***Pokémon TCG NEO***  
Cards List and How To Obtain  
*Updated to: V1.33*

Intro:

Here is a list of all cards in the game as well as how to obtain them. This document contains spoilers, so you have been warned.

Key:   
*Colorless Energy = C  
Grass Energy = G  
Fire Energy = F  
Water Energy = W  
Lightning Energy = L  
Fighting Energy = T  
Psychic Energy = P  
  
Weakness = WK  
Resistance = RS  
Retreat Cost = RC*

*(Note: All Pokémon Pokémon Powers also have a clause that they cannot be used if that pokémon is Asleep, Confused or Paralyzed. I will be omitting this to save reading time)*

***GRASS TYPE***

Chikorita (1), (*Genesis / Common*)  
HP 50  
**WK**= F, **RS** = none, **RC** = 1

C, Growl, 0  
- If the Defending Pokémon attacks during your opponent’s next turn, any damage done by that attack is reduced by 10 (After applying weakness and resistance).  
  
GC, Poisonpowder, 20  
- Flip a coin. If heads, the defending Pokémon is now Poisoned.

Chikorita (2) (*Genesis / Common*)  
 HP 50  
**WK**= F, **RS** = none, **RC** = 1

G, Sleep Powder, 10  
- Flip a coin. If heads, the defending Pokémon is now Asleep.

GC, Razor Leaf, 20

Bayleef (1) (*Genesis / Uncommon*)  
 HP 80  
**WK**= F, **RS** = none, **RC** = 1

GC, Poisonpowder, 20  
- Flip a coin. If heads, the defending Pokémon is now Poisoned.

GGC, Razor Leaf, 40

Bayleef (2) (*Genesis / Uncommon*)  
 HP 70  
**WK**= F, **RS** = none, **RC** = 2  
G, Absorb, 20  
- Heal damage from this Pokémon equal to half the damage done to the defending Pokémon, rounded up to the nearest 10 (After applying weakness and resistance).

GGC, Grass Knot, 30+  
- This attack does 10 more damage for each \* in the defending Pokémon’s Retreat Cost.

Meganium (1) (*Genesis / Rare*)  
 HP 100  
**WK**= F, **RS** = W, **RC** = 2

GG, Full Bloom, 20   
- After doing damage, Search your deck for a basic energy card and attach it to 1 of your Pokémon. Shuffle your deck afterwards.

GGGC, Giga Drain, 50  
- Heal damage from this Pokémon equal to half the damage done to the defending Pokémon, rounded up to the nearest 10 (After applying weakness and resistance).

Meganium (2) (*Genesis / Rare*)  
 HP 120  
**WK**= F, **RS** = W, **RC** = 2  
Pokémon Power: Aromatherapy  
- Once during your turn you may use this power. Your active Pokémon is no longer affected by status conditions.

GGCC, Body Slam, 40  
- Flip a coin. If heads, Defending Pokémon is now Paralyzed.

Bulbasaur *(Genesis / Common)* HP 50  
**WK**= F, **RS** = none, **RC** = 1

G, Sleep Seed, 10  
- The Defending Pokémon is now Asleep.

GC, Grass Knot, 10+  
- This attack does 10 more damage for each \* in the defending Pokémon’s Retreat Cost.

Ivysaur *(Genesis / Uncommon)* HP 70  
**WK**= F, **RS** = none, **RC** = 2

GC, Poison Vine, 10  
- The Defending Pokémon is now Poisoned.

GGC, Tangle, 30  
- Flip a coin. If heads, the Defending Pokémon is now Confused.

Venusaur *(Genesis / Rare)* HP 100  
**WK**= F, **RS** = W, **RC** = 3

GGC, Mega Drain, 30  
- Heal damage from this Pokémon equal to half the damage done to the defending Pokémon, rounded up to the nearest 10 (After applying weakness and resistance).

GGGC, Mystery Powder, 40  
- Flip a coin. If heads, inflict a random status condition on the defending Pokémon.

Ledyba (*Genesis / Common*)  
 HP 40  
**WK**= F, **RS** = T, **RC** = 0

G, Supersonic, 0  
- Flip a coin. If heads, the Defending Pokémon is now Confused.

GG, Comet Punch, 10x  
- Flip 4 coins. This attack does 10 damage times the number of heads.

Ledian (*Genesis / Uncommon*)  
 HP 60  
**WK**= F, **RS** = T, **RC** = 0

G, Light Screen, 0  
- Whenever an attack does damage to this Pokémon (After applying weakness and resistance) during your opponent’s next turn, that attack does half damage instead (rounded down to the nearest 10). (Any other effects of attacks still happen.)

GGC, Comet Punch, 20x  
- Flip 4 coins. This attack does 20 damage times the number of heads.

Spinarak (*Destiny / Common*)  
 HP 40  
**WK**= F, **RS** = none, **RC** = 1

G, Poison Sting, 10  
- Flip a coin. If heads, defending Pokémon is now Poisoned.

G, String Shot, 10  
- Flip a coin. If heads, defending Pokémon is now Paralyzed.

Ariados (*Destiny / Uncommon*)  
 HP 60  
**WK**= F, **RS** = none, **RC** = 1

G, Toxic Web, 0  
- If your opponent has any benched Pokémon, you may choose 1 of them and switch it with the defending Pokémon. Then, the defending Pokémon becomes poisoned and can’t retreat during your opponent’s next turn.

GG, Spider Bite, 20  
- Heal damage from this Pokémon equal to half the damage done to the defending Pokémon, rounded up to the nearest 10 (After applying weakness and resistance).

OR MAYBE: GG, Secret Toxin (name WIP), 20  
- The defending Pokémon is now Poisoned. If the defending Pokémon was already Poisoned, it instead becomes Toxic poisoned.

Zubat (*Destiny / Common*)  
 HP 40  
**WK**= P, **RS** = T, **RC** = 0

C, Bite, 10

GC, Poison Fang, 10  
- The defending Pokémon is now Poisoned.

Golbat (*Destiny / Uncommon*)  
 HP 60  
**WK**= P, **RS** = T, **RC** = 0

C, Bite, 20

GC, Leech Life, 20  
- Remove damage counters from this Pokémon equal to the damage done to the defending Pokémon (After applying weakness and resistance).

Crobat (1)(*Destiny / Rare*)  
 HP 80  
**WK**= P, **RS** = T, **RC** = 0

G, Surprise Bite, 0  
- If your opponent has any benched Pokémon, choose 1 of them and this attack does 20 damage to it. (Don’t apply weakness and resistance)

GGC, Toxic, 20  
- The defending Pokémon is now Toxic Poisoned. It takes 20 poison damage counters instead of 10 after each player’s turn (even if it was already Poisoned).

Oddish (*Revelation / Common*)  
 HP 50  
**WK**= F, **RS** = none, **RC** = 1

C, Tackle, 10

GC, Sleep Powder, 10  
- The defending Pokémon is now Asleep.

Gloom (*Revelation / Uncommon*)  
 HP 70  
**WK**= F, **RS** = none, **RC** = 1

GC, Foul Stench, 10  
- Flip a coin. If heads, the defending Pokémon is now Confused and Poisoned.

GG, Mega Drain, 20  
- Heal damage from this Pokémon equal to half the damage done to the defending Pokémon, rounded up to the nearest 10 (After applying weakness and resistance).

Vileplume (*Revelation / Uncommon*)  
 HP 90  
**WK**= F, **RS** = W, **RC** = 2

GG, Poisonpowder, 20  
- The defending Pokémon is now Poisoned.

GGC, Hay Fever, 40  
- Your opponent can’t play trainer cards during his or her next turn.

Bellossom (*Revelation / Rare*)  
 HP 90  
**WK**= F, **RS** = W, **RC** = 2

GG, Mega Drain, 20  
- Heal damage from this Pokémon equal to half the damage done to the defending Pokémon, rounded up to the nearest 10 (After applying weakness and resistance).

GGC, Flower Dance, 20+  
- Does 10 more damage for each of your benched Pokémon.

Hoppip (*Destiny / Common*)  
 HP 30  
**WK**= F, **RS** = none, **RC** = 0

G, Tackle, 20

Skiploom (*Destiny / Uncommon*)  
 HP 60  
**WK**= F, **RS** = T, **RC** = 0

G, Poisonpowder, 10  
- Flip a coin. If heads, the defending Pokémon is now Poisoned.

G, Stun Spore, 10  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Jumpluff (*Destiny / Rare*)  
 HP 80  
**WK**= F, **RS** = T, **RC** = 0

G, Sleep Powder, 20  
-The defending Pokémon is now Asleep.

GG, Leech Seed, 30  
- Remove damage counters from this Pokémon equal to the damage done to the defending Pokémon (After applying weakness and resistance).

Sunkern (*Discovery / Common*)  
 HP 50  
**WK**= F, **RS** = none, **RC** = 1

GG, Absorb, 20  
- Heal damage from this Pokémon equal to half the damage done to the defending Pokémon, rounded up to the nearest 10 (After applying weakness and resistance).

Sunflora (*Discovery / Uncommon*)  
 HP 70  
**WK**= F, **RS** = none, **RC** = 1

GC, Energy Growth, 0  
- Search your deck for a basic energy card and attach it to 1 of your Pokémon. Shuffle your deck afterwards.

GGG, Solarbeam, 50

Yanma (*Genesis / Rare*)  
 HP 50  
**WK**= F, **RS** = T, **RC** = 0

CC, Agility, 20  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

GCC, Sonicboom, 30  
- Don’t apply weakness and resistance for this attack.

Pineco (*Destiny / Common*)  
 HP 40  
**WK**= F, **RS** = none, **RC** = 2

C, Tackle, 10

GC, Self-Destruct, 40  
- This attack does 10 damage to each Pokémon on each player’s bench (Don’t apply weakness and resistance). This Pokémon does 40 damage to itself.

Forretress (*Destiny / Uncommon*)  
 HP 70  
**WK**= F, **RS** = none, **RC** = 3

Pokémon Power: Ironclad  
- Whenever an attack (even your own) does damage to Forretress (After applying weakness and resistance), that attack does half the damage instead (rounded down to the nearest 10). (Any other effects of attacks still happen).

GG, Pin Missile, 20x  
- Flip 3 coins. This attack does 20 damage times the number of heads.

Scyther (*Discovery / Common*)  
 HP 50  
**WK**= F, **RS** = none, **RC** = 0

G, U-Turn, 10  
- After dealing damage, if you have any benched Pokémon, you may switch this Pokémon with one of them.

GCC, Slash, 30

Scizor (*Discovery / Rare*)  
 HP 80  
**WK**= F, **RS** = G, **RC** = 1

GC, Slash, 30

GGC, Fury Cutter, 10x  
- Flip 9 coins. This attack does 10 damage times the number of heads.

Heracross (*Destiny / Rare*)  
 HP 70  
**WK**= F, **RS** = none, **RC** = 3

Pokemon Power: Final Blow  
- If Heracross’s remaining HP are 30 or less, Heracross’s Megahorn attack does 80 damage instead of 40. This power stops working if Heracross if Asleep, Confused, or Paralyzed.

GGCC, Megahorn, 40

Crobat (2) (*Laboratory/ Rare*)  
 HP 90  
**WK**= P, **RS** = T, **RC** = 1

G, Critical Strike, 20+  
- This attack does 30 more damage if the Defending Pokémon is affected by a status condition.

GGF, Cross Strike, 40x  
- Flip 2 coins. This attack does 40 damage times the number of heads. If both coins are tails, the Defending Pokémon becomes poisoned and confused.

Celebi (1) (*Discovery / Rare*)  
 HP 50  
**WK**= F, **RS** = none, **RC** = 1

G, Absorb, 10  
- Unless all damage from this attack is prevented, you may remove 1 damage counter from Celebi.

GP, Mystical Leaf, 20  
- CF, if heads, the defending Pokémon is now Poisoned, If tails, the defending Pokémon is now Confused.

***FIRE TYPE***

Cyndaquil (1) (*Genesis / Common*)  
 HP 50  
**WK**= W, **RS** = none, **RC** = 1

F, Burn, 10  
- Unless all damage from this attack is prevented, discard the top card of your opponent’s deck.

FC, Swift, 20   
- Don’t apply weakness and resistance for this attack.

Cyndaquil (2) (*Genesis / Common*)  
 HP 50  
**WK**= W, **RS** = none, **RC** = 1

C, Tackle, 10

FC, Ember, 30  
- Discard 1 F attached to this Pokémon to use this attack.

Quilava (1) (*Genesis / Uncommon*)  
 HP 70  
**WK**= W, **RS** = none, **RC** = 1

FFC, Fire Spin, 30  
- If your opponent has any benched Pokémon, choose 1 of them and this attack does 10 damage to it (Don’t apply weakness and resistance for benched Pokémon).

FFC, Flamethrower, 50  
- Discard 1 F energy attached to this Pokémon in order to use this attack.

Quilava (2) (*Genesis / Uncommon*)  
 HP 60  
**WK**= W, **RS** = none, **RC** = 1

F, Burn, 10  
- Unless all damage from this attack is prevented, discard the top 3 cards of your opponent’s deck.

FFF, Flame Wheel, 50

Typhlosion (1) (*Genesis / Rare*)  
 HP 100  
**WK**= W, **RS** = G, **RC** = 2

Pokémon Power: Fire Boost  
- When you evolve Typhlosion, put 4 F energy cards from your deck into your hand. If you have less than 4, put the remaining F energies into your hand instead. Shuffle your deck afterwards.

FFFF, Eruption, 90-   
- This attack does 10 less damage for each damage counter on this Pokémon.

Typhlosion (2) (*Genesis / Rare*)  
 HP 90  
**WK**= W, **RS** = G, **RC** = 1

F, Burn, 20  
- Unless all damage from this attack is prevented, discard the top 3 cards of your opponent’s deck.

FF, Rushing Flames, 30+  
- Discard any number of F energies attached to this pokémon (min 1). This attack does 20 more damage for each F energy discarded in this way.

Magby (*Genesis / Common*)  
 HP 30  
**WK**= none, **RS** = none, **RC** = 0

C, Smokescreen, 10  
- If the defending Pokémon tries to attack next turn, your opponent flips a coin. If tails, that attack does nothing.

F, Flare, 0  
- Put up to 2 energy cards from your discard pile into your hand.

Magmar (*Genesis / Uncommon*)  
 HP 60  
**WK**= W, **RS** = none, **RC** = 2

F, Smokescreen, 10  
- If the defending Pokémon tries to attack next turn, your opponent flips a coin. If tails, that attack does nothing.

FC, Fire Punch, 30

Slugma (*Discovery / Common*)  
 HP 60  
**WK**= W, **RS** = none, **RC** = 2

FF, Ember, 30

Magcargo (*Discovery / Uncommon*)  
 HP 80  
**WK**= W, **RS** = none, **RC** = 3

F, Flare, 0  
- Put up to 2 energy cards from your discard pile into your hand.

^^ I will probably change this, but I can’t think of anything yet… Do you have ideas?

FFC, Fire Spin, 30  
- If your opponent has any benched Pokémon, choose 1 of them and this attack does 20 damage to it. (Don’t apply weakness and resistance for benched Pokémon).

Houndour (1) (*Discovery / Common*)  
 HP 40  
**WK**= W, **RS** = P, **RC** = 1

F, Smog, 10  
-Flip a coin. If heads, defending Pokémon is now Poisoned.

FC, Ember, 20

Houndour (2) (*Discovery / Common*)  
 HP 50  
**WK**= W, **RS** = none, **RC** = 1

C, Corner, 10   
- The defending Pokémon cannot retreat during your opponent’s next turn.

FC, Threaten, 20  
- Your opponent can’t play trainer cards during his or her next turn.

Houndoom (*Discovery / Rare*)  
 HP 70  
**WK**= W, **RS** = P, **RC** = 1

FC, Burn, 20  
- Unless all damage from this attack is prevented, discard the top 3 cards of your opponent’s deck.

FFC, Midnight Blaze, 30+   
- This attack does 10 more damage for each damage counter on the defending Pokémon.

Vulpix (*Laboratory / Common*)  
 HP 50  
**WK**= W, **RS** = none, **RC** = 1

F, Confuse Ray, 0  
- Flip a coin. If heads, the defending Pokémon is now confused.

FC, Ember, 20

Ninetales (*Laboratory / Uncommon*)  
HP 80  
**WK**= W, **RS** = none, **RC** = 2

F, Mislead, 10  
- Your opponent can’t play trainer cards during his or her next turn.

FFC, Ethereal Flame, 30+  
- This attack does 20 more damage if the defending Pokémon is affected by a status condition. Then, flip a coin. If heads, the defending Pokémon is now confused.

Growlithe (*Genesis / Common*)  
 HP 50  
**WK**= W, **RS** = none, **RC** = 1

C, Roar, 10  
- If your opponent has any benched Pokémon, he or she chooses one of them and switches it with the defending Pokémon. (Do the damage before switching the Pokémon).

CC, Bite, 20

Arcanine (*Genesis / Rare*)  
 HP 90  
**WK**= W, **RS** = none, **RC** = 1

Pokemon Power: Drive Off  
- As long as Arcanine is your active Pokémon, once during your turn (before you attack), if your opponent has any benched Pokémon, he or she chooses 1 of them and switches it with the defending Pokémon.

FCC, Gentle Flames, 50  
- If the defending Pokémon already has damage counters on it, this attack’s base power becomes 30 instead.

Ponyta (*Evolution / Common*)  
 HP 50  
**WK**= W, **RS** = none, **RC** = 1

F, Flare, 0  
- Put up to 2 energy cards from your discard pile into your hand.

CC, Smash Kick, 20

Rapidash (*Evolution / Uncommon*)  
 HP 70  
**WK**= W, **RS** = none, **RC** = 1

CC, Overrun, 20  
- If your opponent has any benched Pokémon, choose 1 of them and this attack does 10 damage to it. Don’t apply weakness and resistance for benched Pokémon.

FCC, Gallop, 30 (Maybe 40?)  
- After doing damage, draw 2 cards.

Flareon (*Revelation / Uncommon*)  
 HP 80  
**WK**= W, **RS** = none, **RC** = 1  
  
C, Quick Attack, 20+  
- Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

FFC, Flamethrower, 50  
- Discard 1 F attached to this Pokémon in order to use this attack.

Moltres (*Evolution / Rare*)  
 HP 70  
**WK**= None, **RS** = T, **RC** = 2  
  
F, Kindling, 0  
- Choose up to 2 energy cards from your discard pile and attach them to this Pokémon.

FFCC, Fire Wing, 40

Entei (1) (*Revelation / Rare*)  
 HP 70  
**WK**= W, **RS** = none, **RC** = 1

Pokémon Power: Energy Burn  
- All energy attached to Entei is turned into F instead of its usual type.

FFF, Fire Spin, 60   
- Discard 2 energy cards attached to this Pokémon in order to use this attack.

Entei (2) *( Promo / Challenge Cup, Ishihara, Water Club)*  
 HP 70  
**WK**= W, **RS** = none, **RC** = 1

Pokémon Power: Step In  
- Once during your turn (before you attack), if this Pokémon is on your bench, you may switch it with your active Pokémon.

FFF, Protective Flame, 40  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

Ho-Oh (1) (*Discovery / Rare*)   
 HP 90  
**WK**= W, **RS** = T, **RC** = 3

FFF, Sacred Fire, 0  
- If your opponent has any benched Pokémon, choose 1 of them and this attack does 30 damage to it. (Don’t apply weakness and resistance for benched Pokémon).

FFFFF, Phoenix Flare, 80

Charmander (*Discovery / Common*)  
 HP 40  
**WK**= W, **RS** = none, **RC** = 1

C, Growl, 0  
- If the defending Pokémon attacks during your opponent’s next turn, any damage done by the attack is reduced by 10 (After applying weakness and resistance). (Benching of evolving either Pokémon ends this effect.)

FC, Ember, 30

^^ Might change this. Too similar to the cyndaquil lines.

Charmeleon (*Discovery / Uncommon*)  
 HP 70  
**WK**= W, **RS** = none, **RC** = 1

FC, Smokescreen, 20  
- If the defending Pokémon tries to attack next turn, your opponent flips a coin. If tails, that attack does nothing.

FCC, Flame Tail, 40

Charizard (*Discovery / Rare*)  
 HP 120   
**WK**= W, **RS** = G, **RC** = 3

CCC, Slash, 40

FLCC, Searing Flame, 100   
- This Pokémon does 40 damage to itself.

***WATER TYPE***

Totodile (1) (*Genesis / Common*)  
 HP 50  
**WK**= G, **RS** = none, **RC** = 1

C, Bite, 10

WC, Rage, 10+  
- Does 10 more damage for each damage counter on this Pokémon.

Totodile (2) (*Genesis / Common*)  
 HP 50  
**WK**= G, **RS** = none, **RC** = 1

W, Water Gun, 10+  
- Does an addition 10 damage for each W energy attached to this Pokémon but not used to pay for its energy cost. You can’t add more than 20 damage in this way.

Croconaw (1) (*Genesis / Uncommon*)  
 HP 70  
**WK**= G, **RS** = none, **RC** = 2

C, Bite, 20

WWC, Clamp, 30  
- The defending Pokémon cannot retreat during your opponent’s next turn.

Croconaw (2) (*Genesis / Uncommon*)  
 HP 70  
**WK**= G, **RS** = none, **RC** = 2

CC, Pounce, 20  
- If the defending Pokémon attacks during your opponent’s next turn, any damage done by the attack is reduced by 10 (After applying weakness and resistance). (Benching of evolving either Pokémon ends this effect.)

WWC, Take Down, 50  
- This Pokémon does 20 damage to itself.

Feraligatr (1) (*Genesis / Rare*)  
 HP 100  
**WK**= G, **RS** = F, **RC** = 3

WC, Clamp, 30  
- The defending Pokémon cannot retreat during your opponent’s next turn.

WWWC, Rampage, 20+   
- Does 10 more damage for each damage counter on this Pokémon.

Feraligatr (2) (*Genesis / Rare*)  
 HP 90  
**WK**= G, **RS** = F, **RC** = 3

Pokémon Power: Scare  
- All Pokémon powers other than Scare stop working.

WWC, Whirlpool, 40  
- If the defending Pokémon has any energy cards attached to it, choose 1 of them and discard it.

Squirtle *(Mystery, Common)* HP 50  
**WK**= G, **RS** = none, **RC** = 1

C, Tackle, 10

WW, Bubble, 20  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Wartortle *(Mystery, Uncommon)* HP 80  
**WK**= G, **RS** = none, **RC** = 2

W, Wave Splash, 20

WCC, Aqua Jet, 30  
- After dealing damage, if you have any benched Pokémon, you may switch this Pokémon with one of them.

Blastoise *(Mystery, Rare)* HP 110  
**WK**= G, **RS** = F, **RC** = 3

WCC, Jet Stream, 30  
- If the defending Pokémon has any energy cards attached to it, choose 1 of them and discard it.

WWC, Hydro Pump, 40+   
- Does an additional 10 damage for each W energy attached to this Pokémon but not used to pay for its energy cost.

Omanyte (*Discovery / Common*)  
 HP 70  
**WK**= G, **RS** = none, **RC** = 1

W, Wrap, 10  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed

WC, Water Gun, 20+  
- Does an addition 10 damage for each W energy attached to this Pokémon but not used to pay for its energy cost. You can’t add more than 20 damage in this way.

Omastar (*Discovery / Uncommon*)  
 HP 90  
**WK**= G, **RS** = none, **RC** = 1

WC, Ancientpower, 30  
- Choose 1 of the defending Pokémon attacks. That Pokémon can’t use that attack during your opponent’s next turn.

WCC, Abyssal Ambush, 30+   
- If the Defending Pokémon already has damage counters on it, this attack does 20 more damage.

Kabuto (*Discovery / Common*)  
 HP 70  
**WK**= G, **RS** = none, **RC** = 1

W, Water Gun, 10+  
- Does an addition 10 damage for each W energy attached to this Pokémon but not used to pay for its energy cost. You can’t add more than 20 damage in this way.

WC, Scratch, 30

Kabutops (1) (*Discovery / Rare*)  
 HP 100  
**WK**= G, **RS** = none, **RC** = 2

C, Slash, 20

W, Hydrocutter, 30x  
- Flip a number of coins equal to the amount of energy attached to this Pokémon. This attack does 20 damage times the number of heads.

Vaporeon (*Revelation / Uncommon*)  
 HP 90  
**WK**= L, **RS** = none, **RC** = 1

C, Sand-Attack, 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.

WW, Surf, 30

Marill (1) (*Genesis / Common*)  
 HP 50  
**WK**= L, **RS** = none, **RC** = 1

C, Curl-Up, 0  
- Flip a coin. If heads, prevent all damage done to this Pokémon during your opponent’s next turn. (Other effects of attacks still happen).

WW, Bubble, 20  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Marill (2) (*Genesis / Common*)  
 HP 50  
**WK**= L, **RS** = none, **RC** = 1

W, Bubble, 10  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

W, Water Gun, 10+  
- Does an addition 10 damage for each W energy attached to this Pokémon but not used to pay for its energy cost. You can’t add more than 20 damage in this way.

Azumarill (1) (*Genesis / Rare*)  
 HP 80  
**WK**= L, **RS** = F, **RC** = 1

C, Tackle, 20

WWW, Bubble Shower, 30  
- Flip a coin. If heads, this attack also does 10 damage to each of the opponent’s benched Pokémon, and the defending Pokémon is now Paralyzed.

Azumarill (2) (*Revelation / Rare*)  
 HP 80  
**WK**= L, **RS** = F, **RC** = 1

WC, Amnesia, 10  
- Choose 1 of the defending Pokémon attacks. That Pokémon can’t use that attack during your opponent’s next turn.

WWC, Aqua Jet, 40  
- After dealing damage, if you have any benched Pokémon, you may switch this Pokémon with one of them.

Poliwag (*Discovery / Common*)  
 HP 40  
**WK**= L, **RS** = none, **RC** = 1

C, Tackle, 10

W, Hypnosis, 0  
- The defending Pokémon is now Asleep.

Poliwhirl (*Discovery / Uncommon*)  
 HP 70  
**WK**= L, **RS** = none, **RC** = 1

W, Bubble, 20  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

CC, Mega Punch, 30

Politoed (*Discovery / Rare*)  
 HP 100  
**WK**= L, **RS** = F, **RC** = 2

Pokémon Power: Rain Dance  
- As often as you like during your turn (before you attack), you may attach 1 W energy card to 1 of your W Pokémon. (This doesn’t use up your 1 energy card attachment for the turn.)

WWW, Surf, 40

Wooper (*Revelation / Common*)  
 HP 50  
**WK**= G, **RS** = none, **RC** = 1

C, Sand-Attack, 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.

CC, Headbutt, 20

Quagsire (*Revelation / Uncommon*)  
 HP 80  
**WK**= G, **RS** = L, **RC** = 2

WC, Surf, 30

TTC, Earthquake, 50  
- Does 10 damage to each of your own benched Pokémon. (Don’t apply weakness and resistance for benched Pokémon.)

Qwilfish (*Discovery / Uncommon*)  
 HP 60  
**WK**= L, **RS** = none, **RC** = 1

W, Poison Sting, 10  
- Flip a coin. If heads, the defending Pokémon is now Poisoned.

WW, Stun Needle, 20  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Sneasel (*Destiny / Rare*)  
 HP 50  
**WK**= T, **RS** = P, **RC** = 1

C, Fury Swipes, 10x  
- Flip 3 coins. This attack does 10 damage times the number of heads.

WWC, Beat Up, 10+  
- Does 10 more damage for each of your benched Pokémon.

Remoraid (*Discovery / Common*)  
 HP 50  
**WK**= L, **RS** = none, **RC** = 0

WW, Snipe, 0  
- If your opponent has any benched Pokémon, choose 1 of them and this attack does 20 damage to it. (Don’t apply weakness and resistance for benched Pokémon.)

Octillery (*Discovery / Rare*)  
 HP 90  
**WK**= L, **RS** = none, **RC** = 2

Pokémon Power: Suction Cups  
- As long as Octillery is your active pokémon, the defending pokémon can’t retreat.

WWC, Octazooka, 40  
- If the defending Pokémon tries to attack during your opponent’s next turn, your opponent flips a coin. If tails, that attack does nothing.

Mantine (*Destiny / Common*)  
 HP 60  
**WK**= L, **RS** = T, **RC** = 1

W, Bubble, 10  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

WW, Agility, 20  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

Horsea (*Revelation / Common*)  
 HP 50  
**WK**= L, **RS** = none, **RC** = 1

W, Water Gun, 10+  
- Does an addition 10 damage for each W energy attached to this Pokémon but not used to pay for its energy cost. You can’t add more than 20 damage in this way.

WW, Aqua Jet, 20  
- After dealing damage, if you have any benched Pokémon, you may switch this Pokémon with one of them.

Seadra (*Revelation / Uncommon*)  
 HP 70  
**WK**= L, **RS** = none, **RC** = 1

WW, Snipe, 0  
- If your opponent has any benched Pokémon, choose 1 of them and this attack does 20 damage to it. (Don’t apply weakness and resistance for benched Pokémon.)

WWC, Water Gun, 30+  
- Does an addition 10 damage for each W energy attached to this Pokémon but not used to pay for its energy cost. You can’t add more than 20 damage in this way.

Kingdra (*Revelation / Rare*)  
 HP 100  
**WK**= none, **RS** = F, **RC** = 2

WW, Dragon Tornado, 30  
- Before doing damage, you may choose 1 of your opponent’s benched Pokémon and switch it with the defending Pokémon.

WWWW, Whirlpool, 60  
- If the defending Pokémon has any energy cards attached to it, choose 1 of them and discard it.

Articuno (*Mystery / Rare*)  
 HP 70  
**WK**= none, **RS** = T, **RC** = 2

Pokémon Power: Quickfreeze  
- When you put Articuno in play during your turn (not during set-up), flip a coin. If heads, the defending Pokémon is now Paralyzed.

WWCC, Blizzard, 40  
- Flip a coin. If heads, This attack does 10 damage to each of your opponent’s benched Pokémon. If tails, this attack does 10 damage to each of your own benched Pokémon. (Don’t apply weakness and resistance for benched Pokémon)

Suicune (*Revelation / Rare*)  
 HP 70  
**WK**= L, **RS** = none, **RC** = 1

Pokémon Power: Pure Body  
- Suicune can’t become Asleep, Confused, Paralyzed or Poisoned.

WWW, Aurora Beam, 30  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Magikarp (*Discovery / Uncommon*)  
 HP 30  
**WK**= L, **RS** = none, **RC** = 0

F, Gold Scale, 0  
- Draw 2 cards.

W, Flail, 10x  
- Does 10 damage times the number of damage counters on this Pokémon.

Gyarados (*Discovery / Rare*)  
 HP 100  
**WK**= L, **RS** = T, **RC** = 3

FW, Rampage, 20+  
- Does 10 more damage for each damage counter on this Pokémon. Flip a coin, if tails, this pokémon is now Confused (after doing damage).

FFWW, Devastate, 80  
- Does 20 damage to each Pokémon on each player’s bench. (Don’t apply weakness and resistance for benched Pokémon). This Pokémon does 30 damage to itself.

Kingdra (*Evolution / Rare*)  
 HP 110  
**WK**= None, **RS** = F, **RC** = 3

WP, Dragonbreath, 30  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

WWPP, Draco Meteor, \*  
- Discard 2 energy cards attached to Kingdra in order to use this attack. Choose 1 of your opponent’s Pokémon. This attack does 80 damage to that Pokémon. (Don’t apply weakness or resistance for this attack.)

***LIGHTNING TYPE***

Jolteon (*Revelation / Uncommon*)  
HP 70  
**WK**= T, **RS** = none, **RC** = 0

L, Energy Boost, 0  
- Search your deck for a basic energy card and attach it to 1 of your Pokémon. Shuffle your deck afterward.

LL, Stun Needle, 20  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Chinchou (1) (*Destiny / Common*)  
HP 40  
**WK**= T, **RS** = none, **RC** = 1

L, Thundershock, 10  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

LC, Spark, 20  
- If your opponent has any benched Pokémon, choose 1 of them, and this attack does 10 damage to it. (Don’t apply weakness and resistance for benched Pokémon).

Chinchou (2) (*Destiny / Common*)  
HP 50  
**WK**= T, **RS** = none, **RC** = 1

C, Curl-Up, 0  
- Flip a coin. If heads, prevent all damage done to this Pokémon during your opponent’s next turn. (Other effects of attacks still happen)

LC, Thundershock, 20  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Lanturn (1) (*Destiny / Uncommon*)  
 HP 90  
**WK**= T, **RS** = none, **RC** = 2

Pokémon Power: Hydroelectric Power  
- Lanturn’s Floodlight attack does 10 more damage for each W energy attached to it.

LL, Floodlight, 20+  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Lanturn (2) (*Revelation / Rare*)  
HP 90  
**WK**= T, **RS** = none, **RC** = 2

LC, Ion Storm, 20  
- This attack does 10 damage to each of your opponent’s benched Pokémon. (Don’t apply weakness and resistance for benched Pokémon.)

LLC, Thunder, 60  
- Flip a coin. If tails, this Pokémon does 20 damage to itself.

Pichu (*Genesis / Rare*)  
HP 30  
**WK**= none, **RS** = none, **RC** = 0

Pokémon Power: Cuteness  
- Prevent all effects of attacks, including damage, done to Pichu by evolved Pokémon (excluding your own).

L, Thunder Jolt, 20  
- Flip a coin. If tails, this Pokémon does 10 damage to itself.

Pikachu (1) (*Destiny / Common*)  
HP 40  
**WK**= T, **RS** = none, **RC** = 1

C, Quick Attack, 10+  
-Flip a coin. If heads, this attack does 20 more damage.

LL, Agility, 20  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

Pikachu (2) (*Colosseum / Common*)  
HP 50  
**WK**= T, **RS** = none, **RC** = 1

C, Hide, 0  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

LC, Spark, 20  
- If your opponent has any benched Pokémon, choose 1 of them, and this attack does 10 damage to it. (Don’t apply weakness and resistance for benched Pokémon).

Raichu (1) (*Destiny / Uncommon*)  
HP 70  
**WK**= T, **RS** = none, **RC** = 1

LL, Thundershock, 20  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

LLL, Lightning Strike, 40  
- You may discard all L attached to Raichu. If you do, this attack does 80 damage instead of 40.

Raichu (2) (*Colosseum/ Rare*)  
HP 80  
**WK**= T, **RS** = none, **RC** = 1

L, Spark, 10  
- If your opponent has any benched Pokémon, choose 1 of them, and this attack does 10 damage to it. (Don’t apply weakness and resistance for benched Pokémon).

LLC, Shock Bolt, 40+  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed. If Raichu’s HP is 30 or less, flip 2 coins instead, and this attack does 10 more damage.

Mareep (1) (*Genesis / Common*)  
HP 40  
**WK**= T, **RS** = none, **RC** = 1

C, Growl, 0  
- If the defending Pokémon attacks during your opponent’s next turn, any damage done by that attack is reduced by 10. (After applying weakness and resistance). (Benching or evolving either Pokémon ends this effect.)

LC, Thundershock, 20  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Mareep (2) (*Genesis / Common*)  
HP 50  
**WK**= T, **RS** = none, **RC** = 1

LC, Thunder Jolt, 30   
- Flip a coin. If tails, this Pokémon does 10 damage to itself.

Flaaffy (1) (*Genesis / Uncommon*)  
HP 70  
**WK**= T, **RS** = none, **RC** = 1

L, Charge, 0  
- Choose up to 2 energy cards from your discard pile and attach them to this Pokémon.

LL, Thunderpunch, 30+  
- Flip a coin. If heads, this attack does 10 more damage. If tails, this pokémon does 10 damage to itself.

Flaaffy (2) (*Genesis / Uncommon*)  
HP 60  
**WK**= T, **RS** = none, **RC** = 1

L, Threaten, 10  
- Your opponent can’t play trainer cards during their next turn.

LC, Thunder Wave, 30  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Ampharos (1) (*Genesis / Rare*)  
HP 90  
**WK**= T, **RS** = none, **RC** = 2

Pokémon Power: Energy Flux  
- As often as you like during your turn (before you attack), you may take 1 L attached to 1 of your Pokémons and attach it to a different one.

LLLC, Gigashock, 40  
- Choose 3 of your opponent’s benched Pokémon and this attack does 10 damage to each of them. (Don’t apply weakness and resistance for benched Pokémon). If your opponent has fewer than 3 benched Pokémon, do the damage to each of them.

Ampharos (2) (*Discovery / Rare*)  
HP 80  
**WK**= T, **RS** = none, **RC** = 2

Pokémon Power: Conductivity  
- Whenever your opponent attaches an energy card to 1 of their pokémon, inflict 10 damage to it. You can’t use more than 1 ‘Conductivity’ power to damage a pokémon in this way.

LLLC, Gigavolt, 40+   
- Flip a coin. If heads, this attack does 20 more damage. If tails, the defending pokémon is now paralyzed.

Magnemite (*Mystery / Common*)  
HP 50  
**WK**= T, **RS** = none, **RC** = 1

L, Magnetism, 0  
- If your opponent has any benched Pokémon, you may choose 1 of them and switch it with the defending Pokémon.

LC, Thundershock, 20  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Magneton (*Mystery / Uncommon*)  
HP 80  
**WK**= T, **RS** = none, **RC** = 2

Pokémon Power: Disruption  
- When Magneton enters play, your opponent cannot play any trainer cards during his or her next turn.

LLC, Steel Wave, 30  
- This attack does 10 damage to each of your opponent’s benched Pokémon. (Don’t apply weakness and resistance for benched Pokémon.)

Voltorb (*Laboratory / Common*)  
HP 40  
**WK**= T, **RS** = none, **RC** = 1

L, Swift, 20  
- Don’t apply weakness and resistance for this attack.

Electrode (*Laboratory / Uncommon*)  
HP 80  
**WK**= T, **RS** = none, **RC** = 2

LC, Energy Boost, 0  
- Search your deck for a basic energy card and attach it to 1 of your Pokémon. Shuffle your deck afterward.

LLC, Energy Burst, 10x  
- This attack does 10 damage times the number of energy cards attached to both Electrode and the defending Pokémon.

Elekid (*Discovery / Common*)  
HP 30  
**WK**= none, **RS** = none, **RC** = 0

L, Thundershock, 10  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Electabuzz (*Discovery / Uncommon*)  
HP 60  
**WK**= T, **RS** = none, **RC** = 1

CC, Swift, 20  
- Don’t apply weakness and resistance for this attack.

LL, Thunderpunch, 30+  
- Flip a coin. If heads, this attack does 10 more damage. If tails, this pokémon does 10 damage to itself.

Zapdos (*Laboratory / Rare*)  
HP 70  
**WK**= none, **RS** = T, **RC** = 1

L, Thundershock, 10  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

LLC, Lightning Burn, 30  
- After doing damage, flip a coin. If heads, this attack does 20 damage to 1 of your opponent’s benched Pokémon. (Don’t apply weakness and resistance for benched Pokémon.) If tails, Zapdos does 10 damage to itself.

Raikou (*Revelation / Rare*)  
HP 70  
**WK**= T, **RS** = none, **RC** = 1

Pokémon Power: Lightning Burst  
- When you put Raikou into play during your turn (not during setup), do 30 damage to a Pokémon other than Raikou chosen at random (Don’t apply weakness and resistance)

LLL, Thunder, 60  
- Flip a coin. If tails, this Pokémon does 30 damage to itself.

Raichu (3) (*Destiny / Rare*)  
HP 90  
**WK**= T, **RS** = none, **RC** = 1

LW, Spark, 20  
- If your opponent has any benched Pokémon, choose 1 of them and this attack does 10 damage to it. (Don’t apply weakness and resistance for benched Pokémon).

LLWW, Thundersquall, 60  
- For each of your opponent’s benched Pokémon, Flip a coin. If heads, this attack does 20 damage to it. (Don’t apply weakness and resistance for benched Pokémon).

***FIGHTING TYPE***

Poliwrath (*Discovery / Uncommon*)  
HP 110  
**WK**= P, **RS** = none, **RC** = 2

TC, Mega Punch, 30

TTCC, Submission, 70  
- This Pokémon does 20 damage to itself.

Aerodactyl (*Destiny / Uncommon*)  
HP 60  
**WK**= W, **RS** = T, **RC** = 1

C, Fossil Hunt, 0  
- Search your deck for a Fossil Egg card and put it onto your bench. Shuffle your deck afterwards. (You can’t use this attack if your bench is full).

FC, Rising Lunge, 20+  
- Flip a coin. If heads, this attack does 20 damage plus 20 more damage.

Sudowoodo (*Revelation / Uncommon*)  
HP 60  
**WK**= W, **RS** = none, **RC** = 3

T, Flail, 10x  
- Does 10 damage times the number of damage counters on this Pokémon.

TC, Rock Throw, 20

Gligar (*Revelation / Uncommon*)  
HP 50  
**WK**= W, **RS** = T, **RC** = 0

TC, Stun Poison, 10  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed and Poisoned.

Onix (*Genesis / Common*)  
HP 60  
**WK**= G, **RS** = none, **RC** = 2

C, Leer, 0  
- Flip a coin. If heads, the Defending Pokémon can’t attack this Pokémon during your opponent’s next turn. Benching or Evolving either pokémon ends this effect.

TT, Rage, 10+  
- Does 10 more damage for each damage counter on this Pokémon.

Steelix (1) (*Genesis / Rare*)  
HP 110  
**WK**= F, **RS** = G, **RC** = 4

FC, Heavy Slam, 40-  
- This attack does 10 less damage for each \* in the defending Pokémon’s Retreat Cost.

TTCC, Iron Tail, 50  
- All damage done by attacks to this Pokémon during your opponent’s next turn is reduced by 20 (After applying weakness and resistance).

Shuckle (*Destiny / Common*)  
HP 60  
**WK**= W, **RS** = none, **RC** = 1

C, Withdraw, 0  
- Flip a coin. If heads, prevent all damage done to this Pokémon during your opponent’s next turn. (Other effects of attacks still happen).

TT, Wrap, 20  
- Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Swinub (*Revelation / Common*)  
HP 50  
**WK**= G, **RS** = L, **RC** = 1

C, Tackle, 10

FC, Take Down, 40  
- This Pokémon does 20 damage to itself

Piloswine (*Revelation / Uncommon*) (Come back to this one)  
HP 80  
**WK**= G, **RS** = L, **RC** = 3

TC, Ram, 30  
- If your opponent has any benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon).

TTTC, Earthquake, 70  
- Does 10 damage to each of your benched Pokémon. (Don’t apply weakness and resistance for benched Pokémon)

Corsola (*Destiny / Common*)  
HP 50  
**WK**= G, **RS** = none, **RC** = 1

W, Recover, 0  
- Discard 1 W energy card attached to this Pokémon in order to remove all damage counters from it.

TC, Spike Cannon, 30x  
- Flip 2 coins., This attack does 30 damage times the number of heads.

Phanpy (1) (*Genesis / Uncommon*)  
HP 50  
**WK**= G, **RS** = L, **RC** = 1

C, Tackle, 10

TC, Ram, 20  
- If your opponent has any benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon).

Phanpy (2) (*Destiny / Common*)  
HP 60  
**WK**= G, **RS** = L, **RC** = 1

T, Sand-Attack, 10  
- If the Defending Pokémon tried to attack during your opponent’s next turn, your opponent flips a coin. If tails, that attack does nothing.

C, Flail, 10x  
- Does 10 damage times the number of damage counters on this Pokémon.

Donphan (1) (*Genesis / Uncommon*)  
HP 80  
**WK**= G, **RS** = L, **RC** = 3

C, Flail, 10x  
- Does 10 damage times the number of damage counters on this Pokémon.

TCC, Rapid Spin, 40  
- After dealing damage, if you have any benched Pokémon, you may switch this Pokémon with one of them.

Donphan (2) (*Destiny / Rare*)  
HP 80  
**WK**= G, **RS** = L, **RC** = 3

TTC, Thrash, 30  
- Unless this attack knocks out the Defending Pokémon, return the Defending Pokémon and all cards attached to it to your opponent’s hand.

TTTT, Great Tusk, 60

Machop (*Evolution / Common*)  
HP 50  
**WK**= P, **RS** = none, **RC** = 1

TC, Low Kick, 10x  
- This attack does 10 damage for each \* in the defending Pokémon’s Retreat Cost.

TC, Fling, 20  
- If your opponent has any benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon).

Machoke (*Evolution / Uncommon*)  
HP 50  
**WK**= P, **RS** = none, **RC** = 2

TC, Mega Punch, 30

TTC, Vital Throw, 50-  
- This attack does 10 less damage for each \* in the defending Pokémon’s retreat cost. Then, if your opponent has any benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon).

Machamp (*Evolution / Rare*)  
HP 110  
**WK**= P, **RS** = none, **RC** = 3

TC, Drag Off, 30  
- Before doing damage, you may choose 1 of your opponent’s benched Pokémon and switch it with the Defending Pokémon.

TTCC, Iron Fist, 40+  
- This attack does 10 more damage for each Pokémon you have with damage counters on them.

Tyrogue (*Genesis / Uncommon*)  
HP 30  
**WK**= none, **RS** = none, **RC** = 0

T, Call for Friend, 0  
- Search your deck for a basic T Pokémon card and put it onto your bench. Shuffle your deck afterwards. (You can’t use this attack if your bench is full)

T, Smash Kick, 30  
- Flip a coin. If tails, this attack does nothing.

Hitmonlee (*Revelation / Uncommon*)  
HP 50  
**WK**= P, **RS** = none, **RC** = 2

T, Low Kick, 10x  
- This attack does 10 damage for each \* in the defending Pokémon’s Retreat Cost.

TTC, High Jump Kick, 50  
-Flip a coin. If tails, this Pokémon does 30 damage to itself.

Hitmonchan (*Discovery / Uncommon*)  
HP 60  
**WK**= P, **RS** = none, **RC** = 3

T, Jab, 20

TTC, Special Punch, 30  
- Don’t apply weakness and resistance for this attack.

Hitmontop (*Destiny / Rare*)  
HP 60  
**WK**= P, **RS** = none, **RC** = 1

C, Curl-Up, 0  
- Flip a coin. If heads, prevent all damage done to this Pokémon during your opponent’s next turn. (Other effects of attacks still happen)

TTT, Triple Kick, 30x  
- Flip 3 coins. This attack does 30 damage times the number of heads.

Rhyhorn (*Evolution / Uncommon*)  
HP 60  
**WK**= G, **RS** = L, **RC** = 2

TC, Rage, 10+  
- Does 10 more damage for each damage counter on this Pokémon.

TC, Take Down, 30 (30 just because the recoil synergizes with Rage, and 40 is a lot for a 60HP basic)  
- This Pokémon does 20 damage to itself.

Rhydon (*Evolution / Rare*)  
HP 110  
**WK**= G, **RS** = L, **RC** = 4

TCC, Stomp, 30+  
- Flip a coin. If heads, this attack does 20 more damage.

TTTC, Horn Drill, 100  
- After doing damage, Rhydon cannot use this attack again as long as it is in play. (Even putting Rhydon on the bench won’t let you use it again.)

Larvitar (*Discovery / Common*)  
HP 50  
**WK**= G, **RS** = L, **RC** = 1

C, Leer, 0  
- Flip a coin. If heads, the Defending Pokémon can’t attack this Pokémon during your opponent’s next turn. (Benching or evolving either Pokémon ends this effect.)

TC, Rock Throw, 20

Pupitar (*Discovery / Uncommon*)  
HP 70  
**WK**= G, **RS** = L, **RC** = 2

CC, Tackle, 30

TT, Sandstorm, 20  
- This attack does 10 damage to each of your opponent’s benched Pokémon. (Don’t apply weakness and resistance for benched Pokémon).

Tyranitar (1) (*Discovery / Rare*)  
HP 100  
**WK**= G, **RS** = P, **RC** = 4

TTC, Hyper Beam, 40  
- If the Defending Pokémon has any energy cards attached to it, choose 1 of them and discard it.

TTCC, Trample, 60  
- For each of your opponent’s benched Pokémon, Flip a coin. If heads, this attack does 20 damage to it. (Don’t apply weakness and resistance for benched Pokémon)

Kabutops (2) (*Revelation / Rare*)   
HP 90amph  
**WK**= G, **RS** = none, **RC** = 2

Pokémon Power: Primal Aura   
- No more evolution cards can be played.

GTT, Drain Slash, 50  
- Unless all damage from this attack is prevented, you may remove 2 damage counters from Kabutops.

Steelix (2) (*Genesis / Rare*)  
HP 100  
**WK**= F, **RS** = G, **RC** = 4

LT, Sandstorm, 20  
- This attack does 10 damage to each of your opponent’s benched Pokémon. (Don’t apply weakness and resistance for benched Pokémon)

LLTT, Tectonic Rift, 60  
- Unless all damage from this attack is prevented, discard the top 5 cards of your opponent’s deck.

Tyranitar (2) (*Discovery / Rare*)  
HP 100  
**WK**= none, **RS** = P, **RC** = 3

FT, Mountain Crush, 30  
- Flip a coin until you get tails. For each heads, discard the top 2 cards of your opponent's deck.

FFTT, Hyper Beam, 70  
- If the Defending Pokémon has any energy cards attached to it, choose 1 of them and discard it.

***PSYCHIC TYPE***

Gastly (*Destiny / Common*)  
HP 30  
**WK**= none, **RS** = T, **RC** = 0

P, Nightmare, 10  
- The Defending Pokémon is now Asleep.

Haunter (*Destiny / Uncommon*)  
HP 60  
**WK**= none, **RS** = T, **RC** = 0

P, Hex, 10+  
- If the defending Pokémon is affected by a status condition, this attack does 20 more damage.

PC, Confuse Ray, 20  
- Flip a coin. If heads, the Defending Pokémon is now Confused.

Gengar (*Destiny / Rare*)  
HP 80  
**WK**= none, **RS** = T, **RC** = 1

Pokémon Power: Deep Sleep  
- All players must flip 2 coins instead of 1 when checking Pokémon that are asleep at the end of each turn. If either of them is tails, that Pokémon is still asleep.

PPC, Nightmare, 30  
- The defending Pokémon is now Asleep.

Mewtwo (1) (*Destiny / Rare*)  
HP 60  
**WK**= P, **RS** = none, **RC** = 2

P, Swift, 10  
- Don’t apply weakness and resistance for this attack.

PPC, Psychic, 20+  
- Does 10 more damage for each energy card attached to the Defending Pokémon.

Mew (1) (*Revelation / Rare*)  
HP 50  
**WK**= P, **RS** = none, **RC** = 1

P, Devolution Beam, 0   
- Choose an evolved Pokémon (yours or your opponent’s). Return the highest stage evolution card on that Pokémon to its player’s hand.

PP, Super Psywave, \*  
- Choose 1 of your opponent’s pokémon. This attack does 10 damage times the number of energy cards on that pokémon. (Don’t apply weakness and resistance.)

Natu (*Revelation / Common*)  
HP 40  
**WK**= P, **RS** = T, **RC** = 0

C, Peck, 10

PP, Psywave, 0  
- If your opponent has any benched Pokémon, choose 1 of them and this attack does 20 damage to it. Don’t apply weakness and resistance for benched Pokémon.

Xatu (*Revelation / Uncommon*)  
HP 90  
**WK**= P, **RS** = T, **RC** = 1

P, Prophecy, 0  
- Look at up to 3 cards from the top of either player’s deck and rearrange them as you like.

PPC, Confuse Ray, 30  
- Flip a coin. If heads, the Defending Pokémon is now Confused.

Espeon (1) (*Discovery / Rare*)  
HP 70  
**WK**= P, **RS** = none, **RC** = 0

Pokémon Power: Precognition  
- Your opponent plays with his or her hand revealed.

PPC, Psychic, 30+  
- Does 10 more damage for each energy card attached to the Defending Pokémon.

Espeon (2) (*Destiny / Rare*)  
HP 60  
**WK**= P, **RS** = T, **RC** = 0

P, Psylock, 10  
- During your opponent’s next turn, the defending Pokémon can’t retreat.

PPC, Psysplash, 10x  
- This attack does 10 damage to each of your opponent’s Pokémon for each energy card attached to that Pokémon. Don’t apply weakness and resistance for this attack.

Umbreon (*Discovery / Rare*)  
HP 80  
**WK**= none, **RS** = P, **RC** = 1

PC, Threaten, 20  
- Your opponent can’t play trainer cards during his or her next turn.

PPC, Feint Attack, \*  
- Choose 1 of your opponent’s pokémon. This attack does 40 damage to it. Don’t apply weakness or resistance for this attack.

Murkrow (*Revelation / Uncommon*)  
HP 40  
**WK**= none, **RS** = P, **RC** = 0

C, Threaten, 10  
- Your opponent can’t play trainer cards during his or her next turn.

CC, Pester, 10+  
- If the defending Pokémon already has damage counters on it, this attack does 20 more damage.

Abra (*Laboratory/ Common*)  
HP 40  
**WK**= P, **RS** = none, **RC** = 1

P, Teleport, 10  
- After doing damage, if you have any benched Pokémon, you may switch this Pokémon with one of them.

PC, Confuse Ray, 10  
- Flip a coin. If heads, the Defending Pokémon is now Confused.

Kadabra (*Laboratory / Uncommon*)  
HP 70  
**WK**= P, **RS** = none, **RC** = 1

PC, Kinesis, 20  
- If the defending Pokémon tries to attack next turn, your opponent flips a coin. If tails, that attack does nothing.

PP, Mind Shock, 30   
- Don’t apply weakness and resistance for this attack.

Alakazam (*Laboratory / Rare*)  
HP 100  
**WK**= P, **RS** = none, **RC** = 3

PP, Psymimic, \*  
- Choose 1 of the Defending Pokémon’s attacks. Psymimic copies that attack, except for its energy costs. (No matter what type the Defending Pokémon is, this Pokémon type is the same)

PPC, Psychic, 30+  
- Does 10 more damage for each energy card attached to the Defending Pokémon.

Slowpoke (*Genesis / Uncommon*)  
HP 60  
**WK**= P, **RS** = none, **RC** = 1

C, Nap, 0  
- Remove 1 damage counter from this Pokémon.

CC, Bite, 20

Slowbro (*Genesis / Uncommon*)  
HP 80  
**WK**= P, **RS** = none, **RC** = 2

P, Barrier, 10  
- All damage done by attacks to this Pokémon during your opponent’s next turn is reduced by 20. (After applying weakness and resistance)

PP, Amnesia, 30  
- Choose 1 of the Defending Pokémon’s attacks. That Pokémon can’t use that attack during your opponent’s next turn.

Slowking (*Genesis / Rare*)  
HP 90  
**WK**= P, **RS** = none, **RC** = 3

Pokémon Power: Damage Swap  
- As often as you like during your turn (before you attack), you may move 1 damage counter from 1 of your Pokémon to another as long as you don’t knock out that Pokémon.

PPP, Psyshock, 20  
- Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, it becomes Confused instead.

Misdreavus (*Revelation / Rare*)  
HP 50  
**WK**= none, **RS** = T, **RC** = 1

P, Nightmare, 10  
- The Defending Pokémon is now Asleep.

PPC, Pain Split, 0  
- Put damage counters on the Defending Pokémon equal to half its remaining HP (rounded up to the nearest 10). Then, remove 1 damage counter from Misdreavus (If any).

Unown [A] (*Revelation / Common*)  
HP 40  
**WK**= P, **RS** = none, **RC** = 1

P, Scavenge, 0  
- Discard 1 P energy card attached to this Pokémon in order to use this attack. Put a trainer card from your discard pile into your hand.

P, Hidden Power , 10

Unown [J] *(Promo / Challenge Cup)*  
HP 50  
**WK**= P, **RS** = none, **RC** = 1

P, Symbol Swarm, 0  
- Search your deck for a basic Pokémon named Unown [A] or Unown [J] card and put it onto your bench. Shuffle your deck afterward. (You can’t use this attack if your bench is full)

PP, Unknown Spell, 20x  
- This attack does 20 damage times the number of Unown [A] you have in play.

Wobuffet (*Destiny / Uncommon*)  
HP 90  
**WK**= P, **RS** = none, **RC** = 3

Pokémon Power: Wobbling  
- Whenever your opponent’s attack damages Wobuffet (even if Wobuffet is knocked out), this power does 10 damage to the attacking Pokémon. (Don’t apply weakness and resistance)

P, Counter, 0  
- If Wobuffet was attacked last turn, do the final result of that attack on Wobuffet to the Defending Pokémon.

Girafarig (*Revelation / Common*)  
HP 50  
**WK**= P, **RS** = none, **RC** = 2

CC, Agility, 20  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

PP, Confuse Ray, 20  
- Flip a coin. If heads, the Defending Pokémon is now Confused.

Smoochum (*Destiny / Common*)  
HP 30  
**WK**= none, **RS** = none, **RC** = 0

P, Psykiss, 0  
- If the Defending Pokémon has any energy cards attached to it, choose 1 of them and discard it.

Jynx (*Destiny / Uncommon*)  
HP 60  
**WK**= P, **RS** = none, **RC** = 2

P, Confuse Ray, 10  
- Flip a coin. If heads, the Defending Pokémon is now Confused.

PC, Meditate, 10+  
- This attack does 10 more damage for each damage counter on the Defending Pokémon.

Celebi (2) (*Revelation / Rare*)  
HP 50  
**WK**= P, **RS** = none, **RC** = 1

P, Time Loop, 0  
- Discard 1 P in order to use this attack. Choose a Pokémon on your bench. Shuffle it and all cards attached to it into your deck.

PC, Psywave, 10  
- If your opponent has any benched Pokémon, choose 1 of them and this attack does 10 damage to it. Don’t apply weakness and resistance for benched Pokémon.

Mewtwo (2) (*Destiny / Rare*)  
HP 70  
**WK**= P, **RS** = none, **RC** = 3

FP, Barrier, 20  
- All damage done by attacks to this Pokémon during your opponent’s next turn is reduced by 20. (After applying weakness and resistance)

FPP, Psyburn, 10+  
- Does 20 more damage for each energy card attached to the defending Pokémon.

Mew (2) (*Revelation / Rare*)  
HP 50  
**WK**= P, **RS** = none, **RC** = 1

Pokémon Power: Mythical Shield  
- Whenever an attack (including your own) does 30 or more damage to Mew (After applying weakness and resistance), prevent that damage. (Any other effects of attacks still happen.

WP, Mystery Attack, ?  
- Does a random amount of damage to the Defending Pokémon and may cause a random effect to the Defending Pokémon.

Shadow Lugia *(Imakuni, Ishihara, Ronald)*  
** HP 80   
**WK**= none, **RS** =T, **RC** = 3

Pokémon Power: Dark Descent  
- When you put Shadow Lugia into play (Not during set-up), this power deals 10 damage to each of your opponent’s benched Pokémon. (Don’t apply weakness or resistance for benched Pokémon).

FFP, Shadow Blast, 40+  
- Does an additional 20 damage for each P energy attached to this Pokémon but not used to pay for this attack’s energy cost. You can’t add more than 80 damage this way.

***COLORLESS TYPE***

Snorlax (*Evolution / Uncommon*)  
HP 80  
**WK**= T, **RS** = none, **RC** = 4

CC, Rest, 0   
- Heal 30 damage from Snorlax. Then, Snorlax is now Asleep.

CCCC, Body Slam, 30  
- Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Dratini (*Revelation / Common*)  
HP 50  
**WK**= none, **RS** = none, **RC** = 1

C, Dragon Smash, 30   
- Flip a coin. If tails, this attack does nothing.

Dragonair (*Revelation / Uncommon*)  
HP 80  
**WK**= none, **RS** = none, **RC** = 2

CC, Healing Light, 0  
- Heal 10 damage from all of your Pokémon in play.

CCC, Agility, 20  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

Dragonite (*Revelation / Rare*)  
HP 120  
**WK**= none, **RS** = T, **RC** = 2

Pokémon Power: Tailwind  
- As long as Dragonite is benched, reduce the retreat cost of your active Pokémon by 1.

CCCC, Dragon Tail, 40x   
- Flip 2 coins. This attack does 40 damage times the number of heads.

Sentret (*Genesis / Uncommon*)  
HP 50  
**WK**= T, **RS** = none, **RC** = 0

C, Fetch, 0  
- Draw a card

CC, Tackle, 20

Furret (*Genesis / Uncommon*)  
HP 60  
**WK**= T, **RS** = P, **RC** = 0

C, Quick Attack, 20+  
- Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

CCC, Slam, 30x  
- Flip 2 coins. This attack does 30 damage times the number of heads.

Hoothoot (*Revelation / Common*)  
HP 40  
**WK**= L, **RS** = T, **RC** = 0

C, Hypnosis, 0  
- The Defending Pokémon is now Asleep.

CC, Peck, 20

Noctowl (1) (*Revelation / Uncommon*)  
HP 70  
**WK**= L, **RS** = T, **RC** = 0

CC, Talon Clutch, 10  
- If your opponent has any benched Pokémon, you may choose 1 of them and switch it with the defending Pokémon before doing damage. Then, the defending Pokémon can’t retreat during your opponent’s next turn.

CCC, Wing Attack, 30

Cleffa (*Revelation / Common*)  
HP 30  
**WK**= none, **RS** = none, **RC** = 0

CC, EEEEK, 0  
- Shuffle your hand into your deck, then draw 7 cards.

Clefairy (*Revelation / Common*)  
HP 50  
**WK**= T, **RS** = P, **RC** = 1

C, Sing, 0  
- The Defending Pokémon is now Asleep

CCC, Doubleslap, 20x  
- Flip 2 coins. This attack does 20 damage times the number of heads.

Clefable (*Revelation / Rare*)  
HP 80  
**WK**= T, **RS** = P, **RC** = 2

Pokémon Power: Moonlight  
- Once per turn (before you attack), you may search your deck for a basic energy card and add it to your hand. Shuffle your deck afterward.

CCC, Body Slam, 30  
- Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Igglybuff (*Discovery / Common*)  
HP 30  
**WK**= none, **RS** = none, **RC** = 0

C, Expand, 10  
- All damage done to this Pokémon during your opponent’s next turn is reduced by 10 (After applying weakness and resistance).

Jigglypuff (*Discovery / Common*)  
HP 60  
**WK**= T, **RS** = none, **RC** = 1

C, Nap, 0  
- Remove 1 damage counter from this Pokémon.

CC, Lullaby, 10  
- The Defending Pokémon is now Asleep.

Wigglytuff (*Discovery / Uncommon*)  
HP 90  
**WK**= T, **RS** = P, **RC** = 2

C, Friendship Song, 0  
- Each player fills his or her bench with basic Pokémon chosen at random from his or her deck. If a player has fewer basic Pokémon than that in his or her deck, he or she chooses all of them. Each player shuffled their decks afterwards.

CCC, Expand, 30  
- All damage done to this Pokémon during your opponent’s next turn is reduced by 10 (After applying weakness and resistance).

Togepi (1) (*Genesis / Uncommon*)  
HP 40  
**WK**= T, **RS** = none, **RC** = 1

C, Snivel, 0  
- If the Defending Pokémon attacks during your opponent’s next turn, any damage done by that attack is reduced by 20 (After applying weakness and resistance) (Benching or evolving either Pokémon ends this effect.)

CC, Tackle, 20

Togepi (2) (*Destiny / Common*)  
HP 40  
**WK**= T, **RS** = none, **RC** = 1

C, Energy Boost, 0  
- Search your deck for a basic energy card and attach it to 1 of your Pokémon. Shuffle your deck afterward.

C, Pound, 10

Togetic (1) (*Genesis / Rare*)  
HP 70  
**WK**= none, **RS** = T, **RC** = 0

C, Metronome, 0  
- Choose 1 of the Defending Pokémon’s attacks. Metronome copies that attack, except for its energy costs. (No matter what type the Defending Pokémon is, this Pokémon type is the same)

CCC, Fly, 30  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

Togetic (*Destiny / Rare*)  
HP 70  
**WK**= none, **RS** = T, **RC** = 1

Pokémon Power: Altruism  
- As often as you like during your turn (Before your attack), you may move 1 damage from 1 of your Pokémon to Togetic as long as you don’t knock out Togetic.

CC, Sweet Kiss, 20  
- Unless all damage from this attack is prevented, draw 2 cards.

Aipom (*Destiny / Common*)  
HP 40  
**WK**= T, **RS** = P, **RC** = 0

C, Fetch, 0  
- Draw a card.

CC, Tail Grab, 20  
- Flip a coin. If heads, draw a card.

Eevee (*Revelation / Common*)  
HP 50  
**WK**= T, **RS** = none, **RC** = 1

C, Energy Evolution, 0  
- Search your deck for a card that evolves from Eevee and put it into your hand. Shuffle your deck afterwards.

C, Tackle, 10

Dunsparce (*Revelation / Common*)  
HP 40  
**WK**= T, **RS** = P, **RC** = 0

C, Gaze, 10  
- Flip a coin. If heads, the Defending Pokémon is now Paralyzed

CCC, Fly, 30  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks, including damage, don’t to this Pokémon. If tails, this attack does nothing.

Snubbull (*Destiny / Common*)  
HP 50  
**WK**= T, **RS** = none, **RC** = 1

C, Roar, 10  
- If your opponent has any benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon).

CC, Lick, 10  
- Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Granbull (*Destiny / Uncommon*)  
HP 70  
**WK**= T, **RS** = P, **RC** = 2

CC, Roar, 20  
- If your opponent has any benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon).

CCC, Rampage, 30+  
- Does 10 more damage for each damage counter on this Pokémon. Flip a coin. If tails, this Pokémon is now confused (After doing damage).

Teddiursa (*Destiny / Common*)  
HP 50  
**WK**= T, **RS** = none, **RC** = 1

C, Nap, 0  
- Remove 1 damage counter from this Pokémon.

C, Fury Swipes, 10x  
- Flip 3 coins. This attack does 10 damage times the number of heads.

Ursaring (*Destiny / Rare*)  
HP 90  
**WK**= T, **RS** = P, **RC** = 3

CCC, Body Slam, 30  
- Flip a coin. If heads, this Defending Pokémon is now Paralyzed.

CCCC, Slam, 40x  
- Flip 2 coins. This attack does 40 damage times the number of heads.

Delibird (*Destiny / Rare*)  
HP 60  
**WK**= L, **RS** = T, **RC** = 1

CC, Surprise Present, \*  
- Flip 3 coins. If exactly 1 is heads, this attack does 40 damage. If exactly 2 are heads, heal 30 damage from the defending Pokémon. If all 3 are heads, this attack does 80 damage. If all 3 are tails, heal all damage from the defending Pokémon.

Skarmory (*Genesis / Rare*)  
HP 60  
**WK**= F, **RS** = G, **RC** = 2

C, Peck, 10

CCC, Steel Wing, 30  
- All damage done to this Pokémon during your opponent’s next turn is reduced by 10 (After applying weakness and resistance).

Porygon (*Destiny / Common*)  
HP 50  
**WK**= T, **RS** = none, **RC** = 1

C, Data Sort, 0  
- Draw a card.

CC, Tackle, 20

Porygon2 (*Destiny / Rare*)  
HP 80  
**WK**= T, **RS** = P, **RC** = 2

C, Conversion2, 0  
- Change Porygon2’s resistance to a type of your choice other than colorless.

CCC, Data Distortion, 40  
- After doing damage, you may change the weakness of the defending Pokémon to a type other than colorless.

Stantler (*Revelation / Common*)  
HP 60  
**WK**= T, **RS** = P, **RC** = 2

CC, Confuse Ray, 10  
-Flip a coin. If heads, the Defending Pokémon is now Confused.

CCC, Stomp, 20+  
- Flip a coin. If heads, this attack does 20 damage plus 20 more damage. If tails, this attack does 20 damage.

Smeargle (*Discovery / Rare*)  
HP 50  
**WK**= T, **RS** = none, **RC** = 1

CC, Sketch, 0  
- Choose 1 of the Defending Pokémon’s attacks. Sketch copies that attack, except for its energy costs. (No matter what type the Defending Pokémon is, this Pokémon type is the same)

Miltank (*Discovery / Uncommon*)  
HP 70  
**WK**= T, **RS** = P, **RC** = 2

C, Milk Drink, 0  
- Remove 2 damage counters from this Pokémon.

CCC, Body Slam, 20  
- Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Chansey (*Destiny / Common*)  
HP 80  
**WK**= T, **RS** = none, **RC** = 2

C, Pound, 10

CCC, Double-Edge, 40  
- This Pokémon does 20 damage to itself.

Blissey (*Destiny / Rare*)  
HP 120  
**WK**= T, **RS** = P, **RC** = 2

Pokémon Power: Softboiled  
-When you put Blissey into play, remove 4 damage counters from each of your Pokémon. If a Pokémon has fewer damage counters than that, remove all of them from that Pokémon.

CCCC, Body Slam, 30  
- Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Lugia (*Revelation / Rare*)  
HP 80  
**WK**= P, **RS** = F, **RC** = 2

C, Energy Absorption, 0  
- Choose up to 2 energy cards from discard pile and attach them to this Pokémon.

FLW, Elemental Blast, 60  
- Discard all energy cards on this Pokémon in order to use this attack.

Noctowl (2) (*Revelation / Rare*)  
HP 70  
**WK**= L, **RS** = F, **RC** = 1

Pokémon Power: Shiny Feather  
- When you put Noctowl into play, if there are any cards in your discard pile, choose 1 of them and add it to your hand.

LPC, Piercing Gaze, 30  
- Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, it becomes Confused instead.

Crystal Charizard *(Hall of Honor)*  
HP 110  
**WK**= none, **RS** = G, **RC** = 3

FFT, Flames of Rage, 20+  
- Discard a F energy attached to Charizard in order to use this attack. This attack does 20 damage plus 10 more for each damage counter on Charizard.

FFTT, Blast Burn, 100  
- During your opponent’s next turn, all damage done to Charizard is doubled (After applying Weakness and Resistance).

Crystal Lugia *(Hall of Honor)*  
HP 70  
**WK**= none, **RS** = F, **RC** = 3

WL, Whirlwind, 30  
- Before doing damage, you may switch the defending pokémon with one of your opponent’s benched pokémon.

WWL, Aeroblast, 30+  
- Flip 2 coins. This attack does an additional 20 damage for each heads.

Crystal Ho-Oh *(Hall of Honor)*  
HP 70  
**WK**= none, **RS** = G, **RC** = 3

FT, Holy Flame, 20  
- Heal 10 damage from this pokémon.

FFTT, Sacred Fire, 50  
- Flip a coin. If heads, This attack does 10 damage to each of your opponent’s benched Pokémon. If tails, this attack does 10 damage to each of your own benched Pokémon. (Don’t apply weakness and resistance for benched Pokémon)

Crystal Celebi *(Hall of Honor)*   
HP 70  
**WK**= none, **RS** = W, **RC** = 2

G, Energy Growth, 0  
- Search your deck for a basic energy card and attach it to one of your pokémon. Shuffle your deck afterwards.

GGP, Mega Drain, 40  
- Heal damage from this Pokémon equal to half the damage done to the defending Pokémon, rounded up to the nearest 10 (After applying weakness and resistance).

***TRAINERS***

Professor Elm (*Genesis / Uncommon*)  
  
- Discard your hand and draw 6 cards.

Team Rocket’s Evil Deeds (*Destiny / Uncommon*)  
  
- Your opponent shuffles his or her hand into his or her deck, then draws 4 cards.

Mail From Bill (*Discovery / Common*)  
  
- Draw 2 cards.

Forest Guardian (*Revelation / Common*)  
  
- Choose a Pokémon on your bench. Shuffle it and all cards attached to it into your deck.

Seer (*Discovery / Uncommon*)  
  
- You and your opponent show each other your hands, then shuffle all the trainer cards from your hands into your decks.

Pokémon Fan Club (*Revelation / Uncommon*)  
  
- Choose one Pokémon card from your hand and put it into your deck. Then, choose a different Pokémon card from your deck and add it to your hand. Show both cards to your opponent. Shuffle your deck afterward.

Star Piece (*Revelation / Uncommon*)  
  
- Put a stage 2 Evolution card from your hand on the matching basic Pokémon. You can only play this card when you would be allowed to evolve that Pokémon anyway.

Poké Doll (*Genesis / Uncommon*)  
 *(Original Sprite)*  
- Play Poké Doll as if it were a basic Pokémon. While in play, Poké Doll counts as a Pokémon instead of a trainer card. Poké Doll has no attacks, can’t retreat, and can’t be affected by special conditions. If Poké Doll is knocked out, your opponent does not take a prize. At any time during your turn, you may discard Poké Doll. (Use the Gameboy Pokémon power menus option to do this).

Fossil Egg (*Revelation / Common*)  
  
- Play Fossil Egg as if it were a basic Pokémon. While in play, Fossil Egg counts as a Pokémon instead of a trainer card. Fossil Egg has no attacks, can’t retreat, and can’t be affected by special conditions. If Fossil Egg is knocked out, your opponent does not take a prize. At any time during your turn, you may discard Fossil Egg. (Use the Gameboy Pokémon power menus option to do this).

Energy Ark (*Genesis / Common*)  
  
- Trade 1 of the other cards in your hand for up to 2 basic energy cards from your discard pile.

Super Energy Retrieval (*Discovery / Rare*)  
 *(The only unaltered sprite)*  
- Trade 2 of the other cards in your hand for up to 4 basic energy cards from your discard pile.

Energy Search (*Genesis / Uncommon*)  
  
- Search your deck for a basic energy card and put it into your hand. Shuffle your deck afterward.

Energy Removal 2 (*Genesis / Uncommon*)  
  
- Choose 1 energy card attached to 1 of your opponent’s Pokémon. Flip a coin. If heads, discard it.

Master Ball *(Promo, Fire Club, Ishihara)*  
  
- Search your deck for a Pokémon card and put it into your hand. Shuffle your deck afterwards.

Switch (*Destiny / Common*)  
  
- Switch 1 of your benched Pokémon with one of your active Pokémon.

Pokémon Nurse (*Discovery / Common*)  
  
- Remove all damage counters from all of your own Pokémon with damage counters on them, then discard all energy cards attached to those Pokémon.

Poké Ball (*Revelation / Common*)  
  
- Flip a coin. If heads, you may search your deck for any Pokémon card. Show that card to your opponent then put it into your hand. Shuffle your deck afterward.

Super Scoop Up (*Discovery / Uncommon*)  
  
- Choose 1 of your Pokémon in play and return its basic Pokémon card to your hand. Discard all cards attached to that card.

Pokégear (*Destiny / Rare*)  
  
- Discard 2 of the other cards in your hand in order to search your deck for any card and put it into your hand. Shuffle your deck afterward.

New Pokédex (*Discovery / Common*)  
  
- Look at the top 5 cards of your deck and rearrange them as you like.

Strength Charm (*Revelation / Common*)  
  
- Attach Strength Charm to your active Pokémon; at the end of the turn, discard it. If this Pokémon’s attack deals damage to the active Pokémon, it does 10 more damage to it. (After applying weakness and resistance).

Crystal Shard (*Revelation / Common*)  
  
- Attach Crystal Shard to your active Pokémon; at the end of your opponent’s turn, discard it. Damage done to that Pokémon is reduced by 20 (After applying weakness and resistance).

Ruin Wall (*Destiny / Uncommon*)  
  
- Discard 2 of the other cards in your hand in order to put a trainer card from your discard pile into your hand.

Pokémon Reversal (*Revelation / Common*)  
 *(Semi-Original Sprite)*  
Choose 1 of your opponent’s benched Pokémon. Flip a coin. If heads, switch that Pokémon with the Defending Pokémon.

Potion (*Genesis / Uncommon*)  
  
- Remove 3 damage counters from 1 of your Pokémon.

Hyper Potion (*Destiny / Uncommon*)  
  
- Discard 1 energy card attached to 1 of your own Pokémon in order to remove 6 damage counters from that Pokémon.

Full Heal (*Discovery / Common*)  
  
- Your active Pokémon is no longer Asleep, Confused, Paralyzed or Poisoned. Also, remove 1 damage counter on that Pokémon, if any.

Bill’s Maintenance (*Discovery / Common*)  
  
- Shuffle 2 of the other cards from your hand into your deck in order to draw 2 cards.

Arcade Game (*Genesis / Uncommon*)  
  
- Shuffle your hand into your deck. Flip a coin. If heads, draw 9 cards. If tails, draw 1 card.