

## 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

RH-LV.X: rare Holo LV.X

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

*Updated on February 27<sup>th</sup>, 2008.*

## Blaziken

130 HP

Pokémon Type: R

Stage 2 Pokémon

Evolves from Combusken

Illus. Kagemaru Himeno

**C Fire Dance** 30

Search your discard pile for a {R} Energy card and attach it to 1 of your Pokémon.

**RRC Flame Kick**

Discard 2 {R} Energy attached to Blaziken. This attack does 80 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: W+30

Retreat Cost: C

Collector Number: 1/106

Rarity: H

## Cresselia

80 HP

Pokémon Type: P

Basic Pokémon

Illus. Ryo Ueda

**C Moon Twinkle** 10

If there is any Stadium card in play, remove 2 damage counters from Cresselia.

**PPC Lunar Dance** 50

You may discard 2 Energy attached to Cresselia. If you do, remove all damage counters from 1 of your Benched Pokémon.

Weakness: P+20

Retreat Cost: C

Collector Number: 2/106

Rarity: H

## Darkrai

70 HP

Pokémon Type: D

Basic Pokémon

Illus. Masakazu Fukuda

-- **Reach Over**

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

Shuffle your deck afterward.

**DDD Darkness Pursuit** 50

If the Defending Pokémon is Cresselia, this attack's base damage is 100.

Weakness: F+20

Resistance: P-20

Retreat Cost: C

Collector Number: 3/106

Rarity: H

## Darkrai

80 HP

Pokémon Type: D

Basic Pokémon

Illus. Ryo Ueda

**C Darkness Roar** 10

You may have your opponent switch the Defending Pokémon with 1 of his or her Benched Pokémon.

**DDC Sleep Hole** 40+

If the Defending Pokémon is Asleep, this attack does 40 damage plus 40 more damage. If the Defending Pokémon is not Asleep, that Pokémon is now Asleep.

Weakness: F+20

Resistance: P-20  
Retreat Cost: C  
Collector Number: 4/106  
Rarity: H

## Pachirisu

70 HP  
Pokémon Type: L  
Basic Pokémon  
Illus. Hironobu Yoshida

### C **Call for Family**

Search your deck for up to 3 Basic Pokémon and put them onto your Bench. Shuffle your deck afterward.

### C **Smash Short** 10+

If the Defending Pokémon has a Pokémon Tool card attached to it, this attack does 10 damage plus 30 more damage. Discard that Pokémon Tool card, look at your opponent's hand, and discard any Pokémon Tool cards of the same name you find there.

Weakness: F+20  
Resistance: M-20  
Retreat Cost: C  
Collector Number: 5/106  
Rarity: H

## Porygon-Z

110 HP  
Pokémon Type: C  
Stage 2 Pokémon  
Evolves from Porygon2  
Illus. Kent Kanetsuna

### [**Poké-Power**] **Conversion**

Once during your turn (before your attack), you may discard a basic Energy card from your hand. Porygon-Z is the same type as that Energy card until the end of your turn.

This power can't be used if Porygon-Z is affected by a Special Condition.

### CC **Tri Attack** 40x

Flip 3 coins. This attack does 40 damage times the number of heads.

Weakness: F+30  
Retreat Cost: CC  
Collector Number: 6/106  
Rarity: H

## Rotom

70 HP  
Pokémon Type: L  
Basic Pokémon  
Illus. Daisuke Ito

### CC **Astonish** 20

Choose 1 card from your opponent's hand without looking. Look at that card you chose, then have your opponent shuffle that card into his or her deck.

### LL **Telebeam** 30+

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

Weakness: D+20

Resistance: C-20

Retreat Cost: C

Collector Number: 7/106

Rarity: H

## Sceptile

100 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Grovyle

Illus. Masakazu Fukuda

### **[Poké-Body] Wild Growth**

Each basic {G} Energy card attached to your {G} Pokémon provides {G}{G} Energy instead. You can't use more than 1 Wild Growth Poké-Body each turn.

### GGCC **Leaf Blade** 50+

Flip a coin. If heads, this attack does 50 damage plus 20 more damage.

Weakness: R+30

Resistance: W-20

Retreat Cost: CCC

Collector Number: 8/106

Rarity: H

## Swampert

130 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Marshtomp

Illus. Kouki Saitou

### **[Poké-Power] Wash Out**

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

### WWCC **Hammer Arm** 80

Discard the top card from your opponent's deck.

Weakness: G+30

Retreat Cost: CC

Collector Number: 9/106

Rarity: H

## Tangrowth

110 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Tangela

Illus. Kent Kanetsuna

### **G Power Whip**

Choose 1 of your opponent's Pokémon. This attack does 10 damage for each Energy from basic Energy cards attached to Tangrowth to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

### **GGCC Stick and Absorb 60**

Remove 3 damage counters from Tangrowth. The Defending Pokémon can't retreat during your opponent's next turn.

Weakness: R+30

Resistance: W-20

Retreat Cost: CC

Collector Number: 10/106

Rarity: H

## Togekiss

120 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Togetic

Illus. Kent Kanetsuna

### **[Poké-Power] Serene Grace**

Once during your turn, when you play Togekiss from your hand to evolve 1 of your Pokémon, you may look at the top 10 cards of your deck, choose as many basic Energy cards as you like, and attach them to your Pokémon in any way you like. Put the other cards back on top of your deck. Shuffle your deck afterward.

### **CCC Air Scroll 40+**

Flip a coin. If heads, this attack does 40 damage plus 30 more damage. If tails, remove 3 damage counters from Togekiss.

Weakness: L+30

Resistance: F-20

Retreat Cost: C

Collector Number: 11/106

Rarity: H

## Altaria

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Swablu

Illus. Kagemaru Himeno

### **C Dragonbreath 40**

Flip a coin. If tails, this attack does nothing. If heads, the Defending Pokémon is now Paralyzed.

### **CCC Cotton Cloud 60**

During your opponent's next turn, any damage done to Altaria by attacks from your opponent's Evolved Pokémon is reduced by 30 (after applying Weakness and Resistance).

Weakness: C+20

Resistance: F-20

Retreat Cost: C

Collector Number: 12/106

Rarity: R

## **Beedrill**

110 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Kakuna

Illus. Kouki Saitou

### **G Band Attack 30x**

Does 30 damage times the number of Beedrill you have in play.

### **CCC Twineedle 50x**

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

Weakness: R+30

Retreat Cost: 0

Collector Number: 13/106

Rarity: R

## **Butterfree**

120 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Metapod

Illus. Sumiyoshi Kizuki

### **G Parallel Drain 30**

After your attack, remove from 1 of your Pokémon the number of damage counters equal to the damage you did to the Defending Pokémon.

### **GGC Dozing Scales 60**

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

Weakness: R+30

Retreat Cost: 0

Collector Number: 14/106

Rarity: R

## Claydol

80 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Baltoy

Illus. Midori Harada

**[Poké-Power] Cosmic Power**

Once during your turn (before your attack), you may choose up to 2 cards from your hand and put them on the bottom of your deck in any order. If you do, draw cards until you have 6 cards in your hand. This power can't be used if Claydol is affected by a Special Condition.

**FC Spinning Attack 40**

Weakness: G+20

Retreat Cost: CC

Collector Number: 15/106

Rarity: R

## Dialga

90 HP

Pokémon Type: M

Basic Pokémon

Illus. Daisuke Ito

**M Time Bellow 10**

Draw a card.

**MMC Flash Cannon 40**

You may return all Energy cards attached to Dialga to your hand. If you do, remove the highest Stage Evolution card from the Defending Pokémon and shuffle that card into your opponent's deck.

Weakness: R+20

Resistance: P-20

Retreat Cost: CC

Collector Number: 16/106

Rarity: R

## Exploud

130 HP

Pokémon Type: C

Stage 2 Pokémon

Evolves from Loudred

Illus. Daisuke Ito

**CC Ambient Noise**

Flip 2 coins. If the first coin is heads, this attack does 50 damage to the Defending Pokémon. If the first coin is tails, this attack does 20 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) If the second coin is heads, the Defending Pokémon is now Confused. If the second coin is tails,

your opponent can't play any Trainer, Supporter, or Stadium cards from his or her hand during your opponent's next turn.

**CCCC Hyper Voice** 70

Weakness: F+30

Retreat Cost: CCC

Collector Number: 17/106

Rarity: R

## Houndoom

90 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Houndour

Illus. Ken Sugimori

**D Dark Fang** 20

Choose 1 card from your opponent's hand without looking and discard it.

**RC Black Fire** 40+

You may discard a {R} or {D} Energy attached to Houndoom. If you discard a {R} Energy, the Defending Pokémon is now Burned. If you discard a {D} Energy, this attack does 40 damage plus 30 more damage.

Weakness: W+20

Resistance: P-20

Retreat Cost: C

Collector Number: 18/106

Rarity: R

## Hypno

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Drowzee

Illus. Mitsuhiro Arita

**CC Dream Catcher**

If the Defending Pokémon is Asleep, move all damage counters from Hypno to the Defending Pokémon.

**PPC Hypnoblast** 60

The Defending Pokémon is now Asleep.

Weakness: P+20

Retreat Cost: CC

Collector Number: 19/106

Rarity: R

## Kingler

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Krabby

Illus. Mitsuhiro Arita

CC **Crabhammer** 30

WWC **Scissors Attack** 80

If the Defending Pokémon would be Knocked Out by this attack, Kingler does 30 damage to itself.

Weakness: L+20

Retreat Cost: CCC

Collector Number: 20/106

Rarity: R

## Lapras

80 HP

Pokémon Type: W

Basic Pokémon

Illus. Atsuko Nishida

W **Carry In**

Search your deck for a Pokémon Tool card, a Supporter card, and a basic Energy card, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

WC **Wave Splash** 20

Weakness: L+20

Retreat Cost: C

Collector Number: 21/106

Rarity: R

## Latias

80 HP

Pokémon Type: C

Basic Pokémon

Illus. Daisuke Ito

C **Miraculous Light** 10

Remove 2 damage counters and all Special Conditions from Latias.

RWC **Mist Ball** 80

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

Weakness: C+20

Resistance: F-20

Retreat Cost: C

Collector Number: 22/106

Rarity: R

## Latios

90 HP

Pokémon Type: C

Basic Pokémon

Illus. Daisuke Ito

**C Energy Draw 10**

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

Shuffle your deck afterward.

**GLCC Luster Purge 120**

Discard 3 Energy attached to Latios.

Weakness: C+20

Resistance: F-20

Retreat Cost: CC

Collector Number: 23/106

Rarity: R

## Mawile

70 HP

Pokémon Type: M

Basic Pokémon

Illus. Midori Harada

-- **Pick Out**

Choose 1 face-down Prize card (yours or your opponent's) and put it face up. If that card is a Supporter card, use the effect of that card as the effect of this attack. (That card remains face up for the rest of the game.)

**MC Jaw Bite 20**

During your next turn, if an attack does damage to the Defending Pokémon (after applying Weakness and Resistance), that attack does 20 more damage.

Weakness: R+10

Resistance: P-20

Retreat Cost: C

Collector Number: 24/106

Rarity: R

## Milotic

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Feebas

Illus. Suwama Chiaki

**[Poké-Body] Marvel Scale**

Prevent all effects of attacks, including damage, done to Milotic by your opponent's Pokémon LV.X.

**WCC Twister 50**

Flip 2 coins. If both are tails, this attack does nothing. For each heads, discard an Energy attached to the Defending Pokémon.

Weakness: L+20

Retreat Cost: CC

Collector Number: 25/106

Rarity: R

## Palkia

90 HP

Pokémon Type: W

Basic Pokémon

Illus. Daisuke Ito

**W Spacial Rend 10**

Search your deck for a Stadium card, show it to your opponent, and put it into your hand. Shuffle your deck afterward. If there is any Stadium card in play, discard it.

**WWC Transback 40**

You may flip a coin. If heads, discard all Energy attached to Palkia and put the Defending Pokémon and all cards attached to it on top of your opponent's deck. Your opponent shuffles his or her deck afterward.

Weakness: L+20

Retreat Cost: CC

Collector Number: 26/106

Rarity: R

## Primeape

90 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Mankey

Illus. Kagemaru Himeno

**[Poké-Body] Anger Point**

If Primeape has any damage counters on it, Primeape's attacks do 40 more damage to the Active Pokémon (before applying Weakness and Resistance).

**FCC Whump 50**

Primeape is now Confused. Flip a coin. If heads, the Defending Pokémon can't attack during your opponent's next turn.

Weakness: P+20

Retreat Cost: C

Collector Number: 27/106

Rarity: R

## Slowking

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Slowpoke

Illus. Ken Sugimori

**[Poké-Power] Trump Card**

Once during your turn (before your attack), if any of your Pokémon were Knocked Out during your opponent's last turn, search your deck for any 1 card and put it into your hand.

Shuffle your deck afterward. This power can't be used if Slowking is affected by a Special Condition.

**PC Psych Up 30**

During your next turn, Slowking's Psych Up attack's base damage is 60.

Weakness: P+20

Retreat Cost: CC

Collector Number: 28/106

Rarity: R

## **Unown H**

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Daisuke Ito

**[Poké-Power] HEAL**

Once during your turn (before your attack), if you have Unown H, Unown E, Unown A, and Unown L on your Bench, you may remove all Special Conditions from 1 of your Active Pokémon.

**P Hidden Power 30**

Discard a card from your hand. (If you can't discard a card from your hand, this attack does nothing.)

Weakness: P+10

Retreat Cost: C

Collector Number: 29/106

Rarity: R

## **Wailord**

200 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Wailmer

Illus. Mitsuhiro Arita

**[Poké-Body] Sleeping Pulse**

As long as Wailord remains Asleep between turns, remove 1 damage counter from Wailord.

**WWWC Sink Deep 60**

If Wailord has any damage counters on it, Wailord is now Asleep.

Weakness: Lx2

Retreat Cost: CCCC

Collector Number: 30/106

Rarity: R

## **Weezing**

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Koffing

Illus. Kouki Saitou

**[Poké-Body] Toxic Virus**

At any time between turns, each player puts 1 more damage counter on his or her Poisoned Pokémon.

PC **Offensive Gas** 30

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

Weakness: P+20

Retreat Cost: CC

Collector Number: 31/106

Rarity: R

## Wigglytuff

90 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Jigglypuff

Illus. Kagemaru Himeno

**[Poké-Power] Good Night Melody**

Once during your turn (before your attack), you may use this power. Each Active Pokémon (both yours and your opponent's) is now Asleep. This power can't be used if Wigglytuff is affected by a Special Condition.

CC **Balloon Attack** 40+

If Iggybuff is anywhere under Wigglytuff, this attack does 40 damage plus 20 more damage.

Weakness: F+20

Retreat Cost: C

Collector Number: 32/106

Rarity: R

## Arbok

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Ekans

Illus. Ken Sugimori

P **Deadly Poison** 10+

If the Defending Pokémon is Poisoned, this attack does 10 damage plus 40 more damage.

If the Defending Pokémon is not Poisoned, that Pokémon is now Poisoned.

CCC **Wrap** 50

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

Weakness: P+20

Retreat Cost: CC

Collector Number: 33/106

Rarity: U

## Cacturne

80 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Cacnea

Illus. Midori Harada

CC **Pin Missile** 20x

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

DCC **Needle Arm** 50+

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

Weakness: R+20

Resistance: P-20

Retreat Cost: C

Collector Number: 34/106

Rarity: U

## Combusken

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Torchic

Illus. Naoyo Kimura

R **Bulk Up** 30

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

RCC **Double Kick** 50x

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

Weakness: W+20

Retreat Cost: C

Collector Number: 35/106

Rarity: U

## Delibird

70 HP

Pokémon Type: W

Basic Pokémon

Illus. Masakazu Fukuda

-- **Present**

Flip a coin. If heads, search your deck for any 1 card and put it into your hand. Shuffle your deck afterward.

W **Ice Ball** 20

Weakness: M+20

Retreat Cost: C

Collector Number: 36/106

Rarity: U

## Floatzel

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Buizel

Illus. Kouki Saitou

CC **Agility** 20

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

WWC **Aqua Jet** 60

Flip a coin. If heads, this attack does 10 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: L+20

Retreat Cost: C

Collector Number: 37/106

Rarity: U

## Gorebyss

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Clamperl

Illus. Ken Sugimori

-- **Sweet Temptation**

Switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. This attack does 10 damage to the new Defending Pokémon.

WC **Psychic Snap** 30+

If Gorebyss has any {P} Energy attached to it, this attack does 30 damage plus 20 more damage and the Defending Pokémon is now Confused.

Weakness: L+20

Retreat Cost: 0

Collector Number: 38/106

Rarity: U

## Granbull

90 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Snubbull

Illus. Mitsuhiro Arita

CC **Daunt** 30

During your opponent's next turn, any damage done by attacks from the Defending Pokémon is reduced by 20 (before applying Weakness and Resistance).

CCCC **Rage** 40+

Does 40 damage plus 10 more damage for each damage counter on Granbull.

Weakness: F+20

Retreat Cost: CC

Collector Number: 39/106

Rarity: U

## Grovyle

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Treecko

Illus. Kagemaru Himeno

-- **Greenness**

Search your deck for up to 2 {G} Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

GG **Poison Breath** 30

The Defending Pokémon is now Poisoned.

Weakness: R+20

Resistance: W-20

Retreat Cost: C

Collector Number: 40/106

Rarity: U

## Hariyama

100 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Makuhita

Illus. Mitsuhiro Arita

FC **Slap Attack** 20+

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

FFC **Spirited Throw** 50

If Hariyama has fewer remaining HP than the Defending Pokémon, this attack's base damage is 80.

Weakness: P+30

Retreat Cost: CCC

Collector Number: 41/106

Rarity: U

## Huntail

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Clamperl

Illus. Ken Sugimori

-- **Scary Face**

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

**WC Threaten and Drop 30+**

If Huntail has any {D} Energy attached to it, this attack does 30 damage plus 20 more damage and discard a Special Energy card, if any, attached to the Defending Pokémon.

Weakness: L+20

Retreat Cost: C

Collector Number: 42/106

Rarity: U

## Linoone

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Zigzagoon

Illus. Kouki Saitou

-- **Switcheroo**

Move a Pokémon Tool card attached to 1 of your opponent's Pokémon to another of your opponent's Pokémon (excluding Pokémon that already has a Pokémon Tool attached to it). (If an effect of this attack is prevented, this attack does nothing.)

**CCC Overrun 30**

Does 30 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: F+20

Retreat Cost: 0

Collector Number: 43/106

Rarity: U

## Loudred

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Whismur

Illus. Ken Sugimori

**CC Bass Control**

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

**CCC Stomp 40+**

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

Weakness: F+20

Retreat Cost: CC

Collector Number: 44/106

Rarity: U

## Magcargo

90 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Slugma

Illus. Mitsuhiro Arita

**[Poké-Body] Magma Armor**

Magcargo can't be Asleep or Paralyzed.

**RRC Lava Plume 60**

You may discard the top card of your deck. If you do, the Defending Pokémon is now Burned.

Weakness: W+20

Retreat Cost: CCC

Collector Number: 45/106

Rarity: U

## Marshtomp

90 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Mudkip

Illus. Sumiyoshi Kizuki

**CC Pound 20**

**FCC Muddy Bomb**

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon and 10 damage to each of your opponent's other Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: G+20

Retreat Cost: CC

Collector Number: 46/106

Rarity: U

## Metapod

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Caterpie

Illus. Ken Sugimori

**[Poké-Power] Emerge**

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

**GC Ram 30**

Weakness: R+20

Retreat Cost: CC  
Collector Number: 47/106  
Rarity: U

## Pelipper

80 HP  
Pokémon Type: W  
Stage 1 Pokémon  
Evolves from Wingull  
Illus. Ken Sugimori  
-- **Guzzle**

Choose up to 2 basic {W} Energy cards from your hand and attach them to Pelipper. Remove 2 damage counters for each Energy card attached in this way.

**WCC Jet Return 30x**

Does 30 damage times the number of Energy cards attached to Pelipper. Then, put all Energy cards attached to Pelipper on top of your deck. Shuffle your deck afterward.

Weakness: L+20

Resistance: F-20

Retreat Cost: C

Collector Number: 48/106

Rarity: U

## Porygon2

70 HP  
Pokémon Type: C  
Stage 1 Pokémon  
Evolves from Porygon  
Illus. Kent Kanetsuna

**[Poké-Power] Download**

Once during your turn (before your attack), you may discard a Supporter card from your hand and use the effect of that card as the effect of this power. This power can't be used if Porygon2 is affected by a Special Condition.

**CC Speed Attack 30**

Weakness: F+20

Retreat Cost: CC

Collector Number: 49/106

Rarity: U

## Purugly

90 HP  
Pokémon Type: C  
Stage 1 Pokémon  
Evolves from Glameow  
Illus. Ken Sugimori  
**CC Swagger 20**

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

**CCC Fury Swipes** 40x

Flip 3 coins. This attack does 40 damage times the number of heads.

Weakness: F+20

Retreat Cost: CC

Collector Number: 50/106

Rarity: U

## Relicanth

70 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

**Primal Calling**

Search your deck for up to 3 Trainer cards that have Fossil in their names, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

**CC Sleep Swirl** 30

Both Relicanth and the Defending Pokémon are now Asleep.

Weakness: L+20

Retreat Cost: C

Collector Number: 51/106

Rarity: U

## Seviper

80 HP

Pokémon Type: P

Basic Pokémon

Illus. Masakazu Fukuda

**P Tail Blade** 20

Flip a coin. If heads, your opponent can't play any Trainer cards from his or her hand during your opponent's next turn.

**PCC Poison Tail** 30+

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

Weakness: P+20

Retreat Cost: CC

Collector Number: 52/106

Rarity: U

## Skarmory

70 HP

Pokémon Type: M

Basic Pokémon

Illus. Mitsuhiro Arita

**M Air Crash** 20

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

**MCC Steel Wing 40**

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

Weakness: R+20

Resistance: P-20

Retreat Cost: C

Collector Number: 53/106

Rarity: U

**Slowbro**

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Slowpoke

Illus. Atsuko Nishida

CC **Amnesia 20**

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

PCC **Zen Headbutt 60**

Weakness: L+20

Retreat Cost: CC

Collector Number: 54/106

Rarity: U

**Togetic**

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Togepi

Illus. Kagamaru Himeno

CC **Speed Dive 20**

CCC **Sweet Kiss 50**

Your opponent may draw a card.

Weakness: L+20

Resistance: F-20

Retreat Cost: C

Collector Number: 55/106

Rarity: U

**Unown F**

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Daisuke Ito

### **[Poké-Power] FAKE**

Once during your turn (before your attack), if Unown F is on your Bench, you may use this power. Put a coin next to your Active Pokémon without showing your opponent and cover it with your hand. Your opponent guesses if the coin is heads or tails. If he or she is wrong, draw a card.

### **P Hidden Power 10**

You may flip a coin. If tails, this attack does nothing. If heads, this attack's base damage is 30.

Weakness: P+10

Retreat Cost: C

Collector Number: 56/106

Rarity: U

## **Unown G**

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Daisuke Ito

### **[Poké-Power] GUARD**

Once during your turn (before your attack), if Unown G is on your Bench, you may discard all cards attached to Unown G and attach Unown G to 1 of your Pokémon as a Pokémon Tool card. As long as Unown G is attached to a Pokémon, prevent all effects of attacks, excluding damage, done to that Pokémon by your opponent's Pokémon.

### **PC Hidden Power 50**

If Unown G has any damage counters on it, this attack's base damage is 10.

Weakness: P+10

Retreat Cost: C

Collector Number: 57/106

Rarity: U

## **Wailmer**

90 HP

Pokémon Type: W

Basic Pokémon

Illus. Satoshi Ohta

### **WC Tsunami 10**

Flip a coin. If heads, this attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

### **CCC Ram 30**

Weakness: L+20

Retreat Cost: CCC

Collector Number: 58/106

Rarity: U

## Zangoose

70 HP

Pokémon Type: C

Basic Pokémon

Illus. Masakazu Fukuda

C **Slash** 20

CCC **Cutting Claw** 40+

If your opponent has Seviper in play, this attack does 40 damage plus 50 more damage.

Weakness: F+20

Retreat Cost: C

Collector Number: 59/106

Rarity: U

## Baltoy

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Sumiyoshi Kizuki

C **Psychic Balance**

If you have less cards in your hand than your opponent, draw cards until you have the same number of cards as your opponent. (If you have more or the same number of cards in your hand as your opponent, this attack does nothing.)

FC **Spin Turn** 20

Switch Baltoy with 1 of your Benched Pokémon.

Weakness: G+10

Retreat Cost: C

Collector Number: 60/106

Rarity: C

## Buizel

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Masakazu Fukuda

-- **Headbutt** 10

WW **Surf** 30

Weakness: L+10

Retreat Cost: C

Collector Number: 61/106

Rarity: C

## Cacnea

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Saya Tsuruta

### **C Sand Attack**

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

### **GC Poison Sting 20**

The Defending Pokémon is now Poisoned.

Weakness: R+10

Resistance: W-20

Retreat Cost: C

Collector Number: 62/106

Rarity: C

## **Caterpie**

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Midori Harada

### **[Poké-Power] Pupate**

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

### **G Tackle 20**

Weakness: R+10

Retreat Cost: C

Collector Number: 63/106

Rarity: C

## **Clamperl**

40 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

### **C Clamp 10**

Flip a coin. If tails, this attack does nothing. If heads, the Defending Pokémon is now Paralyzed.

### **WC Sparkling Pearl 20**

Weakness: L+10

Retreat Cost: C

Collector Number: 64/106

Rarity: C

## **Drowzee**

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

**C Hypnosis**

The Defending Pokémon is now Asleep.

**PC Headbutt 20**

Weakness: P+10

Retreat Cost: C

Collector Number: 65/106

Rarity: C

## **Ekans**

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Ken Sugimori

**C Shed Skin**

Remove 2 damage counters from Ekans.

**P Poison Fang 10**

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

Weakness: P+10

Retreat Cost: CC

Collector Number: 66/106

Rarity: C

## **Feebas**

30 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

**C Splash 10**

**W Fast Evolution**

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

Weakness: L+10

Retreat Cost: C

Collector Number: 67/106

Rarity: C

## **Glameow**

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Kagemaru Himeno

**C Captivate**

Switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon.

CC **Slash** 20  
Weakness: F+10  
Retreat Cost: C  
Collector Number: 68/106  
Rarity: C

## Houndour

50 HP  
Pokémon Type: R  
Basic Pokémon  
Illus. Ken Sugimori  
R **Ember** 20  
Flip a coin. If tails, discard a {R} Energy attached to Houndour.  
CC **Smash Kick** 20  
Weakness: W+10  
Retreat Cost: C  
Collector Number: 69/106  
Rarity: C

## Igglybuff

50 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Ken Sugimori  
**[Poké-Power] Baby Evolution**  
Once during your turn (before your attack), you may put Jigglypuff from your hand onto Igglybuff (this counts as evolving Igglybuff) and remove all damage counters from Igglybuff.  
-- **Inquire**  
Draw a card. If you didn't play any Supporter card from your hand during this turn, draw 2 more cards.  
Weakness: F+10  
Collector Number: 70/106  
Rarity: C

## Illumise

70 HP  
Pokémon Type: G  
Basic Pokémon  
Illus. Ken Sugimori  
**[Poké-Power] Scent Conduct**  
Once during your turn (before your attack), you may flip a coin. If heads, search your deck for a {G} Basic Pokémon and put it onto your Bench. Shuffle your deck afterward. This power can't be used if Illumise is affected by a Special Condition.  
GC **Firefly Scent** 30

If the Defending Pokémon has any Poké-Bodies, that Pokémon is now Asleep.

Weakness: R+20

Collector Number: 71/106

Rarity: C

## Jigglypuff

60 HP

Pokémon Type: C

Basic Pokémon

Illus. Kenkichi Toyama

**C Hypnotic Gaze**

The Defending Pokémon is now Asleep.

**CC Expand 20**

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

Weakness: F+10

Collector Number: 72/106

Rarity: C

## Kakuna

80 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Weedle

Illus. Ken Sugimori

-- **Stiffen**

During your opponent's next turn, any damage done to Kakuna by attacks is reduced by 30 (after applying Weakness and Resistance).

**G Spit Poison 10**

The Defending Pokémon is now Poisoned.

Weakness: R+20

Collector Number: 73/106

Rarity: C

## Koffing

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Lee HyunJung

**C Tackle 10**

**PC Smogscreen 10**

The Defending Pokémon is now Poisoned. 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: P+10

Collector Number: 74/106

Rarity: C

## Krabby

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

**C Irongrip 10**

**WC Guillotine 30**

Weakness: L+10

Collector Number: 75/106

Rarity: C

## Lunatone

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Ken Sugimori

**[Poké-Power] Gravity Change**

Once during your turn (before your attack), you may discard a card from your hand. Then, if you have Solrock in play, draw a card. This power can't be used if Lunatone is affected by a Special Condition.

**C Knock Over 20**

You may discard any Stadium card in play.

Weakness: P+20

Collector Number: 76/106

Rarity: C

## Luvdisc

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Motofumi Fujiwara

**C Rendezvous**

Reveal the top card of your deck and put it into your hand. If that card is a Pokémon, draw 2 cards.

**W Synchro Dance 10+**

If Luvdisc and the Defending Pokémon have the same amount of Energy attached to them, this attack does 10 damage plus 20 more damage.

Weakness: L+10

Collector Number: 77/106

Rarity: C

## Makuhita

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Atsuko Nishida

C **Punch** 10

FC **Arm Thrust** 40

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

Weakness: P+10

Collector Number: 78/106

Rarity: C

## Mankey

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Ken Sugimori

F **Light Punch** 10

CC **Rage** 10+

Does 10 damage plus 10 more damage for each damage counter on Mankey.

Weakness: P+10

Collector Number: 79/106

Rarity: C

## Mudkip

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Emi Yoshida

C **Mud Spatter** 10

CCC **Endeavor** 30+

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

Weakness: G+10

Collector Number: 80/106

Rarity: C

## Porygon

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Kent Kanetsuna

C **Calculate**

Look at the top 3 cards of your deck and put them back on top of your deck in any order.

CC **Sharpen** 20

Weakness: F+10  
Collector Number: 81/106  
Rarity: C

## Slowpoke

60 HP  
Pokémon Type: W  
Basic Pokémon  
Illus. Saya Tsuruta  
**C Rest**

Remove all Special Conditions and 3 damage counters from Slowpoke. Slowpoke is now Asleep.

**W Tumble Over 20**  
Slowpoke can't attack during your next turn.

Weakness: L+10  
Collector Number: 82/106  
Rarity: C

## Slugma

60 HP  
Pokémon Type: R  
Basic Pokémon  
Illus. Masakazu Fukuda  
**R Steady Firebreathing 10**  
**CC Body Slam 20**

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

Weakness: W+10  
Collector Number: 83/106  
Rarity: C

## Snubbull

60 HP  
Pokémon Type: C  
Basic Pokémon  
Illus. Atsuko Nishida  
**C Roar**

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

**CCC Bite 30**  
Weakness: F+10  
Collector Number: 84/106  
Rarity: C

## Solrock

70 HP  
Pokémon Type: F

Basic Pokémon

Illus. Ken Sugimori

**[Poké-Body] Sunshine**

If you have Lunatone in play, damage done to your opponent's Pokémon by your {P} or {F} Pokémon isn't affected by Resistance.

**F Sol Charge 20**

Search your discard pile for a basic Energy card and attach it to 1 of your Benched Pokémon.

Weakness: G+20

Retreat Cost: C

Collector Number: 85/106

Rarity: C

## Swablu

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Kanako Eo

**C Super Speed**

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

**CC Shoot Through 10**

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

Weakness: L+10

Resistance: F-20

Retreat Cost: C

Collector Number: 86/106

Rarity: C

## Tangela

70 HP

Pokémon Type: G

Basic Pokémon

Illus. Sumiyoshi Kizuki

**C Vine Invite**

Switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon.

**GC Grass Knot 20+**

Does 20 damage plus 10 more damage for each {C} Energy in the Defending Pokémon's Retreat Cost (after applying effects to the Retreat Cost).

Weakness: R+10

Retreat Cost: CC

Collector Number: 87/106

Rarity: C

## Togepi

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

**C Yawn**

The Defending Pokémon is now Asleep.

**C Look for Friends**

Flip a coin. If heads, search your deck for a Pokémon, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Weakness: F+10

Retreat Cost: C

Collector Number: 88/106

Rarity: C

## Torchic

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Hiroki Fuchino

-- **Peck** 10

**R Singe**

The Defending Pokémon is now Burned.

Weakness: W+10

Retreat Cost: C

Collector Number: 89/106

Rarity: C

## Treecko

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Kouki Saitou

**C Energy Ball** 10+

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

**GC Absorb** 20

Remove 1 damage counter from Treecko.

Weakness: R+10

Resistance: W-20

Retreat Cost: C

Collector Number: 90/106

Rarity: C

## Unown L

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Daisuke Ito

### **[Poké-Body] LINK**

Unown L can use any attack from any Unown in play (both yours and your opponent's). (You still have to pay for that attack's Energy cost.)

### **PC Hidden Power**

Search either player's discard pile for up to any 2 cards, show them to your opponent, and put them on top of that player's deck in any order you like.

Weakness: P+10

Retreat Cost: C

Collector Number: 91/106

Rarity: C

## Volbeat

70 HP

Pokémon Type: G

Basic Pokémon

Illus. Ken Sugimori

### **[Poké-Power] Light Conduct**

Once during your turn (before your attack), if you have Illumise in play, you may search your discard pile for a Supporter card, show it to your opponent, and put it on top of your deck. This power can't be used if Volbeat is affected by a Special Condition.

### **GG Firefly Light 20**

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

Weakness: R+20

Retreat Cost: C

Collector Number: 92/106

Rarity: C

## Weedle

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Mitsuhiro Arita

### **C Call for Family**

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

### **G String Shot**

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

Weakness: R+10

Retreat Cost: C

Collector Number: 93/106

Rarity: C

## Whismur

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Takao Unno

-- **Mumble** 10

**C Uproar**

Flip a coin. If heads, this attack does 10 damage to each of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: F+10

Retreat Cost: C

Collector Number: 94/106

Rarity: C

## Wingull

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Ken Sugimori

**W Water Drip** 10

**CC Wing Attack** 20

Weakness: L+10

Resistance: F-20

Retreat Cost: C

Collector Number: 95/106

Rarity: C

## Zigzagoon

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Ken Sugimori

**C Pull Out**

Search your discard pile for any 1 card, show it to your opponent, and put it on top of your deck.

**C Double Stab** 10x

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

Weakness: F+10

Retreat Cost: C

Collector Number: 96/106

Rarity: C

## Amulet Coin

Trainer [Pokémon Tool]

Illus. Daisuke Ito

Attach Amulet Coin 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.

If the Pokémon Amulet Coin is attached to is your Active Pokémon at the end of your turn, draw a card.

Collector Number: 97/106

Rarity: U

## Felicity's Drawing

Supporter

Illus. Ken Sugimori

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

Discard up to 2 cards from your hand. If you discard 1 card, draw 3 cards. If you discard 2 cards, draw 4 cards.

Collector Number: 98/106

Rarity: U

## Leftovers

Trainer [Pokémon Tool]

Illus. Daisuke Ito

Attach Leftovers 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.

If the Pokémon Leftovers is attached to is your Active Pokémon at the end of your turn, remove 1 damage counter from that Pokémon.

Collector Number: 99/106

Rarity: U

## Moonlight Stadium

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.

The Retreat Cost for each {P} and {D} Pokémon (both yours and your opponent's) is 0.

Collector Number: 100/106

Rarity: U

## Premier Ball

Trainer

Illus. Ryo Ueda

Search your deck or your discard pile for a Pokémon LV.X, show it to your opponent, and put it into your hand. If you search your deck, shuffle your deck afterward.

Collector Number: 101/106

Rarity: U

## Rare Candy

Trainer

Illus. Ryo Ueda

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

Collector Number: 102/106

Rarity: U

## Cresselia

100 HP

Pokémon Type: P

Level X Pokémon

Illus. Shizurow

### [Poké-Power] Full Moon Dance

Once during your turn (before your attack), 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 Cresselia is affected by a Special Condition.

### PPC Moon Skip 40

If the Defending Pokémon is Knocked Out by this attack, take 1 more Prize card.

### [Level-Up rule]

Put this card onto your Active Cresselia. Cresselia LV. X can use any attack, Poké-Power, or Poké-Body from its previous level.

Weakness: Px2

Retreat Cost: C

Collector Number: 103/106

Rarity: RH-LV.X

## Darkrai

100 HP

Pokémon Type: D

Level X Pokémon

Illus. Shizurow

### [Poké-Body] Dark Shadow

Each basic {D} Energy card attached to your {D} Pokémon now has the effect "If the Pokémon Darkness Energy is attached to attacks, the attack does 10 more damage to the Active Pokémon (before applying Weakness and Resistance)." You can't use more than 1 Dark Shadow Poké-Body each turn.

### DDC Endless Darkness 40

The Defending Pokémon is now Asleep. Flip 2 coins instead of 1 between turns. If either of them is tails, the Defending Pokémon is still Asleep. If both of them are tails, the Defending Pokémon is Knocked Out.

**[Level-Up rule]**

Put this card onto your Active Darkrai. Darkrai LV. X can use any attack, Poké-Power, or Poké-Body from its previous level.

Weakness: Fx2

Resistance: P-20

Retreat Cost: C

Collector Number: 104/106

Rarity: RH-LV.X

**Dialga**

110 HP

Pokémon Type: M

Level X Pokémon

Illus. Ryo Ueda

**[Poké-Power] Time Skip**

Once during your turn (before your attack), you may have your opponent flip 2 coins. If both of them are heads, your turn ends. If both of them are tails, after your opponent draws a card at the beginning of his or her next turn, his or her turn ends. This power can't be used if Dialga is affected by a Special Condition.

**MMCC Metal Flash 80**

During your next turn, Dialga can't use Metal Flash.

**[Level-Up rule]**

Put this card onto your Active Dialga. Dialga LV. X can use any attack, Poké-Power, or Poké-Body from its previous level.

Weakness: Rx2

Resistance: P-20

Retreat Cost: C

Collector Number: 105/106

Rarity: RH-LV.X

**Palkia**

120 HP

Pokémon Type: W

Level X Pokémon

Illus. Ryo Ueda

**[Poké-Power] Reconstruction**

Once during your turn (before your attack), you may have your opponent switch 1 of your Active Pokémon with 1 of your Benched Pokémon. You switch 1 of the Defending Pokémon with 1 of your opponent's Benched Pokémon. This power can't be used if Palkia is affected by a Special Condition.

**WWW Hydro Reflect 60**

You may move all Energy cards attached to Palkia to your Benched Pokémon in any way you like. (Ignore this effect if you don't have any Benched Pokémon.)

**[Level-Up rule]**

Put this card onto your Active Palkia. Palkia LV. X can use any attack, Poké-Power, or Poké-Body from its previous level.

Weakness: Lx2

Retreat Cost: CCC

Collector Number: 106/106

Rarity: RH-LV.X