokémon and put those cards back into your opponent's hand.

Illus. Wataru Kawahara

Weakness: {P}×2

Retreat Cost: C

Collector Number: 1/95

Rarity: H

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Magmortar

HP: 110

Pokémon Energy Type: {R}

Stage 1 Pokémon

Evolves from: Magmar

{R}{C}{C}

Hard Crush 50x

Discard the top 3 cards from your deck. This attack does 50 damage times the number of Energy cards you discarded.

{R}{R}{C}{C}

Mantle Bazooka 100

Discard 2 {R} Energy attached to Magmortar.

Illus. Hajime Kusajima

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 2/95

Rarity: H

Manaphy

HP: 60

Basic

{C}

Deep Sea Swirl

Shuffle your hand into your deck. Then, draw 5 cards.

{W}

Wave Splash 20

Illus. Masakazu Fukuda

Weakness: {L}×2

Retreat Cost: 0

Collector Number: 3/95

Rarity: H

Metagross

HP: 130

Pokémon Energy Type: {P}

Stage 2 Pokémon

Evolves from: Metang

[Poké-Body] Psychic Float

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

{C}{C}

Pulse Blast 60

{P}{P}{P}

Double Leg Hammer

Choose 2 of your opponent's Benched Pokémon. This attack does 40 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Wataru Kawahara

Weakness: {P}×2

Retreat Cost: CCCC

Collector Number: 4/95

Rarity: H



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Mismagius

HP: 90

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Misdreavus

[Poké-Power] Magical Trans

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

{P} **Psychic Pulse** 30

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

Illus. Hideaki Hakozaki

Weakness: {D}×2

Resistance: {C}-20

Retreat Cost: C

Collector Number: 5/95

Rarity: H

Octillery

HP: 80

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Remoraid

{W} **Switch Cannon**

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

{W}{C}{C} **Ink Bomb** 50

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

Illus. Ken Sugimori

Weakness: {L}×2

Retreat Cost: CC

Collector Number: 6/95

Rarity: H

Politoed

HP: 120

Pokémon Energy Type: {W}

Stage 2 Pokémon

Evolves from: Poliwhirl

[Poké-Power] Leap Frog

Once during your turn (before your attack), you may choose a {W} Pokémon on your Bench and switch it with your Active Pokémon. This power can't be used if Politoed is affected by a Special Condition.

{W}{C}{C} **Big Chorus** 30x

Flip a coin for each {W} Pokémon you have in play. This attack does 30 damage times the number of heads.

Illus. Naoyo Kimura

Weakness: {L}×2

Retreat Cost: CC

Collector Number: 7/95

Rarity: H

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Shaymin

HP: 70

Pokémon Energy Type: {G}

Basic Pokémon

[Poké-Power] Celebration Wind

Once during your turn, when you put Shaymin from your hand onto your Bench, you may move as many Energy cards attached to your Pokémon as you like to any of your other Pokémon.

{G}{C} **Energy Bloom 30**

Remove 3 damage counters from each of your Pokémon that has any Energy attached to it.

Illus. Hideaki Hakozaiki

Weakness: {R}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 8/95

Rarity: H

Sudowoodo

HP: 90

Pokémon Energy Type: {F}

Basic Pokémon

{F} **Push Over 20x**

Does 20 damage times the amount of {F} Energy attached to Sudowoodo.

{C}{C}{C} **Rumble 40**

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

Illus. Sachiko Adachi

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 9/95

Rarity: H

Torterra

HP: 140

Pokémon Energy Type: {G}

Stage 2 Pokémon

Evolves from: Grotle

{G}{C}{C} **Giga Drain 40**

Remove from Torterra the number of damage counters equal to the damage you did to the Defending Pokémon.

{G}{C}{C}{C} **Land Crush 80**

Illus. match

Weakness: {R}×2

Retreat Cost: CCCC

Collector Number: 10/95

Rarity: H

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Xatu

HP: 90

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Natu

{P} **Psywave 20x**

Does 20 damage times the amount of Energy attached to the Defending Pokémon.

{P}{C}{C} **Confuse Ray 50**

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

Illus. sui

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 11/95

Rarity: H

Beedrill

HP: 110

Pokémon Energy Type: {G}

Stage 2 Pokémon

Evolves from: Kakuna

{G} **Twineedle 50x**

Flip 2 coins. This attack does 50 damage times the number of heads.

{G}{C} **Paralyze Poison 20**

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

Illus. Kyoko Umemoto

Weakness: {R}×2

Retreat Cost: 0

Collector Number: 12/95

Rarity: R

Blastoise

HP: 130

Pokémon Energy Type: {W}

Stage 2 Pokémon

Evolves from: Wartortle

[Poké-Power] Wash Out

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

{W}{W}{C}{C} **Hydro Launcher**

Return 2 {W} Energy attached to Blastoise to your hand. Choose 1 of your opponent's Pokémon. This attack does 100 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Masakazu Fukuda

Weakness: {L}×2

Retreat Cost: CCC

Collector Number: 13/95

Rarity: R

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Crobat

HP: 110

Pokémon Energy Type: {P}

Stage 2 Pokémon

Evolves from: Golbat

{P} **Supersonic** 30

The Defending Pokémon is now Confused.

{P}{C}{C} **Hurricane Wing** 30x

Flip 4 coins. This attack does 30 damage times the number of heads.

Illus. kawayoo

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: 0

Collector Number: 14/95

Rarity: R

Fearow

HP: 80

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Spearow

{C}{C} **Wing Attack** 30

{C}{C}{C} **Repeating Drill** 20x

Flip 5 coins. This attack does 20 damage times the number of heads.

Illus. Kagamaru Himeno

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 15/95

Rarity: R

Floatzel

HP: 80

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Buizel

[Poké-Power] Water Acceleration

Once during your turn (before your attack), you may attach a {W} Energy card from your hand to Floatzel.

This power can't be used if Floatzel is affected by a Special Condition.

{W}{W}{C} **Waterfall** 60

Illus. Masakazu Fukuda

Weakness: {L}×2

Retreat Cost: 0

Collector Number: 16/95

Rarity: R

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Kingdra

HP: 130

Pokémon Energy Type: {W}

Stage 2 Pokémon

Evolves from: Seadra

{W} **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.)

{W}{C}{C} **Stream Pump** 50+

You may do 50 damage plus 30 more damage. If you do, return an Energy card attached to Kingdra to your hand.

Illus. Shin Nagasawa

Weakness: {L}×2

Retreat Cost: C

Collector Number: 17/95

Rarity: R

Lanturn

HP: 90

Pokémon Energy Type: {L}

Stage 1 Pokémon

Evolves from: Chinchou

{L} **Confuse Ray** 20

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

{L}{C}{C} **Reflect Energy** 60

Move an Energy card attached to Lanturn to 1 of your Benched Pokémon.

Illus. sui

Weakness: {F}×2

Retreat Cost: CC

Collector Number: 18/95

Rarity: R

Lucario

HP: 90

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Riolu

{C} **Bulk Up** 30

During your next turn, each of Lucario's attacks does 30 more damage to the Defending Pokémon (before applying Weakness and Resistance).

{F}{F} **Magnum Punch** 50

Illus. Kouki Saitou

Weakness: {P}×2

Retreat Cost: C

Collector Number: 19/95

Rarity: R

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Ninetales

HP: 90

Pokémon Energy Type: {R}

Stage 1 Pokémon

Evolves from: Vulpix

{R} **Heat Acceleration**

Search your discard pile for up to 3 {R} Energy cards and attach them to 1 of your Pokémon.

{R}{C} **Searing Flame 30**

The Defending Pokémon is now Burned.

Illus. Hajime Kusajima

Weakness: {W}×2

Retreat Cost: C

Collector Number: 20/95

Rarity: R

Poliwrath

HP: 130

Pokémon Energy Type: {W}

Stage 2 Pokémon

Evolves from: Poliwhirl

{W}{C} **Steamroll 40**

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

{W}{C}{C} **Dynamic Punch 60+**

Flip a coin. If heads, this attack does 60 damage plus 40 more damage and the Defending Pokémon is now Confused.

Illus. Naoyo Kimura

Weakness: {L}×2

Retreat Cost: CCC

Collector Number: 21/95

Rarity: R

Primeape

HP: 90

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Mankey

{C}{C} **Low Kick 30**

{F}{F} **Bebop Punch**

Choose 1 of your opponent's Pokémon. Flip a coin until you get tails. This attack does 50 damage times the number of heads to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Sachiko Adachi

Weakness: {P}×2

Retreat Cost: C

Collector Number: 22/95

Rarity: R

Roserade

HP: 90

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Roselia

[Poké-Power] Energy Signal

When you attach a {G} Energy card or {P} Energy card from your hand to Roserade during your turn, you may use this power. If you attach a {G} Energy card, the Defending Pokémon is now Confused. If you attach

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a {P} Energy card, the Defending Pokémon is now Poisoned. This power can't be used if Roserade is affected by a Special Condition.

{G}{C} Power Blow 20x

Does 20 damage times the amount of Energy attached to Roserade.

Illus. Takashi Yamaguchi

Weakness: {R}×2

Retreat Cost: C

Collector Number: 23/95

Rarity: R

Steelix

HP: 120

Pokémon Energy Type: {M}

Stage 1 Pokémon

Evolves from: Onix

{M}{C}{C} Guard Press 40

During your opponent's next turn, any damage done to Steelix by attacks is reduced by 20 (after applying Weakness and Resistance).

{M}{M}{C}{C} Steel Swing 80x

Flip 2 coins. This attack does 80 damage times the number of heads.

Illus. Masakazu Fukuda

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CCCC

Collector Number: 24/95

Rarity: R

Torkoal

HP: 80

Pokémon Energy Type: {R}

Basic Pokémon

[Poké-Power] Hot Snort

Once during your turn when you put Torkoal from your hand onto your Bench, you may flip a coin. If heads, the Defending Pokémon is now Burned.

{R}{C} Flare 30

Illus. Hideaki Hakozaiki

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 25/95

Rarity: R

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Tyranitar

HP: 140

Pokémon Energy Type: {D}

Stage 2 Pokémon

Evolves from: Pupitar

{C}{C}{C} **Tail Crush** 40+

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

{D}{D}{C}{C} **Hyper Beam** 80

Discard an Energy card attached to the Defending Pokémon.

Illus. Kouki Saitou

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: CCC

Collector Number: 26/95

Rarity: R

Ursaring

HP: 100

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Teddiursa

{C} **Confront** 20

{C}{C}{C} **Cross Chop** 50+

Flip a coin. If heads, this attack does 50 damage plus 30 more damage.

Illus. Kouki Saitou

Weakness: {F}×2

Retreat Cost: CCC

Collector Number: 27/95

Rarity: R

Cherrim

HP: 80

Stage 1

Evolves from: Cherubi

[Poké-Power] Sunny Heal

Once during your turn (before your attack), you may remove 1 damage counter from your Active Pokémon.

This power can't be used if Cherrim is affected by a Special Condition.

{G} **Seed Bomb** 30

Illus. match

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 28/95

Rarity: U

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Dunsparce

HP: 60

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Return 10**

Draw cards until you have 6 cards in your hand.

Illus. Takashi Yamaguchi

Weakness: {F}×2

Retreat Cost: C

Collector Number: 29/95

Rarity: U

Golbat

HP: 80

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Zubat

{P} **Mean Look 20**

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

Illus. kawayoo

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: 0

Collector Number: 30/95

Rarity: U

Grotle

HP: 90

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Turtwig

{G}{C} **Razor Leaf 30**

{G}{C}{C} **Sleep Powder 50**

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

Illus. match

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: CC

Collector Number: 31/95

Rarity: U

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Kakuna

HP: 80

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Weedle

{C} **Speed Evolution**

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

{G} **Poison Sting**

The Defending Pokémon is now Poisoned.

Illus. Kyoko Umemoto

Weakness: {R}×2

Retreat Cost: CC

Collector Number: 32/95

Rarity: U

Metang

HP: 80

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Beldum

{P} **Energy Crane**

Search your discard pile for up to 2 {P} Energy cards and attach them to your Pokémon in any way you like.

{P}{C}{C} **Psypunch** **50**

Illus. Wataru Kawahara

Weakness: {P}×2

Retreat Cost: CCC

Collector Number: 33/95

Rarity: U

Minun

HP: 60

Pokémon Energy Type: {L}

Basic Pokémon

{C} **Call for Family**

Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Shuffle your deck afterward.

{L} **Tag Team Boost 10+**

If Plusle is on your Bench, this attack does 10 damage plus 20 more damage.

Illus. Kouki Saitou

Weakness: {F}×2

Resistance: {M}-20

Retreat Cost: C

Collector Number: 34/95

Rarity: U

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Numel

HP: 60

Pokémon Energy Type: {R}

Basic Pokémon

{C}

Flare Bonus

Discard a {R} Energy card from your hand. Then, draw 3 cards.

{R}{R}{C}

Combustion

40

Illus. Hajime Kusajima

Weakness: {W}×2

Retreat Cost: C

Collector Number: 35/95

Rarity: U

Plusle

HP: 60

Pokémon Energy Type: {L}

Basic Pokémon

{C}

Collect

Draw 2 cards.

{L}

Thunder Jolt

20

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

Illus. Kouki Saitou

Weakness: {F}×2

Resistance: {M}-20

Retreat Cost: C

Collector Number: 36/95

Rarity: U

Poliwhirl

HP: 80

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Poliwhag

{W}

Hypnoblast

20

The Defending Pokémon is now Asleep.

{C}{C}

Light Punch

30

Illus. Naoyo Kimura

Weakness: {L}×2

Retreat Cost: C

Collector Number: 37/95

Rarity: U

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Pupitar

HP: 80

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Larvitar

{F}{C} **Hammer In** 30

{F}{C}{C} **Speed Attack** 50

Illus. Kouki Saitou

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: C

Collector Number: 39/95

Rarity: U

Pupitar

HP: 70

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Larvitar

[Poké-Body] Boost Gas

If Pupitar has any Energy attached to it, the Retreat Cost for Pupitar is 0.

{C}{C} **Rage** 20+

Does 20 damage plus 10 more damage for each damage counter on Pupitar.

Illus. Sumiyoshi Kizuki

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: C

Collector Number: 38/95

Rarity: U

Seadra

HP: 80

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Horsea

{W} **Muddy Water** 20

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

{W}{C}{C} **Razor Fin** 50

Illus. Shin Nagasawa

Weakness: {L}×2

Retreat Cost: C

Collector Number: 40/95

Rarity: U

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Tauros

HP: 90

Pokémon Energy Type: {C}

Basic Pokémon

{C}{C} **Smash Kick** 20

{C}{C} **Crimson Bull** 30x

Flip 3 coins. This attack does 30 damage times the number of heads. Tauros is now Confused.

Illus. Tomokazu Komiya

Weakness: {F}×2

Retreat Cost: CC

Collector Number: 41/95

Rarity: U

Wartortle

HP: 80

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Squirtle

{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.)

{W}{C}{C} **Surf** 50

Illus. Masakazu Fukuda

Weakness: {L}×2

Retreat Cost: C

Collector Number: 42/95

Rarity: U

Aipom

HP: 50

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Tail Code**

Move an Energy card attached to the Defending Pokémon to another of your opponent's Pokémon.

{C}{C} **Tail Smash** 30

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

Illus. Ken Sugimori

Weakness: {F}×2

Retreat Cost: C

Collector Number: 43/95

Rarity: C

Beldum

HP: 60

Pokémon Energy Type: {P}

Basic Pokémon

{P} **Reaction 10**

You may switch Beldum with 1 of your Benched Pokémon.

Illus. Wataru Kawahara

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 44/95

Rarity: C

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Buizel

HP: 60

Pokémon Energy Type: {W}

Basic Pokémon

{W} **Muddy Water 10**

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

Illus. Masakazu Fukuda

Weakness: {L}×2

Retreat Cost: C

Collector Number: 45/95

Rarity: C

Carnivine

HP: 80

Pokémon Energy Type: {G}

Basic Pokémon

{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} **Spit Up 20**

Illus. Wataru Kawahara

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 46/95

Rarity: C

Cherubi

HP: 50

Pokémon Energy Type: {G}

Basic Pokémon

{C} **Tackle 10**

Illus. match

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 47/95

Rarity: C

Chinchou

HP: 60

Pokémon Energy Type: {L}

Basic Pokémon

{C} **Ram 10**

{L}{C} **Lightning Ball 20**

Illus. sui

Weakness: {F}×2

Retreat Cost: C

Collector Number: 48/95

Rarity: C

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Horsea

HP: 50

Pokémon Energy Type: {W}

Basic Pokémon

{C} **Beat 10**

{W}{C} **Fin Smack 20x**

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

Illus. Shin Nagasawa

Weakness: {L}×2

Retreat Cost: C

Collector Number: 49/95

Rarity: C

Larvitar

HP: 60

Pokémon Energy Type: {F}

Basic Pokémon

{C} **Bite 10**

{F}{C} **Knuckle Punch 20**

Illus. Kouki Saitou

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: C

Collector Number: 51/95

Rarity: C

Larvitar

HP: 50

Pokémon Energy Type: {F}

Basic Pokémon

{C} **Mountain Eater**

Discard the top card of your opponent's deck. Then, remove 2 damage counters from Larvitar.

{C} **Reckless Charge 20**

Larvitar does 10 damage to itself.

Illus. Sumiyoshi Kizuki

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: C

Collector Number: 50/95

Rarity: C

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Magmar

HP: 70

Pokémon Energy Type: {R}

Basic Pokémon

{R} **Live Coal** **10**

{R}{C} **Magma Punch** **20**

Illus. Hajime Kusajima

Weakness: {W}×2

Retreat Cost: C

Collector Number: 52/95

Rarity: C

Mankey

HP: 50

Pokémon Energy Type: {F}

Basic Pokémon

{C} **Punch** **10**

{F}{C} **Karate Chop** **40-**

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

Illus. Sachiko Adachi

Weakness: {P}×2

Retreat Cost: C

Collector Number: 53/95

Rarity: C

Misdreavus

HP: 50

Pokémon Energy Type: {P}

Basic Pokémon

{P} **Sharpshooting**

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

Illus. Hideaki Hakozaki

Weakness: {D}×2

Resistance: {C}-20

Retreat Cost: C

Collector Number: 54/95

Rarity: C

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Natu

HP: 50

Pokémon Energy Type: {P}

Basic Pokémon

{C} **Peck 10**

{P} **Teleport**

Switch Natu with 1 of your Benched Pokémon.

Illus. sui

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 55/95

Rarity: C

Onix

HP: 90

Pokémon Energy Type: {F}

Basic Pokémon

{C}{C}{C} **Swing Around 20+**

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

Illus. MAHOU

Weakness: {G}×2

Retreat Cost: CCCC

Collector Number: 56/95

Rarity: C

Onix

HP: 90

Pokémon Energy Type: {F}

Basic Pokémon

[Poké-Body] Energy Healer

Whenever you attach an Energy card from your hand to 1 of your Pokémon, remove 1 damage counter from that Pokémon.

{F}{C}{C}{C} **Boundless Power 80**

During your next turn, Onix can't attack.

Illus. Masakazu Fukuda

Weakness: {G}×2

Retreat Cost: CCC

Collector Number: 57/95

Rarity: C

Poliwag

HP: 50

Pokémon Energy Type: {W}

Basic Pokémon

{C} **Call for Family**

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

{W}{C} **Razor Fin 20**

Illus. Naoyo Kimura

Weakness: {L}×2

Retreat Cost: C

Collector Number: 58/95

Rarity: C

HS UNLEASHED

Remoraid

HP: 50

Pokémon Energy Type: {W}

Basic Pokémon

{W} **Rain Splash** 10

{W}{C} **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.)

Illus. Ken Sugimori

Weakness: {L}×2

Retreat Cost: C

Collector Number: 59/95

Rarity: C

Riolu

HP: 60

Pokémon Energy Type: {F}

Basic Pokémon

{C} **Kick** 10

{F}{C} **Double Chop** 20x

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

Illus. Kouki Saitou

Weakness: {P}×2

Retreat Cost: C

Collector Number: 60/95

Rarity: C

Roselia

HP: 60

Pokémon Energy Type: {G}

Basic Pokémon

{G} **Petal Dance** 20x

Flip 3 coins. This attack does 20 damage times the number of heads. Roselia is now Confused.

Illus. Takashi Yamaguchi

Weakness: {R}×2

Retreat Cost: C

Collector Number: 61/95

Rarity: C

Spearow

HP: 50

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Roost**

Remove 4 damage counters from Spearow. Spearow can't retreat during your next turn.

{C} **Flap** 10

Illus. Kagemaru Himeno

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 62/95

Rarity: C

HS UNLEASHED

Squirtle

HP: 60

Pokémon Energy Type: {W}

Basic Pokémon

{W} **Rain Splash** 10

{W}{W}{C} **Shell Attack** 40

Illus. Masakazu Fukuda

Weakness: {L}×2

Retreat Cost: C

Collector Number: 63/95

Rarity: C

Stantler

HP: 70

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Call for Family**

Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Shuffle your deck afterward.

{C}{C}{C} **Mystifying Horns** 30

The Defending Pokémon is now Confused.

Illus. Ken Sugimori

Weakness: {F}×2

Retreat Cost: C

Collector Number: 64/95

Rarity: C

Teddiursa

HP: 60

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Take Down** 20

Teddiursa does 10 damage to itself.

Illus. Kouki Saitou

Weakness: {F}×2

Retreat Cost: C

Collector Number: 65/95

Rarity: C

Tropius

HP: 80

Pokémon Energy Type: {G}

Basic Pokémon

{G} **Green Call**

Flip 2 coins. For each heads, search your deck for a {G} Pokémon, show it to your opponent, and put it into your hand. If you do, shuffle your deck afterward.

{G}{C} **Gust** 20

Illus. match

Weakness: {R}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 66/95

Rarity: C

HS UNLEASHED

Turtwig

HP: 50

Pokémon Energy Type: {G}

Basic Pokémon

{G} **Leech Seed** 10

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

{C}{C} **Ram** 20

Illus. match

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 67/95

Rarity: C

Vulpix

HP: 60

Pokémon Energy Type: {R}

Basic Pokémon

{R} **Fireworks** 20

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

Illus. Hajime Kusajima

Weakness: {W}×2

Retreat Cost: C

Collector Number: 68/95

Rarity: C

Weedle

HP: 40

Pokémon Energy Type: {G}

Basic Pokémon

{C} **Speed Evolution**

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

{G} **Sting** 10

Illus. Kyoko Umemoto

Weakness: {R}×2

Retreat Cost: C

Collector Number: 69/95

Rarity: C

HS UNLEASHED

Zubat

HP: 50

Pokémon Energy Type: {P}

Basic Pokémon

{C} **Glide** 10

{P} **Double Attack**

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

Illus. kawayoo

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 70/95

Rarity: C

Cheerleader's Cheer

Supporter

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 draw a card.

Illus. Kouki Saitou

Collector Number: 71/95

Rarity: U

Dual Ball

Trainer

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

Illus. Takashi Yamaguchi

Collector Number: 72/95

Rarity: U

Emcee's Chatter

Supporter

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.

Flip a coin. If heads, draw 3 cards. If tails, draw 2 cards.

Illus. Kouki Saitou

Collector Number: 73/95

Rarity: U

Energy Returner

Trainer

Search your discard pile for 4 basic Energy cards, show them to your opponent, and shuffle them into your deck.

Illus. Wataru Kawahara

Collector Number: 74/95

Rarity: U

HS UNLEASHED

Engineer's Adjustments

Supporter

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Discard an Energy card from your hand. Then, draw 4 cards.

Illus. Kouki Saitou

Collector Number: 75/95

Rarity: U

Good Rod

Trainer

Flip a coin. If heads, search your discard pile for a Pokémon, show it to your opponent, and put it on top of your deck. If tails, search your discard pile for a Trainer card, show it to your opponent, and put it on top of your deck.

Illus. Wataru Kawahara

Collector Number: 76/95

Rarity: U

Interviewer's Questions

Supporter

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.

Look at the top 8 cards of your deck. Choose as many Energy cards as you like, show them to your opponent, and put them into your hand. Shuffle the other cards back into your deck.

Illus. Kouki Saitou

Collector Number: 77/95

Rarity: U

Judge

Supporter

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.

Each player shuffles his or her hand into his or her deck and draws 4 cards.

Illus. Kouki Saitou

Collector Number: 78/95

Rarity: U

Life Herb

Trainer

Flip a coin. If heads, choose 1 of your Pokémon, and remove all Special Conditions and 6 damage counters from that Pokémon (all if there are less than 6).

Illus. Hideaki Hakozaiki

Collector Number: 79/95

Rarity: U

HS UNLEASHED

PlusPower

Trainer

Attach PlusPower to 1 of your Pokémon. Discard this card at the end of your turn. If the Pokémon PlusPower is attached to attacks, the attack does 10 more damage to the Defending Pokémon (before applying Weakness and Resistance).

Illus. Takashi Yamaguchi

Collector Number: 80/95

Rarity: U

Pokémon Circulator

Trainer

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

Illus. Hideaki Hakozaiki

Collector Number: 81/95

Rarity: U

Rare Candy

Trainer

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.) (If you choose a Stage 2 Pokémon in your hand, put that Pokémon on the Basic Pokémon instead of on a Stage 1 Pokémon.)

Illus. Noriko Hotta

Collector Number: 82/95

Rarity: U

Super Scoop Up

Trainer

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

Illus. Wataru Kawahara

Collector Number: 83/95

Rarity: U

Crobat

HP: 130

Pokémon Energy Type: {P}

Stage 2 Pokémon

Evolves from: Golbat

{P} **Severe Poison**

The Defending Pokémon is now Poisoned. Put 4 damage counters instead of 1 on that Pokémon between turns.

{P} **Skill Dive**

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

Illus. Hideaki Hakozaiki

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: 0

Collector Number: 84/95

Rarity: RP

HS UNLEASHED

Kingdra

HP: 130

Pokémon Energy Type: {W}

Stage 2 Pokémon

Evolves from: Seadra

[Poké-Power] Spray Splash

Once during your turn (before your attack), you may put 1 damage counter on 1 of your opponent's Pokémon. This power can't be used if Kingdra is affected by a Special Condition.

{W} **Dragon Steam 60**

If your opponent has any {R} Pokémon in play, this attack's base damage is 20 instead of 60.

Illus. Hideaki Hakozaiki

Weakness: {L}×2

Retreat Cost: C

Collector Number: 85/95

Rarity: RP

Lanturn

HP: 110

Pokémon Energy Type: {L}

Stage 1 Pokémon

Evolves from: Chinchou

[Poké-Power] Submerge

Once during your turn (before your attack), you may use this power. Lanturn's type is {W} until the end of your turn. This power can't be used if Lanturn is affected by a Special Condition.

{L}{C}{C} **Powerful Spark 40+**

Does 40 damage plus 10 more damage for each Energy attached to all of your Pokémon.

Illus. Hideaki Hakozaiki

Weakness: {F}×2

Retreat Cost: CC

Collector Number: 86/95

Rarity: RP

Steelix

HP: 140

Pokémon Energy Type: {M}

Stage 1 Pokémon

Evolves from: Onix

[Poké-Body] Perfect Metal

Steelix can't be affected by any Special Conditions.

{C}{C} **Energy Stream 30**

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

{M}{M}{C}{C}{C} **Gaia Crush 100**

You may discard any Stadium card in play.

Illus. Wataru Kawahara

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CCCC

Collector Number: 87/95

Rarity: RP

HS UNLEASHED

Tyranitar

HP: 160

Pokémon Energy Type: {D}

Stage 2 Pokémon

Evolves from: Pupitar

{D} **Darkness Howl**

This attack does 20 damage to each Pokémon in play (both yours and your opponent's) (excluding any {D} Pokémon). (Don't apply Weakness and Resistance for Benched Pokémon.)

{D}{C}{C} **Power Claw** **60**

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

{D}{D}{C}{C} **Megaton Tail** **120**

Discard the top 3 cards of your deck.

Illus. Wataru Kawahara

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: CCC

Collector Number: 88/95

Rarity: RP

Ursaring

HP: 110

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Teddiursa

[Poké-Body] Berserk

If Ursaring has any damage counters on it, each of Ursaring's attacks does 60 more damage (before applying Weakness and Resistance).

{C}{C}{C} **Hammer Arm** **30**

Discard the top card from your opponent's deck.

{C}{C}{C}{C} **Megaton Lariat** **60**

Illus. Wataru Kawahara

Weakness: {F}×2

Retreat Cost: CCC

Collector Number: 89/95

Rarity: RP

Entei & Raikou LEGEND (top)

HP: 140

Pokémon Energy Type: {R}{L}

LEGEND Pokémon

[Pokémon LEGEND rule]

Put this card from your hand onto your Bench only with the other half of Entei & Raikou LEGEND.

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

Illus. Shinji Higuchi + Sachiko Eba 樋口 真嗣 + 江場 左知子

Collector Number: 90/95

Rarity: LG



HS UNLEASHED

Entei & Raikou LEGEND (bottom)

HP: 140

Pokémon Energy Type: {R}{L}

LEGEND Pokémon

{R}{C} Detonation Spin 90

Discard a {R} Energy attached to Entei & Raikou LEGEND.

{L}{C} Thunder Fall

Discard all Energy attached to Entei & Raikou LEGEND. This attack does 80 damage to each Pokémon that has any Poké-Powers (both yours and your opponent's). This attack's damage isn't affected by Weakness or Resistance.

[Pokémon LEGEND rule]

Put this card from your hand onto your Bench only with the other half of Entei & Raikou LEGEND.

Illus.

Weakness: {W}{F}×2

Retreat Cost: 0

Collector Number: 91/95

Rarity: LG

Raikou & Suicune LEGEND (top)

HP: 160

Pokémon Energy Type: {L}{W}

LEGEND Pokémon

[Pokémon LEGEND rule]

Put this card from your hand onto your Bench only with the other half of Raikou & Suicune LEGEND.

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

Illus. Shinji Higuchi + Noriko Takaya 樋口 真嗣 + 高屋 法子

Collector Number: 92/95

Rarity: LG

Raikou & Suicune LEGEND (bottom)

HP: 160

Pokémon Energy Type: {L}{W}

LEGEND Pokémon

{L}{L}{C} Thunderbolt Spear 150

Raikou & Suicune LEGEND does 50 damage to itself, and don't apply Weakness to this damage.

{W}{C}{C} Aurora Gain 50

Remove 5 damage counters from Raikou & Suicune LEGEND.

[Pokémon LEGEND rule]

Put this card from your hand onto your Bench only with the other half of Raikou & Suicune LEGEND.

Illus.

Weakness: {F}{L}×2

Retreat Cost: C

Collector Number: 93/95

Rarity: LG

HS UNLEASHED

Suicune & Entei LEGEND (top)

HP: 160

Pokémon Energy Type: {W}{R}

LEGEND Pokémon

[Pokémon LEGEND rule]

Put this card from your hand onto your Bench only with the other half of Suicune & Entei LEGEND.

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

Illus. Shinji Higuchi + Sachiko Eba 樋口 真嗣 + 江場 左知子

Collector Number: 94/95

Rarity: LG

Suicune & Entei LEGEND (bottom)

HP: 160

Pokémon Energy Type: {W}{R}

LEGEND Pokémon

{W}{W}{C}

Torrent Fang

Return 2 {W} Energy attached to Suicune & Entei LEGEND to your hand. Choose 1 of your opponent's Benched Pokémon. This attack does 100 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

{R}{C}{C}

Bursting Inferno 80

The Defending Pokémon is now Burned.

[Pokémon LEGEND rule]

Put this card from your hand onto your Bench only with the other half of Suicune & Entei LEGEND.

Illus.

Weakness: {L}{W}×2

Retreat Cost: C

Collector Number: 95/95

Rarity: LG

Alph Lithograph

Trainer

Shuffle your deck!

Illus. Milky Isobe

Collector Number: TWO

Rarity: H